

# *Echoes of the Hills*

Newsletter of the Emerald Hills



Volume 39 Issue 4 | October 31 2007 | Reign 39

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Cover by Fenris Blackwood  
Photos by Various

**King Sir Trinity Skythasis**



**Queen Lady Tangenna Skythasis**



**A Shade and Elf protecting the Midnight Forest**

# Officers for Reign 39

*July to December 2007*

|                     |                              |                               |
|---------------------|------------------------------|-------------------------------|
| Monarch             | .....Sir Trinity Skythasis   | .....monarch@amtgard-EH.com   |
| Queen-Regent        | .....Lady Tangeena Skythasis | ....Regent@amtgard-EH.com     |
| Champion            | .....Sir Morgan Ironwolf     | .....champion@amtgard-eh.com  |
| Prime Minister      | .....Lady Dreanya Jurista    | .....pm@amtgard-eh.com        |
| Treasurer           | .....Elder Vermilion         | .....treasurer@amtgard-eh.com |
| GM of Reeves        | .....Lord Gabriel            | .....gmr@amtgard-eh.com       |
| 7.0 Rules Committee |                              |                               |
| Representative      | .....TBD                     | .....--                       |

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## The Class Guildmasters

|               |                            |            |                                  |
|---------------|----------------------------|------------|----------------------------------|
| Anti-Paladins | ..Sir Trinity Skythasis    | Archers    | .....Squire Sutra Bahuas         |
| Assassins     | .....Sir Delphos Darkheart | Barbarians | ...TBD                           |
| Bards         | .....Sir Larin Moonstar    | Color      | .....Dame Tanara StormCaller     |
| Druids        | .....Sir Forest Evergreen  | Healers    | .....Typhus Deathcaller          |
| Knights       | .....Sir Morgan Ironwolf   | Monks      | .....Baronet Sirkakhis Larethian |
| Monsters      | .....Sir Delphos Darkheart | Paladins   | .....Sir Larin Moonstar          |
| Scouts        | .....Squire Kenta Redhawk  | Warriors   | .....Lord Gott des Krieges       |
| Wizards       | .....Sir Larin Moonstar    |            |                                  |

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| <i>The BOD</i>      | <i>Mundane Name</i> | <i>Position</i> | <i>Term Expires</i> |
|---------------------|---------------------|-----------------|---------------------|
| Dreanya Jurista     | .....Andréa Jacobs  | .....President  | .....DEC 2007       |
| Elder Vermilion     | .....John R. Elder  | .....Treasurer  | .....AUG 2007       |
| TBD                 | .....TBD            |                 | .....DEC 2007       |
| Sutra Bahuas        | .....Jorge Rodas    |                 | .....DEC 2007       |
| Rayel Greenholde    | .....Michael Peavy  |                 | .....DEC 2007       |
| Sir Morgan Ironwolf | .....Jason Jacobs   |                 | .....DEC 2007       |

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| <i>The RGK</i>                                 | <i>Term Expires</i> |
|--|---------------------|
| Ewen McFadden (Landlord, 972-686-7755)         | .....N/A            |
| Samantha Three Jugs(RGK Selected Seat)         | .....N/A            |
| Elder Vermilion Treasurer/EH BOD Rep/Secretary | .....BOD Rep        |
| Sir Trinity Skythasis (Monarch)                | .....DEC 2007       |
| Sir Gavvin Quinn                               | .....SEP 2007       |
| Dame Faunna Demonspawn                         | .....MAR 2008       |
| Sir Wolverine (President)                      | .....MAR 2008       |

*Email the RGK at [rgk@tanglewoodforest.org](mailto:rgk@tanglewoodforest.org)*

### **Amtgard-EH.com Contacts**

#### **Webmaster**

Webmaster@Amtgard-EH.com

#### **Administrator**

admin@Amtgard-EH.com

# Kingdom Calendar for Reign 39

This is the preliminary schedule of events for Reign 39. Things may be added or moved as needed. At least one of the Monarchy will be attending those scheduled events shown. There will be other tournaments and Battlegames on open days, TBD.

## July 2007

14 .....Sat .....RP Battlegame @ Mourningwood Glen  
18-22 .....Wed-Sun .....Clan  
27-29 .....Fri-Sun .....Kingdom of the Wetlands - Midreign

## August 2007

4 .....Sat .....Gecko Master @ Midnight Sun  
10-12 .....Fri-Sun .....Celestial Kingdom - Midreign  
12 .....Sun .....RP Battlegame @ Finder's Keep  
18 .....Sat .....Kingdom of the Golden Plains - Coronation  
18-19 .....Sat-Sun .....Kingdom Work Weekend @ Tanglewood Forest  
19 .....Sun .....Gecko Master - Workshops/Demos @ Eagleshire  
25 .....Sat .....Summer Fest V  
26 .....Sun .....Gecko Master - Workshops/Demos @ Finder's Keep

