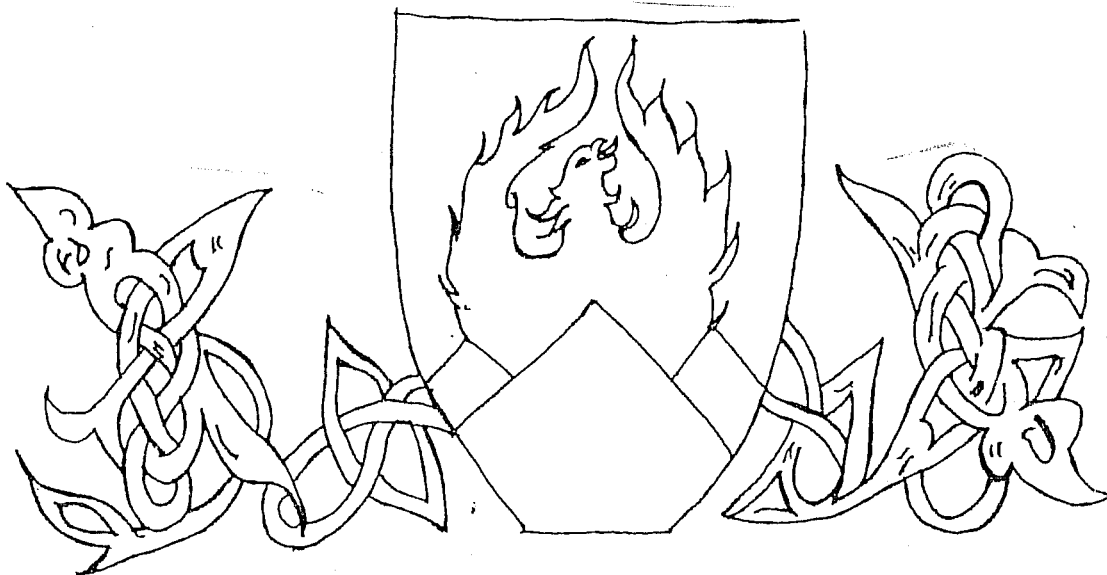


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* Celtic term for kingship	

Staff: Editor- Alessandra, Assistant- Gwindon
Thanks for the pieces and art...look forward for more. (me).



COURT REGISTER

King Garath Blackhawk
Prince Xyphus Nightblade
Prime Minister Aislinn
Champion Nevron Dreadstar
Court Mage Astor Lubec
Captain of the Gaurd Gwindon Blackrose

KING'S GAURD

Alessandra Cheetara Nightowl
Cynewulf Plague
Septu
Arak

PRINCE'S GAURD

Avatar Bloodaxe
Selka Shadowcat
Marcus Nightshade

PRINCE'S DEFENDER

Zark Harlo

GUILDMASTERS

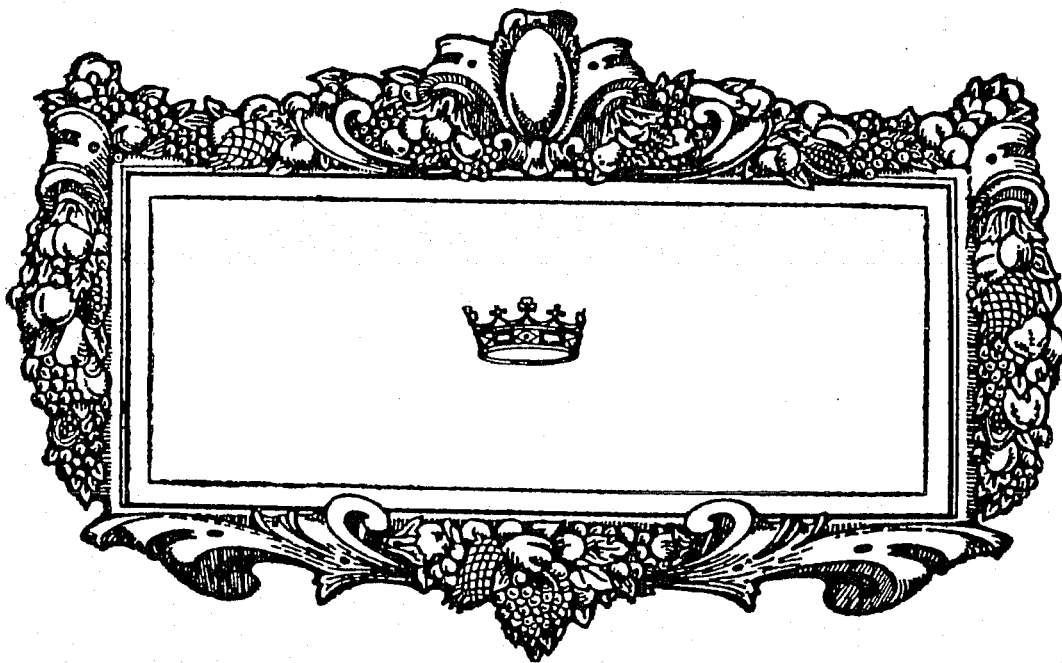
Anti-Paladin: Nevron
Archer :
Assassin : Xyphus
Barbarian : Lung
Druid : Plague
Healer : Tyranny

Wizards: Garath
Monk : Zark
Monster: Nevron
Paladin:
Scout : Garath
Warrior: Xenos

ARTS & SCIENCES

Garber :
Gladiator :
Heraldry :
Weaponsmith :

Literature: Gwindon
Theatre : Marcus
Reeves : Nevron



Greetings Populace,

The next 6 months are certain to be a challenge to all of us. As you may know at the end of this reign, we will attempt to open the Crown office to the Baronies. It will be a hectic time till then trying to iron out the details. As CloudCroft will offer the best opportunity for a meeting with representatives for all concerned, be prepared for the occassion. Let your officers know your position, or even contact me. I will be happy to hear what you have to say.

Prime Minister elections are coming up on september 8th, so make sure you vote. On the same note, I would like to thank all of those who voted, and or gave me their support. And at last, I want to say to everyone of the Emerald Hills whether it be Tanglewood, Golden Plains, Darkenwood, or Iron Cloud that tho we may have our own differences we are still one Kingdom.

