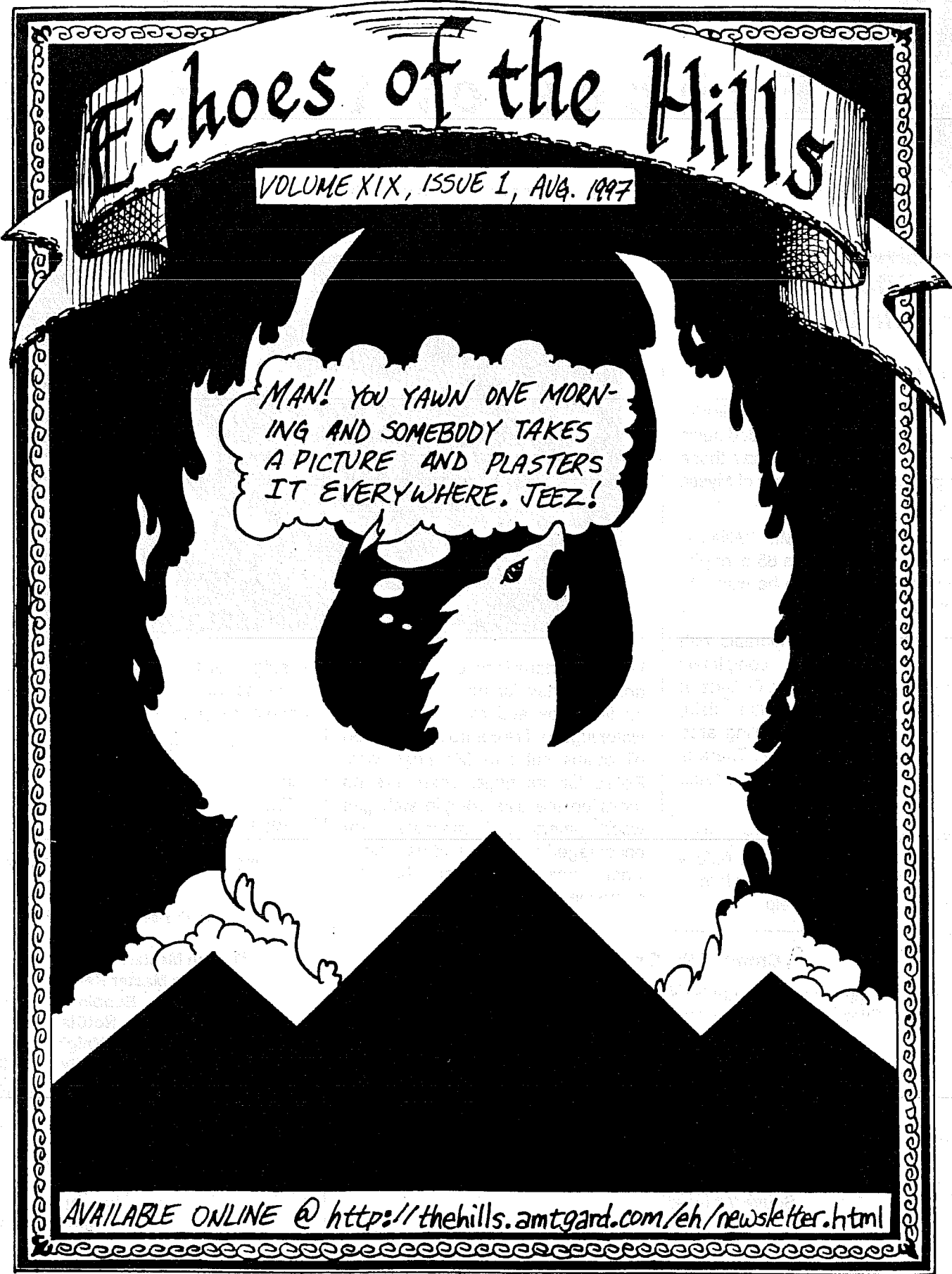


# Echoes of the Hills

VOLUME XIX, ISSUE 1, AUG. 1997



MAN! YOU YAWN ONE MORNING AND SOMEBODY TAKES A PICTURE AND PLASTERS IT EVERYWHERE. JEEZ!

