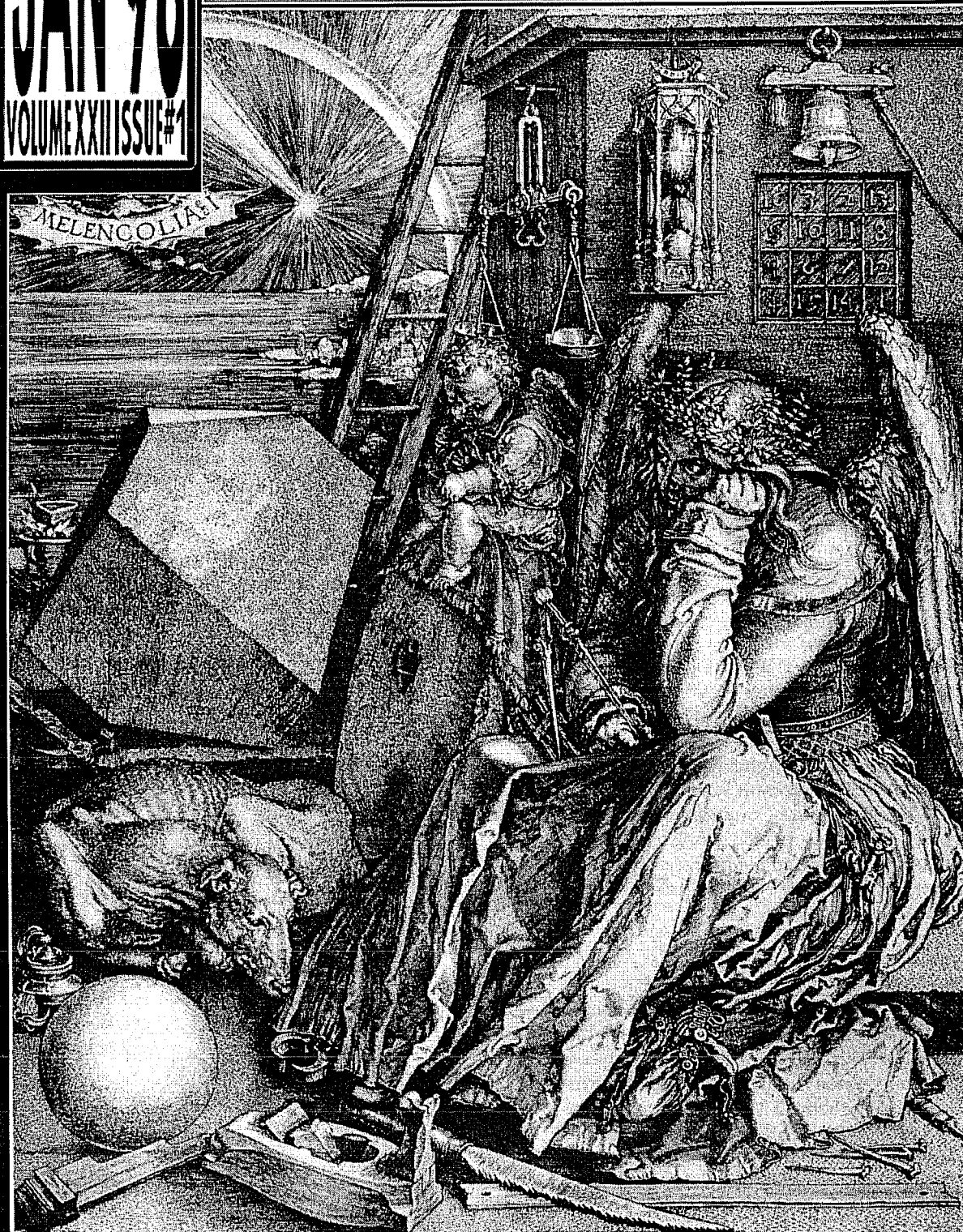


VOLUME XXII ISSUE #1

ECHOES OF THE HILLS





Echoes of the Hills



Volume XXII, Issue 1

January 1999

The Voice of the Crown

By Lady Shaylen, Regent

Welcome,

Now that this Reign is well underway, I would like to share a few ideas I have in mind, some plans that are in the works, and let you know what help I need. But first, I want to comment on a new-found enthusiasm I am seeing as I visit the parks in our Kingdom. It's like we're waking up from some long slumber. People are more active, they're getting involved with their parks, with Kingdom event planning... heck, they're even volunteering! (Rest assured that I am hanging onto your names). I would like to commend everyone who's helping make the Kingdom a better place to play and to grow. Our Kingdom will only be as good as you make it. You hold this power.

