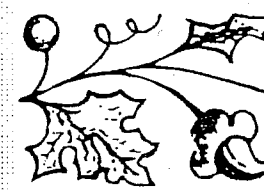


Echoes FROM THE

MILLS



September 9th, 1995
Midreign of King Cabal

Crown of the Emerald Hills

Midreign, September 9th 1995

King:	Cabal
Regent:	Infinity
Champion:	Tool
Defender:	Udo
Capt of Guard:	Falamar
P Minister:	Selka
Herald:	Ghengis
Scribe:	KalXen
Jester:	Taldak
Sage:	Selka

Guildmasters:

Archers:	Solace
Assassins:	Silvershade
Barbarians:	Angus
Druids:	Harast
Garbers:	Udo
Healers:	Taldak
Knights:	Selka
Monsters:	Taldak
Reeves:	Nevron
Scouts:	Aragorn
Smiths:	Archangel
Warriors:	Kendrik
Vizards:	Nevron

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Stellar 2 CON information

Emerald Hills Coronation Information

Tyler Area Map

Effective Calendar

September

2nd- Golden Plains Coronation

Valley of the Silver Rains Crown Election

3rd- Celestial Kingdom Crown Qualifications

9th-11th Mystic Seas Coronation

Emerald Hills Mid Reign

17-19th Celestial Kingdom Coronation

22-24th Stellar2 CON in Dallas, Texas

October

6th- ArmadilloCON in Austin, Texas

14th- Dragonspine Coronation (tentative)

December

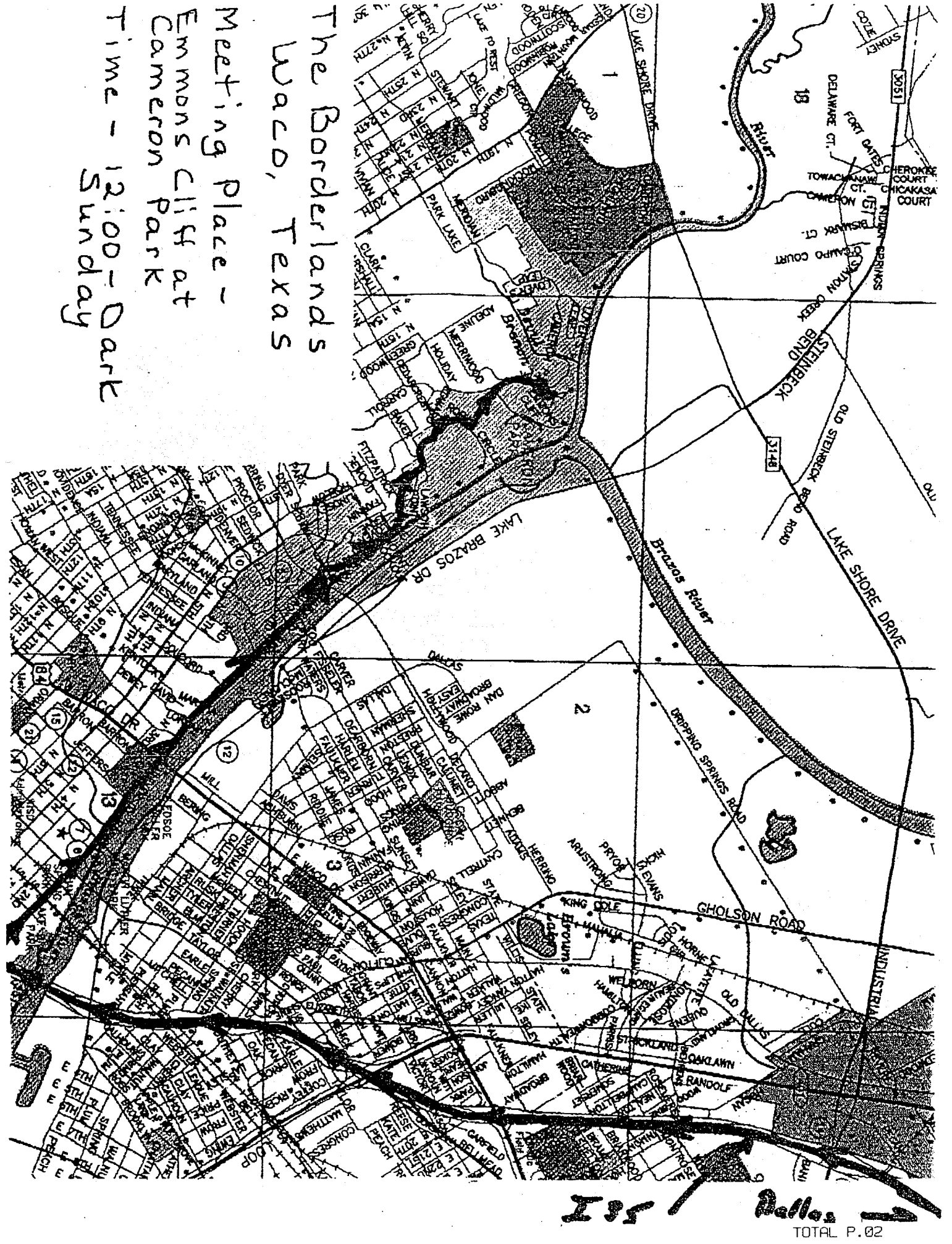
2nd- Valley of the Silver Rains Coronation

8th-10th Emerald Hills Coronation

30th- Iron Mountains Coronation (tentative)

