

ECHOES FROM THE HILLS  
VOL. 10 NUM. 2  
COLLECTORS EDITION,  
FIRST COVERLESS EDITION

Unto my people;

We are coming to the end of my very uneventful reign. My outgoing event is staring us in the face, and I'm afraid there will need to be some changes. If you liked midreign you have Prince Tunear to thank for much of it, he masterminded a great majority of it. Unfortunitley we did not have enough of a cleen up crew, a few of us had to stay and clean after the many who had left. The people who stayed in the camp Wolverine was in left there campsite very clean. ~~The work of the by far was that of the existing~~ ~~entire of the~~. The camp directors of Elowi were not happy with us. The caretaker out there is a good friend of Amtguard and he's usually gone out of his way for us, but we (espically me) let him down this time.

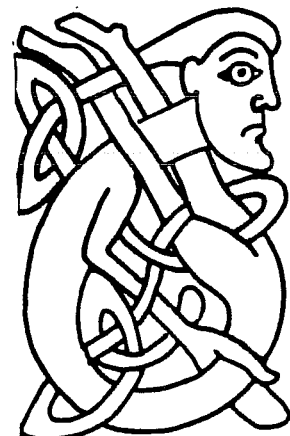
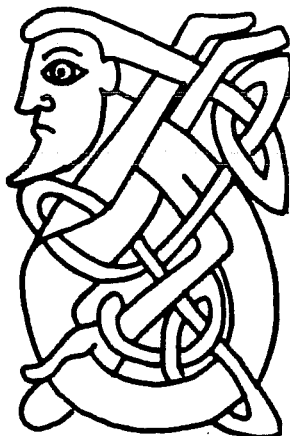
Camp Elowi has a day camp starting the day after our corination. This is a chance to get back in the good graces of the caretakers and directors. If we want to remain welcome there, we need to be a liffle more responsible.

A large knife was stolen during midreign, I am offering a reward for its return. There will be a chance at corination to return it without anyone knowing who took it.

Your juices run down (sorry, wrong letter) I dont meen to sound like all I want to do is complain. Many of you suprise me with how honerable and responsible you can be. I am verry proud of my kingdom and its people, and I am verry proud to be your king. I have never had the chance to lead you into war, I've not been high profile. I hope that I have earned your vote if I ever run again, and this time, we'll try for a war. (last time the Cilestial Kingdom backed out)

Yours In Service,

Master Thorin Badaxe Bane, Thane of the Emerald Hills



"You're sick, ~~sick~~ ... Sick, sick, sick!"  
Thorin!

## POLICIES AND CHANGES FOR CORINATION

1. Court last time was too long. We will be posting lists of who wins what and where they place. We urge you to look over these lists and honor the winners as is appropriate. Court will be reserved for Masterhoods, Knightings, Executions, Trials, more Executions and other entertainment.
2. It is getting too crowded in the feast hall, we will be holding court and feast outside (if weather permits). The kitchen and feast hall are being re-worked, the wiring is no longer safe.
3. Due to faulty wiring there is a good chance that the feast will be cold. (sub sandwiches or such) It is up to the people who cook it. Also, the feast may be cold because no one wants to be on a cleanup crew. Your Monarch and Regent both washed dishes until they were forced to stop by loyal citizens of the kingdom. Alissandra and Naft <sup>cleaned</sup> a majority of the feast mess.
4. The day after we leave Camp Elowi will be starting a day camp for little kids, the camp must be spotless. Each person should be responsible for their own cabin. There should be six frames and six mattresses in each cabin when you leave. There shouldn't be any trash. We will try to establish one mature volunteer to be responsible for each small group of cabins.
5. Favors for the event will be pouches. These will be used to hold any and every cigarette butt you can get your hands on. A prize will be given for the most cigarette butts. Remember that we are trying to once again establish good relations with the Camp Elowi people.
6. Alcohol will not be carried in the original containers. It must be poured into goblets or mugs, You can pull the labels off of bottles. Of course, people under 21 years of age don't drink.
7. Vehicles may be brought into camp to load and unload gear. You have 30 minutes to return the vehicle to the parking lot.
8. Any loud music (heard 30 feet away) should be period.
9. Fires must be in the firepits, no where else. (candles are exceptions)
10. I have appointed a sheriff to help enforce these policies, he will appoint deputies and use guards to help him. Your new sheriff is Naft.

