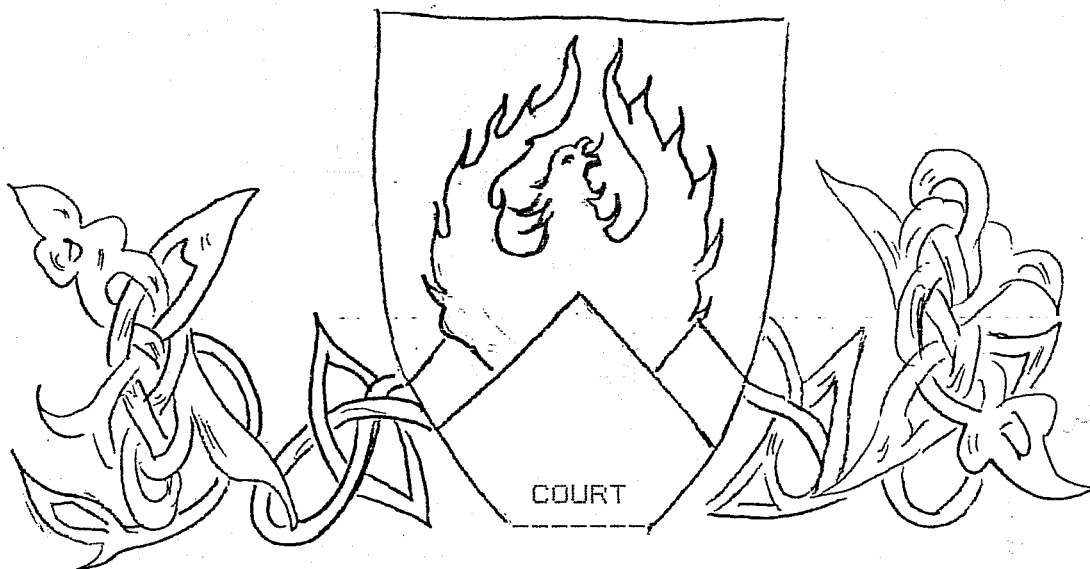


The
Echoes of
the Hills



Vol 1 #3

by [unclear]



QUEEN REYNA ARAFAEL
CONSORT RHYS AP GORDON
PRIME MINISTER DELPHOS DARKHEART
REGENT CHRISTOPHER McPHERSON
CHAMPION NEVRON DREADSTAR
HERALD GARATH BLACKHAWK

QUEEN'S GUARD

CAPTAIN NEVRON DREADSTAR
LIEUTENANT ARAK VALHARU

CONSORT'S GUARD

LANDOLF ROENTGEN

GUILDMASTERS

CLASSES:

ASSASSINS-- DELPHOS
BARBARIANS- NEVRON
DRUIDS----- GILEAN
HEALERS----- ALEXZANDER

MONKS----- DUSTIN
WARRIORS- LANDOLF
WIZARDS-- GARATH

ARTS & SCIENCES

GARBERS--- ALESSANDRA
MINSTRELS- REYNA
THEATRE--- DELPHOS

GLADIATORS--- NEVRON
HERALDRY----- GARATH
WEAPONSMITHS- TAZ

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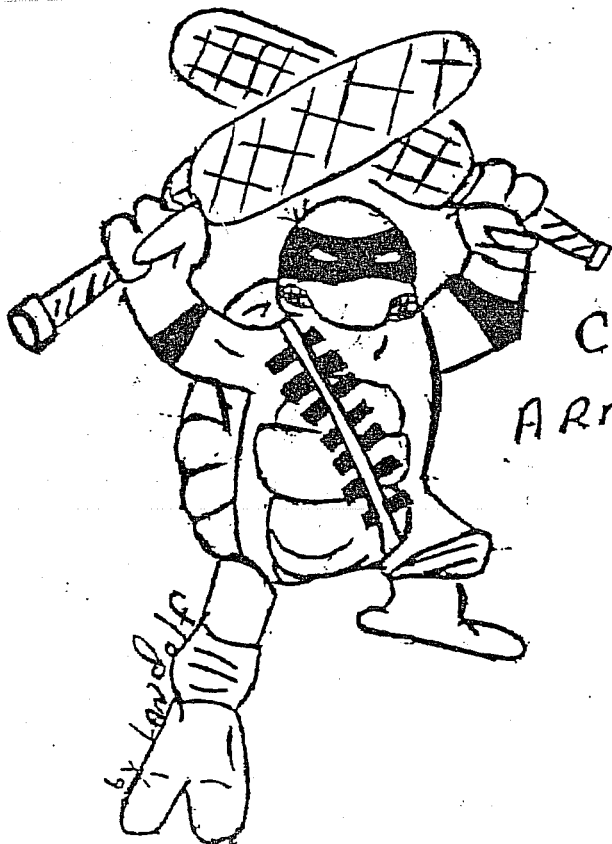
FREEHILLS FOLLIES

THE AMPTGARD DICTIONARY DEFINES;

WOLF PACK---THE BOX THAT DOGS ARE SHIPPED IN
SABLE PRIDE---HOW THE QUEEN FEELS ABOUT HER NEW COAT
ARGENT MOON---WHAT A NUDE SUNBATHER DOESN'T HAVE

DID YOU HEAR ABOUT THE YOUNG WARRIOR WHO WANTED TO CATCH
LEPROSY SO THAT HE COULD TURN INTO A WEREWOLF?

OUR QUEEN HAS STARTED A NEW PEERAGE---
THE KNIGHTS OF THE ROYAL FLUSH!
HENCEFORTH ALL MEMBERS OF THIS ORDER SHALL BE REFERRED TO
AS 'YE PLUMBRES HELPRES'



Whaddaya
MEAN I
CAN'T WEAR
ARMOR til 4th lvl?

UNTO THE GRAND DUCHY OF BARAD-DUIN

GREETINGS AND SALUTATIONS FROM THE KINGDOM OF THE EMERALD HILLS: WE RETURNED HOMEWARD WITH WARM HEARTS AND REKINDLED VISIONS OF THIS DREAM OF AMTGARD. YOUR HOSPITALITY, STRONG ARMS OF WAR, AND POMP OF COURT LEFT US WITH MANY FOND MEMORIES. SHORTLY AFTER YOU HONORED US WITH YOUR PRESENCE AT OUR BATTLE GAME. THIS REAFFIRMING OF THE DEVELOPING TIES BETWEEN DIVERSE AMTGARD GROUPS IS THE HOPE OF OUR FUTURE AND IS MUCH NEEDED FOR THE ADVANCEMENT OF COMMUNICATION BETWEEN THE KINGDOMS. WE LOOK FORWARD TO MANY MORE OPPORTUNITIES TO JOIN TOGETHER IN BATTLES AND REVELING, YOU MIGHT JUST FIND YOURSELF IN SONGS OR STORIES SOME LATE NIGHT AROUND A REBELS CAMPFIRE.

UNTIL WE MEET WITH JOY

QUEEN REYNA ARAFAEL OF THE
EMERALD HILLS, SISTER OF THE HOUSE
SEREGON



THE EMERALD HILLS RAID UPON THE CORONATION
FESTIVITIES OF BARAD-DUIN

AS TRADITION DEMANDED, THE MAJORITY OF OUR KINGDOM ARRIVED LATE FOR THIS EVENT. (EVER TRIED ASKING A BARBARIAN FOR THE TIME ?). BUT THIS DID NOT STOP OUR FORCES FROM QUICKLY ESTABLISHING CAMP, AND SWIFTLY ENGAGING THEMSELVES IN COMBAT WITH THE FIERCE WARRIORS OF FOREIGN LANDS. SHORTLY AFTER THE FIGHTING BEGAN, THREE DIFFERENT SYSTEMS OF COMBAT BECAME OVERWHELMINGLY EVIDENT, AND SEEKING TO FIND A MIDDLE GROUND WE BATTLED UNTIL THE WEE MORNING HOURS. AND SO, TO EXHAUSTED TO FIGHT, WE BEGAN TO REVEL TIL THE DAWN.