AVAILABLE ONLINE @ <http://thehills.amtgard.com/eh/newsletter.html>



■ MID-REIGN EDITION ■

# Echoes of the Hills

VOLUME XIX, ISSUE 1, AUGUST 1997

## New Site for Emerald Hills Events

*Clu da Bard*

Many of you know that the price of Hawkwood was too high! Good news -- we no longer have to pay those high prices thanks to Sirak of Mystic Ridge.

Sirak's grandfather (Mr. Williams) offered us the use of his 65-acre plot of land mainly because he wants to see the land used.

Most of the land is comparable with English-style forests, completely covered in a thick canopy. Outside of the forest is large grassland field. There is an adequate fighting area and plenty of room to park. There is an on-site well for water, and portable facilities will be available.

As you can tell this land is very nice, but it does need some work before we can camp on it. The kingdom is asking for everyone's help.



We need donations of time, tools, and/or money for renovations such as fire rings and placement, large water jugs for fire control. Fifty-gallon oil drums cut into fire rings well. Rocks for fire rings. There are no rocks on the site. People with gas weed eaters and machetes are encouraged to come and use them, where needed to loan them to someone who will.

A spigot for the water from the well must be run from the house. We need parts, pipe, and labor for this.

Anyone with donations can call:

King Sir Infinity  
(972) 251 - 1544 - Home  
(972) 885 - 3911 - Pager

### Crown of the Emerald Hills

**Monarch** King Count Viscount Sir Warlord Infinity  
**Regent** Prince Regent Forest Evergreen

Champion	(Pro-Tem)
Captain of the Guard	Count Lord Squire Falamar
Prime Minister	Martello Entropy
Jester	Squire Og
Scribe	Sir KalXen
Crown's Guard	D'okynn, Udo, Taldak, Hrast, Cannibus, Eric, Jithe, Cal
Weapon master	Duke Sir Nevron
Sheriff	Squire Whisper

### CONTENTS

Branch Creek Hollow Site Rules 2  
Mid-reign Info 2  
Dragon Masters Results 2 - 3  
Weapons Master Results 3, 8  
Bubble Holds 4  
NotClan 5 - 6  
What it Means to be a Knight 6 - 7  
Calendar of Events 9

### MAPS

Mystic Ridge 2  
Borderlands 3  
Shadow Haven 4  
Eagleshire 4  
Tier Glynne 5  
Midnight Sun 5

## Site Rules for Branch Creek Hollow

*Clu da Bard*

### Fires

All fires must be in designated pits only - no exceptions! Fires must be attended at all times. As a precaution a large water container and bucket with wet towel must be available at all fires or the fire must be extinguished immediately.

### Trash Disposal

Each camp site must have some sort of trash container and maintain it throughout the event. Be careful with glass containers. If you break something, pick it up.

Do not throw down cigarette butts. There are not any out there. Butts that you see will be ours. To save everyone time and energy on Sunday, pick them up when you see them and remind anyone you see throw them the importance of putting them in their pouch or pocket.

We must leave the land exactly as we find it. This is private unused property we are the only ones using it so any trash seen was brought by us and must be taken away. Treat this site with the same respect that

you would with your own property. Thanks.

### Owner of the Property

Mr. Williams, the owner of this awesome 65-acre piece of land, in his kindness to let us use his land has one small request:

*Stay away from his home and barn.*

He likes his rest and does not want anyone close to his home at all. (Don't forget he has a gun.)

And by the way.... **No quiet rule!**

## Mid-reign Information

Mid-reign will be held September 19, 20, and 21 at Branch Creek Hollow. The entry fee for this even is \$10 per person. Additional donations will be accepted.

### Cultural Tourney

Everyone pull out all the stops and prepare your work for the Cultural Tournament at mid-reign XIX. Squire Cuisenart will be running it this time. All normal rules for Culturals and Qualifications apply. See Cuisenart for times and details.