## September 2007

31-2 .....Sat .....Piratical Sabbatical 3  
1-2 .....Sat-Sun .....Labor Day Weekend  
8 .....Sat .....Kingdom Dragonmaster/Weaponmaster @ Midnight Sun  
9 .....Sun .....Kingdom Dragonmaster/Weaponmaster @ Eagleshire  
14-16 .....Fri-Sun .....Kingdom of the Rising Winds Coronation  
**14-16 .....Fri-Sun .....EH Midreign / Relic Quest @ Tanglewood Forest**  
22-23 .....Sat-Sun .....Kingdom Work Weekend @ Tanglewood Forest  
29 .....Sat .....Gecko Master @ Mourningwood Glen

## October 2007

6-7 .....Sat-Sun .....Kingdom Work Weekend @ Tanglewood Forest  
7 .....Sun .....RP Battlegame & Gecko Master @ King's Point  
**11-14 .....Thurs-Sun ..World Banner Wars 8 @ Tanglewood Forest**  
22-23 .....Sat-Sun .....Kingdom Work Weekend @ Tanglewood Forest  
27 .....Sat .....Midnight Sun Monster Bash @ Midnight Sun  
31 .....Wed .....Halloween

## November 2007

9-11 .....Fri-Sun .....Celestial Kingdom - Coronation  
9-11 .....Fri-Sun .....Kingdom of the Rising Winds Midreign  
9-11.....Fri-Sun .....Storm Grove Fall Event  
22 .....Thurs .....Thanksgiving Day  
25 .....Sun .....RP Battlegame @ Eagleshire

## December 2007

1-2 .....Sat .....Crown Elections @ All Parks  
8 .....Sat .....RP Battlegame @ Midnight Sun  
**14-16 .....Fri-Sun .....EH End Reign/Coronation @ Tanglewood Forest**  
25 .....Tues .....Christmas

# Announcements

## **Topic: Olympiad XXI Sir Trinity Skythesis**

Unto the populace of the Emerald Hills:

Let it be known that bids for Olympiad XXI are now being accepted. Olympiad is to be held at the 20th Birthday of the Emerald Hills which will be at the Midreign Celebration in March 2008. Forward your bids to [sir\\_trinity@hotmail.com](mailto:sir_trinity@hotmail.com). Bids should include Autocrats names and emails, tentative schedule, scoring methods to be used, possible expenditures that may be necessary from the kingdom, and any other pertinent information the bidder deems necessary.

## **Topic: Bi-Annual Financial Reports Duke Elder**

The current Kingdom Financial report is here:

[http://www.amtgard-eh.com/library/Kingdom\\_BooksSept06-Aug07.xls](http://www.amtgard-eh.com/library/Kingdom_BooksSept06-Aug07.xls)

And the current RGK Financial report is here:

[http://www.amtgard-eh.com/library/RGK\\_BooksSept06-Aug07.xls](http://www.amtgard-eh.com/library/RGK_BooksSept06-Aug07.xls)

The latest Financial report can always be seen in the Treasury section of the website:

<http://www.amtgard-eh.com/Treasury.html>

Elder Vermilion  
EH Treasurer

## **Topic: Banner Wars Thank You's Forest Evergreen:**

I just wanted to say thank you to some of the people who helped make WBW a success this year.

Dreanya for running gate in spite of multiple people acting like they should be exceptions to the rules.

Morgan for heading up security and following through when the situation called for it.

Scytale for taking over the war itself and getting things to run smoothly even if there were some delays between rounds. (Hard to keep things running smoothly without knowing who is reeveing ahead of time.)

Crawling Chaos for feast.

Meggido and Stoner for hauling the maze up to WBW for the Friday quests. Without you guys the Friday activities couldn't have happened.

Trianna for having children's activities planned.

To all the volunteers who helped to reeve, play monsters, clean up trash, work at gate, etc. It is the combined efforts of all of you who make thing happen.

And last, but never least, a huge thank you to Trinity and Tangena for stepping in and making sure that WBW would be a success. You did an excellent job at organizing the over-

all event and delegating responsibilities so that all the separate parts of the event worked well together. To anyone I missed, thank you for our help. I look forward to next year.

## **Arch Duke King Sir Trinity:**

In addition to Forest's list of Thank You's, I would like to thank the people of the Emerald Hills and all of Amtgard, who without their support, loyalty, and belief, would never have given this event the ability to grow to what it is today. My personal thanks go out to all the members of the WBW teams, Forest, Trianna, Megiddo, Stoner, Dreanya, the members of Crawling Chaos, Morgan, Scytale, our private refuse collection engineers Sutra and Dizzy, and Tangena-my wonderful wife-for putting up with me while she tried to get this thing rolling. :D

## **Topic: On-Line Practice Reeve's Test Lord Gabriel**

A practice reeves test has been posted at:

[www.sharktronics.com/reevestest](http://www.sharktronics.com/reevestest)

This test asks 6 of 50 randomized questions. These questions are multiple choice and clicking refresh will get you different questions. This is just for practice for the actual test.

PS: Thank you Rogue for the technical assistance.