ARD RHI GARATH BLACKHAWK

Saturday, June 30, 1990

Greetings from the Regent to the populace,

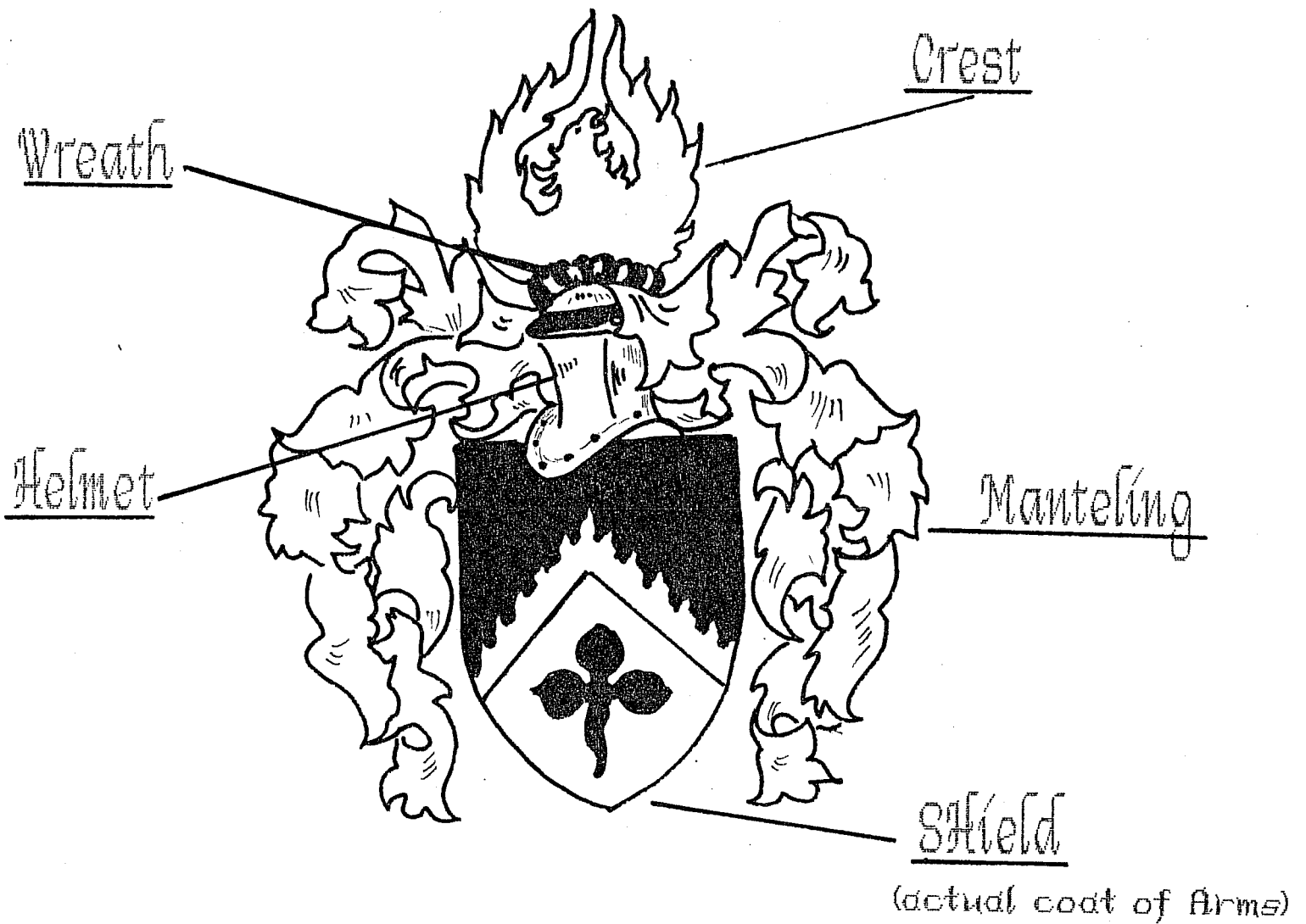
Well, I guess I'll just get to the point and skip all the opening B.S. I would like thank and recognize all the people who made this last coronation a hit. Aislinn, Mom, Reena, and Sasha for the wonderful meal that must have taken alot to prepare for the starving populace. Also, Countess Selka for picking a great site and organization of it. I would also like to make a special thanks to Sir Nevron and Countess Selka for helping foot the bill. I wasn't there but one evening and that in itself was a smash. Great after court reveling Semaj. Great partying guys, especially Cain, Nev, and all the Corsairs. If you've been overlooked then you know who you are & much thanks to you. In actuality it wouldn't be a coronation without everybody. Nuff thanks.

Next I would like to stress another point. It has to do with court matters. Court is meant for business and fun. Yes, they can be mixed, (as it always is in the Emerald Hills). I would like to ask for certain people to watch how much they mix their fun with court. The people who I am talking about have been talked to so they know who they are. Point made. Discussion over.

I would like to especially thank Cirith of Ashwood and Ungol for putting up with me and my defender while recently venturing in their lands. Also for the great partying. Cirith, Ungol, Lorn, Dengal, Tyranny, Grimlok, and all the others at Pompeii. For sure. Sorry Delphos, no bull rides. Thank you Queen Angeline for your courtesy and gratitude. Not much to say about your Prince Consort though. My apologies, no offence meant to you. Later I'll get back to you about the Arts and Sciences, right now everything is being organized. If there are any choice ideas anyone might have for any of the A & S guilds let me know! If you never say anything know one will know, so don't be a legend in your own mind. Share it. That about wraps it up for now. VIVAT the Emerald Hills, VIVAT Amptgard. The rest is left to his dread & awful presence.

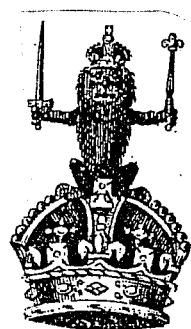
Yours in Service,
Prince Regent
Xyphus Nightblade

The Make up of the Coat of Arms





Heraldic Colors



Or. Yellow or Gold: it denoted generosity and elevation

Argent. White or Silver: signifies Peace and sincerity.