### Dues

Anyone may pay dues any time to the Prime Minister. At mid-reign, you may pay your dues to Martello Entropy. Five dollars covers six months, or ten dollars covers a whole year.

## Dragon Master Cultural Results

*Clu da Bard*

The Dragon Master Cultural Tournament was held June 30. Participants entered their creations in the following categories:

- Court garb
- Jewelry
- Fighting garb
- Passive construction
- Armor construction
- Flat art
- Weapon construction
- Performance

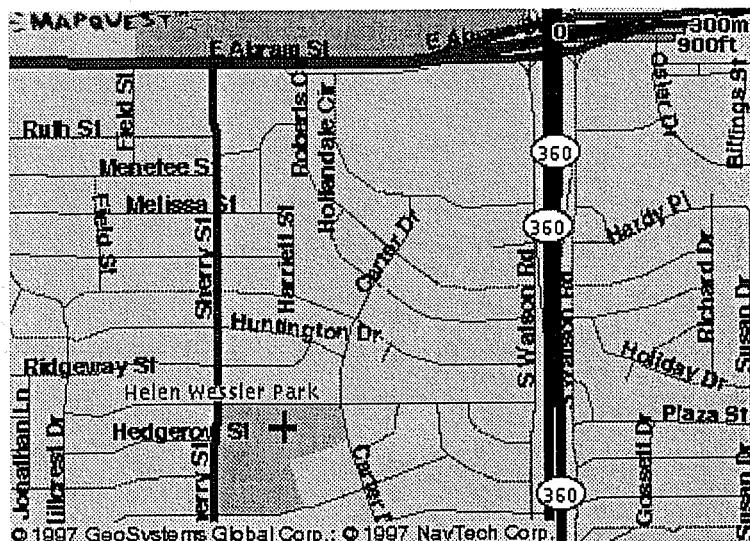
Overall, Selene swept the culturals with a total of twelve points for her exquisite craftsmanship. Parodon tied himself for first place in weapons construction, which gave him six points, tying Clu for second overall.

Lecrucious and Nightshade also tied for third place with four points each. Averaging 3.2875 in 10 events, Nightshade qualified for a hydra.

And, by not showing up the weekend he was responsible for running culturals, Forest qualified for an order of the ass.

The quality of work was astounding: a handmade bow, lute, and sword of live steel; delicate teeny tiny chain mail jewelry; hand-beaded bodices; and homemade bread. The obvious time and effort spent raised the value of a five rating, forcing the judges to be rather nit-picky. There were a surprising number of entries from the new park in Arlington, and a great job was done by everyone!

Mystic Ridge (Arlington, TX)



## Dragon Master Results

### Court Garb

- Selene, 5.0, Purple bodice and dress
- Nightshade, 4.525, Blue and silver bodice
- Duncan, 3.45, Chain mail sash

### Jewelry

- Selene, 5.0, Silver bracelet
- Kodiak, 4.975, Chain mail ring
- Selene, 3.3, Head dress

### Fighting Garb

- Selene, 5.0, Dragon cloak
- Kayla, 4.725, Tan/white pirate cloak
- Wickett, 4.325, Green suede hood

#### Other Entries

Squeak, 4.3  
Squeak, 3.4  
K'tai, 3.35  
McFadden, 3.2

### Passive Construction

- Clu, 4.5, Painted lute
- Selene, 4.05, Dainty pillow
- Raven, 3.725, Live steel

#### Other Entries

K'tai, 2.825  
Nightshade, 2.575  
Benguarri, 1.275

### Armor Construction

- Lecrucious, 4.025, Gauntlets
- Nightshade, 4.0, Padded armor
- Lecrucious, 3.925, Gauntlet

#### Other Entries

Parodon, 3.8  
Raven, 3.625  
Raven, 3.075

### Flat Art

- Fykatin, 5.0, Wizard
- Clu, 4.45, Biff
- Clu, 3.425, Klingon

Other Entry  
Nightshade, 3.125

### Weapon Construction

- Parodon, 4.75, Bow
- Parodon, 4.75, Quiver and arrows
- Wrath, 4.425, Madu
- Darkhorse, 4.0, Florentine swords

