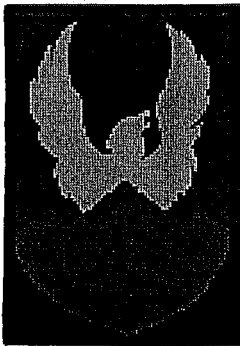


NOV 97
VOLUME XIX ISSUE #11

ECHOES OF THE HILLS





■ PRE-CORONATION EDITION ■

Echoes of the Hills

VOLUME XIX, ISSUE II, NOVEMBER 1997

Letter From the Departing King

By King Count Viscount Sir Warlord Infinity

Unto the populace,

Serving this reign as your monarch has been a wonderful experience. I would like to thank everyone that lent me and this kingdom a hand this reign. Especially those of you who I may have overlooked in court.

I would like to give special thanks to Sirak, puppy of the Vargr, for the wonderful mid-reign we held on his land. For the most part everyone had a great time.

Overall this reign has gone quickly and fairly smooth. The backbone to my reign was by far the prime minister Martello assisted by Kodiak. Thank you both.

I am sorry for my disorganization and that nothing very special happened this reign. I will be able to do better and more next time. I learned a lot from my mistakes. I will soon step down leaving this kingdom in good hands.

GOOD LUCK, CLU!!

Till Next time.

Yours in service,

**King Count Viscount
Sir Warlord Infinity**

Letter From the Departing Regent

By Squire Baron Forest

Hello, people. I know that as your Regent I didn't do much, but hey that's how things happened. Someday I will run for office again and try to redeem myself. Good luck to your new Royalty and

remember -- if you are sober enough to read this, you suck!!

Later,

Forest



PM Comments

By Prime Minister Kodiak

As long as I've been in Amtgard, I've seen problems with it. Even when I was a member of a park not recognized by any kingdom, I could see that there were serious problems with trying to administer an Amtgard organization of any size. I've also seen any number of people write columns telling us what we should be doing to make Amtgard better. I almost wrote another.

But then I released that I was surrounded with people who were making Amtgard better. This is what they're doing. First, the newsletter staff. Clu, Bealzabuzz, Vykadin, and Selene are all doing a great job of making this newsletter happen.

continued on Page 2

From Our Incoming King

By Goodwyn Clu da Bard



To the people of the Emerald Hills,

It was a great race, and I would like to thank Sir Infinity for challenging me for the position of King. He was truly a worthy opponent!

Through the elections I realized the support I had from many of you in the Emerald Hills, and I managed to understand some of the needs of my future subjects.

I want you to know that I am honored to rule and serve all who dwell within my kingdom borders. As subjects of the Hills, your ideas and thoughts have welcome audience in my court.

(Just be prepared to have me talk your ear off since I tend to enjoy a good conversation once one is started... hehehe...)

PM Comments, cont.

I am astounded at their enthusiasm and the massive tasks they are willing to undertake. I think a consistent, worthwhile newsletter will help us gain new members, and maybe even retain old ones. These four people are devoting a great deal of energy toward making that happen.

Second, the local Prime Ministers of the Emerald Hills. This past election went off remarkably smoothly, even though I was too tied up with other responsibilities to get lists of who was running to the Prime

The new kingdom Regent, Falamar, was not able to put together a speech for this newsletter, but he will have one ready for the next newsletter. I have already worked with Falamar in preparing for the upcoming reign. He really has a love for this game and wants all to run smoothly. I wouldn't have asked for less in a regent, and like so many others in the higher positions this coming reign, they are filled with skilled people who want to see this kingdom excel!!

And so I'll leave this message to you, my populace, the most important factor to the success of this kingdom.

I want to encourage you to have fun in a way that inspires others that is not done at the cost of another's fun.

Ministers until Friday or even Saturday. Nevertheless, Fytakin, Oros, Rath, Septu, Sponge and Sven all managed to run elections at their parks without my help and get the results from those parks to me by Monday morning. Septu even went so far as to print up ballots for members of his parks. I would have died without their help.

Third, the people who helped run Crown Qualifications. Saturday morning, I still did not know for certain who would be running War or Cultural Events. Fortunately, a great number of people were willing to step up and do things. Again in alphabetical order, Constanzi, Corbin, Ewen McFadden,

Let this be the reign where you challenge yourself to accomplish all that is possible here in the Emerald Hills. Dream impossible dreams, and then laugh and make them come true. You are in the place of legends where people relive memories in stories and songs are sung.

Welcome to the Emerald Hills. Let's have some fun together!

God bless and success!!

Goodwyn Clu da Bard

Greg.Goodwin@Chrysalis.org

P.S. E-Mail IS the most reliable way to get in contact with me. If you have an E-Mail address, sign up for the Emerald Hills list serve at EH-list@flail.com... it's a great way to discuss ideas and keep up with kingdom announcements.

Forest, Kayrana, Martello, Murdoch, Selene, Sponge, Tiny, and Zentikuli all took on great responsibilities for many hours just so Crown Qualifications could happen.

All of these people have a habit of making themselves available at the last minute when no one else is available.

Unfortunately, right now, this is foundation of the Emerald Hills - people who are willing to cover for blunders in planning. I hope, someday, we will be organized enough that this sort of thing is no longer necessary. But until then, these people are as firm a cement as these Emerald Hills could hope for.

What is in the Future?

By Darkangel

The following article is an edited version of a message posted to the Amtgard and EH mailing lists. The full version will appear in the on-line version of the newsletter.

What is the future? Who is steering our ship? What will be the shape of this game?

It seems that the time has come for Ye Gods of Olde to choke in the reins, to tame this Dream and train it to the bit. Am I seeing things as they are? We all knew it was coming, sooner or later. Am I right? It is something that has to happen. We all know that. This game has gotten so big.

Bit by bit, we're trying to pull everyone together, get us all under one set of rules. There's only one rulebook, but it's still roomy enough for (argh) so much interpretation and misinterpretation. My reign as the GM of Reeves (no doubt to live in infamy) for the Kingdom of the Emerald Hills has consisted largely of a steel-fisted crushing of any vestige of "fuzziness."

Gone are the half-baked rationales, the petrified interpretations of another era, the vestiges of 5th edition rules that died. Sitting under the looming spectre of the new Rulebook, I made it my quest to strip down our play to the most literal, uncluttered interpretations possible.