*MY MIND WANDERS ELSEWHERE*

*one summer night  
dark and warm  
my mind wanders elsewhere*

*in the tavern  
drinking alone  
my mind wanders elsewhere*

*on my horse  
amongst the trees  
my mind wanders elsewhere*

*why can't i stop thinking of what i have seen  
the terrified screams of children when they look at me  
the fear in their eyes never ending*

*battling with the enemy  
blood on my hands  
my mind wanders elsewhere*

*at the feast  
cheer in the air  
my mind wanders elsewhere*

*in the pond  
my sword through my gut  
my mind wanders elsewhere*

*the screams have stopped  
the fear is now gone  
my mind no longer wanders*

*Бугаппу  
Вятову*

## Battle Game

All knights who wish to participate will be Deathknights. All active royalty who wishes to participate will be monsters. No more than two monsters may work together at a time. This is discouraged. Monsters will have a place to regenerate, mend armor, and items.

Each team has 5 members. One member is the captain. No member can be more than 10 feet from there captain for more than 10 seconds without dyeing. If the captain is killed, the team has 30 seconds to avenge his/her death before committing suicide. If the captain is avenged, a new leader is chosen until he returns. Teams cannot work together, or fight each other.

When a monster is killed, it writes the team captains name on his list. At the end of the game, the team who killed the most monsters will win. Each of the five members will recieve a prize.

## Assassins Weekend

If you wish to participate in the event long assassins quest you must let the king know before the event.

Each player will be given a list of people to kill. The number of people on your list represents how many people are hired to kill you. You are allowed to <sup>kill</sup> your assignments, and your assassins, but no innocents. You do not know who your assassins are. Each victim is worth 2 points. Each hired assassin is worth 1 point. If you are killed by an assassin you give up 2 points (life) If you are killed by your assignment you give up 1 <sup>life</sup> point. If you kill an innocent, you give up 1 point.