### Performance

- Sean Carlton, 4.925, "The Circle Round"
- Murdoch, 4.775, "Johnnie Mack'I'do"
- Murdoch, 4.525, "Treasure Island"

#### Other Entries

Sean Carlton, 4.0  
Axident, 3.775  
Nightshade, 3.15

### Single Entries

- Selene, 3.775, Rose
- Nightshade, 2.375, Shield Construction
- Nightshade, 4.0, Main Dish
- Nightshade, 2.625, Dessert
- Nightshade, 2.625, Poetry
- Nightshade, 3.55, Factual

## Weapons Master Point Totals

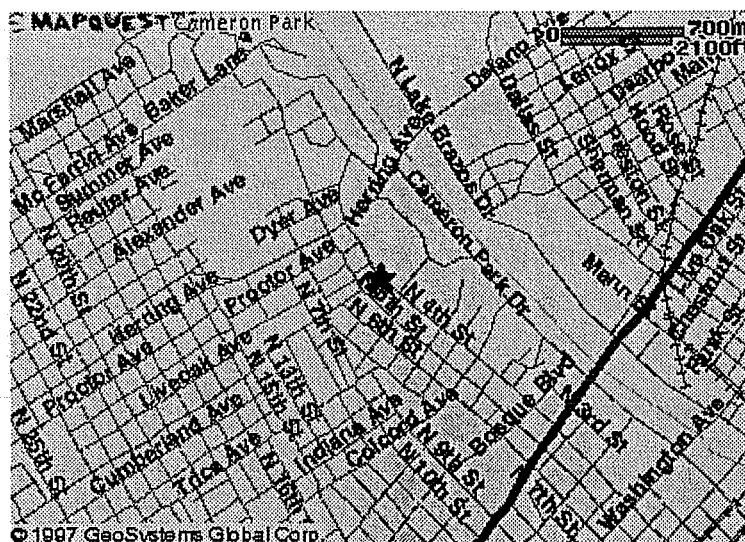
Point totals for the Weapons Master competition are as follows:

Sir Nevron	13
Squire D'okynn	9
Squire Udo	8
Sir Kindrik	6
Sir Corbin	5
Solace	4
Squire Lecrucious	3
Squire Myadeeb	3
Akira	3
Squire Angus	2
Thrasher	2
Everlast	2
Murdoch	2
Wrath	1
Sir Squeak	1
Squire Fytakin	1

Weapons Master  
Final Results  
are listed on page 8.

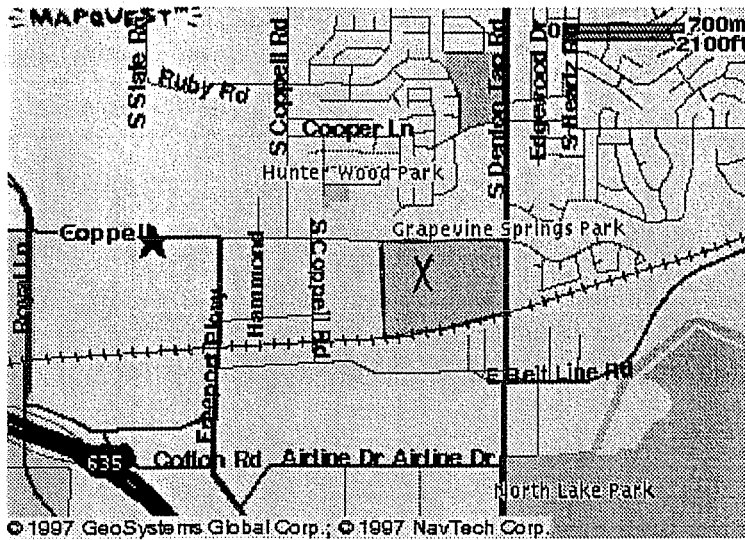
### Borderlands (Waco, TX)

Borderlands meets around noon on Sundays in Cameron Park, just off of University Parks, which is across the street from the Cameron Park Zoo.