I will sum up most of my work by saying, quite simply, that I've made a lot of people scowl, whine, shout, or roll their eyes in the last six months. But it was worth it. I can say with great confidence that our Kingdom is all but extinct of monkey-

business, at least, insofar as that can ever happen (Wizards will be Wizards, and all).

Someone from the BL might raise an eyebrow at one or another ruling we've made, but there's nothing screwy about the rules in the Emerald Hills, (Goddamit, it feels good to say that) and I am certain that even the most critical (no names *grin*) of BL visitors could be happy with the way we play. Thanks to my Reeves.

Well. Here's looking at our new Rulebook. I have no idea what this is going to mean for us. Will a lot change? Will not enough? Either could be no end of buttache. Nobody asked me what I thought, so I guess it doesn't matter what I think, which is fair enough.

"Maybe I don't like the idea of BL coming out with another rulebook, not when the 6th edition is a hunk of swiss cheese, a cobbled, patched, jury-rigged thing with just a shining spark of what it could be, what it wants to be."

The New Testament is on its way, and I'm waiting for its Coming, with an open mind, a certain eagerness, and a little dread, and all the humility this nasty little Reeve can muster. I know that the Burning Lands is doing things Their Way, and that's how it should be, really.

But, you know? I can't say I'm all enthusiastic for it. Sure, we didn't have Aramithris's ear, but we had the rulebook, and we figured, in our plucky little EH way, that we were smart enough to figure out what it said, and work around the rest. Maybe I don't like the idea of BL coming out with another rulebook, not when the 6th edition is a hunk of swiss cheese, a cobbled, patched, jury-rigged thing with just a shining spark of what it could be, what it wants to be. So much of our Rulebook is so elegant. And so much of it needs so badly to be tailored, trimmed, and refined. It's young, it's growing. I want to be a part of that. I'm not ready for the guys who wrote it to say it kicks enough ass that we may never need another ruling, I can't believe that no matter how much I'd love to believe it.

Sooner or later, we've all got to come together. All of us.

It isn't just the rules, you know. All over, we're finding out that we're big enough to bump into each other. Finding out that every kingdom runs a little different. Here in the Emerald Hills, well, we care, and we love the game as much as anyone, and, well, we exist in a semi-liquid state of anarchy mixed with benevolent dictatorship, the result being a flexible, but sometimes unruly, pit of a kingdom I happen to love a great deal. We don't really elect Prime Ministers so much as draft them, and most of the administrative work of our kingdom is not done by Ye Olde Fogies, but by an aggressive, dedicated core of relatively young players.

Where does this old, young kingdom belong, in a an Amtworld where kingdoms can be AUDITED by the Burning Lands?

Continued on the next page

What is in the Future?, cont.

We're family, come on.

That's not us. This is not a paper kingdom, not by a long shot. I see that all the new kingdoms are required to achieve non-profit status. We couldn't even qualify. Our Kingdom would stagger under the weight of mere paperwork.

We're a confederation of tribes, pretending to live under a an antiquated Corpora, ruled by those we force to rule us. Most of us here in the Rebel Kingdom have pretty sweet hearts for things like freedom, and individuality, and getting along because we have to, not because someone makes us.

I hate to think that this may be the last of those days.

It shouldn't be. But you can't help but shiver when you see the Burning Lands turning its attention your way, with this look of, "Hmm, this garden has grown pretty wild while we weren't tending it." I don't like it.

I don't like the idea of the Burning Lands telling us what Corpora to use. Fortunately, they can't make us. Unfortunately, it seems a bit ungracious to bicker with our Founders over a couple of niggling points of protocol. Is it right for us to hold out, when everyone else is coming together and doing things one way, for a change?

That little phrase "into perpetuity" carries quite a bit of responsibility with it. We are indebted by the trust that was placed on us with those words.

I have been a rebel, of various sorts. I have been a Duke. I have even become GM of Reeves in the Kingdom that once threatened to exterminate my Duchy. Sometimes, I think I've been too many things, since it seems that only narrow-minded people ever know exactly what is right. But you can't escape that, once you wander out into the world. Everyone learns.

I have such curiosity for the fate of this wondrous game, and a surprising emotional stake in the outcome of it all. I want us to win, all of us. Not just some of us, but everyone, to inherit a Dream

without crinkles, without rust. I want the family to grow, even as we grow as an organization. I want the game to spread, and to get better, to become refined by its travel around the globe and grow into perfection; to gain in sophistication, but to keep its simplicity. I want to meet a thousand new friends, but also to hear of our game continuing to spread to places I will never even see. To me, this is a fairy tale, and I am determined to do my part. This is our Camelot, our dream. Frail we may be, but that has never been an obstacle to those who believe with all their hearts. And I believe in that way.

One day, and a day not too far off, I might add, all of our threads will be woven into whole cloth. The question is, will the cloth be strong and beautiful as the threads of which it is woven, or will it be ruind by hasty work?

In Service Always,

Dark angel

Duke of the Midnight Sun
Guildmaster of Reeves,
Kingdom of the Emerald Hills

The Forgotten

By Silver Shade

Sitting within the campfires light with my friends on
a clear winters night

Telling wondrous stories of other men's glories

When slowly and wordlessly I ponder my thoughts
dark and somber

For seldom is anything told of lepers dying cold

Many are the tales of a skillful thief that pilfers
gems, gold and fief

Stories of assassins killing hated Kings but nothing
of the sorrow it brings

People sit in bars and raise their flagons to men
who slay dragons

But nothing of the cost of beauty lost

People fighting for a simple place usually men of a
different race

Nothing of those back at home children left alone

To those without any friends carry on the tale that
never ends

All this begotten for the lost and lonely

The Forgotten

Election Results

Submitted By Prime Minister Kodiak

Monarch

Clu 70%
Infinity 30%

Regent

Falamar 56%
K'tai 44%



- | | |
|--------------------------------|---------------|
| • Champion of Emerald Hills | Terarin |
| • Guildmaster of Reeves | Martello |
| • Guildmaster of Anti-Paladins | Terarin |
| • Guildmaster of Archers | Ewen McFadden |
| • Guildmaster of Assassins | Rath |
| • Guildmaster of Barbarians | Kodiak |
| • Guildmaster of Bards | Clu |
| • Guildmaster of Druids | Ewen McFadden |
| • Guildmaster of Healers | K'tai |
| • Guildmaster of Paladins | Leif |
| • Guildmaster of Scouts | Terarin |
| • Guildmaster of Monks | Martello |
| • Guildmaster of Monsters | Kodiak |
| • Guildmaster of Warriors | Martello |
| • Guildmaster of Wizards | Martello |

Congratulations to Clu and Falamar, the Monarch and Regent elects.