## **-----Park Days and Locations-----**

### **Thursday:**

#### **Midnight Rain @ 5pm**

[http://www.amtgard-eh.com/park\\_midnightrain.html](http://www.amtgard-eh.com/park_midnightrain.html)

### **Saturday:**

#### **Mourningwood Glen @ 12pm**

<http://www.amtgard-eh.com/mwg/>

#### **Midnight Sun @ 2pm**

[http://www.amtgard-eh.com/park\\_midnight.html](http://www.amtgard-eh.com/park_midnight.html)

#### **Storm Grove @ 2pm**

[http://www.amtgard-eh.com/park\\_stormgrove.html](http://www.amtgard-eh.com/park_stormgrove.html)

### **Sunday:**

#### **Finder's Keep @ 2pm**

[http://www.amtgard-eh.com/park\\_finderskeep.html](http://www.amtgard-eh.com/park_finderskeep.html)

#### **Eagleshire @ 3pm**

[http://www.amtgard-eh.com/park\\_eagleshire.html](http://www.amtgard-eh.com/park_eagleshire.html)

#### **Soul's Crossing @ 11am**

[http://www.amtgard-eh.com/park\\_soulscrossing.html](http://www.amtgard-eh.com/park_soulscrossing.html)

#### **Riverstone @ 1pm**

[http://www.amtgard-eh.com/park\\_riverstone.html](http://www.amtgard-eh.com/park_riverstone.html)

#### **King's Point @ 2pm**

[http://www.amtgard-eh.com/park\\_kingspoint.html](http://www.amtgard-eh.com/park_kingspoint.html)

## Kingdom of the Emerald Hills

# Crown Qualz XXXVIII

November 17 & 18, 2007

### Registration

Pre-Registration is available now at <http://www.amtgard-eh.com/library/CQpre-reg.html>

Registration will begin at 12:00 each day and will close at 1:00pm.

### Location

CQ XXXVIII will be held at Mourning Wood Glen on Saturday the 17<sup>th</sup> and at King's Point on Sunday the 18<sup>th</sup>.

### Cultural Entries Eligibility

**Items must not have been entered in a previous EH Kingdom Crown Qualz.** Regular Registration is from 12:00 pm to 1:00 pm on the day of the event. Online pre-registration is available now. Judging will begin as soon as all the entries registered prior to 1:01pm are stickered. Please have ALL entries registered by 1:00 pm. Special situations will be reviewed.

Deadline to register is 1:00 pm.

Items must not have been entered in a previous EH Kingdom level Cultural Event.

Limit of 3 entries per category. Only your best two entries in any given category will count towards your "overall" score.

**Cooking Entries** – Bring all necessary serving utensils including plates and/or bowls.

**Written Entries** – All entries, except publications, must be 5 pages or less. Written entries may be submitted to the Regent BEFORE Thursday, November 15th preferably in electronic format. Email them to [regent@amtgard-eh.com](mailto:regent@amtgard-eh.com) or [jrodas00@yahoo.com](mailto:jrodas00@yahoo.com). If electronic form is not possible, the 5 copies need to be given to the Regent before 1:00 the day of the event.

**Bardic Entries** – Please be considerate with the usage of your time.

**Vintner Entries – Alcoholic vintner will be judged on Saturday only.** Please bring any alcoholic entries in individual containers for the judges, as they will need to be judged off park premises to abide by local law.

### Scoring System

As per Corpora, you must have an overall average of 3.0 or better to qualify to run for kingdom or park office. Only the entrant's two best entries in any given category will count towards their overall score.

### Categories

See attached pages for details on each category.

|             |              |              |             |
|-------------|--------------|--------------|-------------|
| Cooking     | Writing      | Bardic       | Art         |
| Appetizer   | Factual      | Singing      | 2-D         |
| Main Course | Fictional    | Oratory      | 3-D         |
| Dessert     | Poetry       | Instrumental | Photography |
| Other       | Publications | Dance        |             |
| Vintner     |              |              |             |
| Garb        | Construction | Rose         |             |
| Fighting    | Passive      |              |             |
| Court       | Active       |              |             |
| Monster     | Armor        |              |             |
| Accessory   | Weapon       |              |             |
| Favor       | Shield       |              |             |
| Jewelry     | Banner       |              |             |

## Categories

### Cooking

**Due to the delicate nature of cooking entries, this category will be judged first.**

Entries will be judged on taste, texture, appetizing presentation and difficulty. There will be 5 judges and entrants will need to provide enough of each entry for all of them to taste. Be prepared to have a way to maintain your own dish until it can be judged (hot/cold). Bring plates, cups and utensils if they will be needed to judge your entry.

**Appetizer:** A dish intended to be served as an appetizer.

**Main:** Course: A dish intended to be served as a main course.

**Dessert:** A dish intended to be served as a dessert.

**Vintners:** A drink that was brewed or fermented. Mixed drinks are not considered brewed or fermented. These do not have to be alcoholic drinks to fit in this category.