*Clu da Bard*

And it is just that. If a person gets hurt or there is a problem within a 20-foot area of where you are fighting, everyone in that radius will stop and hold their arms and weapons straight out, making a large circular area around the wounded. This keeps out the fighting of the battlegame while the person gets off of the field or the problem is resolved. This will keep the battlegame outside the “bubble hold” moving, and everyone is happy.



## “NotClan”

*Clu da Bard*

While the great gathering of the clans was going on in Cloudcroft, New Mexico, an idea was started for those not going to clan.

The idea was at first referred to as the "Anti-Clan" by creators Septu and Clu as they planned the in-home event. However, as the idea was mentioned to Squeak! in passing, she would cutely name it "NotClan."

And so it was.

And on Saturday, July 19th at 1 p.m., people came out of the woodwork to attend the in-home event especially made for those who, for various reasons, could not make it to clan. There were people representing Midnight Sun, some from Tier Glynne, the native Shadow Haven folk, a good lot from Falcon's Perch, and many who had not been seen in quite a while mixed with some never seen before. All total, there was confirmed 45 people (estimated over 50) that appeared that day.

The events went as planned despite the summer heat, and for the most part everyone was having too much fun socializing with the people who arrived to pay the heat much heed.

After the Non-Playing Characters were introduced to the quest written by Septu the populace was told that NotClan had begun, and that a trench battle would start things off for a warm up. Not that we needed any warming up considering the weather, but battle gaming was definitely the order of the day as the trench battle by suggestion was changed to a full class bridge battle.

The bridge battle was fought to the death, interrupted only by the occasional restful moments when things would fall into the mote underneath the bridge. One rescue of a javelin was done in "McGuiver" style by Random as he used his healer sash, and a rock to retrieve

the javelin from the murky mote. In the end, Bloodmoon and Terod would have to face practically a mob of people. Bloodmoon would slay many in a berserk, and Terod would skillfully place a forcewall over the entrance of the bridge, in the end they would do much damage against great (and overwhelming) numbers.

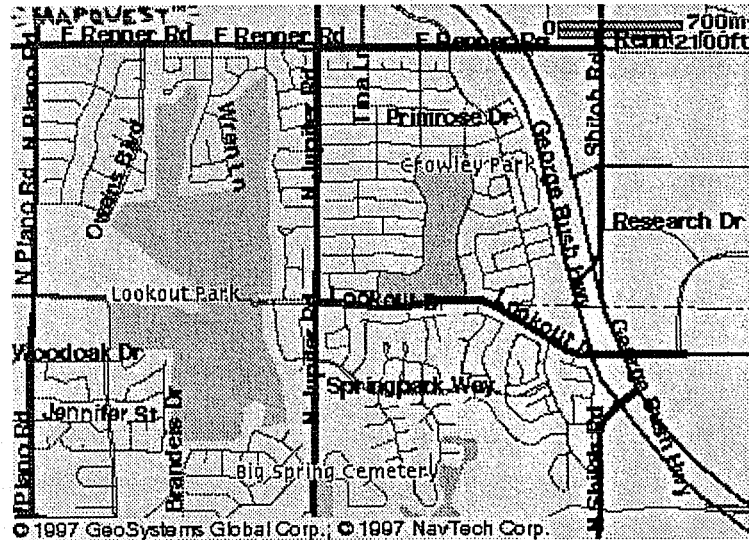
After everyone had a chance to rest and the NPC's and players managed to make ready for the walk through quest, it was finally decided that two groups would undergo the

quest, led by the "Storytellers" Septu and Clu. Ironically, the storytellers matched their questers as Clu led the