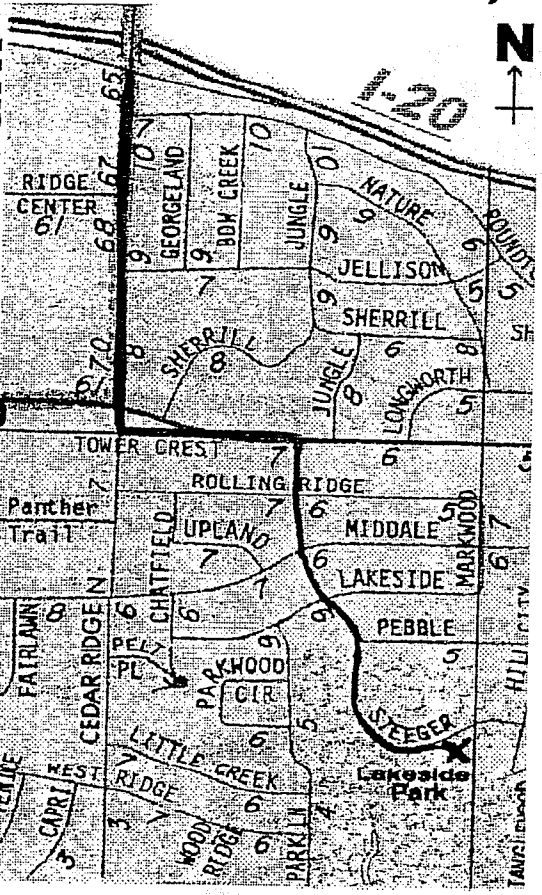
1996

June 23rd- Olympiad VII



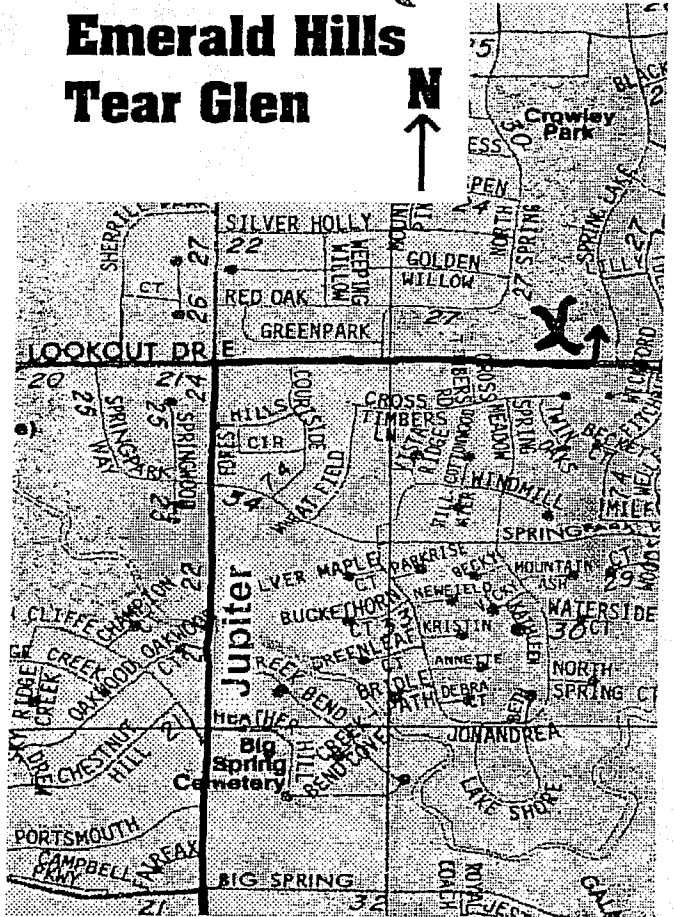
Tracks of the Emerald Hills

Emerald Hills: Tanglewood Park



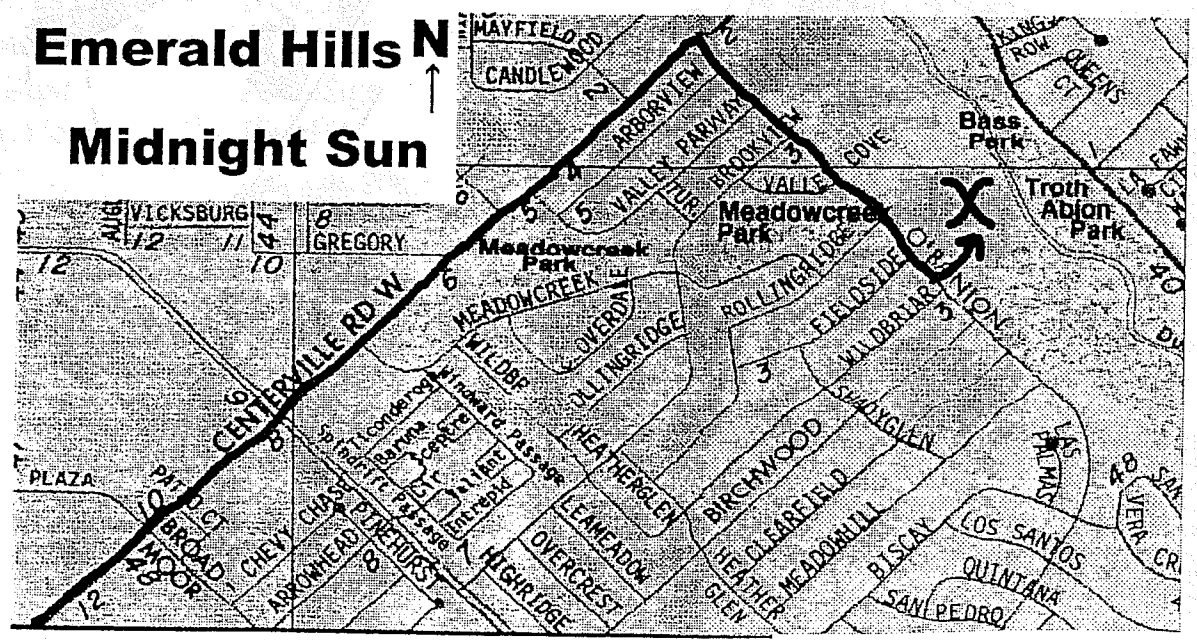
Cedar Ridge & Camp Wisdom W, Duncannon - Texas
Saturdays, 1 PM - Night