Sable. Black: Constancy and sometimes grief

Azure. Blue: Signifies loyalty and truth.

Gules. Red: Denotes military fortitude and magnanimity

Vert. Green: Signifies hope, joy and loyalty in love

Purple. Purple: Denotes royal majesty, sovereignty and justice.

Tenne. Orange: This color is used very little. It was said to signify "worthy ambition."



Eastern sun, and also to preserve the accoutrements from rust.

Wreath

The torc or wreath was used to secure the mantling to the mantling to the helmet. It was formed of two pieces of silk plaited together by the lady who chose the bearer for her knight.

Helmet

The helmet, known in heraldry as the "helm", was wore in battle to protect the wearer from head and facial injuries. With the visor closed it was not possible ot recognize one knight from another, hence the need for amoríal bearing is apparent



The shield is the main and essential part of your Coat of Arms.

Crest

The crest had its pre-heraldic history in the crests of the Greek helmets, the wings, the wild boar's and bulls' heads of Viking headpieces. The crest named by the French "cimer", distinguished one knight from another on the battlefield and in tournaments. The crest, in heraldry, is an addition made later and it is not used by every family.

Mantling

The mantling comes from the French word "manteau". It is a cloak attached to the top of the helmet under the wreath. It fell loosely over the knight's or crusader's shoulders as protection against the rays of the

COMMON COURTESY

In the Emerald Hills songbook there is a song called "Chivalry". I've noticed lately that not many people have seen it. Over the past few weeks I've seen some things that really got my blood boiling. People, it's one thing to play a persona, but it's another to be down right rude. When I first came into the club, I was impressed with the common decency of the people, all the people. Now there are only a select few who retain this. Lady's in the group used to get their hands kissed, they use to have things carried for them. But this is not just for the Lady's, this is also for the men of the group. It use to be honorable for a fighter to step back so an opponant could retrieve a dropped weapon. Since when did personal grudges get brought out in a tourney field. The tourney field is the first place that should be held honorable. On a tourney field, you don't spit at your opponant ,least of all your ruling Baron. Royalty and Nobility use to beheld in high regard. Lately some people think they mean no more than scum of the earth. Some people need to think of why these people received their titles. These are the people who have served in office, the ones who have worked hard for Amtgard. Think about it, for without these people this club would not be here and you wouldn't be playing this game. Trust me, it's no easy job to give 6 months to a year out of your life to make sure that this game lives on. When your on the battlefield, it's different. At that point, your going fighter against fighter, class against class. Don't be afraid to try to kill the King if you think you can, but when you leave the field, he deserves all the respect you can give him.

That brings us to another point. When you get to Nirvana, there is no fighting within those boundries. The people who are having to do the politics of the club, or explaining a rule to a new person have no desire to dodge those who can't expend enough energy to walk five feet to fight. Some of us have kids and we don't want them runover by those with no consideration.

Court is another place for common decency. Everyone knows that in the Hills we have fun with Courts. But some people carry it a bit far. At big courts, we have visiting Royalty. They don't appreciate the catcalls coming from the populace. I was never happier than when King Garath's first act was to tape the Court Jesters mouth closed. In fact I can think of one more person he should have taped. Court is no place to act stupid. Some of us would like to hear what is going on.

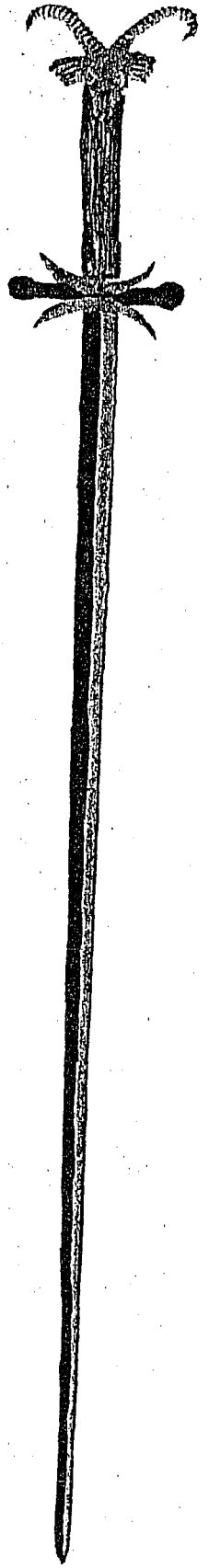
There are alot of people who remember these things but most of you do not. It takes no time to explain to someone when they do somethin wrong what the right way is. I'm not even blaming the people, for you can't be expected to do something if you've never been taught. But there is commom decency. Lets use it.

Baroness Aislinn

The Rhyme.

Nails dug deep in earthly skin
Eyes that show the price of sin
Hidden ways can not explain
The buried meaning of this pain.
Blackened blade that cuts and stings
Darkest blade, of loss it sings
Blade that runs deep and true
It will pierce the heart's deep through.
Down inside, the howling calls
It was long ago that grace did fall
Tangled by this web of hate
Consumed with truth, do not wait.
Eyes of fire, lies of crime
Now you know the killing rhyme
Rhyme of rhythm, rhyme of breath
You have found your rhyme of death.