*continued on next page*

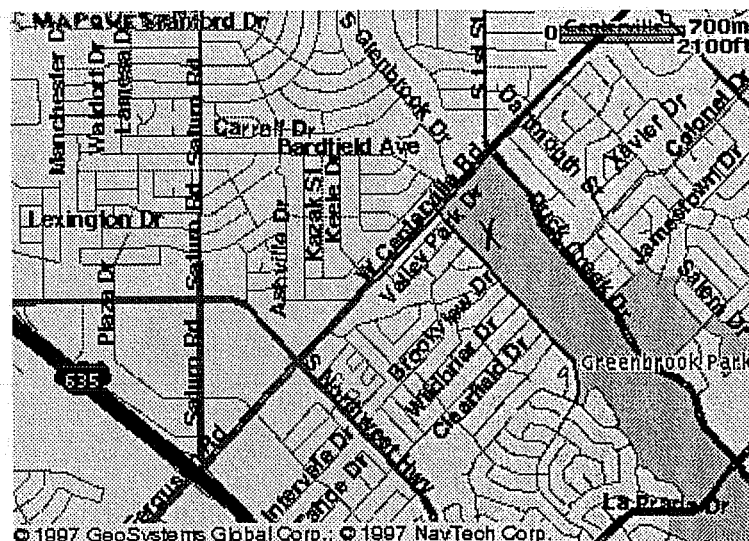
## Tier Glynne

Meets on Sunday around noon at Crowley Park.



## Midnight Sun

Meets on Saturdays from about 1 - 5 p.m.





## What it Means to be a Knight

*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 a Knighthood is a science of an art form.

In many ways, it is a little of both.

- Knights of the Flame have mastered the science of giving their time and service to the club.
- The 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.

Knights of the Crown may be more numerous, which would leave many to assume it's easier to obtain this type of knighthood. I pose this question to the reader: when was the last time you 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 months 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 to change for the worst.

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.

*continued on next page*

## "NotClan," cont. from pg. 5

group of barbarians, bards, scouts who were primarily from Arlington and wore earthen colors; meanwhile, the group from mostly Shadow Haven matched their storyteller Septu by wearing mainly black. One scary thing to mention is that the quest started ON TIME! AHHHHHHH!!!!

The story started by the people of Shadow Haven finding the Sheriff dead with his spirit severed. The two groups decided very quickly to start a manhunt to find the wizard who cast the sever spirit incantation to cancel his spell and thus make it possible to bring the Sheriff back to life.

There was very quickly a parting of the ways as two groups decided to investigate two separate rumors that

they thought might help them find the location of the wizard. One rumor that haunted both groups as they started their separate quests was the rumor that the wizard in near completion of opening the portals of hell to enlist minions from beyond.....

Perhaps the quest story will be featured as a newsletter story, or told at some bardic. To put it simply, the quest lasted three hours, and was beautifully played out by players and non-playing characters alike.

Septu wanted to thank all the Non-player characters who helped make the quest such a blast.

One interesting fact of the quest was the land of the zombies. In the story, if a member of a party died in the graveyard, they would become zombies until healed by their fellow party members or the unicorn.

Both questing parties lost half their members to the zombies, and both parties thought it better to retreat and count their losses than to attempt a rescue. Since this was so, the land of the zombies was never conquered, and became quite huge.

After the quest, a few decided to head for the nearest pool, while the rest stayed and feasted on "dogs" (tried not to use the word "hot" at that point in time) cooked by the master chef, Bloodmoon.

As the day faded, those who remained tried their voices at a bardic.

Though it was definitely "NotClan", there was much fun to be had, and Sir Garath is planning the next questing day on August 23 at 1 pm. If you would like to be a player or non-playing character, please call me at 972-296-7720 or send E-mail to: [Greg.Goodwin@Chrysalis.org](mailto:Greg.Goodwin@Chrysalis.org)

## What it Means to be a Knight, cont.

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 also 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 (kighthood) you seek to become a member. There are those of you whose answer would be "All of 'em," 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 us, serving the club as monarch is out of the question, and even doing time as PM or such a 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,

Roses, etc.) to achieve the basic criteria for Masterhood. Only the Smith and Garber orders require more (12), while the Lion and 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 for which you seek a knighthood. "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 rules of the famous "Ten commandments on Receiving an Award." Commandment number one -- Never ever expect an award. That's a pretty touch 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, and you would not be the first deserving Amtgardian to be overlooked.

Now, there are a couple of paths you could follow that would raise your chances of not being overlooked again. First, you could just sit quietly and continue to put out award winning stuff and take the awards and 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 -- Never go about proclaiming that you deserve said award.