Emerald Hills
Tear Glen



Lookout & Jupiter, Richardson - Texas
Sundays, Noon - Night

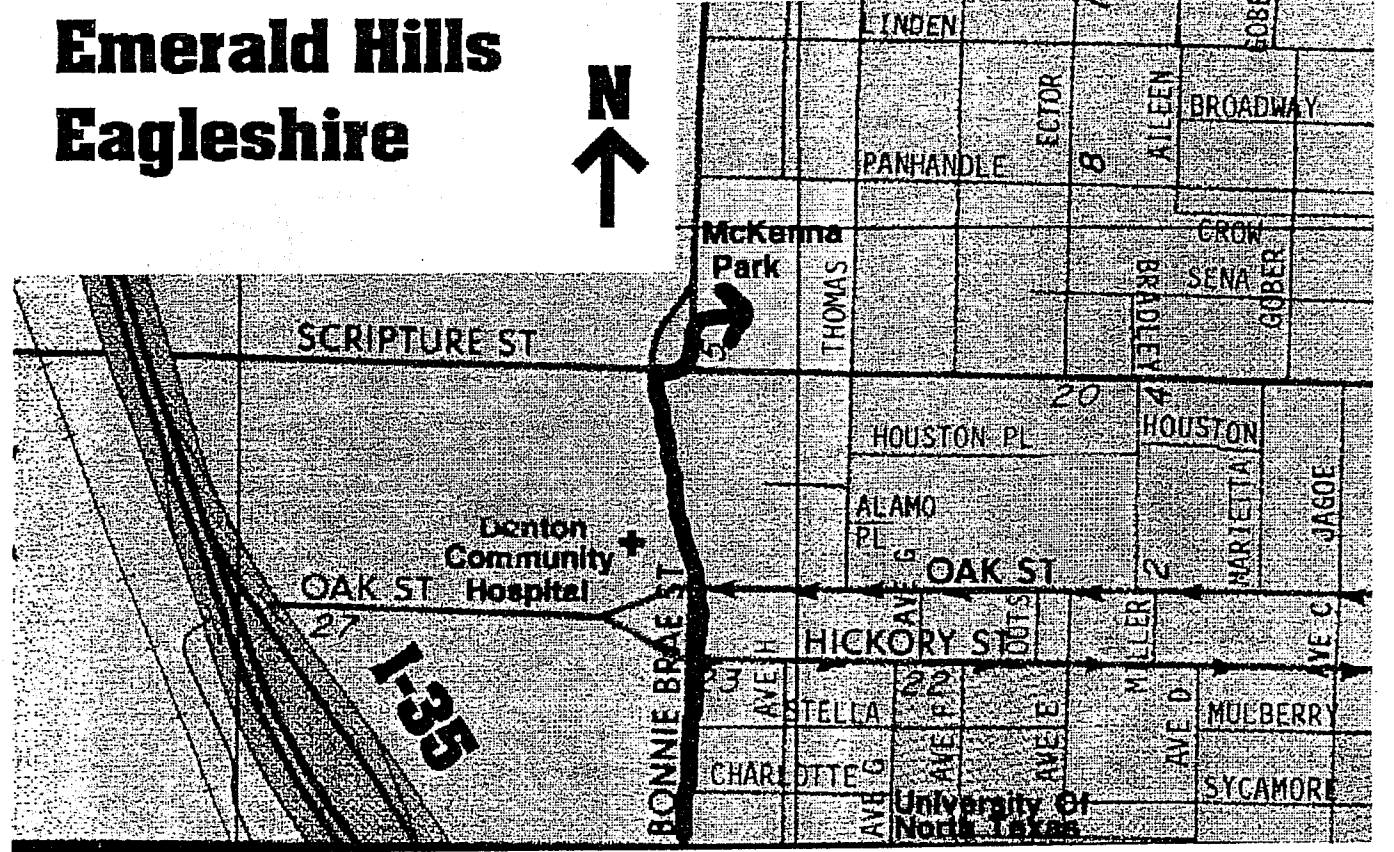
Emerald Hills
Midnight Sun



Centerville & O'Banion, Garland - Texas
Saturdays, Noon - Night

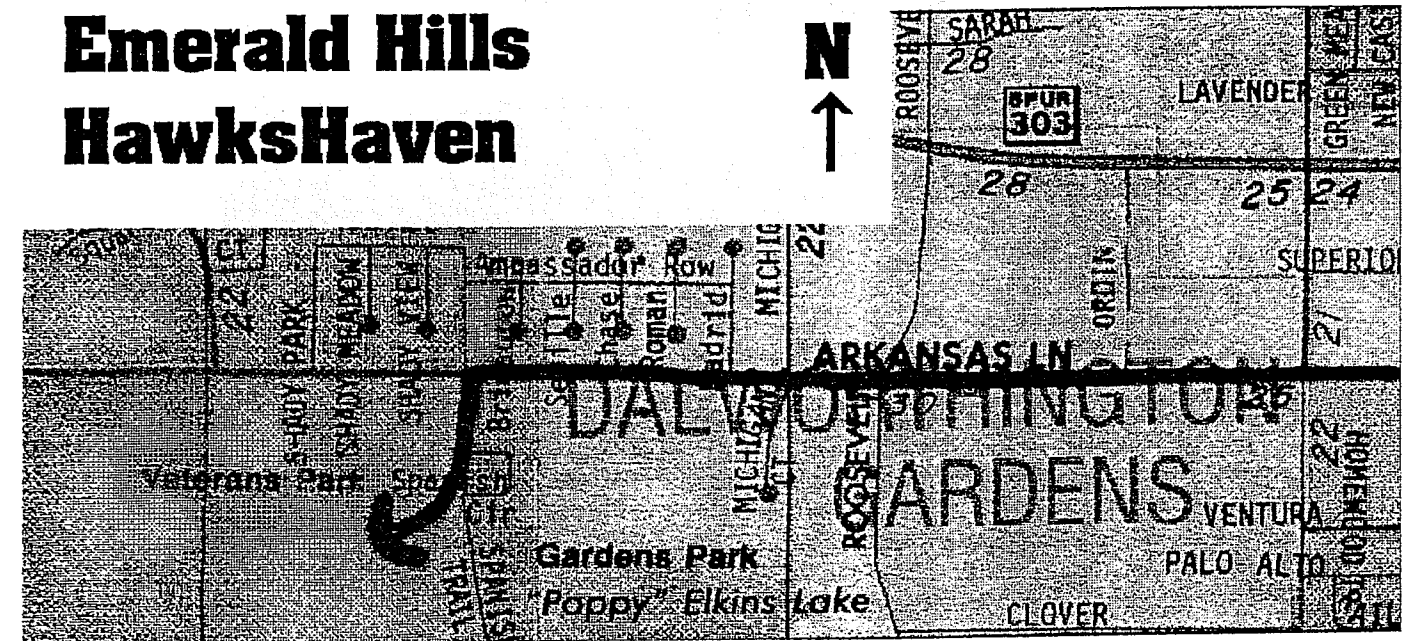
Tracks of the Emerald Hills

Emerald Hills
Eagleshire



Scripture + Bonnie Brae, Denton - Texas
Sundays, Noon - 6 PM

Emerald Hills
HawksHaven



Arkansas + Spanish Trail, Arlington - Texas
Sundays, Noon - Night



The Scribe's Table

A collection of stories, poems, and art submitted by the populace.
If you have any work to contribute, please contact either:

King Sir Cabal
10805 North Central
Dallas, TX 75231 Apt. 1255

Baron KaiXen, Scribe
1505 Westlake Dr.
Plano, Tx 75075
(214) 578-1857

Amtgard Adopt - A - Family

Members of the Midnight Sun have adopted needy family(s) for Christmas since 1990. We adopt families that do not receive aid from other charitable organizations. We try to make all of their holiday dreams come true by providing food, decorations, and/or presents.



This year we would like to include all of Emerald Hills. All donations are accepted, but we also need volunteers to help shop, wrap gifts, haul packages, and do all the other holiday preparations.