AFTER A QUICK BREAKFAST EVERYONE RUSHED TO PREPARE THEMSELVES FOR BATTLE. WASTING NO TIME IN SELECTING TEAMS, THE BATTLEGAMES BEGAN. SPIRITS WERE HIGH AND EVEN MANY OF THE DEAD WERE SEEN MARCHING TO NIRVANA WITH SMILES ON THEIR FACES AFTER GLORIOUS BATTLES.

TAKING A LONG LUNCH AND REST BREAK, THE MANY PEOPLES SLOWLY PREPARED FOR WAR- THE EMERALD HILLS VS. THE BURNING LANDS, WITH THE GRACIOUS FORCES OF BARAD-DUIN FILLING OUT THE NUMBERS. THE BATTLE QUICKLY BEGAN AND WE SWIFTLY FOUND OURSELVES OVERWHELMED BY A 6TH LEVEL THIS AND A 6TH LEVEL THAT, AND WE ONLY HAD TWO FIGHTERS OVER 2ND LEVEL!!!

AFTER A FIERCE SKIRMISH, THE FORCES OF THE BURNING LANDS CAPTURED NOT ONLY OUR FLAG, BUT ALSO QUEEN REYNA! HAVING READ "THE RANSOM OF RED CHIEF" MANY OF US WERE NOT GREATLY SURPRISED TO SEE OUR QUEEN RETURNING TO US WITH BOTH FLAGS IN HER HAND!!

THE FIGHTING QUICKLY BEGAN AGAIN AND HEAVY CASUALTIES WERE COUNTED ON BOTH SIDES. ENCOUNTERING THE ALMOST LEGENDARY CORSAIRS, MANY OF US LEARNED THAT KILLING THEM WAS MUCH EASIER THAN GETTING THEM TO DIE. THE PRESENCE OF SIR HELL-PAWN WAS GREATLY MISSED. SO THAT DAY WE FOUGHT TWO WARS- WE LOST THE WAR ON THE BATTLEFIELD, BUT WE WON ON THE FIELD HONOR.

THOUGH TEMPERS FLARED, ALL DIFFERENCES WERE QUICKLY SET ASIDE AS PREPARATIONS FOR ROYAL COURT BEGAN. THE COURT WAS LONG, AS COULD BE EXPECTED WITH SO MUCH ROYALTY IN ONE PLACE, BUT IT WAS NOT WITHOUT ITS HIGHLIGHTS; AHRMAAND WAS REPLACED BY SIONNACH AS DUKE OF BARAD-DUIN, RUFUS GAVE UP HIS SWORD (LITERALLY), MANY WELL-EARNED AWARDS GIVEN, AND TWO NEW BARONIES DECLARED-

VIVAT! SHADOWMERE AND DREADWOOD HOLD!!

QUEEN REYNA GRACIOUSLY RETURNED A CROWN TO KING M'DETH, WHICH WE HAD GUARDED AFTER HE MISPLACED IT AT CLOUDCROFT. M'DETH, INSTEAD OF BEING THANKFUL, CHALLENGED OUR KINGDOM TO A DUEL OF WITS- THAT WAS A MISTAKE!! KING M'DETH QUICKLY FOUND HIMSELF LURED INTO A PERSONAL BATTLE OF WITS WITH AIRLEN, AND M'DETH AND HIS CONTEST WERE STOPPED COLD.

NEXT CAME THE FEAST, I UNDERSTAND THE CORNISH GAME HEN WAS DELICIOUS.

THE ENTERTAINMENT OF THE EVENING WAS SPECTACULAR! THE BELLY-DANCING BEGAN WITH THE SEXY TERRAS EMBER, WHO REALLY NEEDED MORE THAN TWO BODYGUARDS! (WHY DID THE QUEEN SIGN THAT TREATY? AAaaARGHH!!!). THEN THE SENSUAL AND SLINKY ELZBETH PERFORMED- VIVAT! BUT NONE COULD COMPARE WITH FATIMA, SEX-GODDESS OF AMPTGARD!!

