

MAY '98
VOLUME XX ISSUE #3

ECHOES OF THE HILLS





Echoes of the Hills



Volume XX, Issue 3

May 1998

Kingly Ramblings

By King Goodwyn Clu Da'Bard

To the Populace of the Emerald Hills,
There are a lot of good things going on in the kingdom. I realized this during my peaceful, tranquil visit to Tearglen last weekend. Occasionally the ducks waddled by as if to ask how I was doing. I would have asked them when Tearglen usually met, but unfortunately I don't speak duck. Instead, while I waited for the land committee candidates and the prime minister to show up for the land committee meeting, I had plenty of time to turn my thoughts to other news of the kingdom.

For those of you who want to put your war practice and recently-made weapons to good use, I'm happy to say war looms over the horizon. The first declared war was by Detalis Ard of the Shire of Cuiviedor Amarth in Arlington who is getting ready to have the Elf vs. Dwarf war. For more details, write Argorn@airmail.net. And of course, roughly three months from now there will be a war with Celestial Kingdom. King Father Thomas of CK declared that war would happen at his Midreign.

There will be an impressive move to work on the land on the three day Memorial Weekend of May 23-25. That's right, we will be working MEMORIAL DAY - MONDAY! Yeah buddy, I've make sure to pass up overtime pay to be there, and I hope that if you have that day off that you will join us. We have Regent Falamar, Sir Infinity, and Sir Leif heading this up, and Leif wanted me to throw one word in, and the word is "Keg". We figured if we had to drive that way in put in the time, we would make it worth the while.

And, of course, I've saved the best for last.

CROWN QUALIFICATIONS XXI will be taking place at Midnight Sun May 23 (Saturday) and Eagleshire May 24 (Sunday). You are cordially invited to participate in the tournament that will help determine the next kingdom and park monarchies. I encourage all of you to join in. Bring your art, your music, your weapons! If you have never entered the qualifications before, make this your first time. If you have before, then show others how it's done. I have noticed that there is not nearly enough viewing of the entries. When at the qualifications, please stop by the judging tables, look at the art of the Emerald Hills that people have put many hours of work into. Get ideas for what you might enter in future quals. And

by all means, stop by and (quietly) listen to the music competitions! I've always enjoyed music performed in our kingdom, and some of the best is displayed at our qualifications. And if you have nothing to enter, show up. Big events are happy events. A warm body is better than nothing (alright, none of that!) and simply having you at the qualifications to participate or watch would add to the color of the event.

So what is my plan during that busy weekend? Well, I at least plan on being at the quals both days, and then work on the land on Monday. But I HAVE to be at qualifications on both days. Perhaps you might want to attend quals one day, and then go to the land the other day. or live down at the land all weekend, making afternoon expeditions to the quals. Just a few suggestions.

We have a lot going on, and honestly I'm proud to be a part of it. I hope to see all of you SOMETIME on Memorial Day weekend! (And bring your awards with you that weekend... I want to know where you stand so that I and future monarchs can better serve you.) Fight on!

King Goodwyn Clu Da'Bard



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Kingdom Elections

By Kodiak, Kingdom Prime Minister

As always, a change of Reign demands elections. In June, the offices of Monarch and Regent will be elected by the dues-paid populace. Additionally, the Guildmasters of fighting classes and a Guildmaster of Reeves will be elected. Here follows a brief summary of these offices for the unwashed:

Monarch

It surprises no one that the Monarch is the chief embodiment of the Kingdom of the Emerald Hills. The Monarch's duties are legion, and no brief summary can be meaningful.

Regent

The Regent is responsible for promotion of the Arts and Sciences.

Guildmaster of Reeves

The Guildmaster of Reeves manages the difficult task of enforcing the rules of play of Amtgard.

Guildmaster of Fighting Classes

These guildmasters promote the personification of their classes. They are also responsible for validating adherents of the classes as they advance in level through verbal testing.

To run as a class Guildmaster, you must be second level in that class. To vote for a class Guildmaster, you must have played that class in the past six months.



B.O.D. Elections

By Kodiak

As the Kingdom of the Emerald Hills adopts ever-increasing responsibilities, it requires a Board of Directors (B.O.D.) to guide it through rough waters. The B.O.D. is responsible for providing an interface between the Kingdom of the Emerald Hills and various entities in the mundane world. It does not administer policy within Amtgard, but rather deals with challenges to the Emerald Hills from without Amtgard.

The B.O.D. is a seven-member board. Two of the seats on that board are automatically filled with the Monarch and Prime Minister. The remaining 5 seats are elected by the populace.

These elections will be held on May 30th and 31st at all major Emerald Hills parks and at A-Kon. Those wishing to run for seats on the B.O.D. should notify Prime Minister Kodiak by Sunday, May 24th.

In the interest of minimizing turnover, the B.O.D. will have a staggered election period. Its seats will all last one year, with three being turned over in the summer and two in the winter. To effect this, two seats elected this summer will be turned over again in the winter. The elections for each type of seat will be run separately. No one may run for both types of seat.

Letters of Intent

By Kodiak

Behold - A Pleasant Reminder

There will be elections on the 30th & 31st of May for the twenty-second reign of the Emerald Hills. In order to run for a position in these elections, you must declare your intent to Kodiak by Sunday, May 12th. BOD and Guildmaster declarations may be submitted verbally. Declarations for Monarch, Regent and Champion must be submitted in writing.

Written declarations may be sent to:

e-mail: kodiak@flail.com

land mail: P.O. Box 741943, Dallas TX 75374-1943

Verbal declarations will also be accepted on Kodiak's pager at (972)451-2646.

Crown Qualifications XXI

**Saturday, May 23rd
Midnight Sun**

**Sunday, May 24th
Eagleshire**

All letters of intent must be turned into PM Kodiak by 1:00 p.m., Sunday, May 24th. Letters of intent may be in the form of a handwritten letter, or email. E-mail Kodiak at kodiak@flail.com

War Events

Sponsored by Sir Terarin, Champion

Saturday (only):

Single short sword, Sword & Shield, Polearm, Two Handed/Great weapons, Open weapon, and Mage duel.

Sunday (only):

Florentine (2 swords or sword and dagger), Sword & madu, Single dagger, Hinged weapon (+ extra), Exotic/Lotto weapon, and Two-man teams.

Both Days:

Archery (accuracy), Dagger throw (accuracy), Javelin (accuracy), Rock toss (distance).

Cultural Events

Sponsored by Shaylen

Art: 2-D, 3-D, Photography, Banners, Belt Favors

Literature: Poetry, Factual, Fictional, Persona

Construction: Armor, Weapon, Shield, Passive

Garb: Court, Fighting, Monster, Accessories, Jewelry

Culinary: Main Dish, Dessert, Brewing

Performance: Singing, Dance, Instrumental, Stage, Story Telling

Rose

Sign in starts at 11:00 a.m.

Deadline for entries is 1:00 p.m.

NO EXCEPTIONS.

Rules for Cultural Event:

1. All entries must be turned in by 1:00 p.m. that day. All late entries on Saturday will be held over until Sunday.
2. Limit 2 entries per category.
3. All written entries must be: **Typed, Stapled & Accompanied by 5 photocopies (6 total).** **** Early submission of written entries is greatly encouraged! Send to <shaylen@onramp.net> (please see below)**
4. If a category has less than 3 entries over both days, it may be combined with another category.
5. Culinary entries will be judged on presentation as well as taste. **Bring serving utensils.**
6. All entries must remain on the table from when they are registered until all judging is complete.
7. Judges reserve the right to disqualify any contestant for any reason.
8. Results will be posted the following weekend.

**** Deadline for early written submissions is Thursday, May 21st.** Send submissions to <shaylen@onramp.net>. If you submit early, I will take the responsibility for the copies and distribution of your entry to the judges. This will help expedite the judging process on Qual weekend.

Questions regarding War Events should be directed to Sir Terarin, Champion of the Emerald Hills at <terarin@eramp.net>

Questions regarding Cultural Events should be directed to Shaylen at <shaylen@onramp.net>

Want to Lend a Hand?

