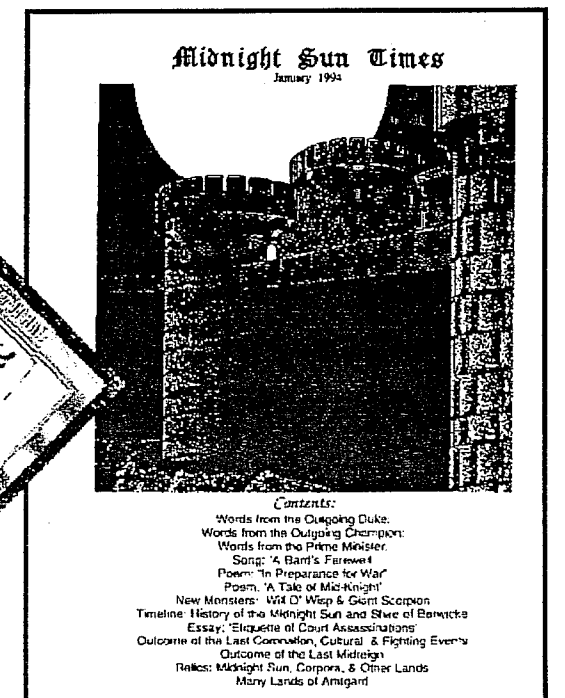
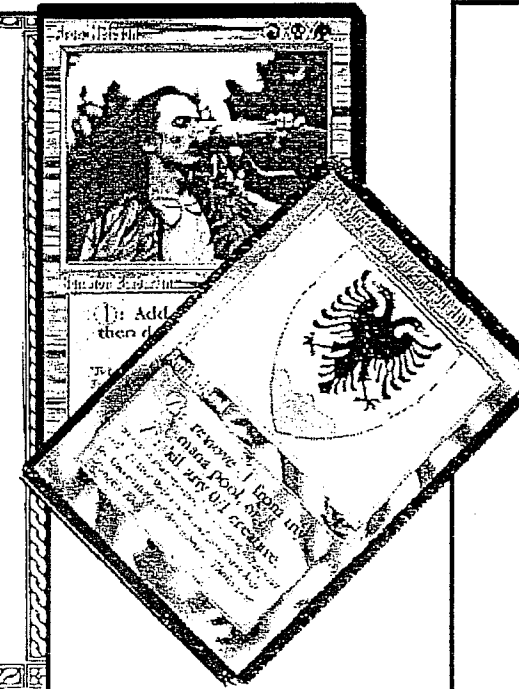
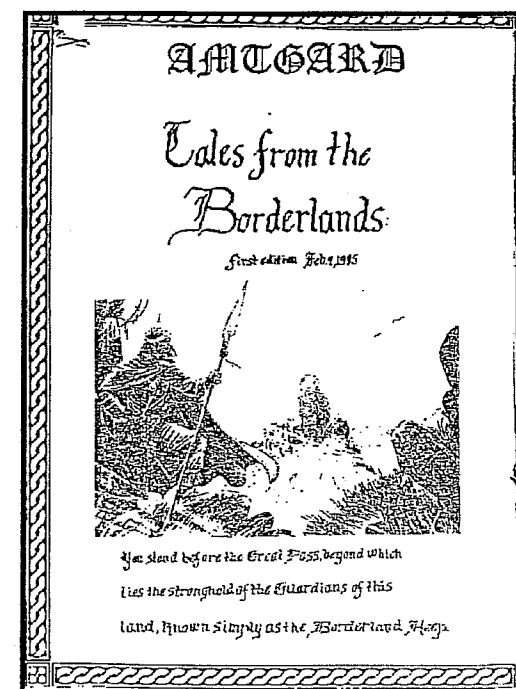


Echoes from the Hills

Coronation Issue - December 8th-10th, 1995

Endreign of King Cabal and Regent Infinity



Crown of the Emerald Hills

Coronation, December 8th 1995

(First name designates endreign officers, second name desgnates new reign officers)

Position	Endreign	New-Reign
King:	Cabal	Squeek
Regent:	Infinity	Udo
Champion:	Tool	TBA
Defender:	Udo	TBA
Capt of Guard:	Falamar	TBA
P Minister:	Selka	Selka
Herald:	Ghengis	TBA
Scribe:	KalXen	TBA
Jester:	Taldak	TBA
Sage:	Selka	Selka



Guildmasters:

These are the Guildmasters as of King Cabal's reign.

Anti-Palidins	Nevron	Zantikali
Archers:	Solace	McFadden
Assassins:	Silvershade	Dragoon
Barbarians:	Angus	Tiny
Bard:	----	Talthyr
Druids:	Harast	Fytakin
Garbers:	Udo	TBA
Healers:	Taldak	Taldak
Monsters:	Taldak	Archangel
Monk:	----	Dog
Paladin:	Selka	Cabal
Reeves:	Nevron	Nevron
Scouts:	Aragorn	Hobbit
Smiths:	Archangel	TBA
Warriors:	Kendrik	Mosher
Wizards:	Nevron	Myadeeb

Contents:

- Kings Corner
- Maps of the Emerald Hills
- Scribes Tablet *
- * Hollowtooth by Rachel Bland
- * The Light of Hope by DarkAngel
- * Ask Bloodmoon by Bloodmoon
- Adopt - A - Family Information
- Dor Un Avathar Information
- Olympiad '96 Announcement
- Spring War III Update
- Comic Book Convention Information
- Emerald Hills Coronation Information

Calendar

- December
- 2nd- Valley of the Silver Rains
- Coronation
- 8th-10th Emerald Hills Coronation
- 30th- Iron Mountains Coronation (tentative)
- Golden Plains Midreign (tentative)

1996 (all dates tentative unless specified)

- January
- Celestial Kingdom Midreign
- Mystic Seas Midreign
- Dragonspine Midreign

- February
- 16-19th Spring War III
- Burning Lands Midreign

- March
- Emerald Hills Midreign
- (In Mineral Wells)

- June 23rd- Olympiad VII
- July 18-21- Clan XIV

King's Corner

Well here it is...the end of my second reign. It has been a marathon, but it looks as though it is over. The kingdom is still in one piece, and we have even grown in numbers a little. It has been a very trying time, and while I may look back with fond memories, I am also glad it is over.

I would like to first...apologize. I feel that in many ways I have failed you as a people, in the fact that while I managed to get a few things done, I could have done much more If I had not been bogged down in my own selfish troubles. There are many things I wanted to do but were unable. The war with Granite Spire could not happen because of a lack of communication to the representatives of Houston. I blame myself for not being able to keep these pivotal channels open.