RAGNAR TOLD INCREDIBLE STORIES AND FORMED A NEW FAN CLUB! SINGING BY THE GREAT BARDS- ZARED AND SCARHEART, AND MANY OTHER TALENTED FOLKS. IMAGINE THAT- INTERKINGDOM WAR AND INTERKINGDOM BARDIC!!

VIVAT!!!

AND THE REBELS REVELLED FAR INTO THE NIGHT.

THE NEXT DAY, WITH THE SERIOUSNESS OF THE WAR LEFT BEHIND, MANY GLORIOUS BATTLES WERE FOUGHT BETWEEN OFFICERS AND ENLISTED, AND ONCE AGAIN FUN AND FRIENDSHIP RULED ON THE BATTLEFIELD. A CLOSING COURT WAS HELD WITH OUR QUEEN MYSTERIOUSLY ABSENT. AND THEN, WITH HAPPY HEARTS WE BEGAN THE VOYAGE BACK TO OUR HOMELANDS.

IN SUMMARY:

QUEEN REYNA'S RIDICULOUSLY ROWDY AND RAMBUNCTIOUS REVELLING REBELS RAIDED THE RUINS!

LANDOLF

E CALLED UPON TO BECOME A ZOMBIE. AND SOON THE WOODS ARE FILLED WITH THE ALL TO
AMILAR CALL OF THE UN-DEAD, "BRAINS". THERE ARE MANY SCENARIOS THAT CAN BE USED
OR AMTGARD. ALL OF US HAVE OUR OWN FAVORITES AND MOST CAN BE PLAYED EITHER ON
ATURDAY OR DURING FIGHTER PRACTICE ON WEDNESDAY. THESE INCLUDE TRENCH WARS,
REECH WALL BATTLES, COMPANY BATTLES, CLASS BATTLES, MONSTER BATTLES AND LAST BUT
OT LEAST THE ROYAL GUARDS-VS-THE WORLD BATTLES.

ONCE EVERYONE IS BURNED OUT FROM SWINGING SWORDS AND AXES ALL DAY AND INTO
HE NIGHT, THE CALL FOR REVEL WILL BE HEARD. THE SEARCH FOR A LOCAL DWELLING THAT
CAN WITHSTAND THE MASSES IS A NEVER ENDING QUEST AND FEW PEOPLE HAVE EVER
OPENED THEIR HOMES AND HEARTS FOR THE GROUP. THIS IS A GIVE AND TAKE SITUATION. AS
PROVEN LONG AGO, MOST PEOPLE WILL TAKE ADVANTAGE OF THIS SITUATION, WHILE THOSE
SAME FEW KIND HEARTED FOLK WILL USUALLY ALWAYS HAVE THE HEART TO GIVE MORE THAN
OTHERS. YET THIS IS A SMALL PROBLEM AND OVER THE PASSAGE OF TIME IT WILL WORK IT
SELF OUT.

DURING THE REVEL ALL WOUNDS WILL BE HEALED. PEOPLE WHO JUST A FEW SHORT
HOURS BEFORE WERE PREPARED TO RIP THE FOAM OFF THEIR WEAPONS AND GO AT IT WITH
BARE CORE, WILL SUDDENLY FIND THEMSELF SITTING NEXT TO EACH OTHER AND SINGING
WITH THE REST OF THE BARDS AND WANT-TO-BE BARDS. THEY SAY MUSIC CAN SOOTH THE
SAVAGE BEAST. NO WHERE ELSE IS THAT SAYING MORE TRUE THAN AT A REVEL AFTER THE
BATTLEGAMES. AS LONG AS THE REVELS WILL CONTINUE, THE MANY PEOPLE WHO COME
TOGETHER AS ONE WILL CONTINUE AND AMTGARD WILL CONTINUE. LONG LIVE THE REVELS
AND THE BARDS WHO MAKE THEM SO ENJOYABLE FOR US ALL.