Mair Darkmoon



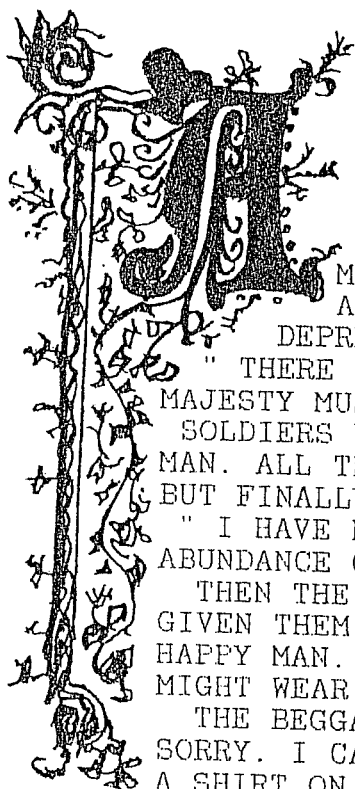
Greetings to All,

As the scribe I would like to say some things about the newsletters that will be coming out this next six months. First of all there will be educational articles in them. I notice that hasn't been done an awful lot in the past. It is a requirement for a non-profit organization like our own. Please submit any writings or illustrations for how-to projects or any research articles that could pertain to our group. I would like to bring to your attention that if you are printing a newsletter or submitting to one do not use copyrighted comic strips this is a very big no - no, and extremely illegal. Prime Minister elections are coming up if you want to run let me know and I'll put an ad in the newsletter for you. If you think there is a chance of missing more then 8 weeks don't run. If you do it and miss 6 to 8 weeks don't think people will appreciate it or want you awarded for it. I would like to also add my opinion to Prime Minister Aislinn's, guys do need to treat the lady's like lady's, but they should not feel obligated to treat someone who does not act like a lady or speak like one as a lady. So, girls if you want to go out there and throw temper tantrums, cuss, tell dirty jokes, and hang all over the guys do not expect to be treated like a lady. If you are, well then enjoy it. To those of you gentlemen out there that always treat me as a lady I stand up for you and say Chilvary is not dead in the Emerald Hills. Your warm greetings the kiss, of the hand , and the offer to help are well noted and well remembered. True we can use more of you, but you are out there, and you do remember the way it was. Vivat.

Things discussed at GM meeting and that are in effect until the next Allthing which will be held on August 11th. Barbarian extra heal self per life for special ability, passed. Bard extra charm instead of extra life. not passed. August 4th will be the quest for the Amulet of Power in Iron Cloud. August 5th is Tyranny's birthday. From what I hear there will be fundraisers, and demonstrations this 6 months so get your best together. May the grass always be green underneath your feet. (Not that green being my favorite color has anything to do with it or the fact this is the Emerald Hills) Until the next newsletter.

Duchess Countess Sir Alessandra Cheetarah Nightowl





A MEDIEVAL KING SUMMONED THE COURT SAGE ONE DAY AND ASK HOW HE COULD CONQUER HIS FEELING OF ANXIETY AND DEPRESSION.

"THERE IS BUT ONE CURE FOR THE KING," SAID THE SAGE. "YOUR MAJESTY MUST SLEEP ONE NIGHT IN THE SHIRT OF A HAPPY MAN."

SOLDIERS WERE DISPATCHED THROUGHOUT THE LAND FOR A HAPPY MAN. ALL THE PEOPLE THEY APPROACHED SAID THEY WERE NOT HAPPY. BUT FINALLY THEY FOUND A BEGGAR WHO SAT SMILING BY THE ROAD.

"I HAVE NO DEBTS, I HAVE PEACE OF MIND, I HAVE AN ABUNDANCE OF LOVE TO SHARE". HE TOLD THE SOLDIERS.

THEN THE SOLDIERS TOLD HIM WHAT THEY WANTED. THE KING HAD GIVEN THEM A LARGE SUM OF MONEY TO PROCURE THE SHIRT OF A HAPPY MAN. WOULD HE SELL THEM HIS SHIRT SO THAT THE KING MIGHT WEAR IT FOR ONE NIGHT?

THE BEGGAR BEGAN TO LAUGH UNCONTROLLABLY. HE SAID, "I AM SORRY. I CANNOT OBLIGE THE KING. THOUGH I AM HAPPY, I HAVEN'T A SHIRT ON MY BACK."

Revenge is a
dish that
tastes
best when
eaten cold.





Disclaimer (The opinions expressed here are compiled from personal experiences and a little publication called "Sounding" by Economics Press, Inc. While I have applied it to Amtgard it is by no means meant to be a personal attack on any one.)

It has been said that you must get along with people to succeed. Regardless of where we are, be it at school, at work or in our fantasy club. We can never avoid other people or their opinion of us, or their influence in our lives.

No one can teach us fully the art of getting along with people. The fundamental principles can only be learned. It takes tolerance for another's opinions and manner; it takes courtesy, cheerfulness, intelligence, and character.

Taking on the position of Monarch is difficult; and not very rewarding. Does that mean you make all the decisions? It shouldn't. What it means is that you are responsible for all the decisions. If some of those decisions don't work out right, it's up to you to do something about it.

The best solution, if you can find capable assistants, is to turn part of your responsibility over to them. Amtgard is set up to help that way with Prime Minister, Guild Masters, etc. Make them responsible for run of the mill game decisions. If something unusual comes up, or if they are uncertain about something, you expect them to consult you.

But what about the important decisions? The responsibility is yours alone. But don't be afraid to seek the opinion of the group. Talk over the situation with them. Then put all the advice together, using your own common sense, reach a decision. If you can't treat being Monarch as a job and a responsibility don't run! The whole kingdom rests on you for six months. You can't take it as a time to play an alternate character with no dues and all fun. It has its moments of joy if your people are behind you. Make them proud that you served. Get them behind you pulling for the same goals.

Try a little humor. Don't get so full of your self that you can't laugh at yourself. After all this is just a fantasy. Keep a perspective on this Monarch stuff. We are out here to have fun. But having fun does not mean stepping on other peoples toes. No Monarch should condom stealing; no matter what name you dress it up under. Losing your belonging no matter the value; is no fun. It is a bad game in Amtgard is should never been allowed to start. The whole kingdom will suffer for it in the long run.

Lastly, if you offend someone apologize sincerely, openly and honestly. Whither you meant for the problem to occur or not. There is nothing worse the a "greater than thou" faux king or queen, or even peasant.

This Kingdom is only two years old the end of March. How many faces have come and gone. Why? If we are to survive as a real group there must be more to tie us together than Saturday in the park. Has wearing the crown of the Emerald hills become something no one wants?