Congratulations to Martello, for his crushing victory of four guildmasterhoods. And congratulations to people who didn't realize they could run for guildmasterhoods, enabling me to almost not need to run gm elections.

But most importantly, a terrific amount of thanks to Fytakin, Oros, Rath, Sponge and Sven, P.M.s of the parks I was able to find, for making this even possible.

Unfortunately, at least three parks were not contacted for voting – I hope to rectify this in the future, but I simply was not able to find them. Septu, P.M. of ShadowHaven, was left off the list of people deserving thanks. Sorry, Septu. He also deserves thanks - especial thanks for actually drafting a ballot. Yay, Septu!

Kodiak

Echoes of the Hills Call for Submissions

By Bealzabuzz

Now that we've got a semi-permanent newsletter staff, it's time to start work on a REGULAR schedule for sending out newsletters. To make this happen, we need your help. If you're interested in any of the following positions on the newsletter staff, please contact me as soon as possible:

- park reporters
- company reporters
- photographers
- columnists
- artists
- kingdom reporters
- HTML programmers (to help with the on-line version of the newsletter)

If you aren't interested in a permanent (okay, semi-permanent) position on the staff, please send in random submissions as necessary. We need cover art, columns, articles about individuals, companies, and parks, photos, and just about anything else that could go into a newsletter.

We'd like to put out a newsletter each month, so we need all the help we can get. Come on, you know you want to see your name in the newsletter!

Contact me at bealzabuzz@rocketmail.com or send submissions to: Emerald Hills, P.O. Box 741943, Dallas TX 75374-1943.

Please, bombard me with submissions!!!

Bealzabuzz

Monks of Amtgard hear me. The holy one called onto me and said "let there be a monk guild web page," and there was " and on that page let the rules be fully explained and clarified" and they where "Then let all the monks give forth there knoldge and brand there name, time in service to me and a good quote. This task I give onto the one known as Raven Darkshade. May he keep the flock strong with many of my followers names" And so as a humble servent I ask you to go to the monk guild page, sign the guest book, and E-mail me with your name, level and "a good quote" At www.angelfire.com/fl/monkguild.

The Broken Stylus

By Squire Vykadin

"Clocks are made by men. God creates Time."

-Richard deRoy
from Ninety Years Without Slumbering

Some of the people in this land have, for whatever reason, devoted their entire lives to the Dream and making it as real as possible. It is their lives, and for them, the time for service, participation, and consultation comes effortlessly. The rest of the populace should be very grateful for they are the stone on which we walk in the Dream. This message is not for them.

This message is for everyone else. Not that anyone should feel guilty for having a job, friends, or any other pursuit that takes them from the Dream. However, AMTGARD deserves more than a night in the sack and a neglected phone call. This Dream gives to many that which

would not be found in any corner of any pathetic lonely life no matter how hard someone looked alone. It gives brotherhood to some, friends to others, a place where the rules are more simple than anywhere else. It gives a place to go and be the person you've dreamed of being. And yet, we find the time to watch "Seinfeld" somehow allows us to push making that new sword to another time. Which in turn makes us think, "Well, without a new sword, I don't think I'll go out to the park today."

And then, if we even hear about it, when the next event comes around, and if we even go, we don't fight like we used to 'cause we're so out of practice, and we don't feel like going next time. This Dream is worth more than that. There are some precious moments of time slipping through your fingers right now. If you've found the Dream, then you owe it something. It pays its own dues. I've gotten back a lot

more than I put back into AMTGARD.

I have to ask of those that have left us behind, why did you quit? They always have an excuse, but it's never, "Oh, I just quit putting enough into it to get as much out of it as I used to." No, nobody ever says that. If you don't put it in, you don't get it out. It makes me sad that Knighthoods are too often "parting gifts" to someone who has "burned out" from too much service.

I guess the point is; "Life is short, Hit hard!" If you are at home watching 'Bravehart' for the tenth time, you wasted a lot of time that you could've been getting gutted on a field of mud, or better yet -- flashed by someone going regimental!

Send comments, questions, and suggestions for Vykadin's future columns to vykadin@rocketmail.com or P.O. Box 741943, Dallas, TX 75374-1943 or call 214-748-2393.

War Events Results

Overall

- 1st Rain (12)
- 2nd Leif (10)
- 3rd Tunear (8)

Single Sword

- 1st Leif
- 2nd Rain
- 3rd Infinity

Sword & Shield

- 1st Tunear
- 2nd Leif
- 3rd Fytakin

Florentine

- 1st Fytakin
- 2nd Tunear
- 3rd Rain

Single Dagger

- 1st Wyldcat
- 2nd Wings
- 3rd Lucrucous

Polearm

- 1st Rain
- 2nd Forrest
- 3rd Daj

Off-Hand Sword & Shield

- 1st Tunear
- 2nd Lucrucous
- 3rd Infinity

Great/Long Sword

- 1st Cannibus
- 2nd Leif
- 3rd Tunear

Dueling Daggers

- 1st Rain
- 2nd Squeak!
- 3rd Fytakin

Open Class

- 1st Leif
- 2nd Bacchus
- 3rd Terarin

Madu & Sword

- 1st Rain
- 2nd Infinity
- 3rd Wyldcat

2-Man Teams

- 1st Tunear & Wyldcat
- 2nd Leif & Rain
- 3rd Forrest & Terarin

3-Man Teams

- 1st Leif, Wings & Conochbar
- 2nd Tunear, Wyldcat & Lucrucous
- 3rd Forrest, Lendar & Wickett

Archery - Incomplete

- 1st Leif (18 - Perfect!)
- 2nd Nevar (14)
- 3rd Terarin (13)

