

Freedom is paid for in blood and loyalty.

ECHOES OF THE HILLS

January 2010

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www.amtgard-eh.com

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VIEW OLD NEWSLETTERS

CHECK OUT TONS OF PICS

Reign 44 is on and much is in the works.

Echoes of the Hills is a continuing newsletter donated by members of the kingdom for the benefit of the kingdom of the Emerald Hills. Interested in providing material to this publication? Let us know!

HEADLINES

REIGN 44 OFFICERS

Get to know your kingdom officers!

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Adventure Quest: 1-30-2010 @ MWG

This reign we will be doing a mini-event at various locations around the Metroplex area near the end of each month. I'm choosing locations based on having interesting terrain options and the back lot at Veteran's Park/MWG gives a great starting point.

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MESSAGE FROM THE OFFICERS

Check out what your elected officials have to say!

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HOW TO HOLD A DEMO

Think you know what it takes to host an Amtgard demo? Check out Fog's checklist in his informative article!

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Battlegame at Mourningwood Glen



Warriors on the battlefield!



Eagleshire Crown Qualls!

“Unifying citizens of the EH under one common banner since 1988.”



Tuk! vs. Skullband



Torgas - great example of RP garb!

EMERALD HILLS REIGN 44 OFFICERS

MONARCH: Sir Brennon Viridian

REGENT: Sir Kenta Redhawk

CHAMPION: Lord Gunther Gulveg of the Skullband

PRIME MINISTER: Lady Carmony Uziel

TREASURER: Duchess Reine Von Doom

Adventure Quest: 1-30-2010 @ MWG

This reign we will be doing a mini-event at various locations around the Metroplex area near the end of each month. I'm choosing locations based on having interesting terrain options and the back lot at Veteran's Park/MWG gives a great starting point.

This month we will be doing "Adventure Quest".

Goal: Out fight, out wit, and out sneak other adventure parties and monsters to come away with the most loot.

Duration: 2 hours

Rules: Players can set traps, use magic and class abilities in new and interesting ways, and ambush other parties and monsters. Full rules: <https://docs.google.com/Doc?docid=0Aahc-JbxVGTwZGd0dnNwcThfNzVncHgyODVknG&hl=en>

Start time: Sign-up starts at noon, and the game starts at 2pm sharp.

Party size: Five adventurers to a group. You may have no more than two spell casters per group, and only one of a given type. If you don't have a party, we will find you one. If you do have a party, you can definitely play with the guys you brought.

Read the rules and get excited. This will be like nothing you've ever done before, and it's going to be an absolute blast.

After the park you are invited to hit up CiCi's pizza (1300 South Bowen Road Pantego, TX 76013) with the rest of the group. Nothing terribly formal, just shooting the breeze and building community spirit. I'll probably hand out some awards for notable achievements made during the day.

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OFFICERS CORNER

MESSAGE FROM THE MONARCH

First, I would like to say how excited I am to have the opportunity to lead the kingdom for the next six months. I've got some really great things in store for the EH and I know we are going to have an awesome time together this reign. Over the next six months we will be doing some old things in new and interesting ways, doing some things that are completely new, and trying to improve upon some of the things we currently do. To that end I want to say straight away that I'll be looking for opportunities to issue awards and titles to people who put effort into bringing out, assisting, and retaining new players. Bringing in quality new players is some of the best service you can perform for the club, and I'm going to recognize it as such.

Second, I want to lay out the goals I've set for this reign:

1. Excitement: I'm going to bring innovation to the types of games we play and hold them at monthly mini-events at locations around the DFW Metroplex area. All of the locations will be low-cost/no-cost for entry and be within 90 minutes of the Metroplex and have interesting terrain and features that we can't get at most of our local parks. The games themselves will build on what we all know and enjoy about Amtgard, but taken up several levels. Fully immersive adventure-party games, strategic warfare simulations, and more.
2. Recruitment: I'm going to be working with the Boys and Girls Clubs located near each of our parks to do community outreach and recruitment. Starting in with Eagleshire in January I will be working with one park each month to get them introduced to their local Club. Together we can bring the fun, community, and education of our society to whole new demographics right in our home areas. As I stated above I'll also be looking to reward anybody who is making an effort to get the word out about our game. Word of mouth is one of the strongest methods we have of growing our sport so open your mouths, tell your friends, and be rewarded for your effort.
3. Retention: The most important task we have after recruitment is retention; We need to keep new players coming out. To that end I have a two-pronged plan. First and foremost we must establish and foster a feeling of community among new players. To that end I'll be working with Badger to expand the new-player company/support group "Blackwatch" to each of our parks. This organization will provide some basic garb, equipment, and most importantly a sense of belonging to new players from their very first day. The second aspect of retention is to recognize new players often. Reasons should be found to give out lower-order awards at every turn. Orders of the Warrior for doing well in a battlegame or learning new techniques, Garbers for their first tabard, Owls for their first weapon or shield, Roses for helping clean up the park. Low-level orders are a fantastic way to show new players that they are valuable, wanted, recognized, and appreciated.