The last of the
Freehills Rebels

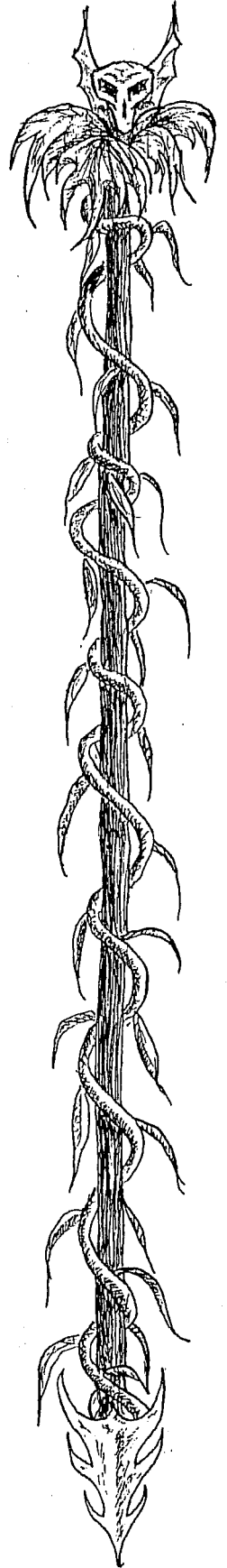
THE FAIRIE'S GREY GATE
by RHYS ap GORDON 04/01/89

THE CLASH AND CRASH OF LIGHTNING'S FIRE
FELL ON THE FIELD AT DAWN
AND STILLNESS FOLLOWED DARKNESS THERE
THE DARKNESS AFTER DAWN
THE DAY WAS CHARGED WITH FEARFULNESS
OF FEELING DEEP AND COLD
AS THROUGH THE PORTAL OF THE WEST
WALKED HUMANS TALL AND BOLD

THE RACE OF MAN WAS KNOWN OF OLD
TO OUR PEOPLE SLIM AND FAIR
AND WARS WERE FOUGHT, AND BATTLES LOST
FOR PEACE COULD NOT LIVE THERE
AND SOON THEY CAME TO OUR HOMELAND
TO WREST OUR PEACE AWAY
FABRIC TORN FROM TIME AND SPACE
TO THIS, OUR JUDGEMENT DAY

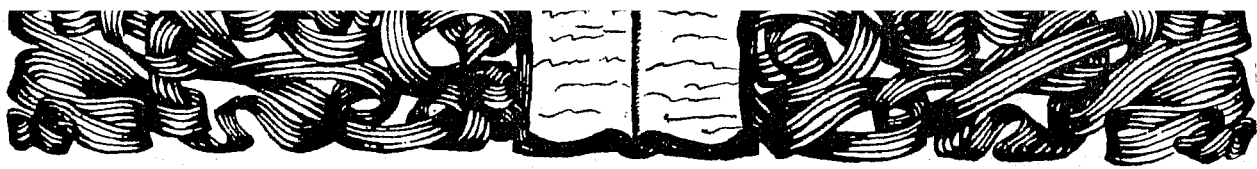
THE HUMAN MIND CAN NOT CONGIEVE
THE DARKNESS OR THE PAIN
THAT FALLS ON THESE FAIR DARK GREEN HILLS
LIKE BLOOD IN SUMMER RAIN
THE GATE IS SEALED, NO MORE TO BE
THE GREY WEST IS NO MORE
AND BE IT KNOWN TO ALL THAT WE
DEFEND OUR GATES ONCE MORE

Always chasing those who run
Maybe sometimes you wish for a gun
Though that would be unlawful
Going forever is awful!
Unknown is their plan of attack
Always someone behind your back
Raging for the ennemy is the thing to do
Death is the only decision left up to you.



Tyranny Bathory

Tyranny
Bathory



Helpful Hints for New Rulers

Congradulatins on your new office. You will soon learn your new roll as ruler is not just one of pomp and prestige, but also calls for diplomacy, coordinating planning and servitude. This article contains my viewpoints from a personal experience, and I hope will help you with some kind of idea about what is expected of you

Feasts, All-things, Courts, battlegames, Arts and Sciences competitions, fund-raisers, demonstrations, public relations, tournaments, quests, road trips, camping events, and bardic competitions are each a very vital piece to make the magic come alive for your group.

Seeking out those with experience for advice, or printed works for information puts you one step closer to a successful event. No one expects you to know everything going into office.

When setting up demonstrations, telethons, fund-raisers, camping events or looking for a charity to help out, the phone book can be your best friend. Don't be afraid to talk to people in other organizations. They want their people to experience different and new things also, and are open for ideas. That's when not only your warriors, but also your artsy-carftsy members of the populace come in. Remember Camp Fire Boys and Girls, Boy Scouts and Girl Scouts not only have war games but, also arts and crafts classes at their summer camps, and would appreciate volunteer work. Summer brings lots of opportunities for raising funds to operate by, such as car washes, and garage sales. One dollar feasts and one dollar tourneys can also be very prosperous.

To assure help in seeking out those exceptional in one area or another enforce upon your guildmasters the fact that they are fully responsible for their guildmembers where thier guilds are concerned, be it arts and science guilds or fighting guilds.

One of the hardest duties of a ruler is to keep communications open with not only the Shires and Baronies in your Kingdom, but in the other Kingdoms as well. Updated information and close ties are very important to everyone, and also very time consuming.

Working by a schedule can relieve a lot of stress. Preparation and planning are a must for success. Every bit of information that a person might possible need should be included in your fliers or newsletter concernng any upcoming event. Expect calls, lots of them no matter how detailed you get. Try to have one or two other people as informed on the event as yourself so they can help out with calls.

You should always keep paper and pen by the phone. You will be getting calls from those in your lands and from other lands. They will have suggestions for possible awards, information on

upcomming events, rumors they want verified, complaints, opinions on problems, and sometimes suggestions for some of your own problems.

Helpful hints for you to pass onto your populace is to go to flea markets and garage sales to find inexpensive table settings and feast gear. Also, go to cloth warehouses to get good deals like silk or satin for \$.99 a yard. Remember, especially in the summer months to bring water jugs.

Following are some guidlines and suggestions for different functions.