Dagger Toss - Incomplete

- 1st Nevar (12)
- 2nd Terarin (6)
- 3rd Leif (3)

Javelin Toss - Incomplete

- 1st Leif (13)
- 2nd Terarin (3)
- 3rd Martello (1)
- 3rd K'tai (1)



Cultural Competition Results

3D Art

- 3rd Martello Entropy - Crawling Chaos Egg Basket (2.83)
- 2nd Goodwyn Clu da Bard - Wooden Stilleto (3.1)
- 1st Falamar - Phoenix Belt (4.25)

Armor Construction

- 3rd Silver Shade - Leather (2.66)
- 2nd Terarin - Brigandine Thigh Plates (4.46)
- 1st Terarin - Brigandine Bracers (4.53)

Brewing

- 2nd Goodwyn Clu da Bard - Green Bottle (2.73)
- 1st Selene - Sweet Ginger Rose Mead (4.33)

Court Garb

- 2nd Laars - Jerkin & Hat (3.76)
- 2nd Sistar Tolken - Blue Winter Cloak (3.76)
- 1st Selene - Tunic/Cotte Hardie (4.76)

Dessert Cooking

- 3rd K'tai bin R'al - Cranberry Bread (3.66)
- 2nd Martello Entropy - Crawling Chaos~ Eggs (3.73)
- 1st Selene - Cake (4.86)

Factual Literature

- 3rd Infinity - A Vital Element (2.7)
- 2nd Falamar - Stonehenge (2.95)
- 1st Goodwyn Clu da Bard - Your Forgotten Memory of Cabal's Wedding (4.16)

Favors

- 2nd Terarin - (Anti)Paladin Favor (3.9)
- 2nd Selene - Belt Favor (3.9)
- 2nd Falamar - Gray Black Favor (3.9)
- 1st Infinity - Warlord Favor (4.16)

Fictional Literature

- 3rd K'tai bin R'al - Untitled (3.73)
- 2nd Darkangel - "The Duellist" (3.9)
- 1st Silver Shade - Poem (4.35)

Fighting Garb

- 3rd Wickett - Big Mandarin Collar Tunic (Brown) (4.23)
- 2nd Wickett - Black Tunic (4.3)
- 1st Wickett - Sleeveless Brown Mandarin Collar Tunic (4.36)

Flat Art

- 3rd D'Yokin - Corsair Bied (4.06)
- 2nd Terarin - Werewolf Picture (4.46)
- 1st Sadora - Picture of Woman (4.75)

Instrumental Performance

- 1st Goodwyn Clu da Bard - The Parting Glass (3.36)

Main Dish Cooking

- 3rd K'tai bin R'al - Minestrone (3)
- 2nd Darkangel - Meat Balls (3.76)
- 1st Selene - Turnovers (4.88)

Passive Construction

- 3rd Raven - Necklace Bracelet (3.9)
- 2nd Nevar Gordon - Sporrán (4.33)
- 1st Raven - Chain Mail Bra (4.6)

MEMBERSHIP HAS ITS PRIVILEGES! AMTGARD MEMBER GAMING DISCOUNT AT READERS!

IN CARROLLTON,
LOCATED NEXT TO
MCDONALDS AT THE
NW CORNER OF
OLD DENTON &
FRANKFORD!

(972) 394-1266

**FOR AMTGARD
MEMBERS ONLY:**
20% OFF YOUR NEXT
GAMING PURCHASE AT
READERS!
EXPIRES 3/20/98

Continued on the next page

Cultural Competition Results, cont.

Persona Literature

- 3rd Darkangel - "Alliances" (3.26)
- 2nd K'tai bin R'al - Untitled (3.56)
- 1st Goodwyn Clu da Bard - Clu to the Max (4.1)

Photography

1st Goodwyn Clu da Bard - History of Clu's Garb (3.2)

Poetry

- 3rd Darkangel - "He That Crumbles" (3.1)
- 2nd Goodwyn Clu da Bard - How?! (3.73)
- 1st Goodwyn Clu da Bard - Uh Woman... (3.83)

Rose

- 2nd Infinity - Event Signs (2.4)
- 1st Terarin - Scout Guild Page (4.6)

Shield Construction

- 3rd Infinity - Blue + Black Shield (4.06)
- 2nd Terarin - Heater w/ Heraldry (4.1)
- 1st David Beattie - Bronze Shield (4.13)

Singing

- 3rd Goodwyn Clu da Bard w/K'tai bin R'al - 3 Jolly Coach Men (3.6)
- 2nd Goodwyn Clu da Bard - Karelia's Song (3.86)
- 1st K'tai bin R'al - Serpent's Lullaby (4.03)

Storytelling

- 2nd K'tai bin R'al - Lusmore/Jack Madden (3.26)
- 1st Goodwyn Clu da Bard - The Raven (4.03)

Weapon Construction

- 3rd Dante - Glaive (4)
- 2nd Lendar - Madu (4.03)
- 1st Selene - Throwing Axe (4.76)

Top Ten Overall:

- 10th Sadora - 4.97
- 9th Raven - 5.7
- 8th Wickett - 5.89
- 7th Darkangel - 6.01

- 6th Infinity - 6.59
- 5th Falamar - 8.18
- 4th K'tai bin R'al - 12.27
- 3rd Selene - 15.89
- 2nd Goodwyn Clu da Bard - 19.18
- 1st Terarin - 20.76

(Overall scores are the sum of the differences between each entry and 2.5. Scores below 2.5 do not count in the sum. First place entries receive a .5 point bonus. For instance, an entry scoring 4.83 and taking first place would contribute 2.83 points to its owner's final score.)

Number of Entries and Averages (for use in determining qualifications for running various positions and laughing at BlackAngel's dagger.)