Interested in offering your assistance with Crown Quals XXI?

Contact Sir Terarin if you'd like to help out with War events, or Shaylen if you'd like to assist with Culturals.

Whether it's reeving, judging, or just helping direct traffic – Your help is always appreciated!

Quadracentennial ~ A Review

By King Goodwin Clu Da'Bard



The travels to the Kingdom of the Burning Lands, and the Quadracentennial they were helping to host, was loads of fun.

The Quadracentennial was an event set up by the city of El Paso to celebrate the 400th anniversary of the naming of the location where El Paso would be. So along those lines, they brought in jousters, musicians, and quite a few vendors. The Burning Lands volunteered to help in recreating the medieval atmosphere, and it followed that they actually got paid for helping out. The event was like a "WorldCon 1598", and it was such a success that El Paso will probably do it again next year.

At the event they had a royalty guild booth displaying a king and queen to wave at the mundanes as they came in to the faire. What was great was the spontaneous gypsy court (spun together by yours truly, the "Gypsy Rover" king, drumming of Heavyfoot, and dancing of Princess Kayrana and Shampoo) which seemed to attract at one time or another the other belly dancers and drummers in the faire. And of course, it wouldn't have been complete without Duchess Andreline, the fellow gypsy whose booth we were occupying. Lots of drumming, singing, dancing and parading. I had as much fun as I had sand blow in my face at the event.

Letters To The Editors

Dear Editors,

Do we have any clue as to who is in charge of Tearglen? (aka. Duke, Regent, and PM) Sponge? Myadeeb?

Scytale? Just curious, because I wanted to pay my dues to be eligible to vote in the upcoming Monarch election.

Clueless but not Blonde

Dear Clueless,

First, it should be made clear that none of the people who have attempted to transform Tearglen into a responsibly administered entity deserve anything but praise. However, this transformation does not appear to have yet been completely effected. Although those claiming to man the helm of Tearglen have occasionally been recognized in courts of the Emerald Hills, Tearglen appears to remain a "people's park," subject only to rule by tooth and claw. Again, this is probably due to the lack of support, both from above and below, for the people who have attempted to run this park. Perhaps this reign, someone will be courageous enough to pick up the mantle once more, and Tearglen can be fully resuscitated. Until then, the Kingdom Prime Minister will accept dues for Tearglen until a stable treasury is recognized by the Kingdom for Tearglen.

KodiaK,
Kingdom Prime Minister

Dear Editor,

Do we still enforce level testing in a class or is this just a myth of the past? I haven't seen one of these in a long, long time.

Reaching 2nd Level

Reaching 2nd Level,
Absolutely! The first thing you should do is try and find your park guildmaster. If that person is often absent, find three other guildmasters, or the GM of Reeves for your park. If your parks' guildmasters have disappeared, or you don't have any to begin with, try and get in touch with the kingdom guildmasters. Not many people ran for GM positions last time, but this reign is almost over, and the elections for new GMs should be held with the other elections, May 30-31. If you want to run for kingdom guildmaster of a class, or of reeves, let KodiaK, the Prime Minister, or me, his assistant know, and soon! His phone number is (972) 451-2646. You have to be 2nd level in the class, and have played the class in the last six months to be guildmaster. You must have played the class in the last six months to vote for the guildmaster of that class.

Baron Martello Entropy

(Hey, while you're studying your class, why don't you take a reeves test at Crown Quals? Even if you don't pass the test and become qualified, you'll learn a lot about the rules.)

Land-Clearing Party!

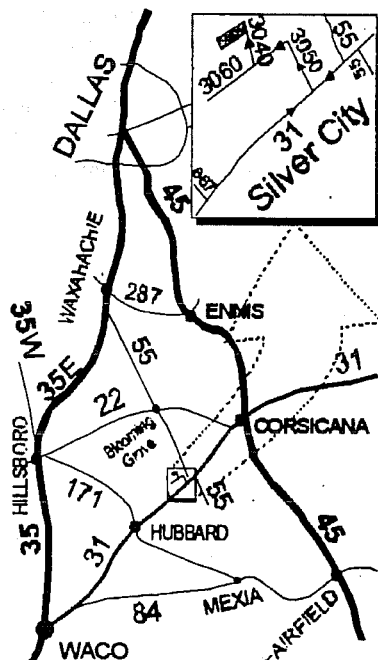
By Kodiak

Come One! Come All!

In scarcely one month, the entire Kingdom of the Emerald Hills will attempt to camp on 30 acres of land near Corsicana. So, for the next month, the entire Kingdom of the Emerald Hills will be pouring its energy into preparing its new home. Currently, although the land is quite beautiful, it still needs many hours of work to be a pleasant campground for hundreds of people. Small angry vines must be punished. Parking lots must be bulldozed. Coyotes must be frightened off. Footpaths must be trampled. Demons must be vanquished. This trying work is the shared duty of the Emerald Hills.

Fortunately for the Emerald Hills, there is an observed but unloved holiday in the next month. Come. Devote your Memorial Day to preparing the tender crop of land for a bountiful harvest. Break your white shoes out just in time to coat them in thick mud. It was truly meant to be. There will be friendly faces, alcohol, song and merriment to while away the hours under the hot sun.

If, for some foolish reason, spending the entirety of Memorial Day serving your dark master is beyond your ability, remember: there is enough work to fill many weekends. On any given Saturday or Sunday, your help will be gratefully accepted by the entire Kingdom.



"Name the New Site" Last Chance To Enter and Win!

Reprinted by Shaylen

I am reprinting this announcement for those of you who may have missed it before. Contest ends Friday, May 22nd, so send your suggestions in now! Here is goes, one last time:

Now that we have a permanent event site... so what? Who wants to go to some unknown, unnamed place to do who-knows-what? The new site won't be believed (except by us higher thinkers, of course) until it has a name. I mean, a *real* Amtgard name. Therefore, a contest has been declared whereby the populace can name the site. The new name will be placed on a sign, in front of the site, on all directional signs, and will be used in all future publications referring to the site. Wouldn't it be cool if you were the one who gave the place that name?

Rules of contest:

- 1) Multiple entries are encouraged!
- 2) No profanity.
- 3) The name must sound good in an Amtgard sentence.
- 4) **Deadline is Friday, May 22th, 1998.**

A subcommittee will narrow the selection down to the top 5 names, and will present them for a vote by the populace. Only dues paid members of The Emerald Hills and its Principalities, Duchies, Baronies, and Shires may vote, though anyone may enter.

Prize: You will be proclaimed as the genius who came up with such a cool name.

Send Entries To:

E-mail: echoes@flail.com

US mail: E.H., P.O. Box 741943, Dallas, TX 75374-1943

Hand deliver: Any Echoes staff member (Shaylen, Kodiak, Vykadin, Buzz), or McFadden, Infinity or Falamar.

On March 14th Ewen McFadden (a.k.a. David Hall) purchased this (as yet un-named) land 15 miles West of Corsicana for use by Amtgard.

Utilities will be run to the property. The county road that fronts it will be graded and graveled. (It's a bit muddy right now; don't visit on a rainy day unless you're driving a tractor.)

Volunteers are needed to help improve the land. For more information contact McFadden at (972)475-9810.

Reeves Testing

By Baron Martello Entropy, GM of Reeves

REEVES!