So far, here are some of the things that are taking place this reign. If you want to help out with any of these events, please let me know.

Feb. 7th

Mourningwood Glen's Midreign and Chump Tourney

This is going to be a bonanza of an event! Mourningwood Glen is celebrating their first Midreign in style! Two cool tourneys with very cool prizes - Chainmail & Brigadine. Cost is \$5 per event. There will be a feast for Sheriff Septu Rasputin's Midreign, hosted by our Kingdom Champion, Sparhawk. In addition to fighting and food, there will be goods for sale at the Merchants Row, to help raise some funds for future Kingdom events. Bring your coins for such things as cloth, pouches, belts, garb, food, etc. For additional information on the Chump Tourney, Feast and Merchants Row, contact Sparhawk & Tavi Kingfisher at smurfy@aplink.net.

Feb. 20th

Opening the Dragon's Eyes

Guildmaster of Arts, Lady K'tai Bin R'al is hosting a new concept in the field of arts and sciences: A non-competitive cultural event! This event will showcase samples of cultural excellence (and not so excellent) throughout the Emerald Hills. Attendants will be both allowed and encouraged to handle and study the exhibits for themselves. For more information on this event see the article on page 2, or contact K'tai at ktai@ductape.net or (972) 454-4866.

March 6th or 7th

Weaponmaster & Dragonmaster

Our next WM/DM is swiftly approaching, but we don't have a place yet to hold it! Any parks interested in hosting this event, please have one of your park officers contact me at shaylen@onramp.net or (214) 369-0414. Also, I'm looking for Dragonmaster judges and assistants - Let me know if you're interested. I will have more specific information on WM/DM categories shortly.

March 19th to 21st

Midreign XXII

Plans are already in the works for a memorable Midreign! So far, there is a Highlander game that will run from Friday until court on Saturday night, a night-battlegame after court and a Quest hosted by Sable Pride. Feast plans are also in the works. Cost for the event is \$10 and the scheduled location is Tanglewood Forest (weather permitting).

In addition to these scheduled events, there are some other things I'd like to plan for:

Monthly Park Events

Is your park interested in hosting their own event? There are a few uneventful "gaps" in our Kingdom calendar where your event would fit very nicely. It can be anything from hosting a Quest to something in the Arts and Sciences - your choice! Please contact me if interested.

Mini A&S Workshops

I know how difficult it can be to attend an Arts and Science workshop at night, at some "strangers" house. Pretty intimidating, especially for a newcomer! I would like to plan some mini-workshops to be held at the parks. I am soliciting the assistance of my A&S Guildmasters: Garber, Smith, Arts, Heraldry, etc. to hold How to Workshops in their respective fields. I will have more information on this in the near future.

There are so many opportunities for us. We can make this a memorable reign, and we can set the precedent for future reigns. But I am only one person, and I know I can't do it all on my own. It takes initiative, but most importantly, in order for something to be successful, it takes teamwork! Help me make this a successful reign for all of us.



In your service,

Lady Shaylen

Regent of the Emerald Hills

Opening the Dragon's Eyes

By Lady K'tai Bin R'al

Saturday, February 20, 1 p.m.