**Other:** A dish or drink that does not fit into any other category.

### Writing

Entries will be judged, where applicable, on form, content, grammar, spelling and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Publications entries only require one copy. All entries need to be emailed to the Regent except for Publication.

**Factual:** Writing that presents factual information such as a process, event or research of some kind. Examples would be weapon smithing instructions, a recounting of an Amtgard event or a history of the Mongols. When presenting researched information, it is a good idea to site references and give credit.

**Fictional:** Writing that is not intended to be factual such as persona histories and stories.

**Poetry:** Poetic verse.

**Publications:** Published works such as newsletters, books, collections of articles, etc. These entries are judged on the editorial content only, such as presentation, suitability of the collection, format, etc. It is not necessary that the entrant have written every article. However, articles should never be published without the author's consent and credit should be given. Any work not done by the entrant should be noted.

### Bardic

Entries will be judged on difficulty and entertainment value.

**Singing:** A vocal presentation with some expectation of rhythm and pitch.

**Oratory:** A vocal presentation with no expectation of rhythm or pitch; i.e. Storytelling, jokes and theatrical pieces.

**Instrumental:** A musical presentation performed on an instrument with some expectation of rhythm and pitch.

**Dance:** A presentation of bodily movement with some expectation of rhythm.

### Art

Entries will be judged on artistic presentation and the difficulty of the medium.

**2-D Art:** Art intended to be viewed from only one side such as drawings, paintings, stained glass, relief carving, computer graphics, etc.

**3-D Art:** Art intended to be viewed from at least 3 sides such as sculptures, painted miniatures, stuffed animals, blown glass, etc. *People often enter things into this category that would do better in Passive Construction. 3-D art is judged primarily on artistic presentation; Passive Construction is judged primarily on construction. A stained glass box would go into either 3-D Art or Passive Construction depending on what the entrant wanted to focus.*

**Photography:** Art created by taking a picture. Digital images that are mostly photographic would also fit into this category.

## **Garb**

Entries will be judged on durability, attractiveness, design and difficulty.

**Fighting:** A major item of garb intended to be worn in battle such as tunics, pants, tabards, shirts, etc.

**Court:** A major item of garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.

**Monster:** A major item of garb that would qualify as garb for a monster in the Amtgard Rulebook.

**Favor:** A garb accessory intended to be worn on one's belt.

**Jewelry:** A garb accessory intended to be worn as jewelry such as crowns, coronets, necklaces, bracelets, rings, etc.

**Accessory:** A minor item of garb such as hats, belts, shoes, bracers, etc. that would not fit into another category.

## **Construction**

Entries are judged on construction, presentation, difficulty and application to proposed function.

**Passive:** Something not intended to go onto the battlefield such as boxes, steel weapons, decorative wooden weapons, stuffed animals, etc. This is a category for constructed items that would not fit into another category.

**Active:** Something intended to be used on the battlefield such as ballistae, bows, fighting wands or throwing mugs. This is a generic category for things that would not fit into armor, weapon, or shield construction yet are still intended for rough battlefield use.

**Armor:** Something that would qualify as armor by the rulebook standards in Amtgard such as padded armor, chainmail, brigantine, greaves, thigh plates, helmets (although they would not actually count as armor), etc.

**Weapon:** Something that would qualify as a weapon by the rulebook standards in Amtgard such as sword, spear, arrows, rocks, throwing daggers, madus, etc.

**Shield:** Something that would qualify as a shield by rulebook standards in Amtgard.

**Banner:** Something intended to be used as a banner and judged on construction and appearance.

## **Rose**

Anything made for the benefit of the club intended to be donated to the club. These are scored on their construction and design as well as their contribution to Amtgard.

Any questions or comments should be sent to [jrodas00@yahoo.com](mailto:jrodas00@yahoo.com)

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*The following people have declared. I will update this as I get new declarations.*

Monarch: Master Seal/Grand Duke Sir Morgan Ironwolf  
Regent: Dame Tanara StormCaller  
Champion:  
Guildmaster of Reeves: Sir Brennon  
Board of Director seats (please specify which one)  
(2) December 2008 Board of Director Seats  
Joseph Wagoner (Nettle)/ Michael Peavy (Rayel)  
(1) June 2008 Board of Director Seat  
Aaron B. Simpson (Sir Martello)/Jeremy Stevens (Typhus Deathcaller)  
(1) RGK seat [Ends September 2008] - Fenris Blackwood

### **Guildmaster of:**

Anti-Paladin: Warlord Zig  
Archer  
Assassin  
Barbarian  
Bard  
Color: Dame Tanara StormCaller  
Druid: Kenta Redhawk  
Healer: Typhus Deathcaller  
Knights: Sir Brennon  
Monk: Kelldor  
Monster: Lady Tangeena Skythasis  
Paladin: Sir Nevron Dreadstar  
Scout: Kenta Redhawk  
Warrior: Lord Gott  
Wizard: Lord Gabriel

To declare, email me at [pm@amtgard-eh.com](mailto:pm@amtgard-eh.com) or post on the forums or on the EH list.