...and those who aren't yet, but want to be, pray attend. The Semi-Annual Mass Reeve Testing shall be held, as usual, on both days of Crown Quals, May 23 & 24. I'll supply the tests and the pens, you supply at least 75 correct answers. At some point, between the tourney and the performing, and the ditching, and the wandering about, please come take a reeves test so that you'll be a Kingdom Qualified Reeve for the next six months. Also, back by popular demand:

Reeves' Meeting, Saturday night, after Quals, at Midnight Sun

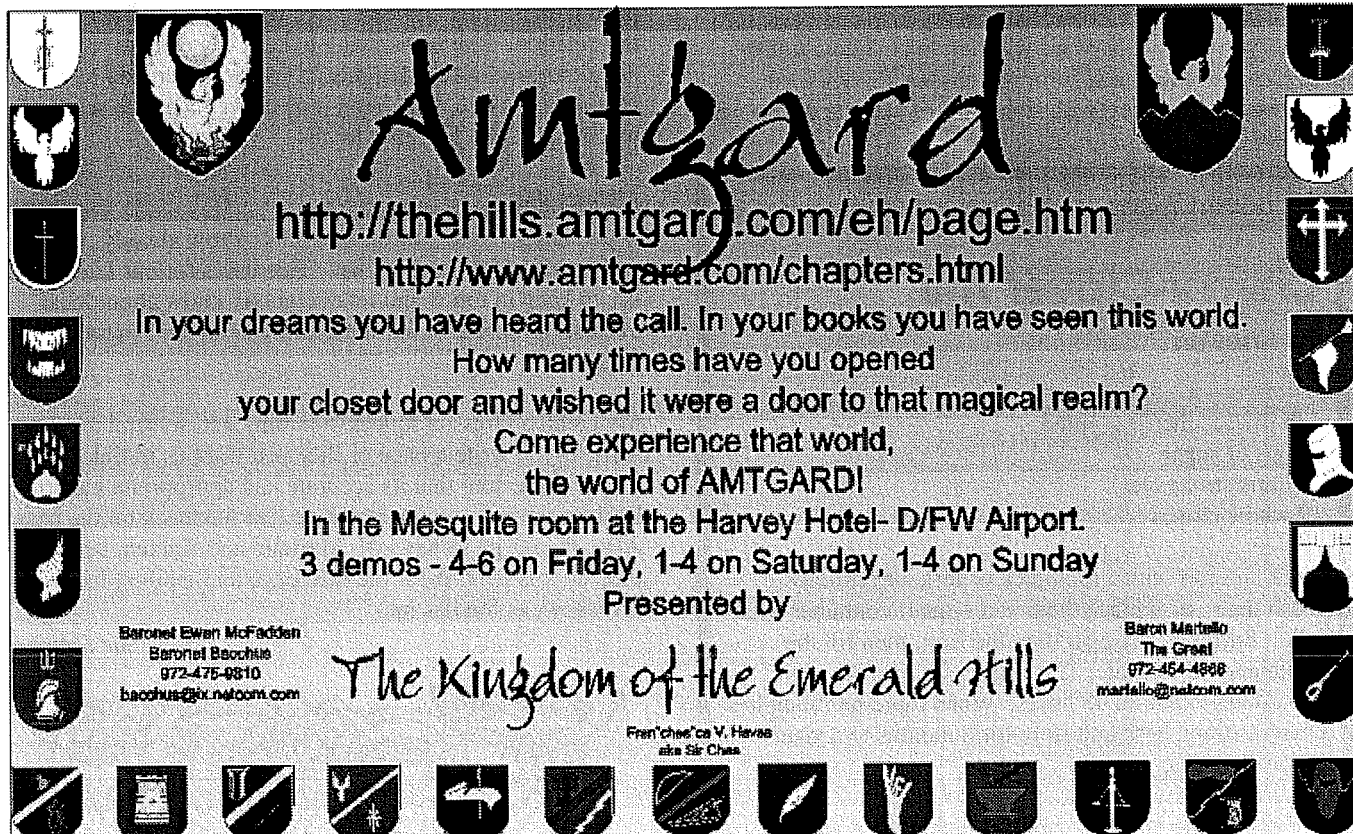
We can stay at the park, go to a Denny's, I don't care, I just want to get the reeves together, because there are a lot of questions to answer, and clarifications to make. All reeves of Clu's reign, as well as those who pass the test Saturday, are welcome to attend. Any decisions we make that night will be printed up in time for Coronation.

Are You Dues Paid?

To vote in kingdom elections, you must be dues-paid with the Kingdom of the Emerald Hills or with one of the groups beneath it. You must also have been a member of the Kingdom of the Emerald Hills for 6 months. An attempt will be made to enforce these rules. To combat the surprising nature of this announcement, dues will be accepted on the days of voting.

Some may wish to know how to embark upon the righteous path of dues-paying. Again, being dues-paid at a park is sufficient to be dues-paid for Kingdom. Any park Prime Minister can accept dues. If you do intend to pay dues the day of voting, you must pay dues to the park at which you vote. Also, the Kingdom Prime Minister will gladly accept dues for the Kingdom of the Emerald Hills or any of its subsidiary organisations.

Finally, remember that dues are \$5 for six months.



Amtgard

<http://thehills.amtgard.com/eh/page.htm>
<http://www.amtgard.com/chapters.html>

In your dreams you have heard the call. In your books you have seen this world.
How many times have you opened
your closet door and wished it were a door to that magical realm?
Come experience that world,
the world of AMTGARD!

In the Mesquite room at the Harvey Hotel- D/FW Airport.
3 demos - 4-6 on Friday, 1-4 on Saturday, 1-4 on Sunday
Presented by

The Kingdom of the Emerald Hills

Baroness Ewen McFadden
Baroness Boochie
972-475-8810
boochie@ix.netcom.com

Baron Martello
The Greel
972-454-4886
martello@netcom.com

Franchisca V. Havas
aka Sir Ches

A-Kon 9 Flyer Designed By Franchisca Havas, aka Ches

Ye Olde Geeks Guild

Here ye Here ye, all those electronically inclined

By Sir Squeak!

Sir Squeak! here with an update of sorts. I've been trying to update the kingdom web pages as of late and add some new stuff. All of this stuff is dependent on information, and that information largely comes from the populace. Things we have on our web page:

Calendar

If you have a local activity you want on the calendar, just send me the info. What I need is the who, what, when, where's and how's. Ideally if you email me a web page already written, I will post it and link to it from the calendar. If that's not possible, just send All of the information and I will make a quick page for you (but it will be nothing fancy). The idea here is that you can click on an event on the calendar and get an online flier with all the information, ready to print out.

Local Parks

If your local park page is inaccurate, outdated, etc. I need to know. Also if the officers have email or contact information we can post that would be helpful to. For those parks that want something more colourful than my map and basic info page, if you write a page we will link to it. I do ask that your page have the basic information though: when you meet, where you meet (with some sort of map) and who's in charge.

Cherry-Clover Ale

By Shaylen

1 lb. Sweet cherries, pitted
4 cups of sugar
3 quarts strong ale
10 whole cloves

Prick cherries with a toothpick or fork, or partially crush them, then place them in a 4-quart container with a lid. Sprinkle the sugar over the fruit, then fill the container with the ale. Cover loosely; fermentation should begin within 48 hours. When rapid bubbling has ceased, strain, cork and store for 6 months to a year before drinking.

The remaining cherries make marvelous pies and conserves.

Feast On The Fallen

By Darkangel

Ten black crows in tall black hats,
Red rum, dice, and dead men's bones.
By the red fire light they shake their black coats,
And ride the dark wind over meadow and hill.

Great sharp pikes adorn the walls.
Grim faces, grey ashes, and sticky black blood.
And red is the glow of the setting sun,
And red is the blood in their fatal hearts.

Tattered young men, and dull grey steel,
Horses stamping. Drums are rolling.
The trees hiss with the wind of war,
And the laughter of ten black crows.

Knights Guild

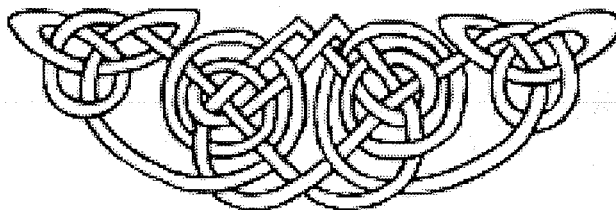
I'm trying to compile information on the knights of the kingdom and put it on a web page. So if your a knight and there's no information link or picture from the knights guild page it doesn't mean I don't like you, it means I need that information. I've been trying to keep my camera with me to get pictures of all the knights, if you don't already have one. If you've got one, I can scan it or if you have one scanned, just email it or a link to it to me.