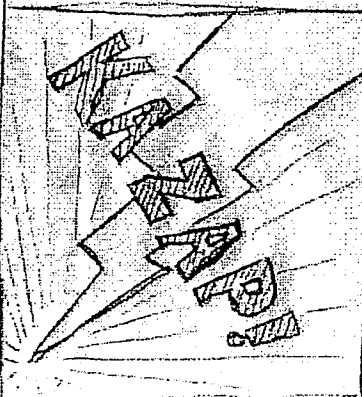
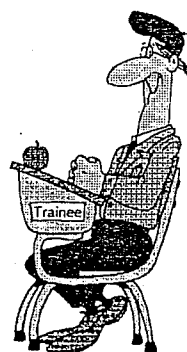
By early November, we will have a list of families and gifts they would like. If you would like to buy individual gifts to donate, please do. Monetary donations will be accepted starting now. For more information contact either:

Serena (Julie Stansberry)
(214) 475-3136

Brenna (Denice Sudkamp)
(214) 240-4797 (Home)
(800) 261-0269 (Work)

The Ten Commandments of Receiving Awards

1. Never ever expect an award.
2. Never go around proclaiming that you deserve said award.
3. Never criticize another's award or question their merit.
4. Never do work for just an award. If you enjoy what you're doing, it in itself is a reward.
5. Always congratulate a recipient of an award.
6. Do not belittle an award! It looks too much like Jealously.
7. Paperwork a knight does not make!
8. Being a squire does not insure knighthood!
9. Do not question the monarch on their choice and/or creation of awards, you may be in their shoes next time, but you're not now.
10. Appreciate when you are recognized, hopefully everyone will be in due time.



Clu da Bard

What is means to be a Knight

by Duke Sir Nevron Dreadstar

This will be the hardest article I've ever written, and I'll be honest with the reader, I'm not really sure I totally know what I'm talking about. But I'll give it my best shot.

In Amtgard there are four types of Knighthoods. Each of the four are given to someone who has repeatedly shown themselves as one who goes far beyond the normal populace member in a specific field of knowledge. Now that sounds like their a science of an artform, well in some ways their a little of both. The Knights of the Flame have mastered the science of giving their time and service to the club. Knights of the Sword have mastered the science of the swords. Knights of the Serpent have truly mastered their arts and science skills. Last but never least are the knights of the crown. They may be more numerous, which would leave many to assume its easier to obtain this knighthood. I would ask of the reader when was the last time he or she had tried to qualify during crown qualifications. If you have ever done this feat or even watched someone else trying to, then you'll understand that Knights of the Crown have earned the belt.

Although, just because you qualify, you must be elected into a ranking office. That's when the real work begins. Wearing the crown for six month can do a lot of things to you. No matter how hard you try, you'll never make everyone happy. You will change no matter what. Hopefully it will be for the better, but if not, you won't be the first.

Knighthood is a title that everyone aspires to gain. When you are a knight (of any order) people look at you quite differently. You are supposed to represent all that is perfect in Amtgard. Although not all knights are perfect, I'm a real good example of that. After all, some of us are only human (others being half-elves, elves, and even cyborg hobbits), and we will make mistakes. Yet the knights should be able to spot the error or at least be willing to listen to someone who feels the need to point it out. At no point in a knight's life should they ever begin to think they are perfect. That's part of being humble, which is very important when you are a knight.

Another important part of being a knight is respect. Respect is a two way street. Not only should the common populace respect the knights for all the work they have done and continue to do. But the knights should respect the populace. After all, every one of the knights came from the populace. None of us were born knights.

A few people have asked what it takes to become a knight. Well, that really depends on which order (knighthood) you are seeking to become a member of. There are those of you who's answer would be "All of um," and I say to you "Good luck." I've been in this club for six years and there are some who would say I've done it all. Well let me tell you, that's not entirely true. Sure I've traveled through three long tunnels and I'm just now beginning to see the end of my fourth. But that doesn't make me any better than someone who's just started into their first. If I should disappear tomorrow there would be someone to step up in my place. But don't hold your breath, for you will die.

If you absolutely can't live without a white belt then you should spend a few hours looking at the requirements of Knighthood in the Corpora. A person must be a Master in one of the six listed orders; Rose, Lion, Dragon, Owl, Smith, or Garber. You can also obtain a Knighthood by serving in two of the following three positions; Champion, Consort, or Prime Minister. Or you could do two-terms as our monarch.

Yet for some of use serving the club as monarch is out of the question, and even doing time as PM or such position is a bit unlikely. So we're stuck going for a Masterhood in the Service Guilds and Orders. Generally it takes at least ten orders of any one type (i.e.. Dragons,

What it means to be a Knight

Roses, etc.) to achieve the basic criteria for Masterhood. Only the Smith and Garber orders require more (12), while the Lion and the Griffin may be combined to equal ten. How you obtain these orders is another article.

Now let's say you've reached your goal of ten orders in the area you were seeking. "Yes sir, those ten Dragons sure do look good on your wall." The only thing missing is the masterhood. No problem, you should get it during the next court. Only the next court comes and goes and still no masterhood. Well my friend, you just learned one of the first rules of the famous "Ten Commandments on how to Receive an Award." #1 - Never ever expect an award. That's a pretty tough code to live by, but it's something that works. Because while you may be aware of all your accomplishments, the reigning crown may not be. Especially if it took you more than a few years to reach the basic criteria, nor would you be the first deserving Amtgardian to be overlooked.

Now there are a couple of paths you would follow that would raise your chances not to be overlooked again. First, you could just sit quietly and continue to put out award winning stuff and take the awards as such as they come. Or you could start up a one man/woman public awareness drive. But be warned, for if you start speaking too much on your own behalf you could be accused of breaking the second rule of receiving awards. #2 - Never go about proclaiming that you deserve said award.

Another way would be to approach a knight of the order you are seeking and ask him/her for a bit of help. This is still no sure fire way to obtain your award but when the right people are aware of your situation then it's more likely that you will be remembered the next time.

Now we come to one of the most important aspects of being a knight. That being attitude. A lot can be written on attitude, and I've touched on it earlier when I spoke about respect and being humble. Not only do you need a good attitude but you also need to be seen with a good attitude.

I have learned that as a knight of any order, they all have one thing in common. That being the need to see Amtgard grow. Our love of the game and all it brings probably had a lot to do with us getting our white belts. Artisans who love to create, singers who love to sing and fighters who love the fight. You can show your love by contributing to the growth of Amtgard. Sponsoring events is a good way, and with all the events to pick from it would be so easy. You can take it upon yourself and run an event. Of course you must remember that one event doesn't make a knight. No one should get a white belt for sitting on their butt. Although some knights do just that after they get their belt. I guess some people have as high goals as others. But if your only goal is to wear a white belt then your doing it for the wrong reasons. There is more to Amtgard. A lot more.