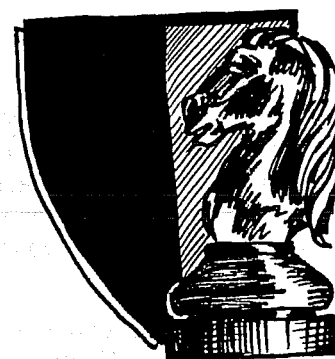
Another way would be to approach a knight of the order you are seeking and ask him/her for a bit of help. This is still no sure-fire way to obtain your award, but when the right people are aware of your situation it is more likely that you will be remembered the next time.

Now we come to one of the most important aspects of being a knight. Attitude. A lot can be written on attitude, and I've touched on it earlier when speaking 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 -- 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 to 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 does not a knight make. 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 goals as high as others. But if your only goal is to wear a white belt, then you're 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.

**Note to readers:** This is a reprint from the September 9, 1995 Newsletter handed out during Cabal's mid-reign, which is a reprint from *Echoes of the Hills* in 1993. Sir Nevron has obtained the Knight of the Flame since then, and he is one of a few four-belted knights.





## 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 jealousy.
7. Paperwork does not make a knight!
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.

## Guildmasters

Archers	Scytale
Assassins	Squire Myadeeb
Barbarians	Tiny
Druids	Constanze
Healers	K'tai
Anti-Paladins	Sir Taldak
Paladins	...chirp ...chirp ...chirp
Scouts	Reyal
Bards	Clu da Bard
Monks	Sirrakis
Monsters	Sir Taldak
Wizards	Martello
Warriors	Rain
Knights	Sir Squeak!
Reeves	Darkangel (Kitten)

## Weapons Master Results

### Sword & Shield

- 1st -- Sir Nevron
- 2nd -- Squire Udo
- 3rd -- Squire D'okynn

### Dueling Daggers

- 1st -- Akira
- 2nd -- Sir Nevron
- 3rd -- Sir Squeak

### Florentine

- 1st -- Sir Nevron
- 2nd -- Squire Angus
- 3rd -- Squire Udo

### Open Class

- 1st -- Sir Kindrik
- 2nd -- Solace
- 3rd -- Sir Nevron

### Single Dagger

- 1st -- Squire Myadeeb
- 2nd -- Sir Corbin
- 3rd -- Squire Udo

### Single Sword

- 1st -- Sir Nevron
- 2nd -- Squire D'okynn
- 3rd -- Squire Fytakin

### Madu-Sword

- 1st -- Sir Corbin
- 2nd -- Thrasher
- 3rd -- Wrath

### Off-Hand

- 1st -- Squire D'okynn
- 2nd -- Solace
- 3rd -- Murdoch

## Weapons Scramble

- 1st -- Squire D'okynn
- 2nd -- Squire Udo
- 3rd -- Sir Nevron

## Polearm

- 1st -- Squire Lecrucious
- 2nd -- Everlast
- 3rd -- Squire Udo

## Dagger Toss

- 1st -- McFadden
- 2nd -- Raven
- 3rd -- Murdoch

## Archery

- 1st -- Sir Kindrik
- 2nd -- Axident
- 3rd -- Squire Udo

## Pro-Tem Champion Competition

*Clu da Bard*

Unfortunately, one of the kingdom's elected officials stepped down at the Gathering of the Clans. We now have no champion. This position must be temporarily filled. Everyone is encouraged to fight for this position on September 7 at Tier Glynne (Richardson). Competition will be a single elimination tournament of seven to twelve events. Be there so you can be the one to claim the title of Champion of the realm.



# Calendar of Events

## August

- 17 Tirana Mid-Reign, Austin  
22 B.O.D. Meeting at 8 p.m.

Main topics include:

- Appendum concerning inappropriate behavior at Amtgard functions
- Non-profit status
- Community Services

Any ideas or opinions will be accepted by the Prime Minister, Martello Entropy, **in writing only**. Verbal requests will NOT be granted or considered.