Mailing list

If you happen to be online and don't know already, we have an Emerald Hills mailing list. This list is for our kingdom to use to keep in touch and let everybody know about local events. Information for subscribing is on the Emerald Hills page.

My email address is squeak@onramp.net, so send me the stuff. If you write a page or flier you want us to link to, please make sure that its accurate and appropriate material. Feel free to ask any questions or give feedback on the page. Also, thanks go to KodiaK, Martello and Kalxen, because they do lots of stuff for the web page and mailing list, they just aren't as loud as me.

Sir Squeak!



Project: A-kon 9

By Baronet Bacchus

May 29th, 30th & 31st

Project: A-kon 9 is a convention primarily concerning Japanese animation. There will be dealers selling merchandise for Science fiction, Fantasy, Anime, and Comics. There will be a video room, a game room (computer), several organized LARP and RP games, an art show/auction, cell painting workshop, dance, and a number of panels regarding aspects of anime and pop culture.

We of the Emerald Hills have been invited to participate in this event. We will be hosting a Demo in the Mesquite room of the Harvey Hotel near the DFW Airport on Friday (4-6pm), and Saturday/Sunday (1-4pm). We would like to invite all of you to join us in exposing the people of A-kon to the joy and excitement of Amtgard. We will need volunteers to man our Komik Market table to pass out fliers and answer questions, people in outstanding garb to wander around the convention engaging folks in conversation, as well as individuals to help with the demo room itself.

We hope to host a slide show of Emerald Hills featuring prominent members of our kingdom with exciting clips of the festivities and wars at away events. There will be a combat display between 2 to 4 fighters. Our own K'tai bin R'al will be hosting a Heraldry demo to explain the origins of heraldry. We will also have a Q & A session to answer questions anyone might have at the end of each of our scheduled times.

If anyone has any particular skill they think we could use or that they would like to display at the demo please let me know. All volunteers will be welcome. We respectfully request that anyone intending to represent Emerald Hills at this event come in colorful, well made garb, either court-style or fighting. Any weapons brought must be fully finished (covered) and legal in anyone's hands.

I can be reached at either:

972-454-4866

972-475-9810

or

bacchus@ix.netcom.com



Hosted by Squeak and Sirrakhis

Hear Ye, Hear Ye, Hear Ye

Your presence is hereby requested to
attend forthwith and with great joy
To

The Emerald Hills Smiths Workshop

Every Tuesday Evening

Located at

Sirrakhis' Castle
10807 North Central Expwy.
#3251

What's Happening:

We are going to be making weapons and armor and garb, and anything else we can fit under my humble abode.

Directions:

From 635 and IH75, go south on 75. Exit Royal Lane. Go Through the intersection and pass the first apartment complex. My apartment complex is the next one (Foxmoor Apartments). Take the third entrance into the apartments (no gate) and park right away. My building number is 10807, and my apartment is on the third floor, number 3251, in the first breezeway.

In Addition:

Bring your mead and bring a willingness to get stuffed! All nights are considered to be pot luck, so bring something, and we'll all have a blast while contributing, teaching and learning. I might even let you sing if you don't make my ears wince!

For more information, contact Sirrakhis at:

214-363-9440 (home)

214-769-6441 (cell phone)

Caterina Sforza

Submitted by Shaylen

She was called “virago,” “bastard,” and “daughter of iniquity” ~ and those were the nicer names. Caterina Sforza lived up – or down – to the worst of them. This killer Italian from Forli had a fair face that would stop traffic and a conniving mind that would stop at nothing.

She didn’t mind a bit of mayhem, either. Before she even met her first husband, this bride by proxy found herself on the battlefield in 1483, defending his lands in Forli in northeast Italy. She soon expanded her horizons to fighting with the pope, other neighbors, and foreigners like the French.

Caterina often fought on horseback and while pregnant, reluctantly getting down long enough to have eight children by various lovers and husbands. Not that she paid either progeny or lovers much mind: One time when her kids were taken hostage, this spitfire said, “Keep ‘em – I can always make more!” She was pregnant at the time.

Among her more peaceful pursuits, Caterina loved making lotions, potions, and the occasional

undetectable toxin in her lab. Besides poisons, she compounded her own perfumes and even wrote a book on them.

She was also a shrewd and tolerant ruler in an era of anti-Semitism. After shouting down officials, she used her influence to bring Jewish bankers to Forli, thus giving local businesses a place to obtain credit.

In 1508, Caterina had lost a knock-down, drag-out battle with Pope Alex VI over her lands. Losing was bad enough, but then Caterina spent a year in prison being brutalized by the soldiers of the papal army.

The once-vigorous champion of Forli limped off to a nunnery, leaving her lands in the hands of Pope Alex and his greedy son, Cesare Borgia.



Long after the pope’s vicious win was forgotten, Caterina Sforza lived on in a fascinating tradition. In honor of her exploits as an Amazon warrior, the dominant figure in the game of chess every since Caterina’s day has been the queen.

“Could I write all, the world would turn to stone.” - letter from Caterina Sforza to her professor, written from a prison cell in Rome.

*“Uppity Women of Medieval Times”
Author, Vicki Leon*

Top Ten Reasons Clu Should Not Be King of the Emerald Hills

By Darkangel

10. Failure to own a distinctive company tabard.
9. Does not drink alcohol (scary).
8. Could probably chat amicably with a Sunday school teacher and not feel awkward.
7. Could probably chat amicably with your mom and not feel awkward.
6. Stable romantic life.
5. He is weak! Crush the infidels! Stamp out those who are called... newbies.
4. Has never wielded a giant polearm stacked with Enchanted Weapon and Protection from Magic.
3. Clu the Conqueror almost has the right ring to it. Clu Da'Bard doesn't.
2. Uses his own camping gear.
1. No experience in smuggling intoxicated 14 year-olds home without alerting parents or revealing where they were over the weekend.

And

Dark Night

By BlackAngel

Slowly, ever so slowly, the mouse lifted its head and tested the air with its nose. Nothing, not a stray smell, even remotely hinted at danger. The mouse waited cautiously for a few more seconds, then tentatively stuck its head out into the open. Nothing. The mouse was able to breathe easily as it slowly worked its way towards the table leg. Nothing but the strong smell of food in the air. The mouse quickly scampered across the open floor.

Taryn cocked his head to the side to listen for noises. Nothing, not a stray sound, even remotely hinted at anyone else being in the building. He was alone. He waited cautiously for a few minutes to make sure that he was definitely alone then stuck his head out into the open. Nothing. The room was empty, save for a small chest in the far corner. Taryn was able to breathe easily as he slowly worked his way around the room. Nothing but the sounds he himself made as he crossed the stone floor. He resigned himself with a shrug and started across the room...

The mouse was on the table now, and there was nothing but food in sight! Food that would keep it fed easily for quite a while. It knew that its little paws wouldn't carry all of it back, so it started stuffing its cheeks with as much food as possible. It was so absorbed with the elation of being able to grab this much food, it failed to notice the lights dim as a shadow hovered over it.

Taryn was at the chest now, opening it, he found riches that would last him a lifetime! Gold, silver, jewelry, and precious gemstones that could easily keep him 'high on the hog' for the rest of his life. He knew he couldn't possibly carry the entire chest with him, so he stuffed as much as he could gather into his pockets and the small sack that he brought with him. He was so engrossed in the process of stealing this treasure that he failed to notice the cold shadow that swept past him...

The mouse was just finished stuffing the last bits of food into its swelling cheeks when he noticed the shadow. It froze, with the terror of being open and exposed, no place to hide, and nowhere to run. The low growl of the cat brought chills to the mouse's being. Knowing nothing but pure terror at this point, it turned to face the cat. The cat towered above the mouse. It opened its mouth to reveal rows of sharp needle point teeth, that could rip the mouse to shreds as it pleased.