Fund Raisers-This does exactly what it says, raises you funds. Which is needed when hosting an event.

One Dollar Tourney-Encourage the populace members to sponser these.

- 1> The type of tourney must be specified.
- 2> Item or items for prizes need to be stated and shown before the tourney.
- 3> Make sure the one sponsoring the tourney, the reeves, the person running it, the combatants, and the winner or winners are all recognized

One Dollar Feast-These are good for companies to sponsor, also the Kingdom.

- 1> Where companies are involved, some can pay, some can cook, or all can buy and prepare their own dish.
- 2> My suggestion is pick the type of dinner you want, then put your money together and shop wholesale clubs. Look for sales and use coupons. Remember foods provided are donations to the club from the company sponsoring this. Receipts should be kept and turned in.
- 3> It's also wise to provide feast gear since many do not have their own. Plates, plastic forks or spoons and plastic glasses make things go a lot smoother.
- 4> Monies earned by the feasts and who sponsered it should be recorded in the newsletter to encourage others and give those who worked hard recognition.

Car Wash-

- 1> Call up a local establishment for instance Mazzios or Taco Bell, let them know you belong to a non-profit organization and get permission to use their parking lot.
- 2> Get a list of volunteers and make sure they know the place, time and date.
- 3> Assign who's bringing what - towels, water hoses, buckets, soap, etc.
- 4> Very important - Have signs, and people to

hold them.

- 5> Besides having a starting time you need a cut-off time too.

Public Relations-Is very important. It brings in new members, makes the public aware of what you are. Therefore, eliminating fear of the unknown. It also lets everyone display their skills.

Newspapers- 1> Contact your local paper (the editor) tell them about your group and invite them out to your park.
2> Contact the local high school newspaper and ask the teacher to send out a student reporter. In some of the above cases your should have some type of tournament or arts and sciences competition scheduled so they can see both aspects of the club.

Television- 1> Call up your local public broadcasting station ask for the person in charge of telethons and volunteer your groups services to work the phones one weekend in garb.

Organizations- 1> Contact the Camp Fire Girls and Boys, Girl Scouts, or Boy Scouts and volunteer to do a demonstration of fighting skills. Also, see if some of your people who know how , to do leather working, beadwork, calligraphy, painting, drawing, or any other special art or craft would donate time to teach a class at one of their summer camps.

Conventions- 1> Demonstrations can also be set up at fantasy fairs, book conventions, and sci-fi conventions.

City Officials- 1> Contact the Parks and Recreation Department in charge of your park and let them know your group will be happy to do any demonstrations for the city at any of their functions.


Camping Events- One of the things we all love to do and come together at. Remember camp outs go down in everybodies memory. Here are some of the things you need to look for in selecting an adequate site. Make sure your flier tells which of these assets you do and do not have. Also, be sure to have a very accurate map, written directions, and Ampgard signs posted at key spots.

(Summer Campout)

- 1> Running water - perferably close to each site.
- 2> Restrooms within walking distance.
- 3> Showers if at all possible.
- 4> A pavilion to hold court in. (This is not a must, but very helpful.)
- 5> A store located nearby.
- 6> Grilles - not everyone has one to bring along.
- 7> Trees - so you have much needed shade in the heat of the summer.
- 8> A body of water to swim in, be it pool, lake, or river.
- 9> A wet site is almost a must.

As I said at the beginning, this information is to help you out not dictate what you have to do. I hope you have a successful and prosperous reign. Remember not to be afraid to ask for help or advise.

Yours in Service,
Duchess Countess Sir Alessandra Cheetarah Nightowl



The Dream, The Game

I wish I would wake to find
it all a dream, it all left behind.
A dream that terrifies me
to the point of no return.
A nightmare to my conscience
with burning anguish to my soul.
But the dream is a game
a game you cannot quit.
It goes on and on,
for all must fit.
Fit into the game,
everyone must play;
the game of life, it is for you.
It is for you and you must play.
You must see it is the only way.
Dying is for the weak,
the weak will not survive.
The game of life,
we all must die!!

Grackle Snipes

Grackle snipes, grackle snipes
coming up fast.
Better wath out,
they'll kick your ass.

Hiding in the brush
they'll make you shiver.
Then when your near
they'll splut your liver.

So make a note of little birds;
don't take them for granted,
Because when they grow up
you'll be six feet under, planted!



R

A UPDATE ON GAME ETIQUETTE
(OR THE ANTI-PALADIN RULES ON ETIQUETTE)

THE FOLLOWING IS ABSOLUTE, NONE OF THE FOLLOWING CONDITIONS REALLY SHOULD BE USED, BUT WHEN ALL ELSE FAILS AND THE ENEMY IS'NT AROUND TO SAY OTHERWISE.....