I wish you good luck in your quest for the ultimate title.

Respectfully yours,

Duke Sir Nevron Dreadstar

Knight of the Sword, Crown, and Serpent

Note to the reader: This is a reprinted article from a 'Echoes from the Hills' 2 years ago. Sir Nevron has obtained his Knight of the Flame since then, and is one of few four-belted knights.

Phoenixes

An Amtgard Mythology

(By Goodwyn Clu da Bard with Biff the Plaid Barbarian as advisor)

It was the time of the year when the kings encourage their subjects to attend the great clan gathering. With that call hundreds of travelers would undergo their various treks to attend the event.

Of those hundreds, two had decided to take a break from their journey and enjoy a quiet lunch. The summer day was much like the ones in the Emerald Hills. The sun radiated like it was giving its finest performance, causing the colors of nature to give off such color that it almost hurt to look at. The warm air blew at a steady pace which was greatly appreciated by the two travelers who had found the shade of a tree.

The first to sit down under the tree was a rather eccentric bard, who quickly set up the lunch, what little there was, and then laid back against the tree and waited for his traveling companion to join. The bard then decided to remove his cloak, not only because it was hot, but to give a place for his lady to sit.

"What are you doing?" Alazalea, a rather confused but lovely oriental assassin asked as she watched the bard remove the two lyre looking clips connected by a chain that held the cloak in place and then as he spread it on the ground.

The bard somewhat jovially answered back "Call me silly, call me a gallant bard on occasion, but it's just an old courtesy I believe in. Besides, it's the least I can do for the person who's making lunch." Goodwyn Clu da Bard smiled up at the assassin, with the goofy yet charming look he was known for.

Alazalea only sighed and sat next to the bard on the cloak and started assembling something that resembled lunch. As she put the lunch together with the bard's help, they noticed how the summer wind had blown the clouds into fascinating shapes and arrangements. When the two realized they were both watching the clouds, they started to share what each other saw. As



how the summer wind had blown the clouds into fascinating shapes and arrangements. When the two realized they were both watching the clouds, they started to share what each other saw. As they looked, they noticed the marvelous shape of a huge bird that seemed to fill half the sky. The cloud formed the head and beak facing towards the middle of the sky while the wings spread out over the horizon in opposite directions. The tail of the large birdlike cloud formation was almost too far near the horizon to be seen.

"I usually don't have time to look at the clouds like we are doing now," the lovely assassin said while in awe over the huge cloud shape., "but when I do on occasion look up, I usually see that large bird in the clouds."

"Of course you do."

"What do you mean by that?"

Clu da Bard only smiled at Alazalea and with that she sat back, knowing a story was about to happen. "OK, what's the story about this one.?"

"Well, you've heard of the Phoenixes haven't you?" the bard asked.

"Fiery birds that form from ashes and ruins that fly around and occasionally explode." the assassin said with a tint of sarcasm.

"Very good.. Well, according to the most ancient account passed on by the bards and even recorded by monks is that our land of Amtgard is governed by two Phoenixes, a phoenix of light, and a phoenix of darkness. I'll tell it to you as the bards have told it:

Long ago, before even Aramithris or Nevron were alive.. just kidding. We are talking even before the hills were here, there was nothing. Our world was nothing but dust. Then one day, a bizarre thing is believed to have happened. Out of the dust arose two massive.. you got it, PHOENIXES! To this day, no one knows what force awakened the two cosmic energy beings, but it must have been a terrible sight. Man has seen these creatures arise from the ground since, though not at the same time, and the sight of the ground and dust flying away is unnerving! And when the ground flies away, there follows an explosion like none other as the huge bird stretches its wings across miles of sky, and when it takes flight, its wings cause the most terrible wind and lightning storms.

These two creatures were black and white images of each other, and as soon as the two exploded into being, they did then what they have done for quite some time. They must have seen each other as a threat to their own existence and immediately the fight began! This was the first and last time the two beings actually fought on our world. This is quite fortunate for us, since the battle of the phoenix of light and the phoenix of darkness was a battle that tore this world apart and reformed it. They fought for days, and as they did, our world was awakened by all the turmoil they were causing. Eventually our world, being alive, fought back by a well placed volcano blast that threw the two phoenixes into the sky where they continued the battle.

In what we call "sunrise" the phoenix of light pounced on the phoenix of dark, and in a fiery display that caused the sky to turn red and other brilliant colors of orange and yellow, the white phoenix triumphed. It then reigned triumphant on the burning ball in the sky we have called "the sun." And for a time the white phoenix was untouchable on its fiery throne. But as the day passed, the sun moved closer to the horizon until finally it was practically touching the horizon. It was at that time the dark phoenix jumped the white phoenix with a surprise attack.. much like an assassin would.

As the bard smiled punningly at Alazalea, the assassin couldn't help but feel somehow strangely complemented. Clu continued onward:

So the dark phoenix jumped the white phoenix and pulled the creature from the fiery throne and subdued the creature. In a brilliant fiery display that we now call "sunset" the two battled viciously to have the dark phoenix as the new victor. Now the tables were turned, and the white phoenix found a steady retreat. The dark phoenix reigned in his dark domain, with what we now call "the moon" as its throne. The dark phoenix thought that the reign of the darkness would last forever, and that the white phoenix was completely defeated. But about the same time as before, the white phoenix met the dark phoenix over the horizon and with yet another terrible battle and fiery explosion, the white phoenix triumphed, and what we now call "day" existed for a while, followed by another battle, where the darkness of "night" existed.

And as you know, this has practically become a pattern. And with the "white light" that the white phoenix radiated, life on our world became possible. Once again, like no one knows how the phoenixes formed, we also have no idea how the life could have formed, but yet, if it were not for the white light of the phoenix, life could now exist.

But if there was constant white light, all life would at some point grow exhausted without rest and then all life would die. Could it be that darkness can be as life restoring as light? Not in the same sense, but strangely, without darkness for a time to rest, life could not exist.

At some point in time, as man advanced, this balance was realized. But at the same time, the phoenixes, realizing their domains and their limits, also realized that new ground could be won by employing mankind. In time, knights were formed and Paladins and Anti-Paladins arose to represent the phoenixes. The idea, to use the Paladin as an example, was to make it possible to have the white light of the phoenix represented even in the darkest of night. For that reason, the white phoenix empowers the Paladin with great abilities.

Wizards use the powers of either phoenix, and the name is even mentioned in the "heat Weapon" spell. Since Wizards are usually dark in nature, they are thought to wield the power of the dark phoenix, while the healer is usually thought to use the "white light" of the white phoenix. Of course some have mentioned they use the "dark light of healing". Strange!