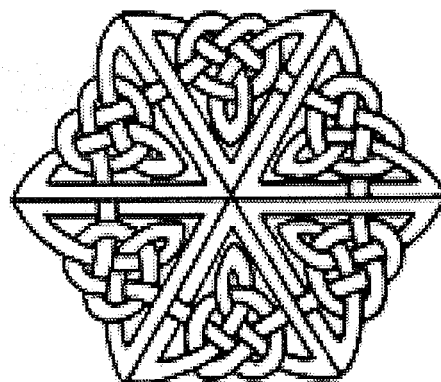
Taryn was just finishing up stuffing his pockets with the money, when he heard the wind whistle by his ear. He looked up to see a sharp dagger lodged into the lid of the chest that

Continued on next page

Kerouac's Essentials Of Spontaneous Prose

Submitted by Vykadin

1. Write on, can't change or go back, involuntary, unrevised, spontaneous, subconscious, pure.
2. Scribbled secret notebooks, and wild type written pages, for your own joy.
3. Submissive to everything, open, listening.
4. Be in love with your life every detail of it.
5. Something that you feel will find its own form.
6. Be crazy dumbsaint of the mind.
7. Blow as deep as you want to blow.
8. Write what you want bottomless from bottom of the mind.
9. The unspeakable visions of the individual.
10. No time for poetry but exactly what it is.
11. Visionary tics shivering in the chest.
12. In tranced fixation dreaming upon object before you.
13. Remove literary, grammatical and syntactical inhibition.
14. Like Proust be an old teahead of time.
15. Telling the true story of the world in interior monologue.
16. Work from the pithy middle eye out, from the jewel center of interest, swimming in language sea.
17. Accept loss forever.
18. Believe in the holy contour of life.
19. Write in recollection and amazement of yourself.
20. Profound struggle with the pencil to sketch to flow that already exists intact in mind.
21. Don't think of words when you stop but to see picture better.
22. No fear or shame in the dignity of your experience, language, and knowledge.
23. Write for the world to read and see your exact pictures.
24. In Praise of Character in the Bleak inhuman Loneliness.
25. Composing wild, undisciplined pure, coming in from under, crazier the better.
26. You're a Genius all the time.
27. Writer-Director of Earthly Movies produced in Heaven, different forms of the same Holy God.



Dark Night cont.

wasn't there before. Terror washed over Taryn like ice-cold water. He turned and rose to his feet. The assassin was almost invisible against the dark stones that covered the wall. He smiled an evil smile and drew a thin saber.

The mouse, wide eyed with fear, stood perfectly still, not batting a whisker. The cat raised its paw as though to strike the mouse. The mouse waited for the vicious deathblow, but it never came. The cat simply held its paw to show that it could, whenever it chose to, end the mouse's miserable life. The mouse, thinking that its life was all but forfeit, darted away, as fast as its little legs could carry it. It ran and ran, reached the edge of the table and quickly scurried down the table leg. It ran towards the crack in the wall, which led to its home. The cat leaped off of the table and closed the distance to the mouse in a single leap. It swung its paw at the mouse and knocked it off course. Dazed, the mouse ran into the wall with a small 'thunk'. The mouse quickly regained its senses and scampered off in another direction ignoring the painful cuts that ran down it's side...

Taryn, unarmed, couldn't stand a chance against the assassin, so he ran. He ran through the open doorway and down the corridor. He saw the intersection he passed earlier which led to the stairs that would take him to freedom. He just passed the intersection when something sharp tore through his sleeve and cut his arm. Taryn yelled and grabbed his wounded arm; the pain shocked him and he slammed his other shoulder into the corner of the intersection. Taryn turned to look at what had cut him, and it was the assassin, still smiling, and wielding a wicked looking saber. Taryn shook his head vigorously to clear the pain and darted off in another direction, hoping to

find a way out of the vault and away from the deadly assassin. The mouse reached a small haven from the cat, it crawled into a space behind a small box which was too big for the cat to fit. The cat reached the box, then thrust its paw into the space, hoping to catch the mouse. It felt the mouse's tail just as the mouse, deciding that it was no longer safe, rushed out of the other side of the box. The cat leapt over the box and pounced on the mouse, taking the mouse into its maw, wrenched its neck violently, plunging the mouse into utter blackness.

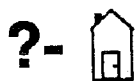
Taryn, his vision slowed by what he thought was the pain, reached a small alcove, into which he ducked. Fighting the urge to gulp air into his lungs, he practically held his breath hoping that the assassin would not notice him in the alcove. The assassin simply strolled past the alcove, not even paying it a second notice. Taryn examined his arm, and noticed that mixed with his own blood was a thick green substance. Poison. Taryn almost fainted from the realization that he might be dead soon, anyway, failed to notice that he was no longer alone in the alcove. Peering into the darkness, he saw movement. Taryn stumbled out of the alcove, and slammed into the opposite wall, feeling the affects of the toxin coursing through his veins. Taryn didn't feel the saber entering his body just under his left shoulder-blade, because the pain from the poison was so overwhelming. Taryn's lifeless body slumped to the floor.

The assassin, went home after killing the stupid thief. He opened the door to his home, and his cat jumped down from the table, purring contentedly. The assassin picked up the cat and stroked it behind the ears.

"You don't seem too hungry, do you? Have you already eaten tonight?"

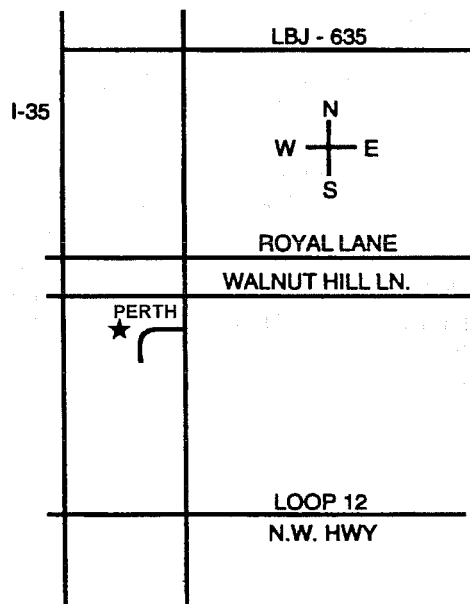
Looking For Cheap Fabric?

Here's the Place for You!



**Wherehouse
Fabrics
SALE**

Hours: M-F: 9-5
Sat: 8:30-2



B.O.D. Minutes

By Noelle Leger, Secretary

I. Commenced at 12:55 p.m.

A B.O.D. meeting of the Kingdom of the Emerald Hills was called to order by the B.O.D. members, Saturday, April 11th at 12:55 p.m. in the Denny's at L.B.J. and Preston

II. Election of Officers

II. A. Discussion of what each position entails

A brief summary of the duties of the President, Secretary and Treasurer was presented. Summary was based on Amtgard Corpora and accepted standards.

II. B. Declarations of Intent

II. B. 1. President:

II. B. 1. a. Chris

II. B. 1. b. John

II. B. 2. Secretary:

II. B. 2. a. Esther

II. B. 2. b. Noelle

II. B. 3. Treasurer:

II. B. 3. a. Katie

II. C. Votes tallied by Aaron Simpson

II. D. Election Results:

II. D. 1. President - Chris 5/2

II. D. 2. Secretary - Noelle 7/0

II. D. 3. Treasurer - Katie 7/0

III. Terms of Office for B.O.D. Officers

III. A. 6 months or Term of officer on B.O.D.

A term of office of 6 months was proposed, with the term also necessarily terminating when the member left the B.O.D.

III. A. 1. Volume of Rules

It was proposed that less rules were better than more.

III. B. Restrictions on Officers

Several restrictions on who could hold certain offices were proposed.

III. B. 1. PM not allowed as Treasurer

III. B. 2. Monarch not allowed as President

III. B. 3. Monarch or PM in any B.O.D. Office

Concerns were raised of the wisdom of the PM or Monarch holding any of the offices of the B.O.D. It was suggested that any ruling made on this matter take effect after the current terms.

III. B. 4. Officers not allowed to run for park/kingdom positions

The wisdom of allowing B.O.D. officers to run for any positions at all was discussed.