1. RATHER THEN EVEN TRYING TO USE A HOLD TO GATHER OR RETAIN SPENT ITEMS. JUST USE A WANDERING DEAD PERSON TO TOSS YOU BACK YOUR STUFF. BESIDES THE REEVES ARE TOO BUSY CLARIFYING THE RULES TO GET YOUR STUFF BACK.
2. WHEN FACED WITH CERTAIN DEATH AND THE MASSES ARE CLOSING IN ON YOU. FAKE A NECK OR HEAD SHOT AND SLOWLY MAKE YOUR WAY AWAY FROM YOUR NOW CONFUSED ENEMY. THIS PLOY WORKS, BUT SHOULD ONLY BE USED BY US TRULY EXPERIENCED FIGHTING TYPES.
3. IF YOU NEVER DIE, YOU'LL NEVER HAVE TO WORRY ABOUT WHERE YOU PRODUCE YOUR SELF ALIVE. IF YOU DO FIND YOURSELF ACCIDENTLY BEHIND YOUR ENEMY BEFORE YOUR NEXT LIFE HAS BEGUN THEN JUST FORGET TO CALL YOURSELF ALIVE AND JUST KILL THE POOR GUY. HE'LL BE SO MAD ABOUT NOT SEEING YOU, YOU CAN RUN TO ANOTHER SIDE OF THE FIELD BEFORE HE CAN ASK YOU ANY INCRIMINATING QUESTIONS
4. IT'S NOT ONLY HONORABLE BUT IT'S ALSO HIGHLY STUPID TO RETURN YOUR OPPONENTS DAGGERS, JAVILINS, AND OTHER PETTY ITEMS (INCLUDING SPELL BALLS). LUCKY IT NOT MANDATORY AND MOST TIMES IT WILL ONLY DELAY OR STOP PLAY. BUT IF SOMEONE DOES MAKE THE GRAND GESTURE THEN BY NO MEANS SHOULD YOU SLAY THIS PERSON. ATLEAST NOT UNTILL HE'S TOSSED YOUR POSSESSIONS BACK. THEN YOU CAN USE YOUR RETURNED ITEM TO KILL THE POOR SAP, THANKING HIM FOR THE SECOND CHANCE.
- 4(A). IF YOU ARE ONE OF THOSE PEOPLE WHO GET OFF ON THROWING YOUR WEAPONS AT YOUR ENEMY, THEN BY ALL MEANS USE THIS RULE AND ASK FOR YOUR WEAPONS BACK JUST BEFORE YOU RUN OUT. THIS PLOY CAN ALSO BE USED TO DELAY YOUR DEATH WHEN BEING SURROUNDED.
5. WHEN IT COMES TO YOUR 300 COUNT FOR THE VARIOUS SPELLS, DONT WORRY ABOUT COUNTING AT ALL. JUST STAND AROUND LIKE A USELESS CORPSE TILL ANY AND ALL DEADLY THREATS TO YOUR PERSON HAVE LEFT THEN SPRING INTO ACTION AND SLAY ALL THE FOOLS WHO HUNG AROUND TO LONG. IF THE ENEMY HANGS OUT WAITING TILL YOUR COUNT IS UP, THEN SPARK UP A CONVERSATION WITH YOUR ENEMY ABOUT HIS BATTLE FIELD EXPLOITS AND DRAG IT OUT AS LONG AS POSSIBLE. EITHER THE ENEMY WILL SLOWLY DRIFT AWAY OR MORE OF YOUR TEAM WILL APPEAR AND YOU CAN SPRING INTO ACTION WHEN ALL EYES ARE OFF OF YOU.
6. WHEN YOU DO DIE, IT'S SOMEWHAT PROPER FOR YOU TO STAND IN YOU DEATH SPOT, TRYING TO CATCH THE ATTENTION OF ANYONE WHO EITHER HAS A RESSURECTION SPELL OR KNOWS SOMEONE WHO DOES. DO THIS FOR ATLEAST A 100 COUNT (A SLOW ONE AT THAT). IF ONE OF YOUR OPPONENTS SAYS SOMETHING ABOUT YOUR SOMEWHAT AWKWARD MOTIONS, JUST MUMBLE SOMETHING UNDER YOUR BREATH ABOUT ALL THOSE CONFOUNDED ANTS AND SLOWLY MAKE THE TRIP TO NIRVANA.
7. THE BANG SPELL-USED BY ALL OF THE MOST EXPERIENCED SPELL-CASTERS AND SOME LESSER WIZARDS. THIS SPELL IS OF GREAT USE WHEN FIRST STARTING A BATTLE-GAME, AS THE ONLY COMPONENTS NEEDED ARE PRE-ATTACHED YELLOW STRIPS TO THE WIZARDS TEAMMATES POSSESSIONS AND HAVE NO ENEMYS OR REEVES IN SIGHT.

THIS SPELL IS USEABLE WHEN NEAR A REEVE BUT HE MUST BE ONE OF THOSE LIBERAL REEVES. TO CAST THE SPELL THE WIZARD SIMPLY ASK THE RECIPIENT WHAT HE WANTS THEN GRASPING THE APPROPRIATE ITEM SAYS "BANG" AND THUS ONE MAGIC ITEM IS MADE, OR ONE MAGICAL PROTECTION IS GIVIN AND SO ON. IN THE CASE OF MULITIBLE ENCHANTMENTS, THE WIZARD STATES "BANG BANG".

IMPORTANT: IT SHOULD BE NOTED THAT THE BEFORE WRITTEN PASSAGE IS BY NO MEANS LAW AND THE WISE AND ALL SEEING REEVES WILL PROBABLY SAY SOMETHING TO THOSE THEY CATCH USING ANY OF THE ABOVE SUGGESTIONS. ATLEAST I WOULD HOPE THEY WOULD.

DEGENERATELY YOURS,

31 participants. Reeves- Nevron, Cain, Aslinn, & special thanks to Xenos & Plague

#1- Axe & Shield (16)	#2- Flail & Shield (15)	#3-Single Sword (22)
1st--Plague	1st--Landolf	1st--Plague
2nd--Avatar	2nd--Tyranny	2nd--Quinn
3rd--Landolf	3rd--Mosher	3rd--Xenos
#4- Polearms (11)	#5-Florintine (15)	#6-Sword Shield (17)
1st--Plague	1st--Plague	1st--Plague
2nd--Cain	2nd--Landolf	2nd--Lung
3rd--Lung	3rd--Athisdain	3rd--Landolf
#7- Open Class (12)	#8- Dagger/Javilin toss	#9-Archery (8)
1st--Lung	1st--Landolf	1st--Athisdain
2nd--Xenos	2nd--Marco	2nd--Marco/Arvid
3rd--Athisdain	3rd--Sirrakus	

POINT TOTALS

Landolf-40	Mosher-7	Mythrallacous-2
Plague-38	Arvid-7	Christopholis-2
Athisdain-29	Quinn-6	Thorfinn-1
Lung-21	Tibbar-5	Belerion-1
Marco-15	Cain-4	Cedric-1
Sirrakus-12	Spellwright-3	Samfong-1
Xenos-9	Skullband-3	
Avatar-9	Dane-2	
Tyranny-7	Allanon-2	

People whose actions and attitudes on tourney field that should be noted.

Quinn-4

Landolf-1

Sirracus-2

Jadj, Balerian, Tibbar, Avatar, Xenos, Mosher-1 Each.