OF ALL THE THINGS THAT MUST HAPPEN AT DAY AT AMTGARD, BY FAR THE HARDEST FOR
US IS ALL ARE THE GOODBYES. UNLIKE THOSE TIMES WHEN YOU MAY SAY FAREWELL TO THE

INDANES, WHICH SEEM QUICK ENOUGH. AMTGARD FAREWELLS ARE ANYTHING BUT SHORT. IN
FACT, JUST TELLING SOMEONE THAT YOU ARE MAKING YOUR DEPARTURE WILL CAUSE THEM
AND EVERYONE AROUND TO SUDDENLY REMEMBER THAT THEY HAD SOMETHING VITAL TO TELL
YOU. OR THEY MAY FEEL THE NEED TO CONSULT WITH YOU ON BATTLEFIELD TATICS, AND YOU
WILL FIND YOURSELF FORGETTING ABOUT THAT LONG RIDE HOME. DON'T WORRY FOR THE BEST
WAY TO OVERCOME THESE EXTENDED FAREWELLS IS TO STATE YOUR ATTENTIONS EARLY AND
PLAN TO SPEAK TO EVERYONE ATLEAST TWICE. THAN IF YOUR LUCKY YOU'LL GET OUT ONLY
TWO OR THREE HOURS LATER THAN YOU PLANED.

KEEPING ALL THIS IN MIND, YOU CAN SEE THAT THERE IS MORE TO AMTGARD THAN
JUST BASHING EACH OTHERS HEADS. AND EVEN IF FOR SOME STRANGE REASON THAT ALL THE
BATTLEGAMES WERE CALLED OFF. LIKE IN THE EVENT OF HEAVY RAINS OR SOME OTHER FORM
OF INCLEMENT WEATHER. IT IS VERY POSSIBLE THAT THE PEOPLE OF AMTGARD WOULD STILL
GET TOGETHER FOR THE REVELS AND SUCH. FOR AFTER ALL AMTGARD IS FILLED WITH MANY
GOOD HEARTED PEOPLE AND WE DON'T HAVE TO KILL ONE ANOTHER TO ENJOY THIS THING
WE CALL AMTGARD. I HOPE.

SIR NEURON DREADSTAR

A DAY AT AMTGARD

FOR MOST OF US THE DAY WILL START EARLY. THERES SOMETHING ABOUT SATURDAYS THAT CAN BRING EVEN THE WORST MORNING PERSON OUT OF SOME MUCH NEEDED SLEEP. FIRST YOU HAVE TO FIND YOUR GARB. FOR THOSE OF US, WHO FEEL THAT THE BETTER YOUR GARB LOOKS, THE MORE OTHERS WILL NOTICE YOU, THIS SEARCH FOR JUST THE RIGHT LOOK CAN BE AS FRUSTRATING THAN FINDING THAT ONE SPOT THAT COULD SLAY YOUR ARMORED NEMY.

WITH LUCK, AND MOST OF US NEED ALL WE CAN GET, YOU'LL MAKE IT OUT TO THE PARK BEFORE ALL THE PARKING SPOTS ARE TAKEN. ONCE THERE IT'S TIME TO PRAY FOR SOME PACK ANIMALS OR SOME HELPFUL FELLOW AMTGARDIANS. WHO WILL ALWAYS ASK IF THEY CAN CARRY ANYTHING? WARNING: NEVER GIVE YOUR DRINKABLES TO A CORRSAIR.

WHEN YOU FINALLY REACH THE AREA WE ALL CONGREGATE AT, COMMONLY CALLED NIRVANA, YOU WILL HAVE MANY THINGS TO DO. FIRST AND FOREMOST YOU MUST SIGN-IN, MARKING THE CLASS YOU WANT TO GET CREDIT IN THAT WEEK, WHICH IN ITSELF WILL PROBABLY BE THE SINGLE MOST IMPORTANT THING YOU COULD DO THAT DAY. IT HAS BEEN NOTED IN MORE THAN ONE KINGDOM THAT ALTHOUGH PEOPLE MAY SIGN-IN, IF THEIR NAME IS UNREADABLE THAN MOST LIKLY WON'T GET ANY CREDIT FOR THAT WEEK. EVEN THOSE RARELY BRAINED BARBARIANS CAN LEARN TO SCRATCH A LEDGEABLE NAME WHEN IT COMES TIME TO RECIVE A WEEKS CREDIT. SO THE REST OF YA SHOULD HAVE NO PROBLEM.