III. C. PM and Monarch not allowed to hold B.O.D. office
Carried 4/3.

III. D. Positions 6 months, officer elections held at first meeting after general election.

Carried 7/0.

IV. Review of Minutes

Approved.

V. General B.O.D. Elections

V. A. Staggered 1-year Terms

1-year terms staggered such that no more than 3 general seats would change at once were proposed.

V. B. Upcoming Election

Methods of handling the immediate June election were discussed.

V. B. 1. 3 1-year seats, 2 6-month seats.

It was proposed that 3 seats be designated 1 year and 2 be designated 6-month.

Carried 7/0, suggested to Monarch and PM for Althing.

V. B. 2. Split Elections

It was proposed that candidates be allowed to run for 6-month or 1-year seats rather than running in general.

Carried 7/0, suggested to Monarch and PM for Althing.

VI. B.O.D. Members running for Kingdom positions

VI. A. B.O.D. Members cannot run for PM, Monarch or Regent

It had previously been agreed by members of the B.O.D. that they would not run for any of the positions of PM, Monarch or Regent.

VI. B. Candidates for Monarch may not run for B.O.D.

It was proposed that the Monarch and B.O.D. ballots be exclusive; that no person could run for Monarch and B.O.D. in the same election.

Carried 6/1, suggested to Monarch and PM for Althing.

VI. C. Candidates for Regent may not run for B.O.D.

It was proposed that the Regent and B.O.D. ballots be exclusive; that no person could run for Monarch and B.O.D. in the same election.

Carried 6/1, suggested to Monarch and PM for Althing.

VI. D. B.O.D. member may not run for Monarch, Regent or PM

It was proposed that a B.O.D. member must step down from the B.O.D. to run for Monarch, Regent or PM.

Carried 6/1.

VI. E. B.O.D. member may not run for Champion

It was proposed that a B.O.D. member must step down from the B.O.D. to run for Champion.

Defeated 5/2.

VI. F. B.O.D. Alternate

An alternate who would step up when a B.O.D. seat became empty during its term was proposed.
Defeated 7/0.

VII. Land near Corsicana

VII. A. Renters Insurance

The possibility of acquiring renter's insurance with regard to the property near Corsicana was discussed. Dave agreed to research this matter.

VII. B. Damage to Property

VIII. Changes to Lease

VIII. A. Changes to be made by David Hall

The proposed changes were left to David Hall to insert into the lease.

VIII. B. New Changes

VIII. B. 1. Rent changed from \$24/year to \$50/year

VIII. B. 2. Lease duration changed from 20 years to 99 years.

IX. Land Committee

The composition of the seven-member land committee was discussed. As the B.O.D. has no control over the land committee, further discussion was unnecessary.

X. David Hall as potential B.O.D. member

X. A. Potential conflict of interest

The potential that David Hall might occupy a seat on the B.O.D., making him effectively a tenant and a landlord on the same lease, was discussed.

X. B. Issue tabled pending conflict

XI. Default and Termination of Lease

XI. A. Clause terminating financial obligation with termination of lease

A clause which would prevent the Kingdom of the Emerald Hills from owing rent on the remaining period of the lease if the Kingdom were in default or if the lease were otherwise terminated was proposed.
Carried 7/0.

XII. Lease Tabled pending Revision and Signing

XIII. Expenditure Forms

XIII. A. Draft expenditure forms

It was suggested that expenditure forms be drafted for use in maintaining accurate records of the treasury.

XIII. B. Tabled pending draft

Katie agreed to draft a proposed form.

XIV. Park Contracts

XIV. A. Contracts between Parks and Emerald Hills

The need for contracts between each park under the Emerald Hills and the Kingdom itself was generally acknowledged.

XIV. B. Contracts between Parks and Burning Lands

XIV. B. 1. Needed by Clan

The statement that all Amtgard parks would need contracts with the Burning Lands by Clan was discussed.

XIV. B. 2. Benefits and Disadvantages of Contracts

The possible benefits and disadvantages of such contracts were briefly considered.

XIV. B. 3. Further Research Required

Greg agreed to research the consequences of such contracts.

XIV. C. Parks as constituents of Emerald Hills

The possibility of claiming all Emerald Hills parks as elements of the Emerald Hills not requiring separate contracts with Burning Lands was proposed.

Carried 6/1 pending further information from Burning Lands.

XV. B.O.D. Member on Land Committee

Katie volunteered.

Carried 5/1.

XVI. Banking Account

The possibility of creating a Kingdom banking account for the Treasury was discussed. Katie offered to research banks offering frequent name changes, no minimum balance and low monthly charges.

Resolutions:

President - Chris 5/2

Secretary - Noelle 7/0

Treasurer - Katie 7/0

PM, Monarch not to serve as B.O.D. Officers - 6/1

B.O.D. Officer positions 6 months, officer elections held at first meeting after general election - 7/0

3 1-year seats, 2 6-month seats on B.O.D. - 7/0 prop to M/PM

Split Elections - 7/0 prop to M/PM

Candidates for Monarch may not run for B.O.D. - 6/1 prop to M/PM

Candidates for Regent may not run for B.O.D. - 6/1 prop to M/PM

B.O.D. member may not run for Monarch, Regent or PM - 6/1

Clause terminating financial obligation with termination of lease - 7/0

Parks as constituents of Emerald Hills - 6/1

Katie for Land Committee - 5/1

Monks' Tourney

By Sirrakhis

Guild of the Hand Grandmaster Tourney

Sunday, May 31st at Tearglen

Single long sword (3'+)
Florentine (3'+ under)
Polearm (any)
Single Dagger
Vibrating Palm fights
Dagger Toss
Arrow deflection (multiple shooters/multiple directions)
Fighting on a log
Fighting on barrel tops
Monk rules (all levels, including individual spell immunities)

Rules and Regulations:

- Only monks above second level may participate. Only classmasters will be able to hold the title of Grandmaster. This tourney's purpose is to gauge the performance of the kingdom's monks. This is the easiest way for us to determine if a monk is ready for masterhood. Only a master may hold the title because his metal has been tested and he will exemplify the class. At the same time a non master may still win the tourney, thus definitively proving his worthiness as a Master Monk. Who will in turn be eligible for the title of Grandmaster one year later.
- Only EH guildmembers may participate. The reasons for this are simple, no monk from outside temples would ever be given a leadership role in a local temple, nor would he be given the chance to.
- The title of Grandmaster will be separate, outside, and will have no bearings on the political areas, administrative areas, or rules of Amtgard. This is simply a "best monk" tournament.
- The title will be held for one year, at which point the current grandmaster will organize (and fight in) another tournament in order to give others the opportunity for the office, and the opportunity for the guildmaster to see potential class masters, if any.
- It is important to note that this tourney's purpose is to reinforce the monk as a mainstream fighting class in EH. Not only is this "A Monk's Tourney," it is also a way for the current classmasters to realize and recognize the abilities, dedication, and enthusiasm of those monks petitioning for Masterhood, without doubt of their potential as such.

Royal Groundskeepers Election Results

The beautiful new property near Corsicana requires a great deal of work. To further this work, and insure that all work is focused on common goals, a group of Royal Groundskeepers has been formed. The Groundskeepers are as follows:

1. McFadden (Landlord)
2. Clu (Monarch)
3. Falamar (Resident Groundskeeper)
4. K'tai (B.O.D.)
5. Infinity (Elected)
6. Leif (Elected)
7. Logan (Elected)

The next election for the three elected seats will be in March.

*Good Luck
to the
Royal Groundskeepers
in preparing
the new land
for our Coronation
in June!*



Sable Pride Garage Sale

By Sir Squeak!

May 23rd and 24th at Crown Qualifications

It's spring cleaning time and I know you all have old garb, weapons, armor and other Amtgard equipment that you aren't using or (even worse) are throwing out.

So here's the plan: Save this stuff and bring it to Crown Qualifications. Your donation will go to the garage sale, where everything is cheap!

It's a chance to get rid of stuff and help out newbies

Questions? Email Sir Squeak! at squeak@onramp.net

Rakis 1998

INFORMATION

When: June 19th - 21st, 1998

Where: Golden Eagle Ranch
Campgrounds, Colorado Springs,
Colorado.