Druids use the power of nature which exists because of both the white and dark phoenix, and therefore naturally tap into both phoenixes. That not only explains why druids are neutral, but why they understand the important roles of both light and darkness. Bards, using a little of that magic themselves, understand a little of what the druids have realized and are also somewhat neutral in nature.

Scouts also understand the phoenixes through nature. And the monks are perhaps the most fascinating of all. The monks through time and through discipline have thought about the mysteries of the phoenixes, and try not only to dwell on the phoenixes, but where they came from to begin with.

Other classes, like the barbarian, could care less except to say "Ug! Sunrise pretty!" as my good friend Biff the Plaid Barbarian would often say.. But it is said that sometimes the white phoenix can be seen flying in the clouds during the day, and the dark phoenix soars amongst the stars at night.

And that is why you see the phoenix in the sky as we speak.

As the bard finishes his story, Alazalea gave a smile that she enjoyed the story but amusingly asked, "Speaking of time, MR. TIMELORD, you've actually traveled time and space, what is REALLY true?"

"It's all true." Clu da Bard answered with a goofy smile.

"No way!"

"Yes way! As far as Amtgard is concerned, this IS the truth. Mythology is much more interesting than science, and fantasy is much more interesting than fact. Besides, it's a lot more BLACK and WHITE this way...."

Alazalea groaned at the pun and handed him a sandwich before Clu thought of anything else to say.



Olympiad 96

EMPIRE OF THE IRON MOUNTAINS

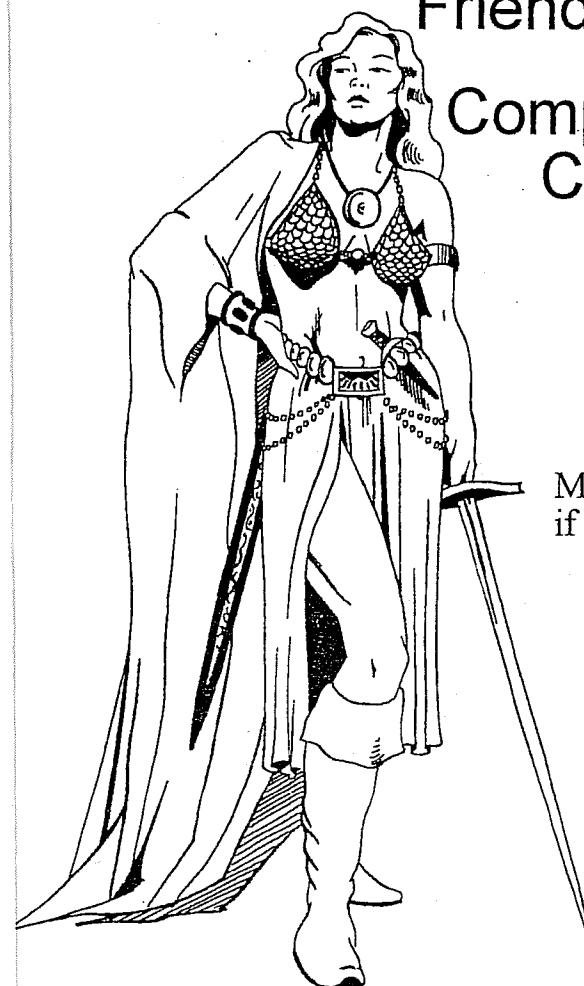
June 1996

The Gauntlet has been tossed out for:
Kingdom to Challenge Kingdom,
Fighting Company to Challenge Fighting Company,
Household to Challenge Household,
and
Friend to Challenge Friend

Compete for the Titles of
Cultural Olympian
War Olympian
and
Olympian

Much more information will be available in the months to come,
if you wish to be on the mailing list please contact:

Contessa Sir (or Damn) Leviatar Torrid
Olympiad Autocrat
c/o Kristi Speth
8300 N. Sheridan Blvd #28C
Westminster, CO 80003
(303)427-5024
or
Wolfrum@aol.com



Dor Un Avathar

THE OFFICIAL MONSTER RULES OF AMTGARD

Seventh Edition

Dor Un Avathar

The Official Monster Rules for Amtgard

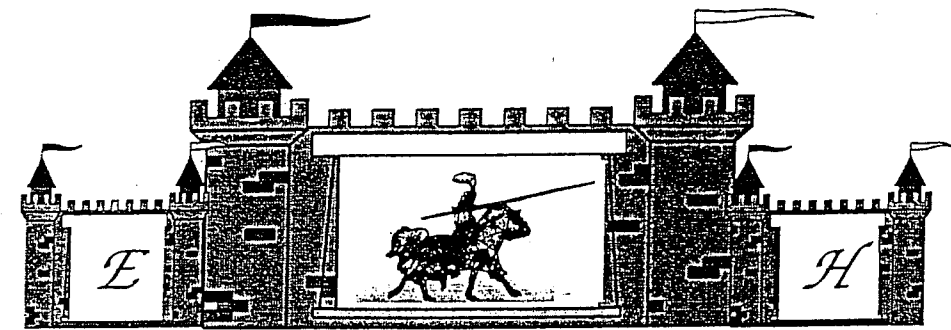
Book: Send \$3 to
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c/o Mark Willis
4848 N. Mesa #38
El Paso, TX 79912

Poster: Send \$3 to
Sir Vaargard
c/o Kevin Raley
8114 Braeburn Valley
Houston, TX 77074-4506

Make Checks payable to
Amtgard: Burning Lands

Make Checks payable to
Kevin Raley

Compiled by Sir Ivar Nefarious of the Burning Lands



Kingdom of the Emerald Hills

Crown Coronation

December 8-10, 1995

The Duchy of the Borderlands will be hosting the Winter 1995 Crown Coronation for the Kingdom of the Emerald Hills.

Where - Mother Neff State Park 30 miles southwest of Waco, Texas. A detailed map and park rules are printed on the reverse side of this flyer. All campsites are on a first come basis. If you would like to reserve a site for your company or group, please send a list of people and the weekend cost per person by November 1 (money orders only) to Lady Lorac (Carol Moreland), Rt. 1, Box 83, Mart, Texas 76664.

Cost - \$10.00 per person for the weekend. This includes camping fees for Friday and Saturday nights, and the Feast Saturday night. Firewood is also included as long as it lasts. If you don't want to worry about the hassle of bringing food and cooking it, our tavern will be open Friday night and Saturday with good food and reasonable prices.

Activities - Friday Night

Special Adventure

Tavern Open with food & drink(non-alcoholic) for sale until 10:00 p.m.

Saturday

Tavern Open 9:00 a.m. until 4:00 p.m.