NEXT ON THE LIST OF THINGS TO DO IS TO HAVE A WEAPONS CHECK. EVEN IF THE REIGNING CHAMPION HAPPENS TO OVERLOOK THAT BRAND NEW CUSTOM SWORD OR YOUR NEW I-TIP ARROWS, THATS NO REASON TO ASSUME THESE NEW LOVES OF YOUR LIFE WILL BE SAFE FOR ALL CONCERNED. BY ALL MEANS SHOW YOUR STUFF OFF, RANT AND RAVE ABOUT

YOUR UP AND COMING SMITH SKILLS. AND IF THAT FAILS, JUST WALK UP TO THE CHAMP AND JACK HIM ON THE BACK, ARMS, LEGS AND ANY WHERE ELSE HE'LL LET YA. REMEMBER, WE ALL WANT TO HAVE FUN AND UNSAFE WEAPONS ARE'NT FUN.

SO NOW COMES THE TIME WE ALL LOVE, FOR THE GAMES HAVE BEGUN. USUALLY THE DAY WILL START WITH A OFFICER HUNT. SIMPLY PLAYED, IF YOUR A OFFICER IN A COMPANY THAN YOU WILL BE THE HUNTED. IF YOUR JUST A LOWLY ENLISTED PUKE THAN YOU WILL BE ONE OF THE HUNTERS. ONE LIFE IS ALL ANY BODY GETS FOR THESE HUNTS AND MOST WILL END QUICKLY. SOON ENOUGH EVERYONE WILL FIND THEMSELF BACK AT NIRVANA AND THE SEARCH FOR TWO BATTLEGAME CAPTAINS BEGINS.

THE BATTLEGAMES ARE FORE MOST, THE ONLY THING THAT COUNTS. WHEN THE TEAMS ARE EVENLY MATCHED THE GAMES COULD LAST OVER TWO HOURS. IF NOT THAN IN JUST A FEW BATTLES THE GAME COULD BE OVER AND A NEW GAME WILL BE STARTED. THERE ARE TWO BASIC BATTLEGAMES, MOBIL FLAGS AND STATIONARY FLAGS. MOBIL FLAG GAMES SEEM TO LAST LONGER AND PUT EVERYONES PATIENTS ON THE LINE. STATIONARY FLAG BATTLES ARE THE MEAT AND POTATDES OF AMTGARD. AT NO OTHER TIME WILL A GROUP OF FELLOW WARRIORS, MAGES, AND THOSE SNEAKY ASSASSIN GROUP UP TO OVER COME A OPPONETS BASE CAMP TO SLAY, ROUST, AND GENERALLY WIPE OUT ANY ENEMY SEEN TO BE WEAK BEFORE THEM. THERE IS USUALLY A CLEAR WINNER IN THESE GAMES AND ANYWHERE BETWEEN ONE OR TWO GOOD BATTLEGAMES CAN BE PLAYED ON ANY FAIR WEATHER DAY.

AFTER THE SUN HAS TAKEN ITS TOLL, AND EVERYONE HAS BEEN BEAT ON BY MOST EVERYONE ELSE, THE NIGHT WILL SLOWLY ENGULF THE PARK AND ALL WILL SUDDENLY FEEL THEIR SECOND WIND AND THE CALL OF NIGHT BATTLES WILL ECHO THRU THE PARK. SOON LITTLE GROUPS OF THREE TO FIVE MEMBERS WILL TEAM UP AND SLOWLY DISAPEAR INTO THE DARKENING WOODS. JUST TO THROW A FLARE INTO THE NIGHT BATTLES SOMEONE WILL