Fees: \$5.00 per person per night for
the campground, \$3.00 per person
event fee (covers feast & costs).

Example: One person staying Friday
& Saturday night would pay \$10 in
camping fees and \$3 in event fees,
for a total of \$13.00.

General Info:

- There are bathrooms on-site, and
showers available at the main
campground.

- There are water spigots located on the
site in various places. The bathrooms
onsite in the rally area are to the rear,
towards the barn.

- We have the barn building reserved for
bardic, feast & court. It does have
electrical power, tables, and chairs.
Tablecloths are welcome if you wish to
use them.

- Two meals are planned: a breakfast on
Saturday morning and feast Saturday
night. Anyone wanting to sponsor a feast
on Friday night and/or put together an
impromptu gathering in the barn is
welcome to do so!

- Serious problems will be dealt with by
the monarch & regent jointly: any royal
guardsman can help you locate them.

- Don't forget about Pie in the Face
Saturday after juggling! Rumor has it that
a pie (which may be used on the person
of your choice) will be auctioned off so
out-of-towners beware..... and bring your
money so you can get in on the fun!



Event Calendar:

Friday:

-arrivals
-ditchbattles & fighting all day
-barn open for come-as-you-are bardic for
anyone interested.

Saturday:

-Breakfast sponsored by the Barony of
Darkmoon, around 8:00 a.m.
-Juggling Tournament, noonish
-Pie-in-the-Face festivities, after juggling
-Feast, 7:00 p.m.
-Coronation Court, following feast

Sunday:

-Clean-up and go home!

Check-out time for the site is 1:00 p.m. Sunday.
Please try to keep your campsite clean!
As always, we love you all and don't want to see
anything bad happen, so please don't drink &
drive, supply alcohol to minors, or bring illegal
substances to this event.

EVENT PERSONNEL

Autocrat: Regent Talisin (Heather Masterson)
talisin@juno.com - (303) 429-8262

Monarch: Emperor Killraven (Jeff Deem)
killraven@sprintmail.com - (303) 343-4970

Juggling: Belgarion - sproctor@pageplus.com
Gate Chief: Cullum - mzaynard@holly.colostate.edu
GMR: Sir Auromax - auromax@juno.com
Champion: Sir Michael Hammer of God

Royal Guards: Squire Kayden (Captain), Sir
Auromax (Regent's Defender), Sir Moss, Squire
Rabbitt, Squire GarrQ, Squire Freud, Squire
Maldread, Naesis

DIRECTIONS

Directions:

- I-35 North 190 mi. to I-40
Turn West
- I-40 West 250 mi. to HWY 87
Turn North
- HWY 87 North 130 mi. to
I-25 Turn North
- I-25 North 140 mi. to HWY
83 Turn West
- HWY 83 West 1 mi. to HWY
115 Turn South
- HWY 115 South 3 mi. to
Rock Creek Canyon Road
Turn West
- Rock Creek Canyon Road
West 0.4 mi. to Rakis Stop

The gate will be on the right hand side of
Rock Creek, look for the signs! If you
reach the campground office/bug
museum, you've gone a bit too far.

All fees payable to the gate crew.
The gate will be manned all day
Friday, all that night, and until
approximately noon on Saturday.
Anyone arriving after this time,
please pay your camping fees in the
offices, and your event fee to Cullum.

You will need the following supplies to create up to 2 long swords, 3 medium swords, or 10 Daggers and/or short swords:

- 1 Funoodle™ (Pre-cored if you can find them)
- 1 10' x 1/2" CPVC Pipe (PVC is fine)
- 2 1/2" CPVC End Caps per weapon to be made
- 1 Racquetball per weapon to be made
- 1 Franklin® Yard Lawn Ball (Sold in packs of 3)
- 1/2 yard fabric of your choice for cover.
- PVC Glue (Optional)
- All-purpose Hobby Cement (or Contact Cement)
- Scissors
- Hack Saw
- Duct Tape
- Spare foam/pipe insulation/Funoodle™ chunks

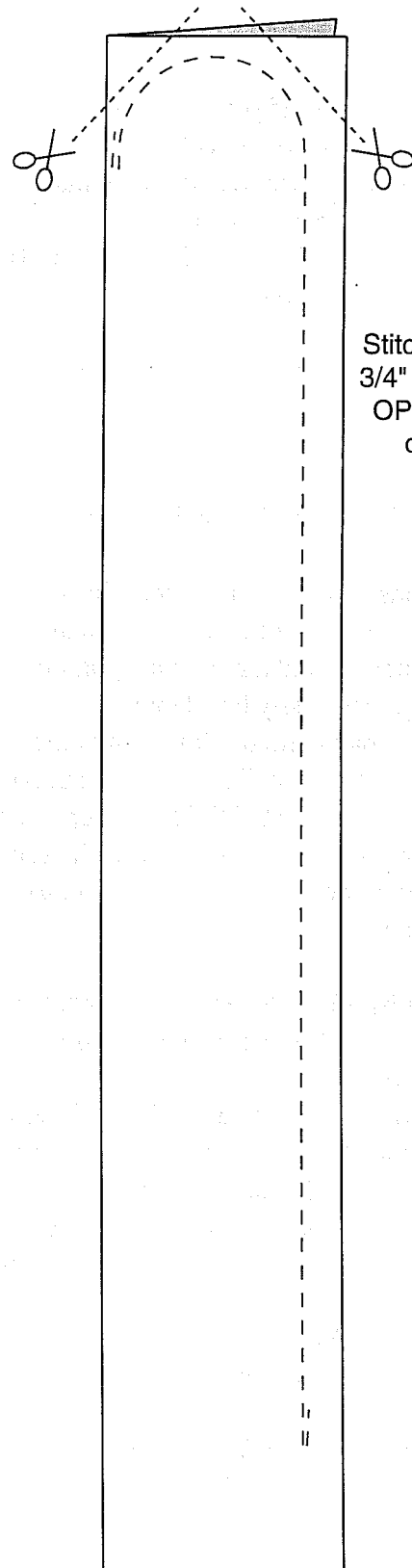
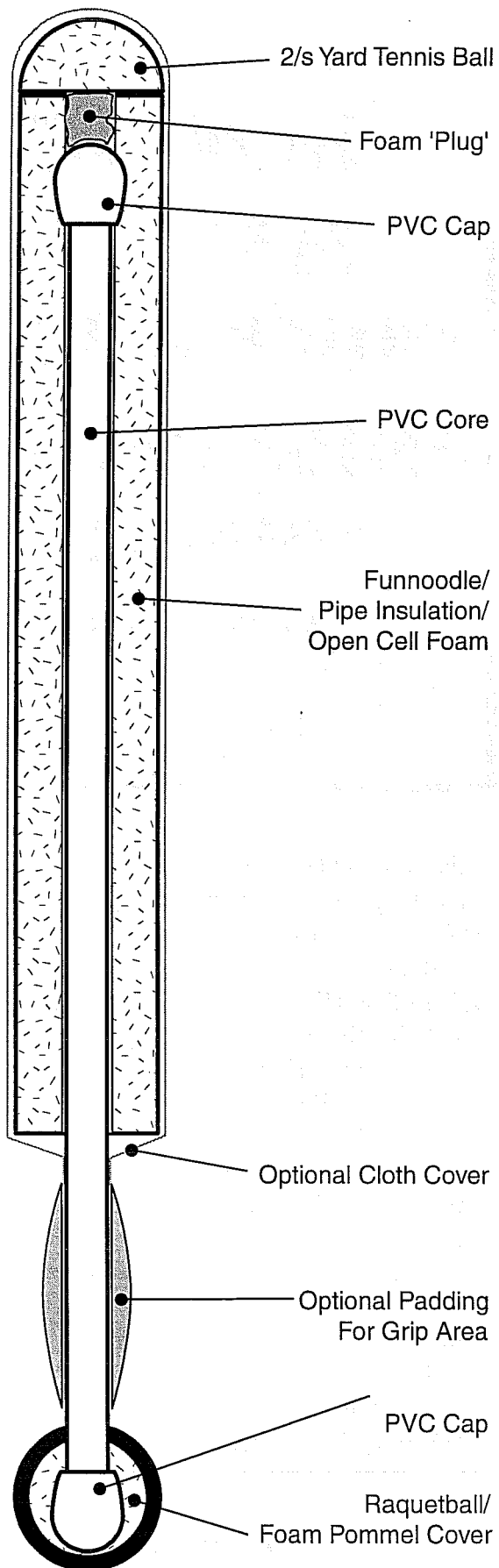
Substitutions can be made at your discretion, but for purposes of this 'how-to', we will assume you have the above materials and are making a pair of 3' swords. This design can easily be adapted to produce flails, axes, hammers or almost any other one-handed Amtgard weapon. Feel free to elaborate, but always remember: SAFETY FIRST! Keep your weapons as short as you are comfortable with. The longer the core, the more 'whippy' and subject to breakage your weapon will be.