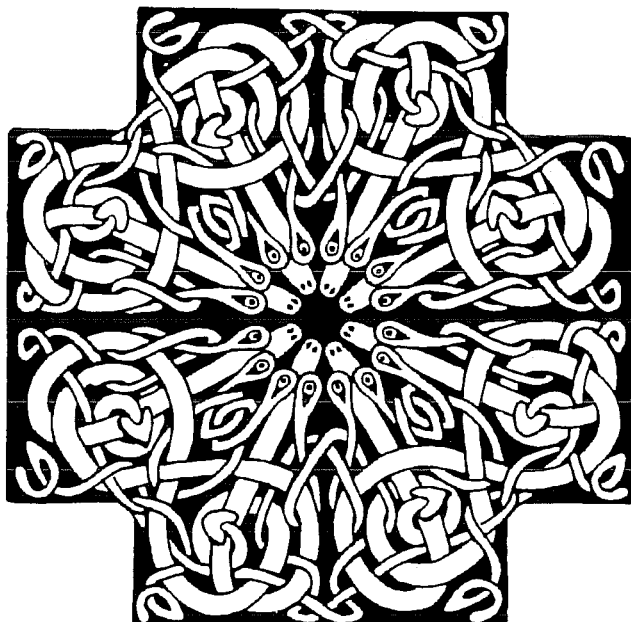
Duchy of the Midnight Sun

Artisans of all skill levels are invited to look at, touch, smell, taste, listen to, and otherwise appropriately interact with examples of cultural excellence from throughout the Emerald Hills. Come and see firsthand what separates the magnificent from the mediocre!

In addition, a panel of cultural "experts" will be on hand throughout the day to help point out the good and bad points of all the exhibits. Their insight might inspire you for future projects, or warn you of bad habits you should break. And the event is conveniently scheduled for two weeks before Dragonmaster, so you have time to apply what you've learned and see the difference!

Have stuff you want to show off?

If you have something lying around that's won a Dragon or an Owl, or at least scored over a 4.4, and you don't mind letting the whole kingdom worship it, contact me via email (ktai@ductape.net) or by phone (972-454-4866, leave a message if necessary). Also, if you have an item on hand that might serve as a good lesson in how **not** to make something, and you don't mind letting the whole kingdom laugh at it, let me know. It's especially critical that you talk to me beforehand if you have a Writing entry you want to flaunt, or if you won't be able to make it to the event, but want to make sure your items do.



Have educated opinions you want to show off?

If you have

- won more than two Dragons or Owls,
 - won more than one Hydra, or
 - served as judge for a cultural tournament in the past
- then you are invited to join the panel of experts for this event. Help to promote the well-being of the Arts & Sciences by showing the journeymen what it takes to become a master. There is no maximum number of people who may serve on the panel, but I will need to know who you are before the event, so get in touch with me if you're interested.

Have no interest in this event, but forced to chauffeur someone to it?

The Duchy of the Midnight Sun boasts plenty of space for battlegames and trenching in addition to cultural events, so you should be able to find plenty to do.

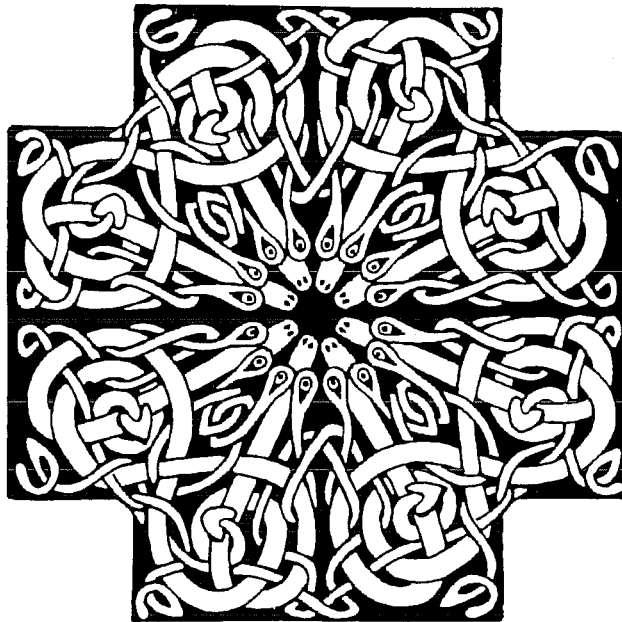
I've gotten a really great response to this so far, and I'm looking forward to seeing it happen.