Any questions? Just ask.

In Service,

Lady Dreanya Jurista  
EHPM

# **BOD Meeting Minutes 9.29.07**

**Andréa Jacobs**

## **Board of Director's Meeting Minutes September 29, 2007**

### **In Attendance:**

Michael Peavy  
Jason Jacobs  
Andréa Jacobs  
Kevin Kidwell  
John Elder (late)

### **Guests:**

Aaron Simpson  
Mary Dziorny

Meeting called to order at 10:01am at the corporate address: 301 Centennial Blvd Richardson, TX 75081.

### **First Order of Business**

Election of the Secretary  
Michael Peavy nominates Jason Jacobs for the position of secretary.  
Jason Jacobs accepts. Approved 3-1-0.

### **Routine Business**

Approval of August 18, 2007 minutes  
Jason Jacobs moved that the minutes be approved. Passed 5-0-0.

Monthly Update: BOD correspondence (A. Jacobs).  
Andréa Jacobs advised that she did not send the thank you letter to Linda Hurst due to the fact that Ms. Hurst has changed her mind about the donation. Andréa Jacobs has not yet sent the letter to Mystic Mountains because they indicated that they are working on the distribution of funds; however, there has been no further communication from them. Andréa Jacobs will send letter this month. No action taken.

Update: Petitioning/Interested Parks (Rodas/Lawrence).  
Andréa Jacobs moves that the Board recommend to the Monarch that Midnight Rain's contract be terminated due to their continued failure to update the ORK consistently. Passed 5-0-0.

### **Old Business**

Update: Storage Facility (Elder)  
John Elder reports that he cancelled the storage room contract on the day of the last meeting and that the Emerald Hills received a two month refund as a result. No action taken.

Update: Fundraising (Jacobs)  
Andréa Jacobs reported that she has set-up the PayPal button so that people can "pre-pay" for spending money at World Banner Wars. The "Booster Club" will also sell water and Gatorade at World Banner Wars.

The Board discussed the current online discussions on fundraising. In light of the fact that World Banner Wars is based on the movie "Labyrinth," Kevin Kidwell reiterated that showing a movie, like "Labyrinth," at World Banner Wars may be considered a public viewing that would require permission or viewing license even if we did not charge viewers. No action taken.

### **New Business**

Charles E. White of the Wetlands (Board)  
Andréa Jacobs advised that Richard Lawrence (Monarch) and she (PM) had previously decided that Mr. White not be allowed to attend MidReign due to his prior conviction for sexual battery. Jacobs advised that she had sent a letter to Mr. White regarding this fact but that such a decision was only specific to the past MidReign. Documentation was presented regarding Mr. White's conviction, including the recitation of facts from the Third Circuit Court of Appeals in Louisiana (Cause Number 03-1535).

The Board discussed whether it had the authority to make the decision that Mr. White could not participate in Amtgard in the Emerald Hills. It was decided that due to the fact that Mr. White could be a legal liability to the corporation as it was on notice that Mr. White has a history of forcefully sexually assaulting a minor as a result of Amtgard, the Board decided that it did have the authority and responsibility to act. Decided 5-0-0.

Michael Peavy moved that the Board rule that Mr. Charles White not be allowed to participate in any Amtgard: Kingdom of the Emerald Hills' functions, including park days and events, due to the possible legal repercussions. Passed 5-0-0.

Kevin Kidwell brought up Mr. Harold Edward Ward (Bowbar) and the Board investigated whether Mr. Ward was a registered sex offender. It was confirmed that Mr. Ward was a registered sex offender; however, the Board did not know the facts surrounding Mr. Ward's convictions. Tabled to the next meeting for more information.

Property Taxes/Tanglewood Forest Lease  
The Board discussed the property taxes and the fact that the actual property taxes paid in the past conflict with the property taxes required by the current Lease. The Board discussed the need for an assessor to come out to the Land and assess whether the improvements not made by us are affecting the assessment of the land property taxes. The Board decided if the money to pay for an assessor was donated then such action should be taken. Decided 5-0-0.

John Elder inquired whether the Emerald Hills should continue to pay 100% of the land property taxes (removing the building improvements) or pay only 60% as required by the current Lease. Andréa Jacobs moved that only the taxes as required by the current Lease be paid. Overwhelmingly passed. Exact vote improperly recorded.

Discussion: Road to 501(c)(3) status, Revisited (Elder/Dziorny)  
John Elder suggested that the Board consult with an educational consultant to evaluate and recommend what the Emerald Hills needs to do as a corporation to become eligible for the 501(c)(3) education exemption. Ms. Mary Dziorny offered her services pro bono.

Ms. Dziorny commented that the creation of "Gecko Master" was a positive step towards a more educational format and advised that it be continued. Ms. Dziorny did not promise that we would achieve the exemption; however, she offered to assist in writing objectives and properly documenting what educational aspects we do have.

John Elder moved that Ms. Dziorny be hired (pro bono) as an educational consultant. Passed 5-0-0.