- 1) Cut 2 30" lengths off of the PVC. This will leave you with about 5 feet for later projects and/or additional weapons.
- 2) Coat the ends (about 1/2" of each) in PVC cement or contact cement. Press endcaps onto pipe with a 1/2 twist to insure good adhesive coverage.
- 3) Cut 2 30" pieces off the Funoodle™. It should leave you with 1 30" piece for later projects and/or additional weapons.
- 4) Cut the Franklin® Yard Ball in half. It easiest to use the 'forming line' as a guide and use sharp scissors.
- 5) Cut a 3/8"-1/2" hole in the Racquetball. Use scissors and BE CAREFUL. This can be harder to do than it sounds. You may find it easier to use an X-acto® Knife.
- 6) Apply cement to 3/4 of the total length of the PVC with endcaps (core) from step 2. Apply adhesive evenly. 'Globbing it on' will make it dry slower and bond less durably.
- 7) Slide the core into the Funoodle™. If you have a solid Funoodle™, cut a slit down one side and lay

HOW TO MAKE A QUICK & EASY AMTGARD-LEGAL 'SWORD'

BY VAARGARD MALORIUS
V1.1

- the core in like a hot dog in a bun. Leave about 8" showing for the grip and pommel.
- 8) If you used a solid Funoodle™, tape the seam shut with the core inside.
- 9) This SHOULD leave you with a 'gap' near the stabbing tip of the sword. Plug this securely with spare foam. It should be glued into place at the top of the core. Tape OVER it with a piece of tape to prevent slippage during use.
- 10) Glue the 1/2 Yard ball from step 4 to the top of the weapon. Tape it securely over the top and around the edge.
- 11) Tape the bottom of the Funoodle™ to the core.
- 12) Tape the Racquetball (or sufficient padding) to the pommel. (Bottom of 'sword').
- 13) Slide the cover over the top of the sword and tape to grip.
- 14) Wrap grip to taste.
- 15) Most foam weapons tend to deteriorate quickest at the tip, so be sure to have tape on hand when you use your sword for quick repairs. Take your new sword out to the park and find some unsuspecting Amtgarder to try your new weapon out on!



11" x 29"+/- Piece of Cloth
(5 1/2" x 29" folded)

OLYMPIAD '98

Hosted by
Wetlands and Emerald Hills

Topknot and I are co-autocrats for the next Olympiad and the tentative place and time is the Wetlands Coronation, **October 16, 17, 18th, 1998.**

We are planing on having all of the cultural events judged on Saturday the 17th and all fighting events will be held on Saturday except archery and possibly great weapon, which will be done sort of late on Friday the 16th. We are planing on having all of the Cultural events judged on Saturday the 17th and all fighting events will be held on Saturday except archery and possibly great weapon, which will be done sort of late on Friday the 16th. Topknot and I have already discussed cultural events and fighting events:

Cultural Categories:

- **Art:** 3D, Flat, Needlework, Jewelry, and photography
- **Writing:** Factual, Fictional, Poetry, and Publications
- **Construction:** Passive, Active, Armor, Weapon (including Madus), Shield, Banner, and Favor
- **Garb:** Fighting, Court, Garb Accessories, and Monster
- **Bardic:** Singing, Oratory, Instrumental, and Dance
- **Cooking:** Main Dish, Dessert, and Vintners (I understand the facilities are bad - Keep this in mind)

Fighting:

- Single Sword (3 ft or less)
- Sword and Shield
- Flail and Shield
- Open Weapon/Free-style
- Florentine (swords 3 ft or less)
- Great Weapon (long swords/poles etc.)
- Archery

It looks like the tournaments will be double elimination the first round and single thereafter. We are still working on scoring systems for the cultural events. The person who wins the Cultural event is the Cultural Olympian, the person who wins in the fighting events is the War Olympian, The person with the highest combined placing in war and cultural is the Olympian.

I'm pretty sure we've found all the judges we need for the cultural events, but we're still looking for reeves for the fighting events.

You can contact me at:

Esther Strohmeier
4114 Lake Shore Dr.
Waco, TX 76710
(254) 741-9506
esther@eramp.net

Countess Kayrana Lissa of Borderlands, Emerald Hills
Knight of the Serpent

Calendar of Events

MAY

- 16 Shadowhaven Dollar Tourney and Pizza Quest (Coppell, TX)
21 *Deadline for early written Qual submissions*
22 *Deadline for "Name the Site" Contest*
22-25 War of the Dark Shore IV (Santa Cruz, CA)
23 Reeves Meeting at Midnight Sun (Garland, TX)
23-24 Emerald Hills Crown Qualifications (Dallas, TX)
24 *Deadline to run for Office and Letters of Intent*
23-25 Wetlands Crown Coronation/Endreign (Liberty, TX)
29-31 A-Kon (Dallas, TX)

JUNE

- 5-7 Scottish Fest (Dallas, TX)
12-14 Emerald Hills Coronation (Silver City, TX)
19-21 Rakis IX (a.k.a Arakis) (Denver, CO)

JULY

- 23-26 Clan XVI (Cloudcroft, NM)

AUGUST

- 22-23 Golen Plains Crown Quals (Amarillo, TX)
29 Blorgville's Baronial Crown Party (Houston, TX)

SEPTEMBER

- 4-7 Harvest War IV (Cedro Peak, NM)
5-7 Golden Plains Crown Coronation (Amarillo, TX)
20 Golden Plains Weaponmaster (Amarillo, TX)
25-27 Interkingdom Olympiad & Wetlands' Coronation (Liberty, TX)

OCTOBER

- 9-12 Dragon's Rage III (Valdosta, GA)

Bloody Elves & Beardless Dwarves

By Detalis Ard

Members of all the Clans and People,

Member of the Elven People, tired of those bloody Dwarves callin` ya "Fruity Fruity Little Elvie Boy," tired of those damned Dwarves and their stout little ways, tired of their stupid beards?

Dwarven Clans, are you tired of those skinny, palefaced, tree-huggin` elves trying to steal your ale, and burn your beard off. Are you tired of ALWAYS havin` to defend there arses whenever their skinny butts get in trouble. Tired of them ALWAYS wanting to run away right when the beatin` gets good?

Well, don't just stand there... Let's go to WAR!

The Shire of Cuiviedor Amarth, Emerald Hills (located in Arlington, TX) is in the process of setting up a TOTAL Monster battle between the Elven People, and the Dwarven People. We would like to know who would be interested in such an event, so that we may be able to set everything up, and get a date together! If you have questions, comments, flames, or just want to do some dwarven beard burning, and the Elven Hammer Throw (with real LIVE Elves!), then e-mail us at argorn@airmail.net

Detalis Ard

Chancellor, Shire of Cuiviedor Amarth

Questions? Comments? Submissions?

Send them Our Way!

Echoes@flail.com

Echoes of the Hills
P.O. Box 741943
Dallas, TX 75374-1943

Questions? Comments? Submissions?

We'd Love to Hear From You!
Really!

Echoes of the Hills

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Thank You!