Breakfast, coffee, and hot chocolate available until 11:00 a.m.

Sandwiches, snacks, coffee, and cold drinks available thereafter

Trench Wars, Battle Games and Bazaar activities all day

Quest to begin at 3:00 p.m.

Saturday Night

Feast at 7:00 p.m.

Court after Feast - Informal Bardic after Court

Sunday

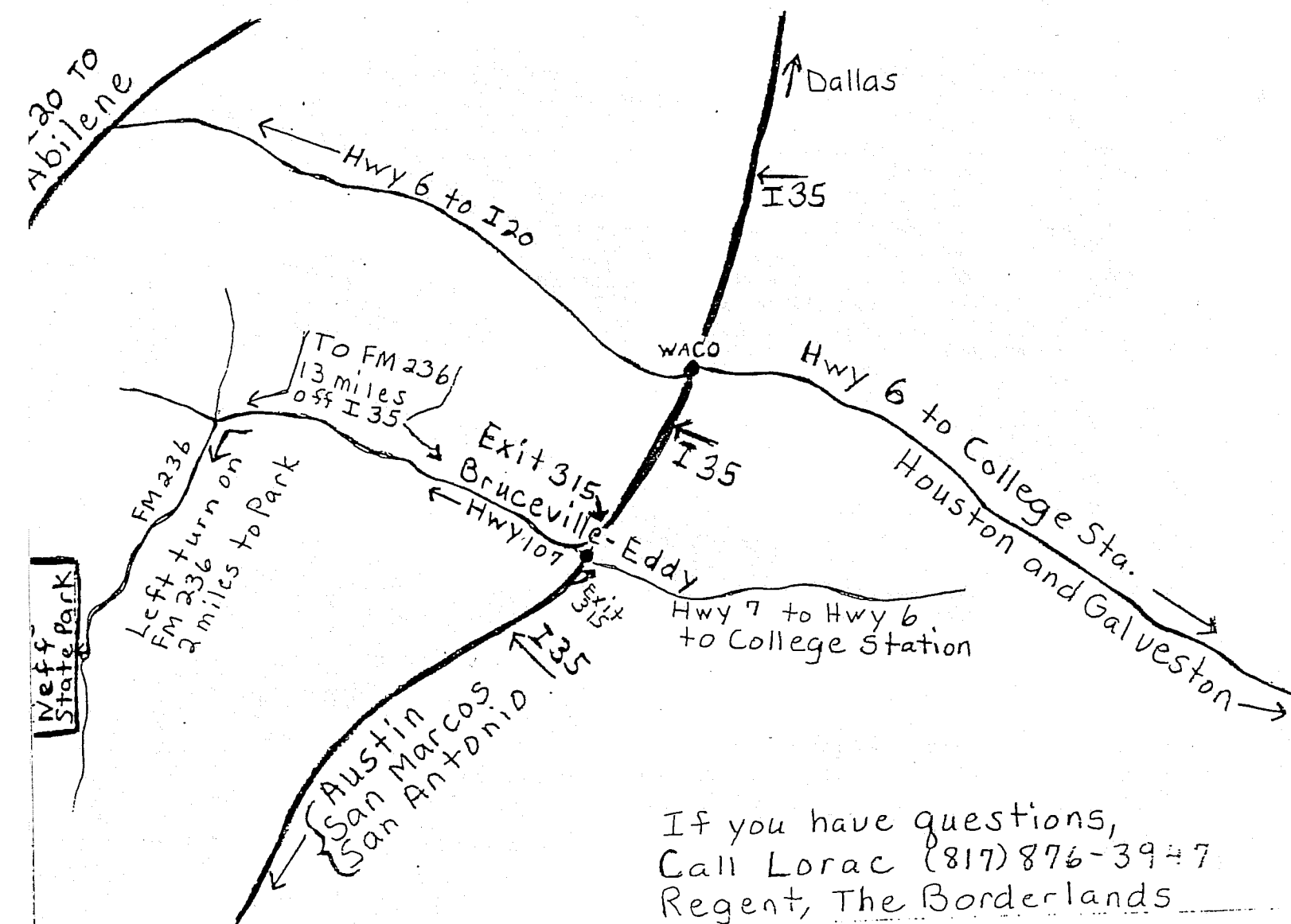
Cleanup Park - Checkout by 2:00 p.m.

In order for us to be fully prepared with food and firewood, please RSVP ASAP. It will also help a lot if you will tell us if you plan to utilize the Tavern. Carpool if you can to reduce the need for parking space.

Park Rules

1. Alcohol must be in non-commercial containers (mugs, tankards, plastic cups, etc.)
2. Pets must be on a leash and proof of vaccination will be required by Park Ranger.
3. No live steel.
4. No fireworks.
5. Fires in provided fire pits only.
6. We encourage you to provide your own camp security during the feast and court. We will feed these people early along with your crown guard.

WE HAVE THE ENTIRE PARK RESERVED SO WE DO NOT HAVE TO WORRY ABOUT THE USUAL QUIET TIME—NO MUNDANES!!! (Also, Hot Showers & clean restrooms)



If you have questions,
Call Lorac (817) 876-3947
Regent, The Borderlands

STELLAR OCCASION '95 (Stellar 2)

NEW DATE!
SEPT 22-24
1995

Pre-Reg tickets are \$25 each (before Sept.1)
for all three fabulous days! Single Day
tickets will be available at the door.

INVITED GUESTS INCLUDE:

Keith Birdsong

Famed artist, responsible for many
Star Trek book covers

Frank Conniff

"TV's Frank" the asst. mad scientist
from Mystery Science Theater 3000

Martha Wells

Author of "City of Bones" and
"The Element of Fire" (CONFIRMED)

P.N. Elrod

Author "The Vampire Files", "I, Strahd",
"The Barrett Saga" (CONFIRMED)

Bjo & John Trimble

First Lady of Star Trek Fandom and
a grand auctioneer & SCA Historian
(CONFIRMED)

Myhr

Master of Ceremonies, local artist &
well-known bobcat (CONFIRMED)

Mark Elrod

Weapons Expert (CONFIRMED)

NOTE: Invited Guests are Tentative, but have all expressed interest
in attending and we're in contact with them, working on details.
We'll let you know if/when they can make it for sure.

We plan for the following things to do:

- Cram packed dealer's room
- Panels & Q&A sessions with our guests
- Multiple autograph sessions
- Late Nite Movies (classic, eclectic, unusual, SF, etc.)
- Friday nite welcoming reception w/our stars
- Children's Programming Room
- Commemorative T-shirt
- A Costume Contest (our first one was lots of fun!)
- A Saturday night dance & dance contest
- A place for fans to meet other fans & learn about clubs in their areas
- All kinds of Gaming (24-hr.)
- Great Hospitality Suite
- Prizes, Giveaways, Surprises
- A fabulous art show, bigger than last year's!
- Overall, MORE SPACE to show and do and meet and talk and party!
- And more as we get more details finalized!