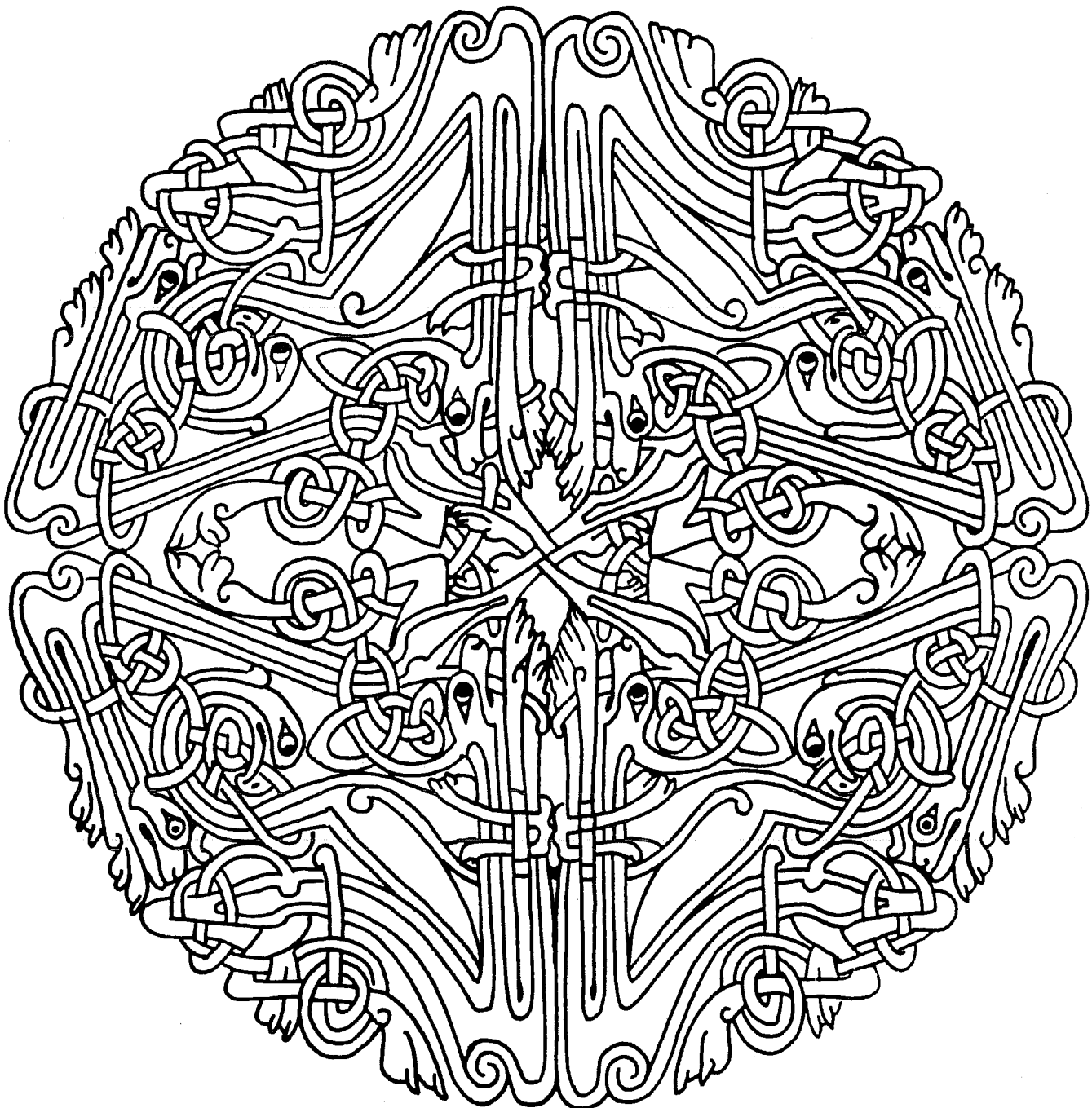
EX. Floyed the Barbarion is hired to kill 5 people, 5 people will try to kill him. He starts out with 10 life points. He kills all 5 of his assignments giving him a score of 10. However, his paranoya causes him to kill 7 people. Only 1 of them were trying to kill him. He gets 1 point for killing his assassin, but loses 6 for killing innocents. His total is now only 5.

He is killed by 4 of the 5 assassins hired to kill him. Each of them recieve 2 of his life points, leaving him with 2. If one of his victims had killed him, he would have lost one life point. Now that his assignments know who he is, they can hunt him too and get revenge. Once he runs out of life points he is out of the game. He would retire with only his 5 points, but that may be enough to win. If you botch an assassination attempt you may try again if you still have life points.

Assassin info. cont.

You may only kill your victim once. No one knows what is on your list and it should stay that way. Assassins cant work together and everything should be kept as secret as posible. winner gets a prize.

Cabins, bathrooms, parking lot, court, feast, and during the quest are off limits. If you catch someone going to the bathroom against a tree, or having sex in the woods, etc. it would be tacky to sneak up on them and kill them , but it wouldnt stop me. I sugest that you ambush as much as posible, and pull a lot of dirty tricks to get into the assassin mind set. Ends Sunday morning at sunrise (<sup>DAWN</sup>~~don~~ patrol)