- BlackAngel - 1 (1.33)
- D'Yokin - 1 (4.06)
- Dante - 3 (3.876)
- Darkangel - 7 (3.248)
- Rath - 1 (4.13)
- Falamar - 11 (3.019)
- Fytakin - 2 (3.85)
- Goodwyn Clu da Bard - 20 (3.37)
- Infinity - 10 (3.057)
- Jdaj - 1 (3.26)
- K'tai bin R'al - 13 (3.49)
- Laars - 3 (3.573)
- Lendar - 1 (4.03)
- Martello Entropy - 7 (3.131)
- Murdock - 1 (3.43)
- Nevar Gordon - 2 (3.88)
- Raven - 6 (3.621)
- Sadora - 5 (3.394)
- Selene - 7 (4.412)
- Serinity - 1 (3.73)
- Silver Shade - 6 (2.805)
- Sistar Tolken - 1 (3.76)
- Terarin - 15 (3.911)
- Vykadin - 1 (3.76)
- Wickett - 3 (4.296)
- Wings - 1 (3.6)

Tremendous amounts of thanks, incidentally, to Forest for actually running Culturals, Selene for helping out with administrating 130 entries, and Kayrana, Tiny and Ewen McFadden for judging them all.

What it means to *Interview* a Knight

By Squire Vykadin

Well, We've all read 'What it means to be a knight' by Sir Nevron, probably once or twice. It's probably the most reprinted article in the Echoes of the Hills. We (the staff) think it's time to move on. Therefore, Sir Nevron's piece will always be available on-line and we'll have new interviews with different knights every newsletter. I chose to interview Sir Dog for the first piece. I don't think he needs much introduction, but just in case you live under a rock, Sir Dog is a Knight of the Sword (so knighted for battlefield prowess), a former monarch of the Emerald Hills, and is known by AMTGARDIANS both near and far. Without further ado:

Question: Did you ever think you'd be a knight when you were a newbie?

Answer: *I had no idea what a Knight was when I was a "newbie," much less that I could aspire to be one at some point. The group I started in, MirkWood, was the Amtgard equivalent of a hippie commune. By this I mean that it was idealistic, Utopian and doomed to failure. In MirkWood there were no Knights, no Squires, not even a Page.*

Question: Do you feel that you 'deserved' knighthood before you were recognized, do you feel that it was well timed, or do you feel that you do not 'deserve' your knighthood at all?

Answer: *Do I "deserve" it? Hmm, that's a hard one. It depends on what you are looking for in a Knight of the Sword. If its a super whoop-ass, capable of destroying all in his/her way, then that I ain't. Many people in our own kingdom are easily my equal and some are my superior, and I don't even want to think about how I stack up in other kingdoms.*

However, I was chosen as a Sword Knight for some reason, and I like to think it was for honesty, combined with ability.

Question: As a knight what do you feel is the most important focus of AMTGARD?

Answer: *The game. Amtgard is about Amtgard. It is not about the quest for Knighthood, or social life. Can you imagine someone asking "what is the focus of football?" It's obvious.*

The social aspects of the game add a lot to it, but they would not exist unless we had that original thrill of dressing up weird and hitting each other.

Question: As a knight of the Emerald Hills, what do you feel is the 'proper' way to represent the kingdom when in foreign lands? And by this I do not just mean 'what are diplomatic skills?', I mean 'what represents THIS kingdom the most appropriately and effectively?'

Answer: *Simple. Protect our interests at all costs. We fortunately have few interests.*

Question: What political issues do you feel are of the most importance currently in the Emerald Hills?

Answer: *Growth. How to sponsor it and then how to integrate the people it brings. That has always been the most pressing issue before any King we have ever had.*

The fact that Champion has lost its original purpose is also disturbing, but I can't really say that it's a pressing issue.

Question: What advice would you give to aspiring knights? Or aspiring squires, pages, etc.? Specifically to people aspiring to be a Knight of the Sword?

Answer: *For Knight of the Sword? Take all your shots. That's it. You can be forgiven of being ugly or rude or damn near anything else, but if you don't take all your shots it's a death sentence. There is some good reading material out there too. The Book of Five Rings and the Art of War both helped me figure out how to get over the humps.*

Question: Do you feel that all Knighthoods are equal? In other words are some easier to obtain than others (Flame vs. Sword for instance)? Also do you feel that Kingdoms differ in terms of difficulty in attaining the White Belt?

Answer: *All the Knighthoods are difficult at best. Some are damn near impossible. Flame, for instance, comes for service to the club outside of an office of the club. That is hard to do since people who do work for the club tend to get elected to office. Which makes Knight of the Crown (traditionally the least respected knighthood) much more impressive.*



Continued on the next page

Knight of the Sword is probably the Knighthood that requires the most effort. Its something that must be proven over and over again. Knight of the Serpent is also a pain. Especially here, where nobody makes anything themselves.

As for other Kingdoms' difficulty in attaining belts, I would say that it is pretty difficult anywhere. Some Kingdoms place more emphasis on technical qualification than others, and others place more emphasis on attitude. Both sides have their advantages and downers.

Emphasis on technical qualification often results in Knights that aren't respected by their peers or the populace, but is a very "fair" basis of selection. Emphasis on attitude typically results in certain groups in a kingdom being excluded from the Knights circle, (Bad attitude being anything "alien" to the established group) regardless of ability or worth.

The real issue is the person involved, not the belt. A person who has earned respect will get respect. This is the real issue, not the belt.

Question: How has your perspective changed since you've been knighted?

Answer: *Somewhat, but I couldn't put a finger on it.*

Question: What's more important in obtaining a knighthood; Setting a goal and working toward it, or enjoying the game and letting it come to you in time?

Answer: *Either is legit. Although I would bet that the first goal is more likely to be fruitful. I also find a certain amount of hypocrisy in not admitting that you want knighthood. So I tend to trust the first method more.*

Question: How did you feel when you realized that you were going to be knighted?

Answer: *Unreal. I can't describe it.*

Question: How did you feel when Sir Squeak was waving that sword over your head, officially knighting you?

Answer: *Uh, Happy. Once again impossible to describe.*

Question: How active should a knight remain after he has been knighted? In other words; do you feel that a knight has a responsibility to 'carry' some of the weight of the game, or should they 'step back' and let others do the work

for a while (to give others a chance to follow in your footsteps)?

Answer: *It is important to remain active in your area of the game. However, I can understand taking a break after reaching that goal. It is important to pass on whatever you can to the next generation of players, and then let them shine.*

Question: How do you decide who to Squire?

Answer: *I look primarily for love of the game, and then love of fighting. I then look for potential. Someone who loves to fight, but is lacking in fighting potential can overcome that, but is far more likely to become frustrated and leave the game. It also helps if I can hang out with them.*

Question: How do you feel about Pages?