Yes, we're back! Phoenix Entertainment, founders
of Project: A-Kon and Stellar Occasion '94, will be
working to bring you another Stellar Occasion, a
fabulous line up of science fiction and space science
folks, authors, artists, scientists, etc. COME JOIN US!

You can also Email us for more info at:
phoenix@pic.net

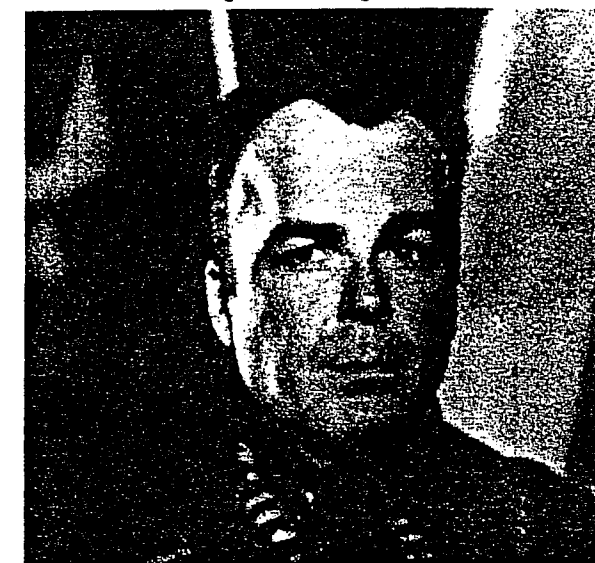
NEW HOTEL!

The
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off Live Oak exit) Easy access from freeways,
reduced \$1 per day parking and \$3 valet!

OUR MEDIA GUEST STAR IS:

Jerry Doyle (CONFIRMED)



Security Chief Garibaldi from the popular series "Babylon-5"

SIGN ME UP FOR TICKETS & MORE INFO

SEND TO: Stellar Occasion, 3352 Broadway Blvd, Suite 470,
Garland, TX 75043 (Make checks payable to "Phoenix Entertainment")

Send me tickets _____ (how many) @ \$25 ea.

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EMAIL ADDRESS _____

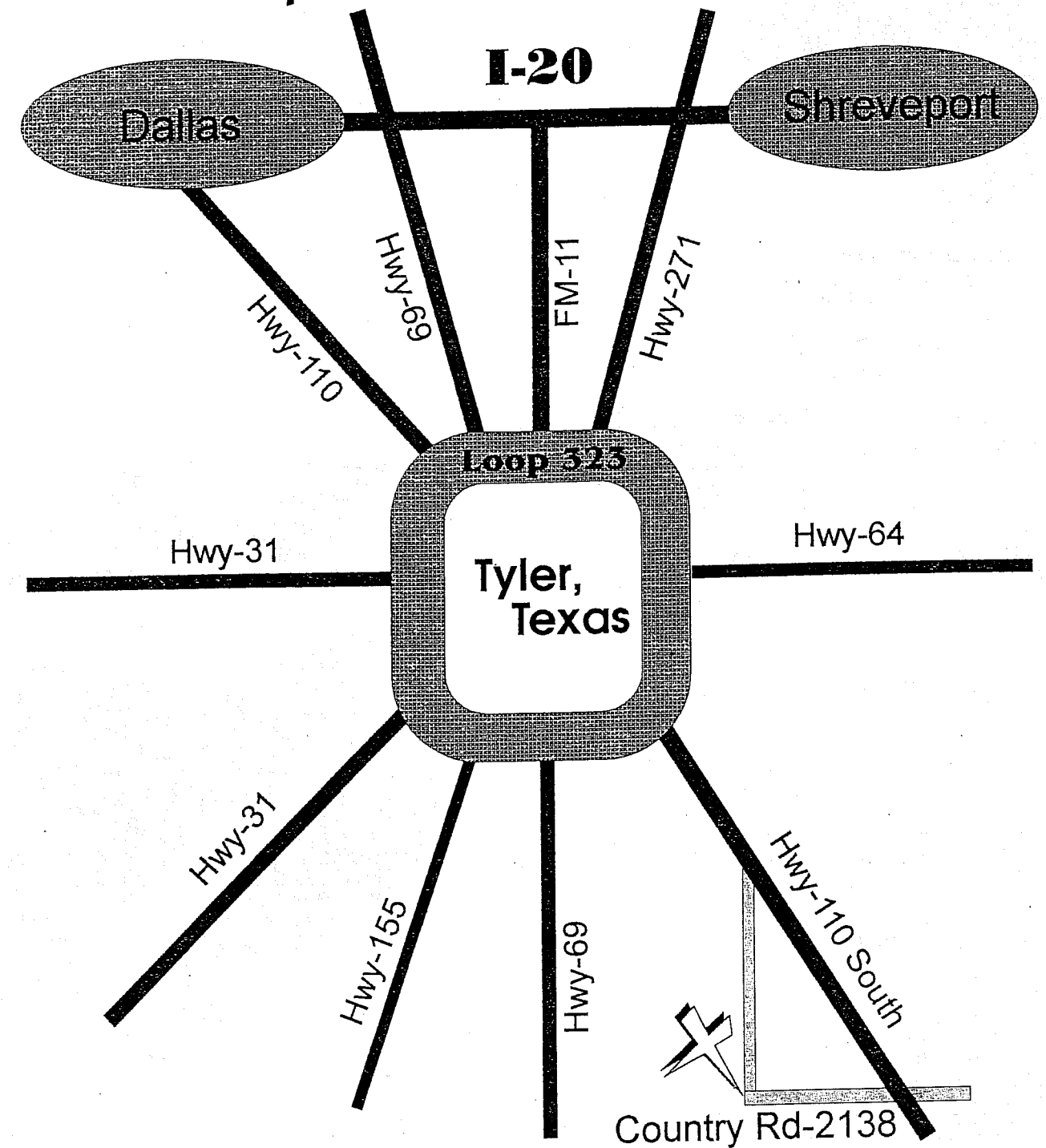
Send info on: ☐ Being a Dealer ☐ Being a Volunteer ☐ Art Show
☐ Programming ☐ Other (what?) _____

6-13-95-mail

Road to the Four Winds

Mid-Reign of the Emerald Hills

September 9th-11th, 1995



Note: The Country Roads on South 110 are not in order.
2138 is about 5-10 miles south of Tyler.