Greetings to all in the Emerald Hills; and welcome King Garath to your new Position;

After bringing in a new monarch, there is alot of business to be taken care of. That is what this letter is for. First is the financial report. You will find this in the newsletter. If you will look at it, you will see that we are doing very well with the Kitty. Sir Nevron and I worked hard to build it up to this Point, so let's see if we can keep it this way. Also, if you will notice the court Page, there are some blanks in the Guild Master sections. This is because I have not yet received this information. Also, if there are any mistakes in this just let me know and I will correct it.

At this Point we do not have a complete calendar of events. What I do have I will Print. We all know that the gathering is the last weekend of July. The flier is included in the newslatter with all the information. We also have the Sable Pride scavenger hunt in August and Prime Minister elections coming in September. I will let you know exact dates when I get them. Anyone who is interested in running for Prime Minister Please get Prepared, for thankfully, I am not running again. If you have any questions about the job don't hesitate to ask me. I'll be glad to give you all the gory details.

I have received word from the Golden Plains and would like to welcome Desari to the Position of Vizier. Lets give her some support because she will deserve it. Also, to all of you who are going to Cludcroft, Please talk to me. I need to get some information as soon as Possible.

Until we meet again...

Yours in service;

Baroness Aislinn
Prime Minister

FINANCIAL REPORT
6-5-90

<u>Date</u>	<u>Income</u>	<u>Expenses</u>	<u>Total</u>
12-3-89		Starting Balance	\$ 34.55
12-89	\$5.00 Dues		\$ 39.55
12-15-89		\$21.40 Copy Card	\$ 18.15
1-90	\$10.00 Dues		\$ 28.15
2-90	\$22.00 Dues		\$ 50.15
2-90	\$9.00 Donation		\$ 59.15
2-10-90		\$21.40 Copy Card	\$ 37.75
3-90	\$12.00 Dues		\$ 49.75
3-90	\$10.00 Donation		\$ 59.75
3-15-90		\$5.30 Typewriter Ribbon	\$ 54.55
3-17-90		\$21.70 Copy Card	\$ 32.75
4-90	\$5.00 Dues		\$ 37.75
4-90	\$82.00 Donation		\$119.75
4-25-90		\$21.40 Copy Card	\$ 98.35
5-90	\$17.00 Dues		\$115.35
5-90	\$100.00 Donation		\$215.35
5-2-90		\$ 2.86 Copy Contract	\$212.49
5-3-90		\$80.00 Camp Site	\$132.49
5-4-90		\$ 3.21 Copy Addendum	\$129.28
5-17-90		\$10.70	\$118.58
5-17-90		\$26.53 Feast Food	\$ 91.95
5-23-90		\$30.56 Feast Food	\$ 61.39
5-26-90		\$10.70 Copy Card	\$ 50.69
5-27-90	\$30.00 Donation		\$ 80.69
5-28-90		\$42.34 Feast Food	\$ 38.35
5-29-90		\$24.23 Feast Food	\$ 14.12
5-29-90	\$20.00 Donation		\$ 34.12
5-30-90		\$15.50 Feast Food	\$ 18.62
6-2-90	\$624.00 Site Fee		\$642.62
6-2-90		\$417.00 Camp Fee	\$225.62
6-2-90		\$15.00 Feast Food	\$210.62

Anyone who does not understand this report, Please call 1-800-EAT-7448.

DUES PAID LIST

Exempt: Garath

Xyphus

Aislinn

Maiv	through	Aug 91
Palladius		July 90
Parasite		Aug 90
Tyranny		Aug 90
Naft		Aug 90
Semaj		Aug 90
Xenos		Nov 90
Cedric		June 90
Lun9		June 90
Plague		Nov 90
Melanie		June 90
Mavon		Nov 90
Astor		June 90
Mosher		Nov 90
Zendathanus		Aug 90
Selka		Dec 90
Nevron		APril 91

It's Prime Time for a New
Prime Minister

Elections Sept. 8th

Pick the Black Rose

Vote Gwindor Black Rose for Prime Minister

Select Selka

Vote Selka Shadowcat for Prime Minister

CLAN GATHERING VIII

It's that time of year for the Clan Gathering. The time to make new friends and reestablish old ones. The time of year to collect in the mountains away from the heat of the desert and fight in real trees. If you have never been to an event and you go to only one event a year, you must go to the Clan Gathering.

I talked to a lot of people about the location of this event. Now, I was talked into the one place from 2 years ago. Sounds wonderful, but.... We have to think of the merchants. I understand there will be many more this year and we've decided the massive hill which awaits us at the gathering 2 years ago is too much to haul tables up along with all the camping gear. I wouldn't wish it on my enemies let alone squires and pages.

So, this year we will have it at Sleepy Grass as last year and other years prior. There's water down the road, biffys with toilet paper, tables and places for fires. The cost per car is \$5.00 a day. (I think we were cheated out last year). The more people in a vehicle, the cheaper per person. So bring lots of warriors. We had 120 last year. Let's try for at least 150.

We will be having a QUEEN'S FAVOR TOURNEY. This tourney may be won two ways: 1) Win the tourney 2) Have a best death. This way anyone can win. So come up with the most unusual and unique way of dying and you'll have a chance to win!!

Bring garlic, crosses, wooden stakes, and anything else you think which may chase off vampires. I understand there may be plenty of them to be able to have a Vampire Hunt. So all you vampires and vampyres out there, we have our eye on you and we know who you are. Bring your coffins and dirt and be prepared.

Another contest we will have is THE BEST ENCAMPMENT AWARD. Can you create an atmosphere fit for a queen? I will be touring the different tent areas all day Saturday. If you are interested in entering, please come to me at your earliest convenience so I will know who to judge.

Any merchants out there interested in selling your wares, get in touch with Sir Lady Esuom Aph Taed for information.

As last year, I will have a pot of potato soup Friday night, so come and join my encampment and as long as the soup holds out, you may feast with me and who knows what fun we can have after. I plan to be up there either Wednesday night or Thursday morning. So come join me and find a good campsite. I'm sorry, but I will not set aside areas for anyone. It's not allowed with mundanes around.