Among the things that I wanted to get done, was a document on unacceptable behavior at events. While many have stressed support for more stringent measures regarding assault, and other offenses, many others rose up against such steps. I found myself caught in the middle of this debate and was unable to see this extremely important issue through to its conclusion. I intend to pursue this issue more thoroughly now, however since my responsibilities as king are at an end.

Now on to better news. While the kingdom's numbers are not at its most robust, the number of parks in Emerald Hills has risen by one. Midnight Sun has returned to the hills and with it brought many back into the fold of Kingdom proper. I welcome back such old Amtgardians as Bloodmoon, Kentar, and Darkbow, your presence had been missed too long. As to our newest duchy, I give my warmest thanks and my most heartfelt welcome. I am truly glad you chose my reign to return.

On my last few days as king, I am reminded why I ran for office in the first place. I ran because I wanted to make a difference. Often that difference has been to mess thing up even more than when I found them, but hopefully my successes outnumber my many mistakes.

I once said when I was first king that I believed in the game we play, I have found that that is not true anymore. I believe in the people that play the game, and the future we all have in it. We must strive to overcome the many hardships that face us, both mundanely and on the field. We may have our differences, and our problems, but we must remember that the person helping the game...really helping it...deserves our support, no matter how much of a bastard he is.

I often fear that the kingdom is loosing sight of the idea that the only way the club grows is through all of us working together, and putting aside our petty problems. I have heard in the last few months a great deal about how this person sucks, or that land is full of fools. It is this thinking that breeds small, lonely events that no one will want to come to because we are such jerks. Remember that the little guy you kick today will often grow up to be the big guy that kicks you tomorrow, and he'll remember you when his ribs hurt at night. In truth, it is the big events that breed revenue for the kingdom, and enables us to have such fine things as this newsletter you have in your hands.

In closing I would just say that we need to be more tolerant of each other, even though that often breeds ulcers. (Trust me I know personally!) I still feel that this is the best kingdom in Amtgard, and that we have the best people anywhere!

Yours Truly (Sitt'in up There as always!)

Cabal

Emerald Hills Qualifications

Overall Winner

War: Mosher

Cultural: Corbin

Culturals

Cooking

1st Falamar
2nd Dog
3rd Zhentikuli

Dessert

1st Falamar
2nd Zhentikuli
3rd Dog

Brewing (Only one Entry)

Zhentikuli

Passive Construction

1st Zhentikuli
2nd Archangel
3rd Squeek

Shield Construction

1st Fazeel
2nd Udo
3rd Zhentiukli

Armor Construction

1st Link (Two entries)
2nd Talthir
3rd Archangel

Jewelry

1st Talthir
2nd Wolverine
3rd Trill

Factual Literature

1st Clu
2nd Dog
3rd Wolverine

Fictional Literature

1st Corbin
2nd Dog
3rd DarkAngel

Poetry

1st Hobbit
2nd Corbin
3rd Forrest

Persona Literature

1st Aragorn
2nd Forrest
3rd Stygia

Flat Art

1st Stygia
2nd Constanzi
3rd Sponge

3-D art (Tie)

1st Talthir
1st Squeek

Performance

1st Talthir & Aragorn
2nd Corbin
3rd Tiny

Singing

1st Corbin & Falasar
(Perfect 5 Score)
2nd DarkAngel
3rd Talthir

Storytelling

1st Corbin
2nd Aragorn
3rd Forest

Instrumental

1st Corbin
2nd Fazille

Fighting Garb

1st Ominique
2nd Archangel
3rd Talthir

Court Garb

1st Ominique
(Perfect 5 Score)
2nd Wolverine
3rd Squeek

Dance (No entries)

EMERALD HILLS QUALIFICATION RESULTS 12/7/1995

WAR RESULTS

WEAPONS SCRAMBLE

1st Udo
2nd Zantikali
3rd Tiney

FLORENTINE

1st Cannibus
2nd Zantikali
3rd Tiney

SINGLE SWORD

1st Corbin
2nd Mosher
3rd DragonStalker

FLAIL & SHIELD

1st Mosher
2nd Corbin
3rd Talthier

DUELING DAGGERS

1st Mosher
2nd Angus
3rd Corbin

OPEN CLASS

1st Naez
2nd Mosher
3rd Corbin

OFF HAND SWORD & SHIELD

1st Salazar
2nd Forest
3rd Corbin

SWORD & DAGGER

1st Mosher
2nd Corbin
3rd Salazar

MODU & SWORD

1st Udo
2nd Zantikali
3rd Mosher

SWORD & SHIELD

1st Mosher
2nd Angus
3rd Udo

TWO MAN TEAMS

1st Mosher & Corbin
2nd Naez & ?
3rd Falamar & Zantikali

THREE MAN TEAMS

1st Connivar, Roguea,
Wolverine
2nd Mosher, Zantikali,
Falamar
3rd Dog, Angus, Udo

SINGLE DAGGER

1st Mosher
2nd Forest
3rd Akira

WIZARD'S DUEL

1st Mosher & Zantikali
2nd Ghangiss & Styx
3rd Forest & Ziggy

ARCHERY

1st Delphos (a perfect
score!)
2nd Talthier
3rd Taldak

DAGGER TOSS

1st Lundar
2nd (tie) Archangel, Hellion,
Wolverine
3rd Bacchus

JAVELIN TOSS

1st Zantikali
2nd (tie) Martello, Link,
Delphos, Thanatos (lite)
3rd (tie) Nevron, Juggy