Answer: *A meaningless title. Most often extended for the benefit of the Squire rather than the Page. It extends power to the Squire that they should not have.*

Question: Would you allow your squires to Page someone? Why or why not?

Answer: *Nope. A Squire is a servant, and a representative of his Knight. He has no authority to extend to someone else.*

Question: Paladin/Antipaladin: which is better and why?

Answer: *Paladin is clearly the better class. A single Paladin is a valuable asset. A single Antipaladin is an asset as a fighter, but he is not really much more valuable than a Warrior. As captain of a team, with all other factors equal, I would pick the Paladin every time.*

Question: Finally, as a member of the populace; what would you like to see in the future of this evolving newsletter?

Answer: *It would be kind of cool to see more "how too's" in the future.*

Gypsy Casserole

- 1 (18 oz.) can hearty beef or chicken soup
- 1 cup chopped onion
- 1 cup cooked noodles, any kind
- 1/2 cup sour cream
- 1 cup peas, cooked
- 1/4 teaspoon dried dill weed

Combine all ingredients in a microwave-safe casserole dish. Microwave on high for 8 minutes; stop twice to stir. Or, heat for about 20 minutes at 350 °F in a conventional oven. You may garnish with cheese, parsley and tomatoes. Yield: 4 Servings

Calendar of Events

Note to EVERYONE in Emerald Hills: As you'll notice below, the majority of the calendar entries are for CK. When I sent out requests for calendar events via e-mail, they were the only response I received. As I receive responses from throughout Emerald Hills, I will post the events in the on-line calendar. Please notify me as soon as you have a date for any event in EH. Send the submission to bealzabuzz@rocketmail.com. Thanks!

Bealzabuzz.

November

21 - 23 Wetlands Coronation, location TBA

27 Thanksgiving

December

5 - 7 XX Coronation

5 - 7 Dragon's Haven Coronation (CK)

13 - 14 Gates of Solaris/Bifost Camping event (CK)

25 Christmas

January

16 - 18 Kingdom Mid-reign (CK)

February

6 - 7 Xanadu Coronation (CK)

16 - 18 Spring War

March

15 Kingdom Quest (CK)

April

5 Kingdom Quals (CK)

24 - 26 Kingdom Coronation

CK Information

The web site is at <http://lonestar.texas.net/~pubear>. This site has info on the events, links and directions. For those going to Spring War (also called the War of the Bells or the Dingling War) links to bell and ear muff dealers among other things have been posted. Also, Celestial Kingdom's midreign and Spring War are going to be at the same place so if you do not know where the site is, the maps and directions might help. Please write to shanti@ccsi.com for more information.

Stewed Scallops

(1600s England)

By Selene

- 1 lb. fresh scallops
- salt
- Dash of Nutmeg
- pepper
- 3 tablespoons butter
- 1/4 orange
- 1/2 cup heavy cream
- 2 lemon slices (garnish)

Sauté the scallops and nutmeg in the butter until the scallops are white and the edges turn up. Stir in the cream, salt, and pepper. Squeeze the orange over the sauce; stir. Serve as is or over rice for a heartier dish. Garnish with lemon.

Yield: 2 Servings



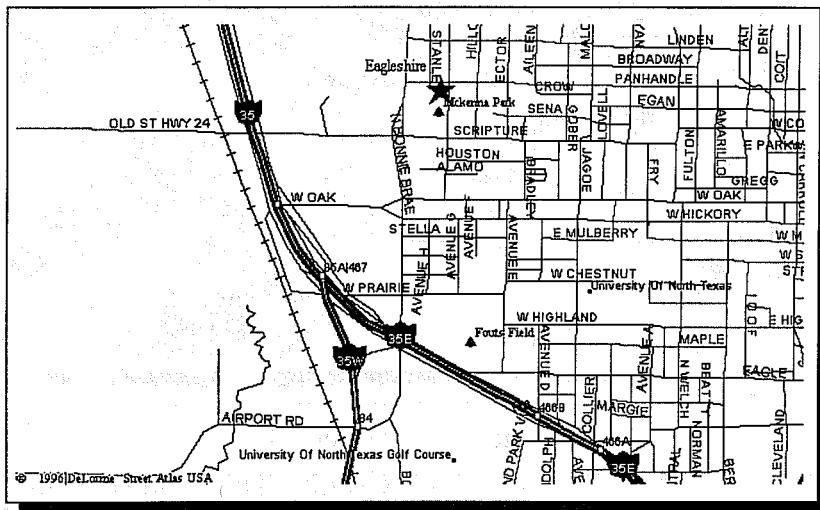
ECHOES OF THE HILLS
VOLUME XIX, ISSUE II, NOVEMBER 1997

Newsletter Coordinator: Clu da Bard
Food Editor: Selene
Layout/Design: Bealzabuzz
Cover Artwork: Vykadin
Copies and Distribution: Kodiak, Selene

This newsletter was created using FrameMaker 5 for Windows 95/NT. The online version, which will be located at <http://thehills.amtgard.com/eh/newsletter.html> (late next week) was created using PageMill 2.0 for Windows 95/NT and Wordpad.

Submissions and suggestions should be sent to Emerald Hills, P.O. Box 741943, Dallas TX 75374-1943. We'll also have an e-mail address soon!