What I need most of all is a pledge from you, personally, reading this to come out to the park every weekend. Make it your goal and make it a habit. Go out to the park, have fun, and bring friends. When we have scheduled kingdom events make an effort to attend those and try to make sure you contact other people and see if they need rides. The things I've got planned for the next six months are going to be a huge amount of fun and a really great opportunity for the kingdom; all you've got to do is show up.

I'm rolling out the new player company/support group 'Blackwatch' (props to Badger for his idea) to all parks in the Emerald Hills. In order to do that properly, I need help. Specifically I need garb and weapons.

The Blackwatch uniform is a black tabard with a white tower. Nothing fancy, doesn't have to be dragonmaster level work here. Hemmed/serged edges and durable fabric paint for the tower is the basics.

They will also need belts. Macramé, leather, whatever. Make them on the large size so they will be sure to fit.

I also need swords. They don't have to be fancy, but should be rule-book legal with opaque covers and good stabbing tips and pommels. They can be blue foam on PVC, golf-clubs with noodle, whatever. Safe and durable are the key goals. For the first round I need twenty tabards, twenty belts, and twenty swords. If you're interested in donating materials, time, or finished products for any of those let me know. You obviously don't have to do all of it yourself, but every contribution matters.

If you want to get noticed, if you want to be considered for awards, or if you just want to give back to the club, this is a perfect opportunity.

PM me if you're interested and lets get started.

Thanks,
Brennon

OFFICERS CORNER

MESSAGE FROM THE REGENT

For this reign, my intentions are to provide opportunities for the populace to shine. To this end, I will be hosting more tourneys, both fighting and cultural. The fighting tourneys will be simple single elimination, single style (single sword, sword and shield and Florentine). "Quick and dirty" type tourneys. The additional cultural tourneys will be done on a "secret" ingredient theme. I will post up the "secret ingredient" and you will have approx. 2 weeks to come up with something. I plan on there being three of these as well.

For our cultural competitors, Dragonmaster will be done to the standard. There will be no surprises for this event.

I hope to encourage more people to enter events and compete, as we have seen a decline in this lately.

Sincerely,
Sir Kenta Redhawk
Regent of The Emerald Hills



Sir Kenta Redhawk - EH Regent

MESSAGE FROM THE PRIME MINISTER

Greetings and Happy New Year to The Emerald Hills,

I am happy to announce this first re-edition of The Emerald Hills newsletter! I would like to say thank you to Sutra for his hard work and help in getting this set up, without him this would not have happened--your assistance with this is greatly appreciated!

I'm hoping with the publication of the newsletter, we can accomplish two goals: to get an increase in the number of dues paid members at each park, and to raise the level of interest and player participation in Amtgard again. I hope you enjoy the selections in this first publication!

In Service,
Lady Carmony Uziel
Prime Minister of The Emerald Hills



Lady Carmony Uziel - EH Prime Minister

KINGDOM CALENDAR/PARK OFFICERS

REIGN 44

January

30 – Adventure Quest @ Mourningwood Glen

February

20 – Amtgard: RTS and Town Hall
25-28 – Sword Knight Boot Camp

March

5-7 – Tri-Kingdom Midreign III (Colmesneil, TX)
13 – WM/DM PM Elections (Midnight Sun)
14 – WM/DM PM Elections (King's Point)
17-21 – Spring War (Giddings, TX)
28 – Adventure Quest (place TBA)

April

25 – Amtgard: RTS and Town Hall

May

30 – Adventure Quest (place TBA)

June

4-6 – Project A-Kon
9-13 – Rakis (Beaver Ranch, CO)
25-27 – Coronation XLV (Tanglewood)



Some welcome visitors at Artus Pass

Duchy of Eagleshire:

Duke: Sir Forest Evergreen
Regent: TuK! Uziel
Champion: Squire Lint
Chancellor: Thee

Shire of Finders Keep:

Duke: Shades
Prime Minister: Kelldor Dragonspaw

Barony of Mourningwood Glen:

Baron: Asmodius
Regent: Lady Zin Moon
Prime Minister: Lady Crimson Witch
Champion: Werebear

Shire of Storm Grove:

Sheriff: Derek Halfhand
Prime Minister: Siobhan Elnarra

Shire of Riverstone:

Sheriff: Coitus
Regent: Blade
Prime Minister: Cooler
Champion: Zantetsu

Shire of King's Point:

Sheriff: Sir Avatar
Prime Minister: Lord Shamus

Shire of Midnight Rain:

Sheriff: Jaek Nayr
Prime Minister: Jasum Edge

Shire of Broken Bridge:

Sheriff: Cormaic Ra
Regent: Jimmy the Hand
Prime Minister: Staples
Champion: Falco Treath Dain

Shire of Five Banners:

Chief: Malran Singollo
Speaker: Gryndll
Shaman: Lorelei Rose
War Chief: Connor Sleight

Shire of Soul's Crossing:

Monarch: Crunchu Head-Taker
Regent: Valandar of the Empty Tankard
Prime Minister:
Champion: Lighthawk

Shire of Midnight Sun:

Baron: Torgas
Regent: Lily Rose
Prime Minister: Elder
Champion: Rayel

Shire of Red Storm

Sheriff: TigerHawke
Prime Minister: Ghosttiger
Champion: Thadius

Shire of Sequoyah Thunder:

Sheriff: Swagga
Prime Minister: Hisui

Shire of Artus Pass:

Sheriff: Sutra Bahaus
Prime Minister: Eniad Norreh
Champion: Thorgar Dragonwulf

See something that's not accurate? Let us know!

FOCUS ON: YOUR PARK

ARTUS PASS

Welcome to Artus Pass!

Our focus and drive is to get the new players educated and motivated on wearing functional garb that's appealing to look at from a distance. Doesn't have to be court quality, but we want to attract onlookers whose interests include the Art's and Sciences besides the great fighting aspects Amtgard has to offer. And it helps in setting the realm of fantasy we enjoy immersing ourselves in.

Again, come on down and share in the pleasure of the company that we all so look forward to at our respective home parks.

Till we meet in person,
Sutra Bahuas

=====How to Find Us=====

We are the newest Texas based Amtgard park to open up in the DFW metroplex.

We meet at 2pm every Sunday. The park is at the South-East intersection of E. Northwest Highway and N. Bucker Road, on the baseball field side. It is the open space sandwiched between the E. Lawther Dr. and Bucker streets.

Driving directions can be found here: <http://tinyurl.com/artuspass>

Yahoo group: <http://games.groups.yahoo.com/group/artuspass/>

Flickr Galleries:

<http://tinyurl.com/sutragallery>

<http://www.flickr.com/photos/45225270@N07/sets/72157622915558435/>

Artus Pass salutes the following members for their leveling up in class:

**Shadowhawk - 2nd Scout
Eniad Norreh- 2nd Wizard**

Artus Pass Awards the following members for their contributions!

- Eniad Norreh - 1st Lion - For a dang fine job as PM of AP
- Eniad Norreh - 1st Rose - For his providing court feast at Artus Pass on 1.10.10
- Lucinda - 1st Rose - For her knitting donation of loaner sashes for Artus Pass
- Lily Rose - 1st Rose - For her knitting donation of loaner sashes for Artus Pass
- Lily Rose - 2nd Rose - For providing Artus Pass Court Favors on 1.10.10
- Grunk! - 1st Lion - for his undying dedication of being a park diehard regular
- Shadowhawk - Emerald - For having nifty garb within the 6 month time frame



Left to right: Shadowhawk, Frido, Thorgar Dragonwulf, Eniad Norreh, Grunk, and Sutra Bahuas



Lily Rose viewing a picture book!

Red Storm Christmas

by TigerHawke and Ghosttiger of Red Storm

T'was the night before Christmas and all thro Red Storm,
They huddled round a small fire, just trying to keep warm.
Stocking feet were thrust towards the fire with care,
Even Healer Jrake's, tho his feet were quite bare.

The horses and oxen nestled snug in their stalls,
the weapons and shields, hung in rows on the walls.
And Ghosttiger in his thin cloak, and I in my wrap,
shivered by the small fire, refusing to nap.