OVERALL PLACEMENTS 1ST Mosher-32pts 2ND Zantikali-16pts 3RD Corbin-13pts

CULTURAL RESULTS

COOKING

1st Falamar
2nd Dog
3rd Zantikali

DESSERT

1st Falamar
2nd Zantikali
3rd Dog

BREWING (only entry) Zantikali

PASSIVE CONSTRUCTION

1st Zantikali
2nd Archangel
3rd Squeak

SHIELD CONSTRUCTION

1st Fazel
2nd Udo
3rd Zanticuli

ARMOR CONSTRUCTION

1st Link (two entries)
2nd Talthier
3rd Archangel

JEWELRY

1st Talthier
2nd Wolverine
3rd Sky

FACTUAL LITERATURE

1st Clue
2nd Dog
3rd Wolverine

FICTIONAL LITERATURE

1st Corbin
2nd Dog
3rd Dark Angel

POETRY

1st Aragorn
2nd Corbin
3rd Forest

PERSONAE LITERATURE

1st Aragorn
2nd Forest
3rd Stygia

FLAT ART

1st Stygia
2nd Constanzie
3rd Sponge

3D ART

1st (tie) Talthier, Squeak

PERFORMANCE

1st Talthier & Aragorn
2nd Corbin
3rd Tiney

SINGING

1st Corbin & Salazar
(perfect 5.00!)
2nd Dark Angel
3rd Talthier

STORYTELLING

1st Corbin
2nd Aragorn
3rd Forest

INSTRUMENTAL

1st Corbin
2nd Fazel

FIGHTING GARB

1st Ominique
2nd Archangel
3rd Talthier

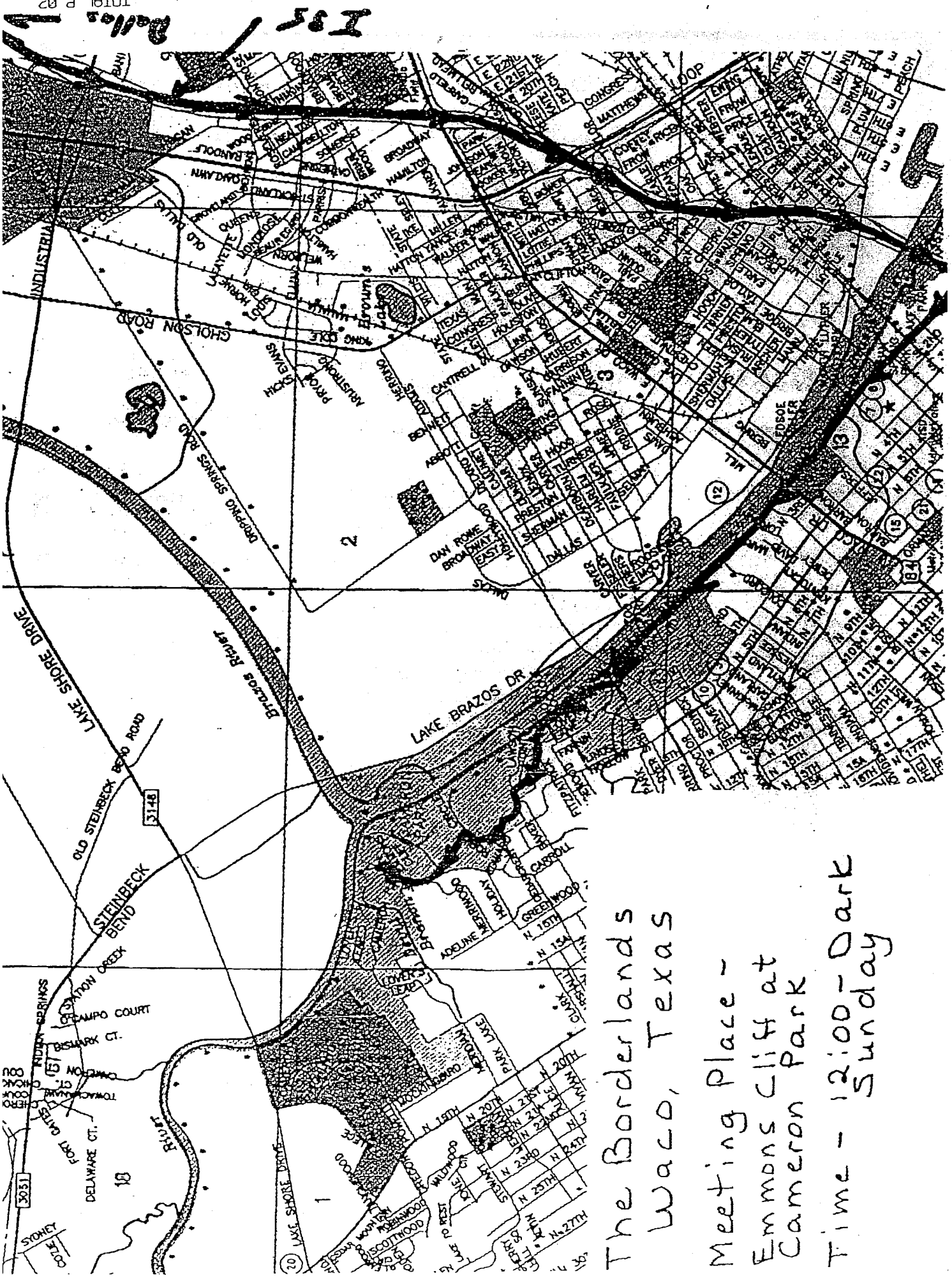
COURT GARB

1st Ominique
2nd Wolverine
3rd Squeak

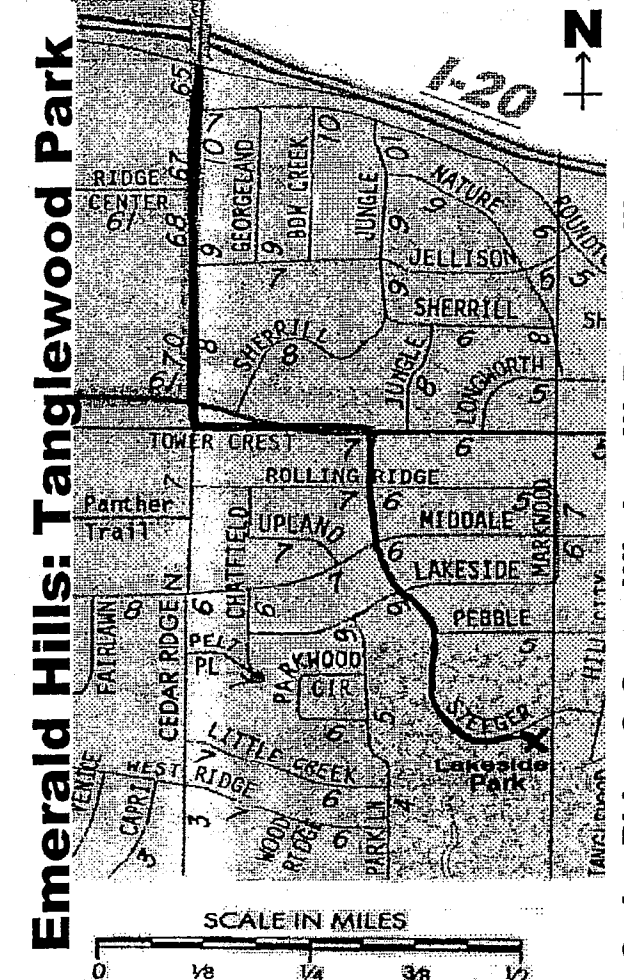
DANCE

no entries

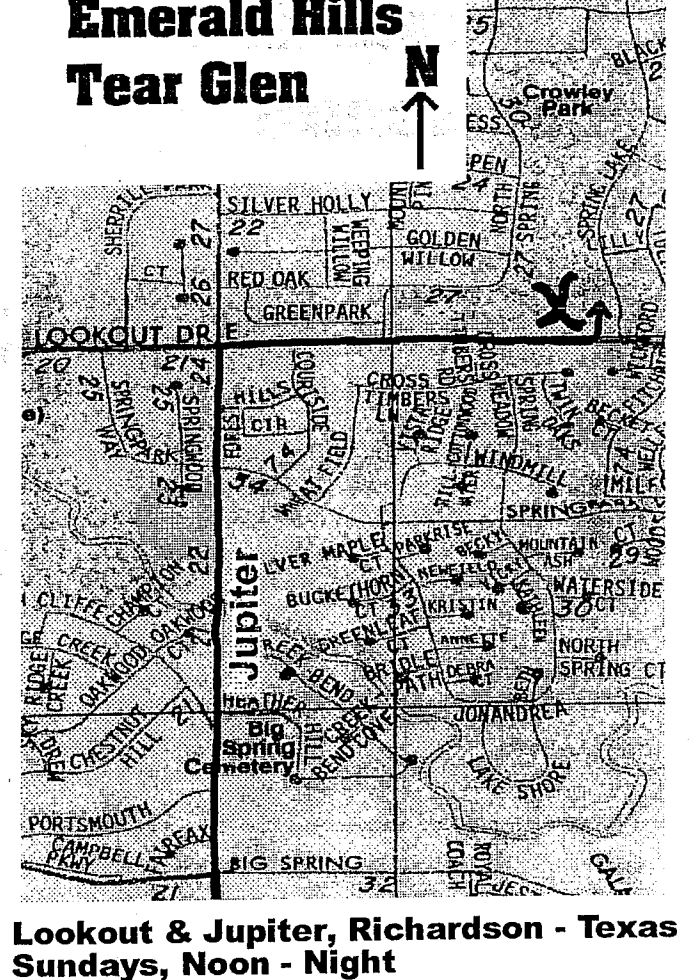
OVERALL PLACEMENTS 1ST Corbin-16pts 2ND Talthier-13pts 3RD Aragorn-11pts



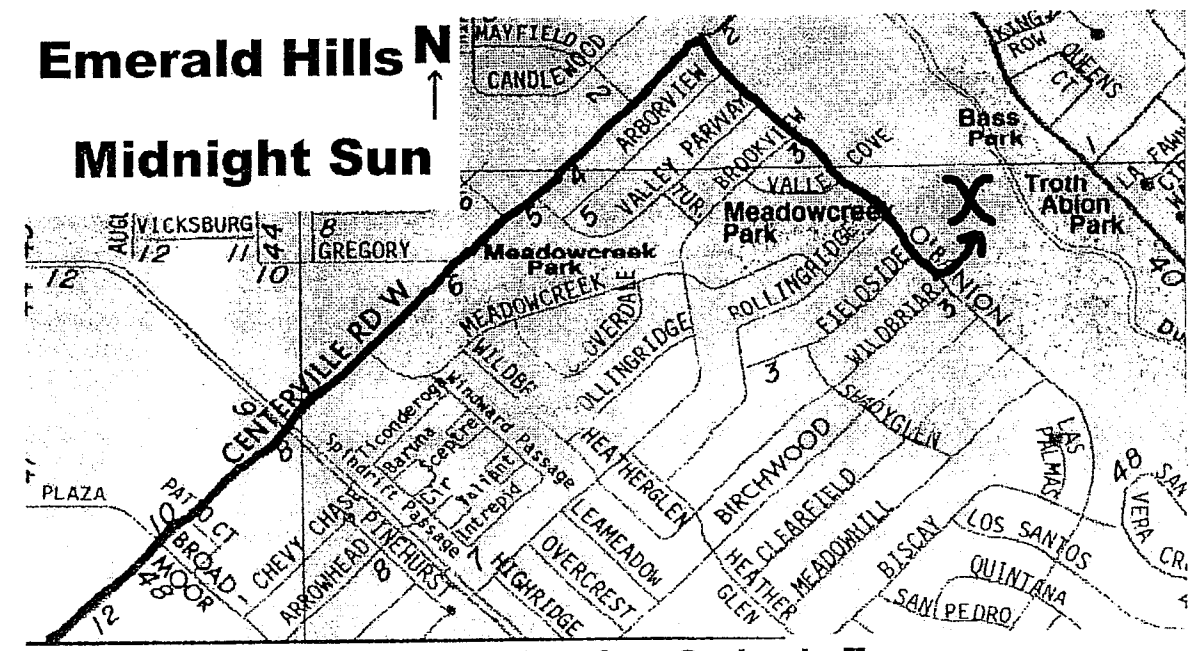
Parks of the Emerald Hills



Emerald Hills: Tanglewood Park
Cedar Ridge & Camp Wisdom W, Duncanville - Texas
Saturdays, 1 PM - Night