***Next meeting scheduled for Saturday, October 27, 2007, at 11am at 301 Centennial Blvd Richardson, TX 75081.***

***Meeting adjourned at 12:20pm.***

# The Birth-Rite to Darkness

## Squire Steel

### The beginning

I had awoken to my usual life of luxury and wealth on this morn. As usual, the servants were there to fetch me my tunic and olive reef. I greeted a beautiful blonde lady servant with a mischievous crooked smile. She place my father's ring on my right hand. My father's ring, he had just given it to me on my 25th birthday. It was, as my father had told me so many time in my childhood, the prized possession of the Brightblade family. My father the duke of Castle Brightblade, had been called away to accompany the king on one of his rather boring expeditions. He cursed me before he left, because I would not accompany him on this "sacred quest". My father was quaint. Always service before himself. A man for the people. If you asked me, I could care less about the starving peasants out side our gates. To hell with them, let them starve for all I care.

I went down to meet my trainer. A knight from "the old days" as he recalls them, but still an artist with a blade. His name was Sir Tunear. I had to give it to the guy, he could weild a blade and bash a shield better than any I had seen. Many a younger sturdier knights came to test the old knight, but as always he befell them all with what looked like ease. His hand steady, and his movements sharp as a newly sharpened blade. He did not make any swings that went unanswered. There were no movements that did not lead to an advantage. I had watched him since I was a boy. Studied his movements, recounted his tales, and had chosen him specifically for a mentor. Tunear greeted me with his usual first greeting, "You ready for your beating today?", to which I would always respond, "Shouldn't you be resting your poor old bones in the retirement room of the castle, and leaving this fighting stuff to us younger stronger folk?". As always he greeted me with a boastful laugh. Tunear fought with the classical sword and board style; I on the other hand, preferred florentine short swords.

I left my lessons sore as hell, as usual. Damn that last swing landed clean. I can still feel it in my shoulder! I went down to the castle kitchen to call up the servant to make me my lunch. When I heard a loud crash coming from up stairs. I still had my practice weapons on me, so I raced upstairs to see what all the commotion was about. "How dare some one burst into my house with out being invited, making all this ruckus, and interrupting my meal." I thought in my head. This had better be urgent, or a fool carrying gold to my door step.

The sound was Squire Duo, Tunear's squire. He accompanied my father on his "sacred mission....quest....what ever the f\*:#%" He came bashing through the door injured and bleeding. Duo, "what in the hell is wrong with you" I started to say, but then noticed he was barely conscious. I ordered for the house doctor at once! Duo dropped to a knee, and

said, "Your father, he.....he...is dead. Ambushed!! We played right into that bastards hands! He knew King Trinity would send forces to recover the blade." Blood rushed out of Duo's mouth as he struggled to complete his story. "Who knew! What are you talking about Duo! Where the hell is my father!" I screamed at Duo's injured face. "Thee...forces of the good Amtgardians....ambushed us. They came upon us quickly. We never seen it coming. No one did! We were lead to the slaughter by a the damned Greendragons. They came to us with a ploy. I told your father not to go, but he did not listen. He snatched the bone the good forces had thrown at him. We were lead right into the Justicar fort. They....they were waiting for us. The bastardous Greendragons turned on our flank while the Justicars attacked our front. They only succeed, because we were few; and they....they were many!! I looked down at the dead corpse of Duo on the Red velvet rug. He had gone to great length to deliver this message to me.

The Greendragons, I thought. I have always doubted them. They dwell on company road path, but I knew they could not be trusted. They always come with the ploy of being with the Dark forces, but I always knew that they were good at heart! They ride the fence, and get fat from the the spoils of the victor! Never having any real mind of there own, just following the power and opportunity. "Two faced, sons of Janus!", I scream. I will seek my revenge on the Justicars and those conniving Greendragons.

Just as my curses gave way, I heard screams from the guards. "Sir the castle is under attack!" Sir Tunear came up from his guest house drunken. He was known as Sir Teenbeers after a fit of drinking. "Damn!", I thought. What an inopportune time for that old man to be in one of his drinking modes! Tunear laughed and drew his sword. He said lethh.....em....come!" The smell of fresh mead spewed forth as he spoke. Then, I seen a look in his eyes that I had never seen before. He stood right in front of the door way dead center, sword drawn, shield held ready. He stood up a little straighter all the sudden. He had went from staggering to solid in a moment's change! The first of the Greendragon army burst though the door, and were enveloped in their own blood! It was a blood bath! I could barely see Tunear through the Red Fog of Blood! All I could make out were

Greendragon screams, lighting speed sword swings, and the gleam of the DOUBLE HEADED PHOENIX from his shield! After the first wave had been demolished, Tunear turned to me and said, "Leafffff....now!" I said, "Never! I will die at Castle Brightblade this day." Tunear then turned his back to me to greet the new challenge. He stumbled back-words with a hick-up! I Held him steady from the back making it look like it didn't happen! Just then, A