When out in the deep snow, there arose such a fuss.
That we all got up slowly, too cold to rush.
Grabbing his spell pouch, and checking his list,
Wizard Thadius nodded and raised a clenched fist.

The moon on the breasts of the snow sculpture outside,
made us all pause a moment and beam with pride.
When the star studded night was sundered apart.
by cussing and cursing and one wooden cart.

Pulled by a broke down old nag that stated to kick,
We knew in a moment, this could be some trick.
But slowly it steadied, and on the cart came
accompanied by shouting and the calling of names.

Come on Thorgar! Now STOP that! Oh WHAT is it now???
OK all you newbs should have gone pee before now!!
And Eniad, IF I hear one more war plan, This cart with much
trouble, I'll turn right around!!!!

As shadows stretch in moonlight from on high,
the cart hit a deep rut, the driver did fly,
arse over tea kettle, and into deep snow
and from within came a terrible moan.

OooOOOOHhh! Who put that there? HEY, get me out guys!
Red Storm's got to go and live up that bloody incline!
Oh my butt!, Oh my back! I got snow down my neck!
Someone, goll darn it; get me out of this rut!

We all came out to lend a hand to the floundering figure
and his bundled up band. And dragged out of the snow drift,
He looked up and smiled, I'm Sutra Claus Bahaus,
we've traveled for miles.

We heard from your letter that you were in need.
So in this small cart, we brought you some mead.
And wood and food, pastries, cheese and beer.
Eight fully cooked reindeer, done courtesy of Thorgar
over there.

In no time at all, we were lugging in packs, untacking the
cart horse from Artus Pass. Greetings and laughing,
with much shaking of hands. And Thorgar licked TigerHawke,
that crazy dang man!

And outside, once more, the crunching of snow, and in came
Fog, from Mourningwood Glen, don't ya know.
Warm, happy and cozy and done with our greet,
We all raised full cups at the start of the feast.

Here's to Amtgard! And New Friends! To all who aren't here,
which means we all get more of this cheer!!
Who said that? OH, don't you start ...Can you pass me more beer?
Happy Holidays all and a Merry New Year!!

The Tavern in Tanglewood



12 DAYS OF ARTUS PASS CHRISTMAS

by Torgas McGregor

On the 1st day of Christmas, Artus Pass gave to me,
a table at the T.I.T.
On the 2nd day of Christmas, Artus Pass gave to me,
two orders of the Dragon.
On the 3rd day of Christmas, Artus Pass gave to me,
three sword covers.
On the 4th day of Christmas, Artus Pass gave to me,
four flurbs a roleplaying.
On the 5th day of Christmas, Artus Pass gave to me,
FIVE KINGDOM RELICS!
On the 6th day of Christmas, Artus Pass gave to me,
six stick jocks bragging.
On the 7th day of Christmas, Artus Pass gave to me,
seven archers shooting.
On the 8th day of Christmas, Artus Pass gave to me,
eight wizards casting.
On the 9th day of Christmas, Artus Pass gave to me,
nine white belts.
On the 10th day of Christmas, Artus Pass gave to me,
ten belly dancers swaying.
On the 11th day of Christmas, Artus Pass gave to me,
elven bottles of Sutra SSap
On the 12th day of Christmas, Artus Pass gave to me,
twelve gifts from Sutra Clause.



Queen Dame Faunna and Regent Cardinal Gabriel at their Endreign event in Dec. 09



Sir Brennon stepping up as monarch of the EH.

HOW TO HOLD A DEMO

BY FOG OF MOURNINGWOOD GLEN

I am hoping we can have several demos going on that release weekend. Since the goal is to attract fresh blood to the game the more demos the more chances of getting people interested. The more people that post their interest in helping with the demos the better idea we have of how many can be done and where. Optimally I would like to see at least 2 in the DFW 2 in OK and 1 in AK. The more the merrier though!

This of course will take some coordination which is why I wanted to start discussion a few months ahead of time. The sooner we get it planned the sooner it can be coordinated with the theaters and the more likely they are to say "yes" to having you there.

Upcoming movie releases perfect for demos: Clash of the Titans, Robin Hood, Prince of Persia, Xerxes, The Sorcerer's Apprentice, Warlords, Vlad, Chronicles of Narnia, Thor, Dawn of War

For a bare minimum you want at least 3 people at the demo (though 5-6 is a nice thorough band).