Parks of the Emerald Hills

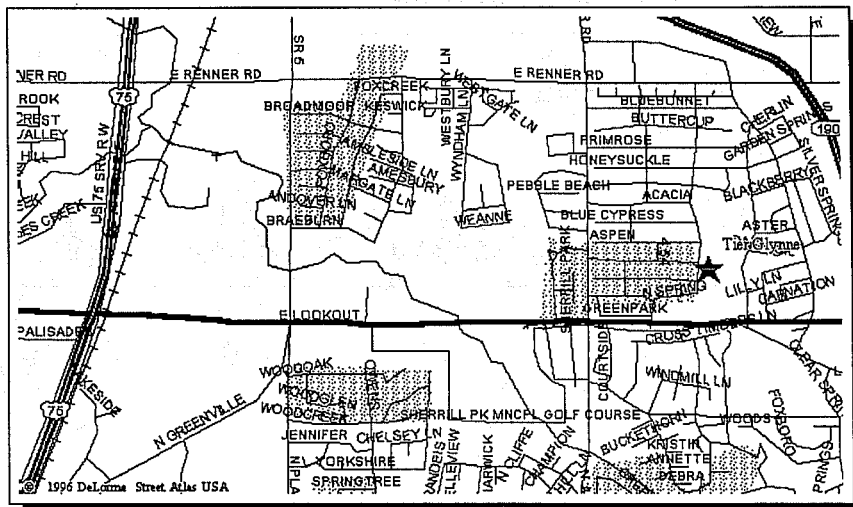
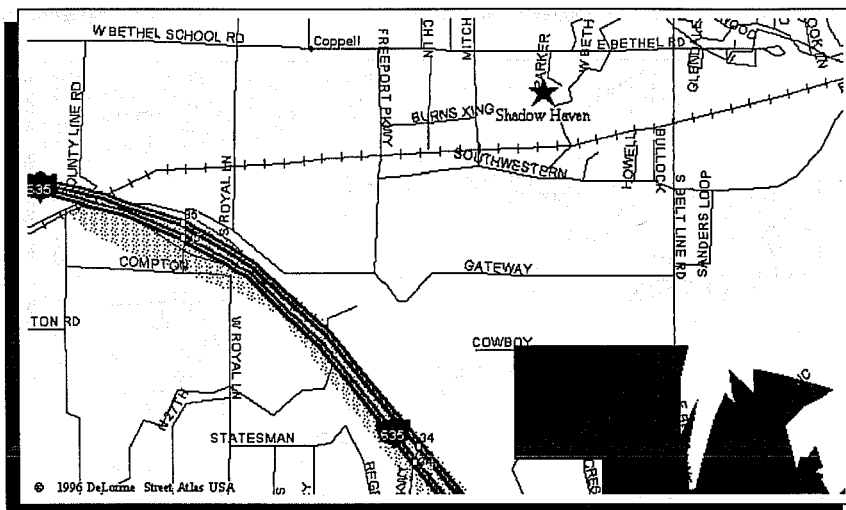


Eagleshire (Denton, TX)

Meets Sunday
afternoons. Times
vary. Usually play
until dark.

Shadow Haven (Coppell, TX)

Meet at 2:00 p.m. on
Saturdays. Usually
play until dark.

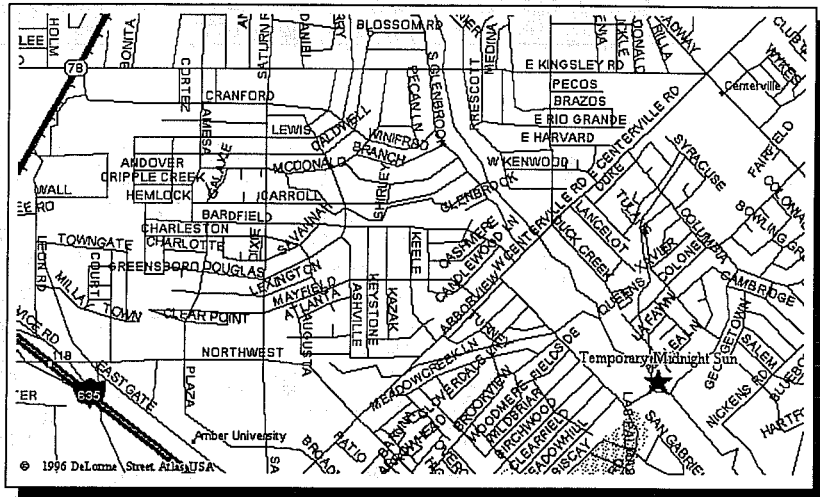


Tier Glynne (Richardson, TX)

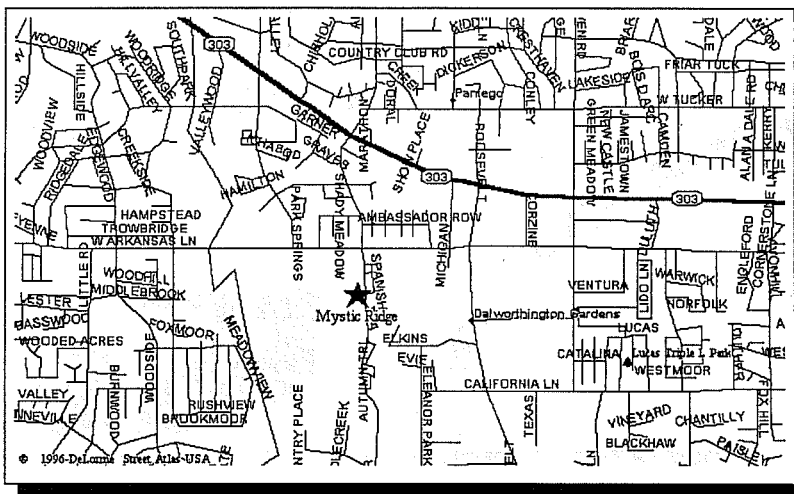
Meets on Sunday
around noon at
Crowley Park.

Midnight Sun (Garland, TX)

Meets on Saturdays
around 1:00 p.m.



Until the Midnight Sun decides on a permanent residence, they are temporarily meeting at the Greenbelt Park on Duck Creek. Take the second park entrance on the right when traveling Southeast on Duck Creek Road.

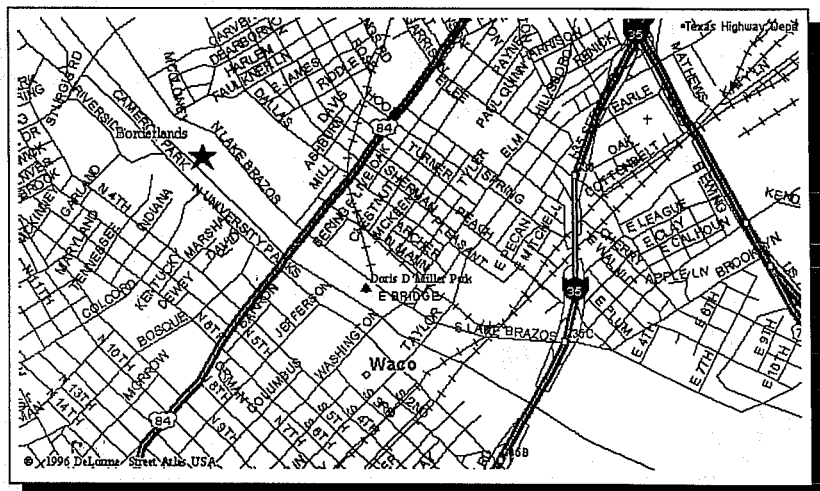


Mystic Ridge (Arlington, TX)

Meets on Sundays
around 2:00 p.m.