# The Birth-Rite to Darkness

## Squire Steel

BIG... Tall... WIDE.... Mean... UGLY... SMELLY... Greendragon entered the broken doorway. I looked up, and gasped a little.... Everlast! The notorious Everlast of the Greendragons. A man with much the same demeanor as his Oger cousins. He himself was only half-oger. That accounted for his breath. So horrible it could kill alone! Tunear looked up with a smile and bragginly said, "I have waited along time for this!" and laughed as if something in this heart had finally been fulfilled. The Ugly, smelly, foul breathed, half-oger Everlast charged though the door; and knocked the drunken Tunear to the floor!" Ahahahah! So this is the famed Tunear Ahahahaha!" the ugly, smelly, foul breathed half-oger Everlast gnarled through his slimed filled mucused mouth! Tunear sat up on his butt, and said, "Nice... thhhh a smallllll... lit'al... chall'ng! Hick-up!" Tunear rose up to a knee, and the smell, ugly, foul breathed, half-oger Everlast swung his pole-arm down with enough force to break and Elephant! To every one's shock the swing was stopped clean! the blade of Everlast's pole-arm lay motionless on the top of Tunear's shield! Tunear staggered to his feet forcing the heavy pole-arm up! Everlast stood in shock as that swing did not meet home. "Diss! what could have held that shield together through that swing!", i yelled. Tunear said in a drunken hick-up, "Not whathhh... ya... 'spected... huh.. yo.. son.. o'.. shhhe.. dag! COR-SAIR... s'eild... err.. made... fromth... metal'th... forg'd... in... pheonix... fire!" I had often wondered why the blades Tunear gave me had not chipped or lost there edge, no matter how hard or how many times I had struck them against the ground, other swords, or tunears shield. "Run... Steel", Tunear said as he stumbled toward Everlast. Everlast brought up his giant pole-arm once more with tremendous strength, but he was slow; and he paid the coast of his delay. As he rose up Tunear made his strike. It landed clean as always. Perfect surgery! The swing had cut through flesh and bone alike! Everlast shouted out a loud deathly cry as he knelt in pain holding his side! The foul smelling blood of that horrifying beast lay splattered all over Tunear!" Ahaahhaah! Everlast cried out in pain. You may have won, but you to will die Corsair!". The blood had already began to dissolve the skin of Tunear. Tunear turned to me and said, "I... thought'th... i.. 'old... you.. ta.. run!", he then turned back to Everlasts dying corpse and said, "iffff... i'm... ta... die... den... it... betterr... be... a... good.. one!" He then brought his blade home clean through the neck of the foul half-oger Everlast. Blood sprayed fourth from the headless kneeling corpse of Everlast like a geyser enveloping the famed knight Tunear! The blood ate away his flesh, armor, and clothing like the strong acid of a Green Dragon's breath weapon! Just as Tunear's corpse was about to be dissolved in a pit of acid, his disincarnating corpse burst into a gaint flaming double headed pheonix and rose out through the ceiling of the castle and away into the sky.

I ran over to the acid ooze and scooped up the unscratched shield of the fallen Tunear. I quickly made my way through the winding hall way to the secret hatch, witch led to the Company Road path. As I looked back I noticed the Greendragon army had sacked the castle. I could see nothing from Company Road path except the famed flying Green Dragon. The dragon landed on top of Tower Birghtblade and changed into his human form. "Forest!" I yelled. He only turned at me and shot a glance that seemed to reach me as if he were standing face-to-face with me. I could see him and his facial expressions. His voice projected into my brain. "Run Steel. Soon the day will come when we meet!" I fled southwest from Corsair lands to Sable Pride territory. They have always been a Brother in the Dark Army. Not necessarily friends, but brothers in the Dark Side.



# Monster Bash RP 10.27.07

## Various

### Zombie Lord: Fenris Blackwood

He sat upon his throne of bone and tainted flesh, his trusty zombie Phillip at his side. It had been many moons since he had stretched his aged flesh and ventured forth from his dust covered tomb.

But this day he felt the light and energy of humans close by, a feeling that stirred his interest. "Life." he said. "I feel life outside this eternal tomb. I shall take their lives and have them serve me, I need my army."

And it was true, the Zombie Lord did require an Army to overtake the village of Midnight Sun. And these mere Humans would serve his purposes quite well with a few small alterations. Namely their souls in his possession. He stood and made his way up the bone and rock covered hallway to the hidden surface entrance of his catacombed lair. There he slipped into the shadows watching and wait-



ing for the right time to strike. There was many other things in the woods that the Humans had to fear, and these other things he hoped would kill off the questors one at a time. For he had cursed the lands this day with a spell of the undead. This ancient sorcery muttered in forgotten tongue would animate the fallen warriors to come and serve him. If he was patient enough he could easily a mass a great army to bring these humans to their knees. As the day progressed he was met by his old acquaintance a Stone Troll, with a great ability for persuasion and trickery. The Troll knew the Zombie Lord would cure him with his ancient magics and thus their dealings had always been secure. The Troll would act as Spy and eventually capture a few lost souls for my consumption and conscription into the Dark Army. A well placed blow and a few words and their shining souls would in the end just be fuel to the Lords growing power. "Your

soul is mine !" The Lord would say gripping the subdued questors chest and placing his sacrificial dagger's final blow to their already stilled body.