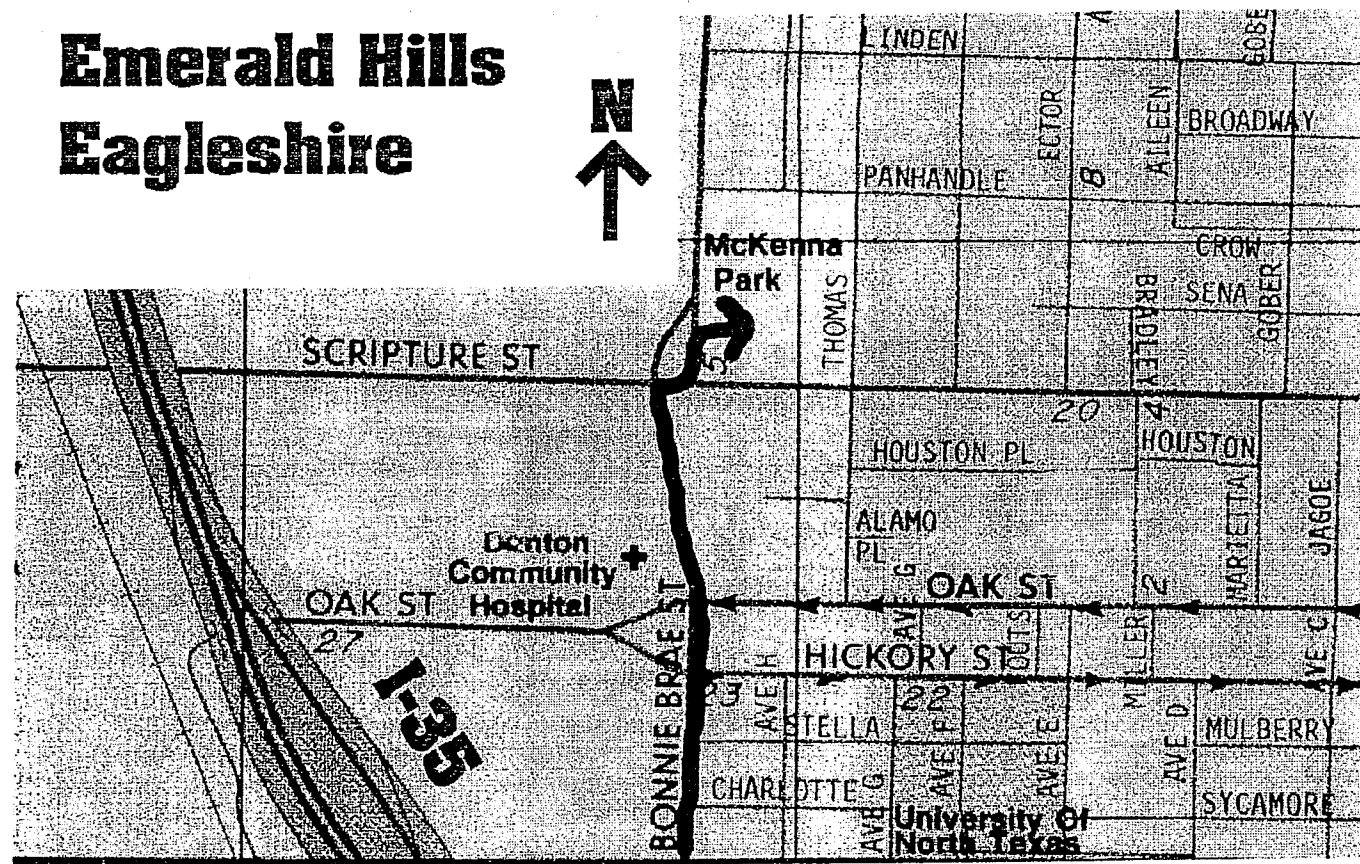
**Emerald Hills
Tear Glen**
Lookout & Jupiter, Richardson - Texas
Sundays, Noon - Night



**Emerald Hills N
Midnight Sun**
Centerville & O'Banion, Garland - Texas
Saturdays, Noon - Night

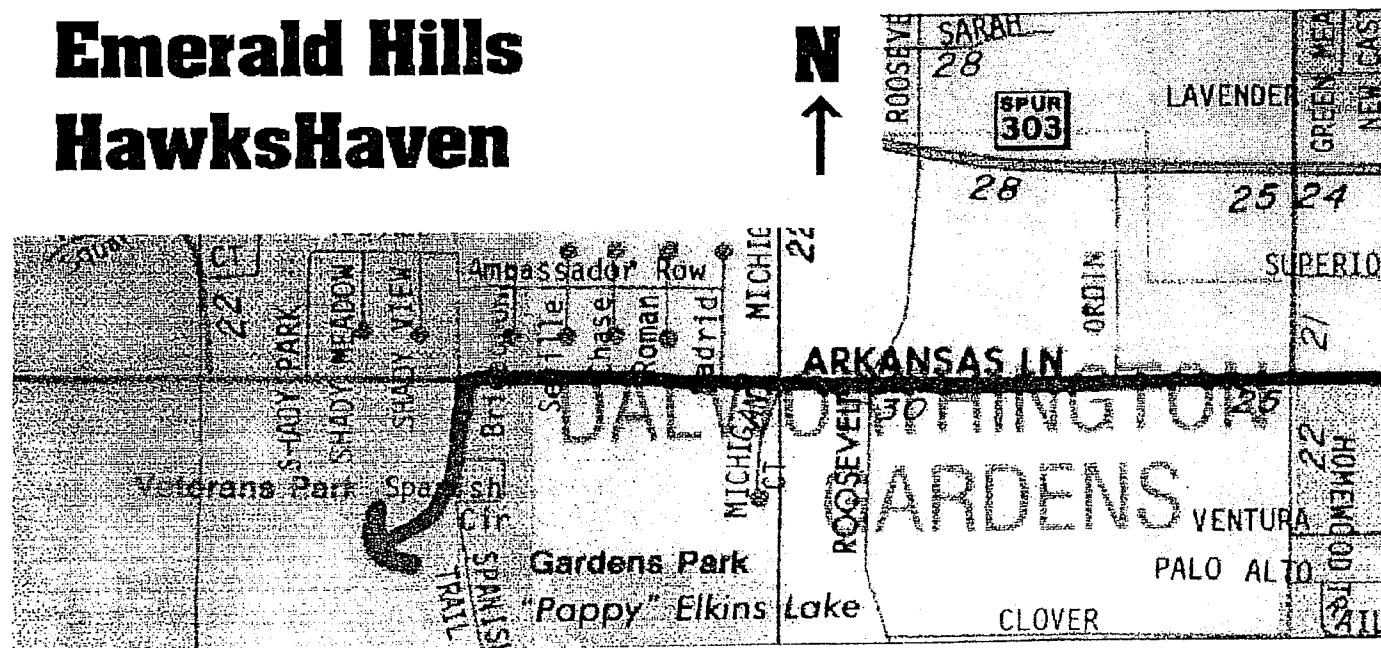
Marks of the Emerald Hills

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 Tablet

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

HOLLOWTOOTH

by Rachel Bland

stepping into daylight
stepping into sun
soak up the innocence
of everyone
touch my teeth to lonely flesh
i feel the crash
i hold my breath
touching their memory
tasting their life
old like a tree
i cut like a knife
coursing through time
empty of blood
i walk sublime
need the blood
never know death
never know breath
old like a tree
i cut like a knife
they think me a lover
i am alone
i wander through time
empty of blood
i walk sublime

need the blood
touching their memory
tasting their life
old like a tree
i cut like a knife
dolls are you dolls of blood
near or far
i find the blood
sun my friend
moon my lover
take my end
keep me forever
i feel the crash
i hold my breath
touching their memory
tasting their life
old like a tree
i cut like a knife
coursing through time
empty of blood
i walk sublime
need the blood
i walk sublime
need the blood
never know death
never know breath
old like a tree, i cut like a knife...