Vivat the culture of the Emerald Hills!

Lady K'tai bin R'al

Guildmistress of Arts for the Emerald Hills

Disclaimer: As of press time, the pavilion at One Eleven Ranch was not yet reserved, and everything K'tai has ever planned has gotten rained on. Stay tuned for notice of a date or location change.



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Champion:

Sparhawk
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Guildmaster of Reeves:

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Scribe:

Kodiak
kodiak@flail.com

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Anti-Paladins - Taldak

Archers - Sparhawk

Assassins -

Barbarians - Rayel

Bards - Larin

Druids - Kodiak

Healers - K'tai

Monsters - Kodiak

Monks - Martello

Paladins - Kayrana

Scouts - Tuneat

Warriors - Martello

Wizards - Bacchus

Guildmasters of the Arts and Sciences:

Garbers - Wickett

Arts - K'tai Bin R'al

Smiths - Infinity

Heraldry - Gavvin

Literature - Yoni Hamigid

Minstrels - Clu da Bard

Theatre - Og

Gladiators - Dog

Crown Guard:

Captain of the Guard - Everlast

Regent's Defender - Wickett

Tuneat

Infinity

Lief

Kayrana

Logan

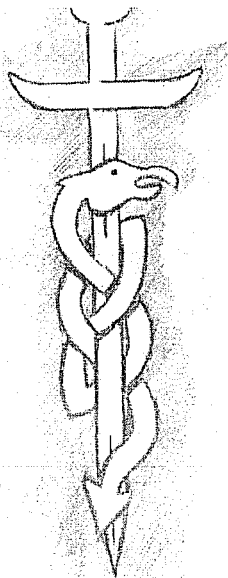
Falamar

Zig

Talon

Tiny

Eclipse



Park Offices of the Emerald Hills

Principality of the Borderlands

Princess - Sleet Gil-Shalos

Prime Minister - Larissa Strom

Shire of Caer Sidhe (Hibernating)

Sheriff - Alessandra Shadesnile

Prime Minister - Bortigar Nightwolf

Shire of Crimson Cascades (Hibernating)

Sheriff - Eclipse Woodsen

Prime Minister - Rastus Kurkill

Shire of Cuiviedor Amarth

Sheriff - Deitri Van Devick

Prime Minister - Niles Nel'Fray

Shire of Dragonstar

Sheriff - Zor

Regent - Dalan Morgan Giu'ran

Duchy of Eagleshire

Duke - Badger

Regent - Silvershade

Prime Minister - Oros Silverwind

Barony of Ironcloud

Baron - Kahlanth Methwyn

Regent - Pandora De'Mallion

Prime Minister - Finn McGill

Duchy of the Midnight Sun

Duchess - Morgana MacAllister

Regent - K'tai bin R'al

Prime Minister - Rath

GM Reeves - Bacchus

Shire of Misty Meadows

Sheriff - Porthos Dupree

Regent - Bredgit Windweaver

Champion - Wert

Shire of Mourningwood Glen

Sheriff - Septu Rasputin

Prime Minister - Syri

Shire of Tierglen

Sheriff - Hrast

Flurbies

By Rayel Greenholde

I think the Emerald Hills should look into making a line of toys for Christmas '99.

Flurbies.

Little, furry dolls dressed in garb. Over time, they stop speaking "flurbese" (which sounds remarkably like somebody explaining to their parents that Amtgard is not a cult), and learn spells, handy phrases like "Where's the reeve?" and "Are we taking legs?". The Flurbies will interact with each other, much like Furbies do. Only instead of that lame singing, they'll say stuff like "Are you gonna take that shot?", "Light, but damn did that hurt.", and "Hey, back off or my girlfriend will beat you up." Great hilarity will ensue when two flurbies get stuck on an endless loop of "okay, now you sluff...." "okay, now you sluff...." "okay, now you sluff...."

Now only \$29.95 from Tiger Clan Electronics.