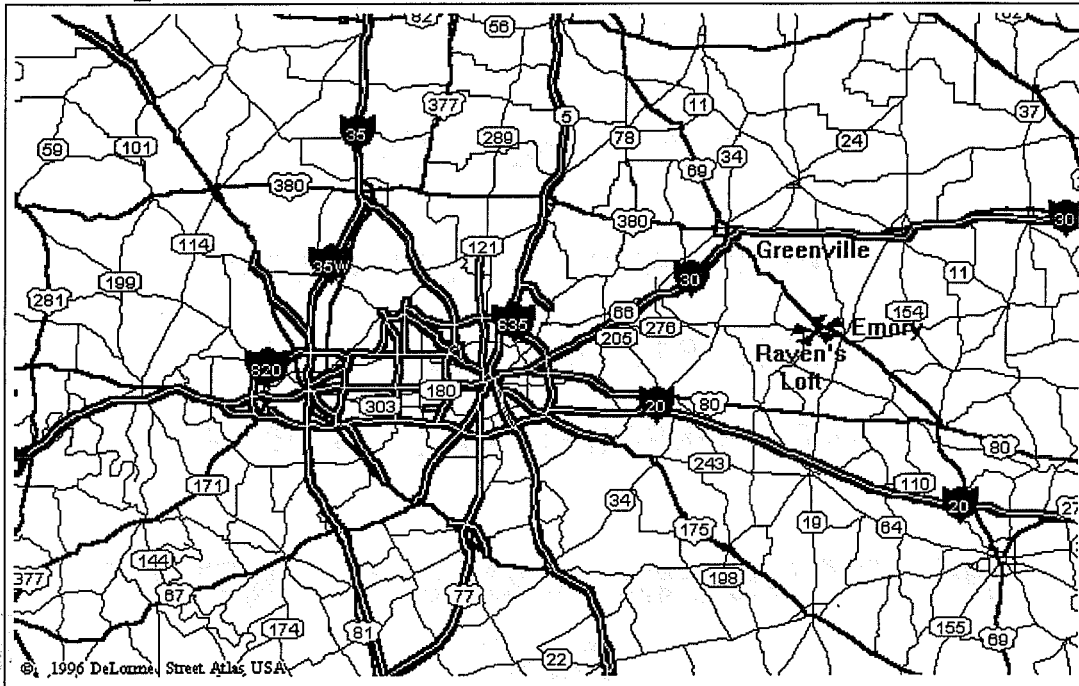
Borderlands (Waco, TX)

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

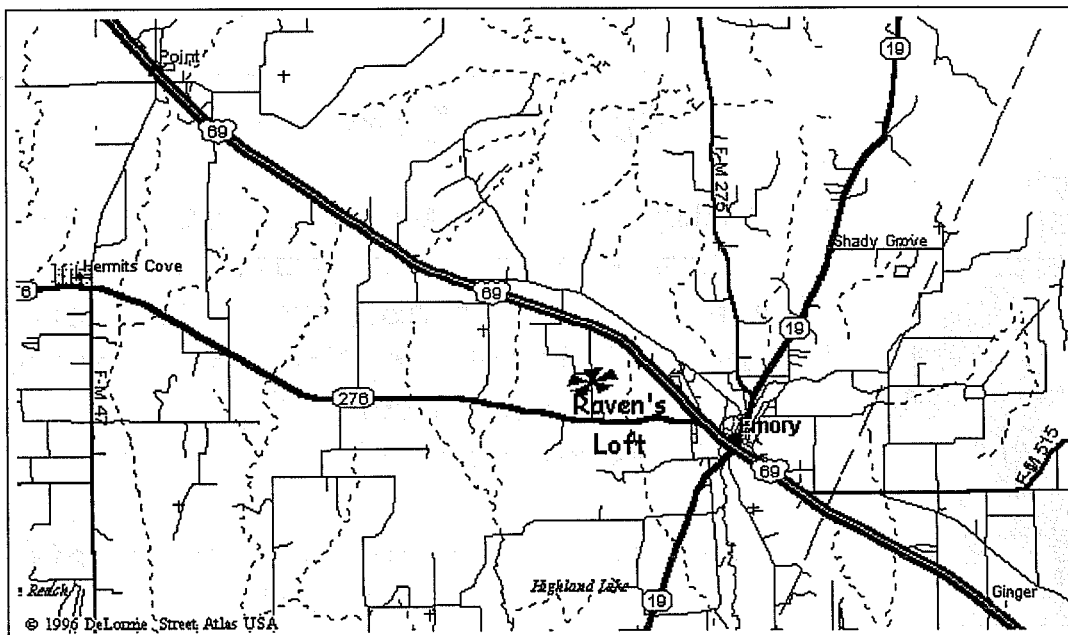


Coronation XX Directions

Local Map:



Regional Map:



- Find your way to I-30, then follow it to HWY 69.
- Take 69 SOUTH roughly 25 miles.
- Just before Emory, immediately after a high school, turn left onto FM 3299.
- Approximately 1 mile south on FM 3299 there should be a sign indicating *Raven's Loft*.
- Use the entrance without a house.

Kingdom of the Emerald Hills Crown Coronation XX

RAVENS LOFT

DECEMBER 5TH, 6TH & 7TH

FEE: \$10.00 / PER PERSON

FEAST SPONSORED BY THE **CORSAIRS**

PREPARE FOR COLD WEATHER

*** AND ***

BRING A LOT OF WATER



Plunder Tournament

Entry into the tournament is one item of value, i.e. Mugs, fabric, leather, armor, foam, etc. (Good stuff -- no duct tape) Anything you would want to win. Preferably period, related to, or useful in Amtgard.

If you have extra plunder to donate, please do so!

Multiple Winners!

Lots of Prizes!