The Light of Hope

by DarkAngel

Beware the army that marches by night.
they are dead men, cruel, proud, and weak.
Beware their treachery, by blade or poison.
Guard against the death they seek.

The storm's dark clouds are closing fast.
Though we struggle, do not fear.
From lake arisen, her lantern high,
Be sure, our Lady will appear.

Where she will lead us, we will go.
Where this will lead us, no one knows.
Lift your head. Raise high your sword.
We will find where darkness grows.

If we must face a thousand foes,
She will strike where darkness goes.

Ask Bloodmoon Advice for the really pathetic



Hello My friends, it's good to be back in action after all this time. I would like to think the ruling body of The Midnight-Sun for asking me to submit an article to the newsletter. It's been a long time since I've done this type of thing but old habits and opinions die hard (kinda like my enemies). So without any further pomp and circumstances lets get to the questions.

* Note: All my opinions and answers are my own and in no way reflects the vlews of the current ruling body of the Midnight Sun."

Dear Bloodmoon: I'm a newbie and no one notices me I try to hang around all the cool guys and stuff but the just ignore me. Even the Color treats me like dirt, what should I do?

Kid Celtic

Dear Kid: Well you could set yourself on fire, but that's a one shot deal at best. I think you need to be more open and stop sticking to the shadows. People will notice you if you really want to be notice. Now stop whining ya stupid girlie-man.

Dear Bloodmoon: My parents think Amtgard is stupid and for loser. I try to tell them how much fun I'm having and the things I've learned but it want help. It's getting so bad I'm thinking about leaving. I need help and fast.

Lady Estranged Love

Dear Lady: What you need to do is invite the folks out, show off some of the safer and saner Amtgardians and let them know although you value their opinion you like it here. Also stop trying to convince them that the twelve ways you can kill a man with a rap-shot is a good thing. Now Get a friggin life!

Dear Bloodmoon: Some of they people I fight want take my shots, what should I do

Wimpy girlie Arm

Dear Wimpy: HIT HARDER, do your darndest to rip off their friggin arm, but first go tell the Reeve. Ask he/she to test your shot, if they say it's fine, tell the Reeve the names of the idiots that refuse to play fair. And if you find out you just hit like a panty-waste go find a sport more to your liking, like soccer so you can be with other wimps like yourself.

Dear Bloodmoon: Is it true you've been in Amtgard longer than dirt?

Future victim of Barbarian Hostility

Dear: ...Victim: Yes it's been about seven years. I started out in a Place called Ironcloud(along with Darkbow, Tatter,Kahl, and Lord. Q. Woodhelven). In fact I remember King Cabel's first battle game (kid had promise back then). Also some of your elders that founded Midnight Sun started out in Ironcloud. You know if you think about it without Ironcloud most of you peons would be still be playing ADandD on Saturdays.

NEXT: Bloodmoon answers more questions and comments on the politics of Amtgard

Bloodmoon holds the titles, Count, Lord and Master. He has over twenty awards to his name and has been in Amtgard longer than friggin dirt. If you have question you can corner him on the battlefield or in Nirvana and ask him and if it's funny, or your a cute chick he'll put it in his article. In Mundania He's Malcolm Harris owner of Maximum Comix, and a common guest at local fantasy fairs, and a really nice guy. really (he paid me to say all of this)

Amtgard Adopt - A - Family To the Populace of the Emerald Hills - Thank You

We would like to thank members of the Emerald Hills and other contributors for donating their time, love, and gifts to our adopted family. Members of the Midnight Sun have adopted needy family(s) for Christmas since 1990. We are glad to have extended this to the entire Emerald Hills. We have adopted 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.

We hope to continue this project in the years to come by giving a needy family a season to remember.
Thank you,

Serena (Julie Stansberry)
(214) 475-3136

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



Knighthoods of the Emerald Hills

Disclaimer:

To whom this message reaches,
DATES and KNIGHTED BY are circumspect and subject to change at a later date. If we have forgotten to list you and you are a Knight of The Emerald Hills, please do not throw a fit, just inform us and we will be more than happy to insert you in your proper place. By no means should this list be taken as gospel, we are pulling all of this out of vast and unlimited (foggy and severely gapped) memory. If you know the correct info please inform us.

We will be listing the history of the Emerald Hills Knights chronologically from 1988 to today:

PERSON	KNIGHTHOOD	KNIGHTED BY	DATE
Sir Reyna	Crown	M'Deth	June 1988
Sir Nevron	Sword	Reyna	July 1988
Sir Delphos	Flame	M'Deth	July 1988
Sir Alessandra	Serpent	Reyna	Dec 1988
Sir Landolf	Flame (revoked)	Reyna	Dec 1988
Sir Taz	Serpent	Landolf	Feb 1989
Sir Reinholt	Flame	Alessandra	Sept 1989
Sir Garath	Sword	Alessandra	Dec 1989
Sir Alessandra	Crown	Nevron	Dec 1989
Sir Nevron	Crown	Garath	July 1990
Sir Caleom	Sword	Garath	Sept 1990
Dame Selka	Flame	Garath	Dec 1990
Sir Avatar	Flame	Garath	Dec 1990
Sir Zyphus	Flame	Garath	Dec 1990
Sir Gwindon	Serpent	Garath	Dec 1990
Dame Selka	Crown	Ivan (by Nevron)	Mar 1991
Sir Lorn	Crown	Aron (by Nevron)	Dec 1991
Sir Xenos	Sword	Aron (by Nevron)	Mar 1991
Sir Ivar	?	Aron (by Selka)	? 1991
Sir Aron	Crown	Kaz (by Nevron)	June 1991
Sir Kaz	Crown (Thorin)	Astynn (by Nevron)	Dec 1991
Sir Aislinn	Serpent	Astynn (by Nevron)	Dec 1991
Sir Nevron	Serpent	Astynn (by Selka)	Dec 1991
Sir Cabal	Serpent	Nevron(by Aramithris)	July 1992 *
Sir Thorin	Serpent	Cabal	? 1992
Sir Tuneat	Sword	Cabal	? 1992
Sir Cabal	Crown	Wolverine (by Nevron)	Dec 1992
Sir Nevron	Flame	Selka	July 1994
Sir Kindrik	Sword	Selka	Sept 1994
Sir Zantikali	Sword	Selka	Sept 1994
Sir Mosher	Sword	Taldak	Mar 1995
Sir Taldak	Flame	Cabal (by Selka)	June 1995

* At this time, Cabal was Monarch of the E. H. and was eligible for his Knight of the Serpent. Because he was Monarch, the G M of Knights requested that King Aramithris of the Burning Lands (our parent group) bestow this Knighthood (from one King to another).