IMMORTAL SKIN

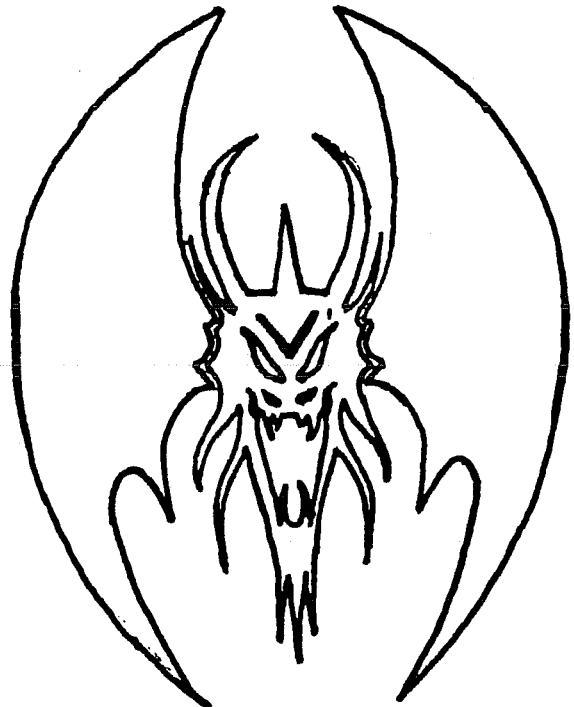
The pool of red sways and churns,  
She knows at contact the blood will burn.  
But she accepts the pain and dives right in,  
For she knows it feeds her Immortal Skin.

The sacrifice of virgin flesh,  
Will keep her young and feeling fresh.  
Screams are heard when the beatings begin,  
For she knows it feeds her Immortal Skin.

Her slaves kneel fast at her command,  
They beg in turn to kiss her hand.  
She doesn't think of the sadistic sin,  
For she knows it feeds her Immortal Skin.

Countess Bathory called by proper name,  
Deriving pleasure through sadistic pain.  
She'll never stop her unnatural sin,  
For she knows it feeds her Immortal Skin.

Duke Count Sir Lord  
KAZ DE Kinky



CULTURALS

ARMOR

1. THORIN
2. N.A.F.T.
3. N.A.F.T.

COOKING

1. CUTTER
2. DEVON
3. SELKA/  
ALESSANDRA

CT. GARB

1. ALESSANDRA
2. THORIN
3. ALESSANDRA

DANCING

1. ALESSANDRA
2. -----
3. -----

FICT. LIT.

1. SELKA/GWATHANAS
2. CABAL/TUNEAR
3. ALESSANDRA

FIGHTING GARB

1. ALESSANDRA
2. THORIN
3. N.A.F.T.

FLAT ART

1. CABAL
2. MOSHER
3. MOSHER

INSTRUMENTAL

1. CUTTER
2. N.A.F.T.
3. CABAL

PASSIVE CONST.

1. THORIN
2. SELKA
3. THORIN/ALESSANDRA

PERSONA LIT.

1. CABAL
2. SELKA
3. FOREST

POETRY

1. CABAL
2. FOREST
3. FOREST/  
ALESSANDRA

SHIELD CONST.

1. THORIN
2. OF
3. COURSE

SINGING

1. CABAL
2. ALESSANDRA/  
CABAL
3. ALESSANDRA

STORY TELLING

1. CABAL
2. TUNEAR
3. THORIN

3-D ART

1. N.A.F.T.
2. NEEVA
3. FOREST

WEAPON CONST.

1. THORIN
2. THORIN
3. THORIN/SELKA

FACTUAL LIT.