Rayel Greenholde



Coronation XXII

By Various Unsuspecting Contributors

- Making new friends. (*Mouse*)
- Learning that 'sippy-sippy' means you will be 'drunky-wunky' in about 5 minutes. (*Syri*)
- Cool ass chocolate chip cookies.....oh man they were good. (*Sponge*)
- Dumping Mosher's beer all over my face because I could have sworn his drinking horn was empty and it looked like it'd make a really neat kaleidoscope in the middle of the bardic. (*Syri*)
- Jiz catching his sock on fire at my camp. (*Mouse*)
- Seeing Forest and Shaylen crowned! (*Syri*)
- Being assassinated 3 times. (*Mouse*)
- Listening to Forest rant about getting his neck "colored on" by an assassin. (*Mouse*)
- The smoke bomb that really did just about nothing. (*Sponge*)
- The shortest court I can ever remember! Not that I remember much of it. (*Syri*)
- Not remembering most of what happened during and after court. (*Wickett*)
- Not waking up with a hang over. (*Wickett*)
- Waking up and still remembering everything and no hangover. Wow. (*Syri*)
- Getting dubbed "Syri-ously Plastered". It still beats Harden. (*Syri*)
- Whatever drink Rant had. (*Mouse*)
- Finding out today that I hit Sponge Saturday. (*Wickett*)
- Being punched by a DRUNK ASS Wickett at least 3 times cause we were leaving. (*Sponge*)
- The best bardic i've been to. The only bardic I've been to. I just don't like bardics because they, well, include bards ;) But this one was actually pretty cool. Kayrana and Oreo can DANCE! (*Syri*)
- Carla Carla Carla!!!! (*Wickett*)
- The sheer amount of MWG people at Coronation. We are a cool park. (*Syri*)
- The best thing (okay no the best, but close) was the Sable Pride and Co. (you guys from Morningwood know who you are) getting five of the eight relics. (*Wickett*)
- Our NEWBIES showing up at Coronation despite the crappy weather on Friday night. Raven, you and Fetish are really cool! (*Syri*)
- Finding a camp with cool red, white, and blue disco lights and a giant stunt mat. (*Mouse*)
- Bowbar building me my own fire(ok, so there are a FEW cool rogues). (*Mouse*)
- Serving feast, serving seconds, and serving thirds. (*Sponge*)
- Jalapeno Chicken Soup being too hot despite the cold temperatures. (*Sponge*)
- Making new enemies (my favorite part of any event). (*Mouse*)

Reeve's Guild Clarifications

By Rath, Guildmaster of Reeves

Polearms

Shots to hands wielding polearms are treated as any normal hit to a hand wielding a melee weapon and do not count.

(EH Althing, Summer '98)

Armor and Destruction

Each location of armor is treated as one object in relation to destructive spellballs. If struck by a lightning bolt, fireball, or Sphere of Annihilation the ball destroyed the location struck in addition to any other effects. This applies even if the victim is wearing protection from flame or magic, as the protection does not extend to armor. Similarly, a victim of one of the above spellballs that is subsequently resurrected will still be missing the armor in the struck hit location.

(30SEP97)

Arrows

Cannot be destroyed except by means outlined in the rules. (This means that they cannot be destroyed by merely tapping them with a melee weapon.) (30SEP97)

Cannot be used to destroy weapons that are not being wielded; specifically, cannot be shot at unwielded weapons on the ground to destroy them. (30SEP97)

Assassin

May take Poison Weapon twice and poison two weapons. (30SEP97)

May not take the ability to wear 2 points of armor twice and then wear 4 points of armor. (30SEP97)

Barbarians

Fight after death does not restore any wounds, missing armor, or anything else. It just allows you to keep fighting with what you have. (30SEP97)

Resurrected barbarians will have all missing Berserk armor restored. (30SEP97)

Druids

Pass Without Trace is a combat ability and therefore, does not require the Druid to stand still while incanting. (NOV98, 15/8)

Emotion Control

Confidence: Spell-casters affected by Emotion Control "Confidence" do not gain any additional spell points nor may they change their spell lists. (30SEP97)