Yours in Service,

Duke Sir Nevron Dreadstar
Guildmaster of Reeves
Emerald Hills

Duchess Dame Selka Shadowcat
Prime Minister
Guildmaster of Knights
Emerald Hills

Dor Un Avathar

THE OFFICIAL MONSTER RULES OF AMTGARD

Seventh Edition

Dor Un Avathar

The Official Monster Rules for Amtgard

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

Make Checks payable to
Amtgard Burning Lands

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

Make Checks payable to
Kevin Raley

Compiled by Sir Ivar Nefarious of the Burning Lands

Olympiad 96

EMPIRE OF THE IRON MOUNTAINS

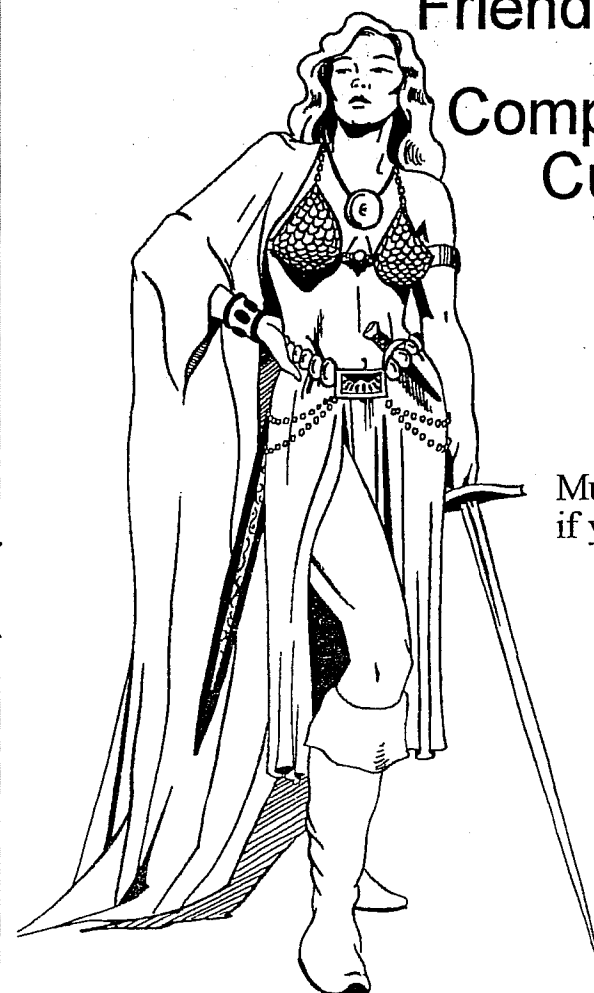
June 1996

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



SPRING WAR UPDATE.....SPRING WAR L ATE.

SPRING WAR III

Where: Burnet County Fairgrounds

Plots and Plans:

Ship Battles: Logan
Woman's Journey: Squeak
24hr Quest: Sir Solaris
Merchant's Row: Vera
Jugging: ???
SW Artisan Tourney: Jemethial
SW Bardic: Thax
SW Warrior Tourney: Logan



Pay in Advance!

If we get enough \$\$\$
in advance, there will be

Port-A-Potties!!!

When: February 16-19th

Who: Feastocrat: Keishi
Security: Sir Horus
Good General: Sir Michael HOG
Evil General: Sir Theo
Best Boy: Vaargard
Key Grip.... Dolly...

Sir Pebyr
12200 I-10 W #512
San Antonio, Tx 78230
210-561-7776

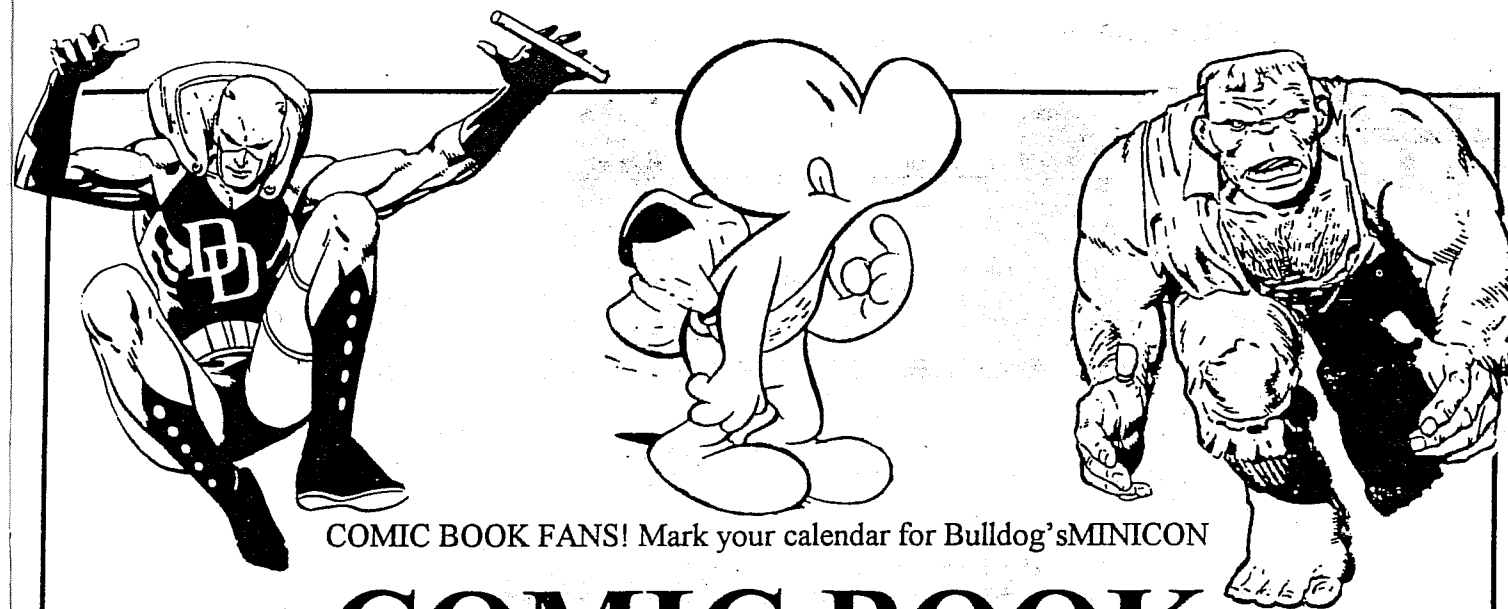
FeastoCrat
Lady Ke-She
402 Arbor
Austin, TX 78745
512-447-7413
*Contact if you have any dietary
Restrictions.*

Security
Sir Horus
512-205-3884 (pager)

Lady Shanti
400 W. Anderson #7207
Austin, TX 78752
512-836-5241
SEND ADVANCE FEE'S TO ME!!!