1. CABAL
2. INFINITY
3. ALESSANDRA

CHESS

1. CUTTER
2. SQUEAK
3. THORIN

OVERALL WINNERS

1. CABAL
2. ALESSANDRA
3. THORIN



WHATA PILL

She gave him her heart  
but he took her soul

She gave him her mind  
this love was so blind

She gave him her body  
but it wasn't enough

Her love for him endless  
his love for her emptiness

Trapped in the cycle  
there seemed no way out

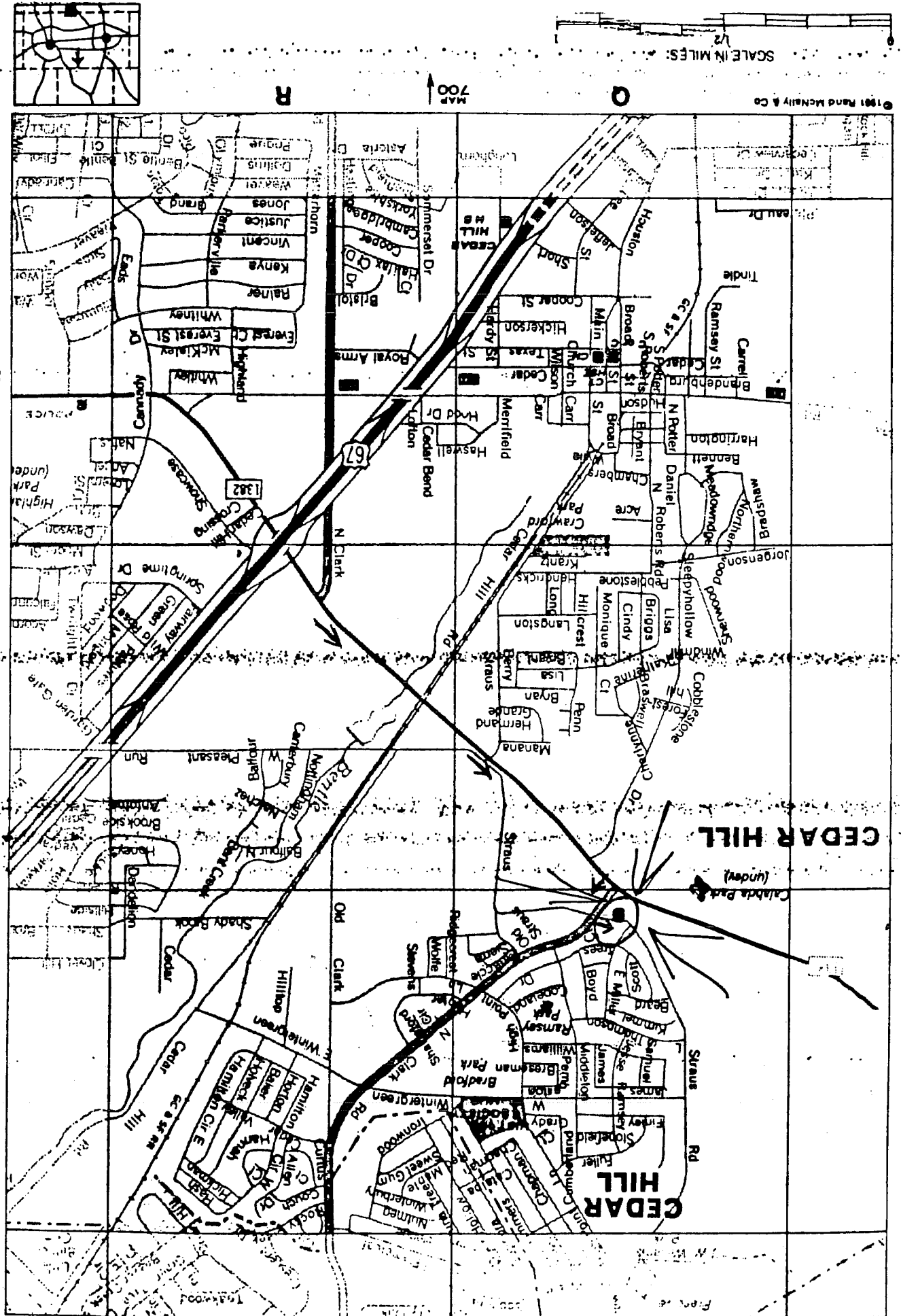
She had nothing left  
yet he still wanted more

So she conjured up an unusual pill  
this pill she would give him

CAUSED THE UNCONTROLLED CHILL...

OF DEATH!

Пугану  
Ванну



51

50

661

49

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H

Q

R

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MAP 700

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SCALE IN MILES: 1/2