- 22 - 24 Festival of the Mask, Camp Finalyson  
23 Quest day at Shadow Haven, 1 p.m. (loosely referred to as "NotClan Again")  
24 Mystic Ridge Baronial Elections

Members of the Barony of Mystic ridge in Arlington will need to be present at their park to cast votes for pro-tem Baron.

29 - 31 Harvest War, Albuquerque

## September

- 1 Labor Day  
6 - 7 Shire of Skull Nostalgia Day, Wetlands  
7 Pro-tem Champions Tournament at Tier Glynne  
12 - 14 Wetlands Mid-reign, Liberty TX  
19 - 21 XIX Mid-reign of the Emerald Hills  
XIX Prime Minister Elections at Midreign  
Midreign Cultural Tournament  
20 Canterbury Faire, Austin, Waterloo Park  
21 Gates Mid-Reign, San Antonio

27 Valley of the Silver Reign Coronation

28 Kingdom Qualls, San Antonio, Gates of Solaris

## October

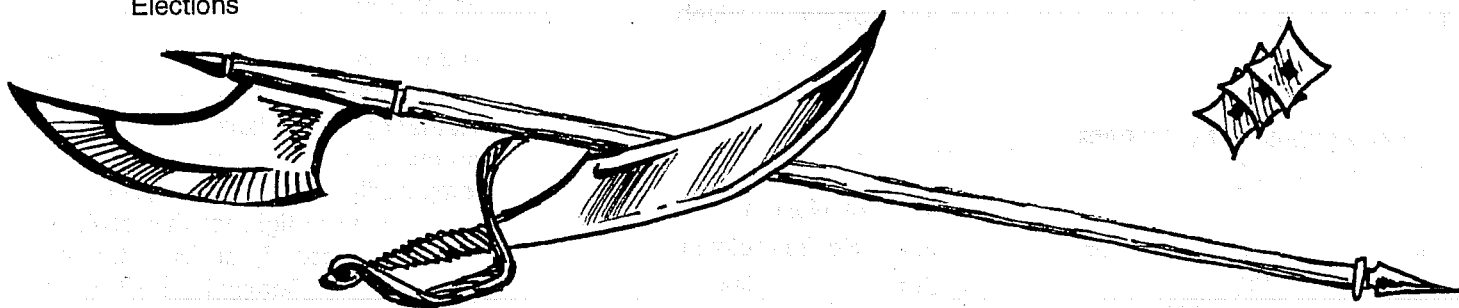
- 10 Dragonspine Coronation (tentative)  
25 Burning Lands Coronation and Interkingdom Olympiad VII (tentative)  
31 Halloween  
31 Don Ana Renaissance Faire in Las Cruces (tentative)

## November

- 8 - 9 XX Qualifications  
15 - 16 XX Voting  
21 - 23 Wetlands Coronation, location TBA  
27 Thanksgiving

## December

- 5 - 7 XX Coronation  
25 Christmas



ECHOES OF THE HILLS  
VOLUME XIX, ISSUE I, AUGUST 1997

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Submissions and suggestions should be sent via e-mail to the coordinator at [greg.goodwin@chrysalis.org](mailto:greg.goodwin@chrysalis.org).

Map to Branch Creek Hollow

Detail Map on Next Page

Detail Map on Next Page

# BRANCH CREEK HOLLOW DIRECTIONS (NEW SITE!)

(should be this far at what 377)

- TAKE 35W SOUTH TO HWY 81 (THE GRANDVIEW EXIT)
- GO WEST ON 916 W (this is a RIGHT TURN)
- 916 WILL TURN INTO HWY 4. TURN LEFT AT THIS POINT TO REMAIN ON 916! (LANDMARK WARNING: CEMETERY!)
- WHEN 916 DEADENDS, GO SOUTH ON 171
- WHEN 171 ENDS, MAKE A RIGHT ON 1100
- WHEN 1100 ENDS, MAKE A LEFT ON 1200
- WHEN 1200 ENDS, MAKE A RIGHT ON 1100-A →

THE SITE WILL BE ON  
YOUR LEFT BETWEEN  
COUNTRY ROADS  
1203 & 1204! 😊