Having a set number of people allows you to relieve each other throughout the day.

3 Person Demo:
1 Barker
1 Fighter
1 Flier/Fighter

*For 5-6 person demo add 1 of each and Fliers can spar together if they are not busy with strays or literature.

Barker: Person's duty (preferably a good talker and knowledgeable about the game) will greet people coming in and start a conversation with them and pull them over to where they can see the fighters. Get them a flier. Even if they are not interested see if they know someone that is and get them a flier anyhow. Including how people of different kinds of backgrounds enjoy the game. Firefighters, Programmers, Construction, Musicians, Lawyers, etc.

Fighter: Name says it all, will be sparing with another fighter in order to draw attention and give the Barker a chance to show the demonstration to passersby without having to get involved in such a way as to stop giving attention to the viewers. A good demo will have a fighter in lots of armor and 1 in just fighting garb. This allows viewers to see that you can play with or without armor. Switch weapon types often. Have shields, madu, polearm, daggers, and swords. Note: Have enough extra weapons that viewers can handle them and perhaps have a couple shots at each other. Get them involved. If a viewer is interested enough to pick up a weapon the Barker should then politely hand them off to the Fighters and return to the other viewers or gather more.

Flier/Fighter: This person handles the literature as needed. If someone gets past the Barker but is still kind of looking on, hand them a brochure and if they have a quick question address it. If they are a lot more interested than they originally thought try and bring them closer to the barker and politely hand them off and return to picking up strays. Also will assist in demonstrating the fighting aspect of the game. Should be wearing fighting garb but not armor or very little armor.

I think this is an effective way of setting up as the theater likely won't want more than 5-6 crowding the area at the same time. This demo setup allows people within the group to rest by switching up positions or other people to come in and relieve a person for an hour or two. Between ticketing times work on the employees, I guarantee they will find this more interesting than stocking cups or standing at the ticketing booth.

If you can have a table setup it really adds to the organization of it all. Those 4'x4' folding card tables are great for this. Get a table cloth, have your literature stored in a box underneath and have enough on the table for people to grab. If you have enough people to be close to the table perhaps lay some nice garb or armor on it for people to view.

Literature: Brochure, Waiver, Class sheet*, Park Directions*

Brochure will likely be an updated one from 2009 or one we put together as a group via suggestions.

Class sheet will list classes/abilities with some role description

Park directions will be an extra sheet with directions to the parks that are near the demo or of players parks that are present working the demo. Mainly it is for those lazy people that dont want to look it up online and print directions. It takes away an excuse.

This should give people an idea of what is expected at a demo of this nature. Main thing is to have fun, if you are not enjoying yourself you won't be attracting people to what you are doing. Have a plan for relief players. This really does work when coordinated.

“This should give people an idea of what is expected at a demo of this nature. Main thing is to have fun, if you are not enjoying yourself you won't be attracting people to what you are doing.”

SUBMISSIONS FOR THE EH ECHOES

SEND US YOUR BEST STUFF!

If anyone has anything they'd like to submit for entry in the newsletter, or an idea you'd like to see in it, please email it to me at CarmonyEH@gmail.com

If all goes as planned, I will have the newsletter printed and mailed out to the individual Park PMs by the end of respective printing months, if not a little earlier.

Ideas of things you can submit:

- * Written entries (stories, poems, etc...)
- * Photos of Amtgarders at play
- * Original drawings
- * Information on your particular park (planned tourneys and A/S events, Park Court, etc)
 - * Recipes
 - * Advertisements for your stores
 - * Information about upcoming Demos
 - * Announcements of scores of your Park Quals
- * Possibly a feature specifically on the new and petitioning parks

Be creative and let's get this thing off the ground again!

Kingdom Officers - if you would like to make any statements in the newsletter, please send that to me as well.

Park Officers - if you want to submit the results of any tourneys or announce any happenings at your park in the coming months, please send that to me and it can be added as well.

Basically, if you want to see something in the newsletter, put it together and send it over. Maybe we'll use it, maybe not, maybe we'll use it in a future publication.

I will keep you updated and let you know when newsletters will be going out. So scrape together \$6.00 and pay dues to your park PM so you can be special and receive a newsletter like your cool friends will have!

In Service,
Lady Carmony Uziel
Prime Minister of The Emerald Hills



Sir Nevron Dreadstar and Duke Elder Vermilion in a kingdom battlegame



Sir Rayel Greenholde in Barbarian Mode