Merchant's Row
Squire Vera
12200 I-10 W #512
San Antonio, TX 78230
210-561-7776
MERCHANTS NEEDED!

Amtgard: Spring War III February 16-19th Burnet County Fairgrounds



COMIC BOOK FANS! Mark your calendar for Bulldog's MINICON

COMIC BOOK CONVENTIONS

DALLAS, Sunday, December 10th

BRISTOL SUITES HOTEL, I-635 at Coit Road

ARLINGTON, Sat., Dec. 16th

MARRIOTT, I-30 at Hwy 360 near the BALLPARK on the second floor

PLANO, Sunday December 17th

HARVEY HOTEL Central Expressway at 15th Street

BUY! SELL! TRADE! COMICS! TOYS! CARDS!
All shows **OPEN 11-4**. Admission just **TWO BUCKS!**

As usual, you can bring this flyer for

TEN FREE COMICS

Choose from literally thousands, no kidding!

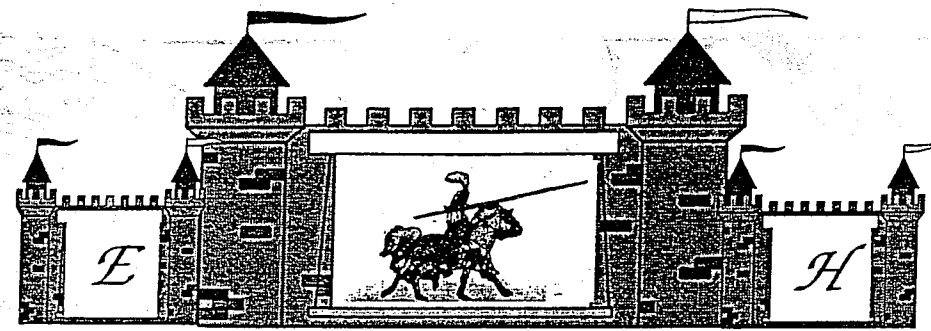
Limit one flyer, per person, per show, but feel free to make copies for your family and friends!

ALL DAY MAGIC COMPETITIONS! BATTLETECH! HOURLY DOOR PRIZES!

Want to **SELL YOUR COMICS?** Tables are just \$60. Call us!

For more information:

BULLDOG PRODUCTIONS P.O. 820488, Dallas TX 75382 **(214) 350-4305**



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

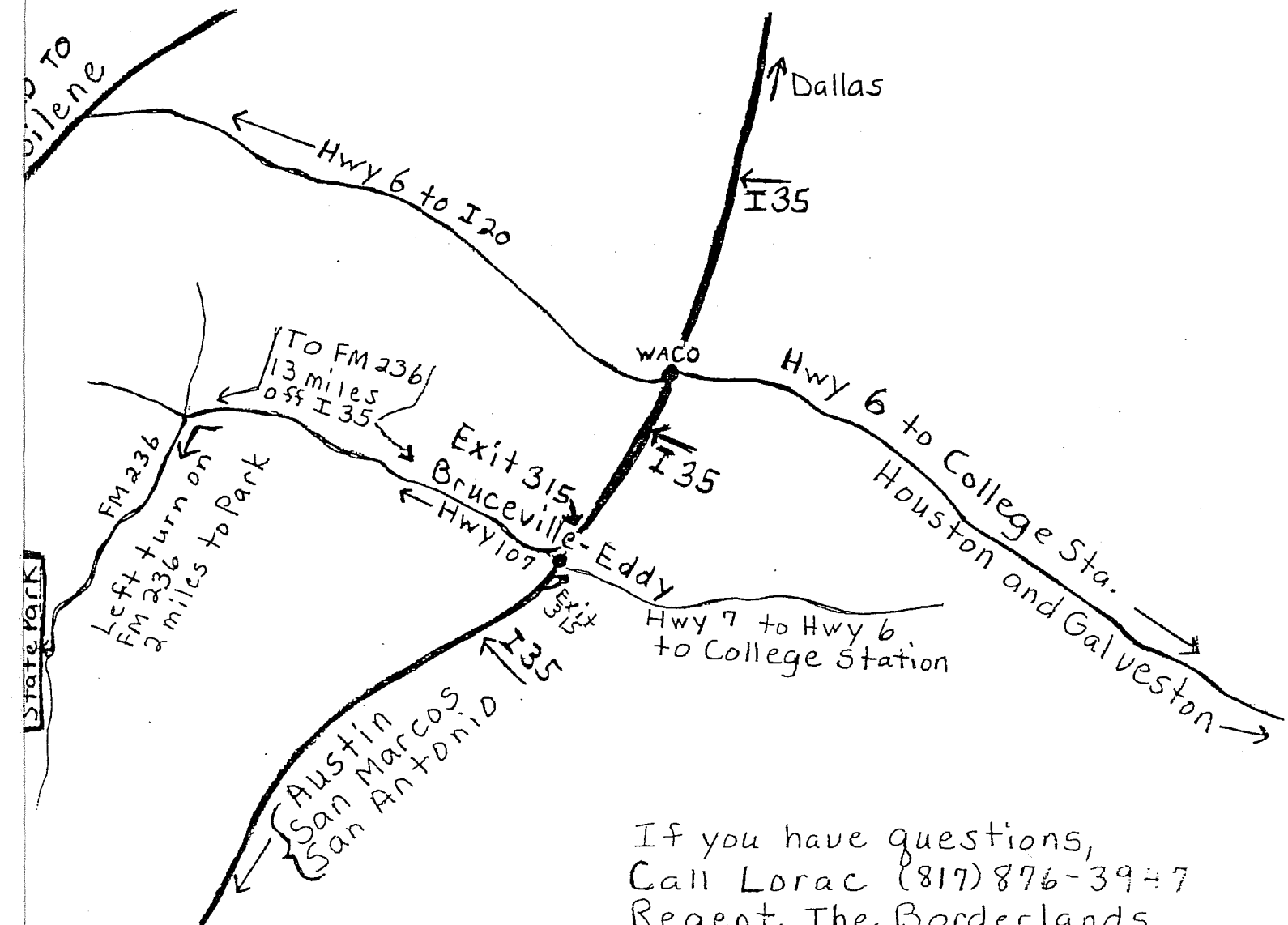
Cleanup Park - Checkout by 2:00 p.m.

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