The Lord always watched his victims eyes as the color from them drained away and was replaced by the milky white pigment of death. As the army grew and the Lord watched he learned that there was Wizard and Paladin alike within their group, if not more spellcasters. Their presence would be the most troublesome. In the end the Zombie Lord had created a small band of recently rotting corpse's. The sight gave the Zombie Lord hope that his plans could be completed. They gathered upon the bridge, crossing the river Midnight and waited. It wasn't long till the rest of the humans would hunt for him.

Seeing them approach he signalled the charge. His army sprang forth in their usual manner. Outstretched lifeless hands and rusted swords slashing wildly at anything they could.

But the humans and their bribed monsters were ready for the undead horde's attack. The fire elemental with her mightily bow seemed unable to meet it's mark with the wall of undead pressing forward. The shout of "Braaaaaaiinnnnssss...!!" Echoing across the field. The Dark Lord hid behind that wall and summoned his magic. He cursed the bow, the weapon that had caused him some trouble this day with no effect.

Cursing himself in turn, he dodged another arrow hiding behind the recently deceased Druid zombie.

But this was going to be the end of the battle. The zombies had spread out to far and the wall of undead had broken. Coming out of the corner of his eye he saw the wizard, but it was to late. The great spell was spoken and the Zombie Lord was banished back to his underground lair, and now prison to one day hopefully fight again. And bring the village of Midnight Sun to it's knees.

### A Darker Shade of Midnight - Sir Delphos Darkheart

It sat in silence...

Gazing upon the gathering of humans across the River Midnight.

The Questors had come to roust the few creatures that dwelled within the darker recesses of the ancient forest, fearing that these unnatural beings would cause havoc among the village populace.

Little did they know what awaited them, but still they gathered for the annual "Hunt".

The dark form instinctively traveled in the shadows to reach its destination.

Too long in the light of the Sun would surely destroy it and

# The Birth-Rite to Darkness

## Squire Steel

the minion of evil knew this fact all too well.

Along the shadowed path it came across something it had not seen since the earliest gatherings of the races... an Elf...!!!

This was no ordinary Elf such as one might see in the light of day, not a beautiful majestic High Elf nor even a diminutive assistant of the white bearded old man.



No, this Elf was of a darker breed, the kind the humans read about in grim stories of witches, goblins and trolls. This Elf had come from the deepest forest and was in search of Human Blood.

The two creatures walked for a time and shared memories of how the world once trembled in fear at the mere sight of them. But now their numbers were few, as they had been hunted to near extinction by the newer races. Hunted and hated was their fate in the ever changing world of the Humans.

Without so much as a word of parting, the two beings walked in different directions on their own paths to reach their quarry...

The Shade continued just outside the line of sunlight as it smelled the air and tasted the life energy of healthy souls on the wind. It would feed this day, for it had long gone hungry and fresh food now awaited to sate its raging appetite.

At first it seemed that the day would belong to the "Monsters"...

Several other Creatures had joined the fray, among them was a Stone Troll and a Fire Elemental. The couple fought

well against the Humans, demoralizing them with every victory.

A Zombie Lord had risen from the depths of the underworld and was amassing an undead army, adding minions to his ranks with each fallen Human.

A great Bear also roamed the forest and his anger at the intrusion of his home was grizzly indeed.

The Human hunting parties were in disarray and confusion reigned supreme.

The Shade fed again and again, each time its strength grew and yet it was not satisfied. After so many years, the hunger it felt was immense and could not be so easily quenched.

It was not long before the Humans began to understand its weakness and would not venture into the shadows to become food for the dark form.

They kept themselves within the protective light of the Sun and therefor safe from the life-draining attacks of the Shade.

Then the unthinkable happened...

Somehow the Human Wizard had gained control over the Fire Elemental and the Stone Troll joined its partner, aiding the Humans in their quest to destroy all those they saw as "Monsters".

The tide of battle soon changed and the hunt was on...

Seeing that its chances to feed had been thwarted by this



turn of events, the Shade slipped quietly back into the deepest shadows from which it had come, awaiting the time when again it would feed its growing hunger for healthy souls...

# Kingdom Gallery

## Various



**Lady Aylin's Gallery:**  
<http://community.websshots.com/user/aylinkaryn?vhost=community>  
**Sutra's Gallery:**  
<http://photos.yahoo.com/jrodas00>  
**Dame Nightengale's Gallery:**  
<http://s110.photobucket.com/albums/n97/nightengael/>  
**Sir Ice's Gallery:**  
<http://s119.photobucket.com/albums/o133/IceAndPaddi/>  
**Clio's Gallery:**  
[http://photos.yahoo.com/cli0\\_the\\_muse](http://photos.yahoo.com/cli0_the_muse)