Enchant Shield

Shields enchanted with enchant shield will "bounce" an Iceball, Entangle, Petrify, or Flesh to Stone, leaving the bearer unaffected. (30SEP97)

Mass Spells

The incantations for Mass Spells (like Doomsday, Mass Sleep and Wind) must be recited loud enough to be audible at least 50 feet away. (30SEP97)

Miscellaneous

For spells that specify that a person cannot be killed or harmed, it is assumed that this applies to molesting their carried and worn items as well. For example, Entangled, Iceballed, or Sleeping victims cannot have their weapons removed or destroyed. (30SEP97)

Protection

The Wizard protection spell is non-sectional. (30SEP97)

Red Weapons

Cannot be made more than doubly red. There is no triple-Red weapon. (30SEP97)

Reincarnate

May not be cast upon Unwilling victims. (30SEP97)

Retrieving

Retrieving broken items is not a mend but the acquisition of a "new" item. Any enchantments or class abilities that were previously affecting item are lost. (NOV98,22/0)

Scouts

Entangle trap is a combat ability and therefore, does not require the Scout to stand still while incanting. (30SEP97)

Siege Weapons

Siege weapons (both melee and missile) normally cannot be parried without killing the person parrying. (NOV98, 19/4 & 15/9)

Spellballs

You cannot charge spellballs in excess of your limit of active spellballs. For example, if you bought 2 iceballs and you have two frozen victims, you cannot cast (charge) another iceball until one of your victims is freed. (30SEP97)

Striking a shield with 2 or more destructive spellballs simultaneously does not kill the wielder of the shield. As long as the shield bearer removes the shield in a timely manner, he should not be further penalized. (NOV98, 17/6)
Note: This logic only applies to spell balls and should not be applied to hits from red weapons. (NOV98, 12/9)

Sphere of Annihilation

Sphered people cannot be resurrected. Sphered items cannot be mended. (NOV98, 15/7 & 15/8)

Stoneskin

Entangle, Iceball, Petrify, Sleep, etc. count as "hits" against Stoneskin and similar Invulnerabilities and will remove 1 point in one location. That is, they do not "pass through" to affect the stoneskinned individual anyway. (30SEP97; NOV98, 21/1)

Spell of Wounding is always targeted at the limb it is attempting to wound. (30SEP97)

Transform

May not be cast upon unwilling victims. (30SEP97)

Rath

Food Tourney Results

By Lady Shaylen, Regent

On Saturday, December 19th, Midnight Sun hosted a dry goods / canned food tourney to help benefit the Corsicana Salvation Army, as a way of saying "Thank You" for all the help they offered us during the disaster of Mudreign.

Considering the weather, and the fact that it was the weekend before Christmas, we actually had people show up for the tournament! Unfortunately, there weren't enough people to hold an effective tournament, so the only winner on Saturday was the Corsicana Salvation Army.

Despite the small numbers, we still ended up with an amazing amount of donations: 4+ boxes of dry/canned food, 2 big boxes of toys, and clothing! There was so much donated goods, that I could not load it all in my car. Thanks goes out to Ewen McFadden for volunteering to drive everything to Corsicana in his truck, in time for Christmas - It was much appreciated!

Cheers to Valdemar for driving up from Austin, after working the night shift, to donate his only two cans of food from his pantry, trenching the afternoon away, and driving back in time to work that evening!

Thanks go out to everyone who attended, or just stopped by to make a donation: Forest, Morgana, Bacchus, Kodiak, Nerkum, Katztrophie, Akira, Lief, Oreo, Talon, Valdemar, Sponge, Wickett, Pandora and Zed. In spirit: Darkangel, Martello and K'tai. (Apologies to anyone I might have forgotten).

Lady Shaylen

Regent of the Emerald Hills

Attendance Records

By Kodiak, Assistant Prime Minister

Just a reminder - the credit-tallying process is currently under way. The goal finish date is Midreign, although current progress indicates it may be finished before then. At that time, a system for remote entry of credits by park PMs and the general populace will have been deployed, allowing the maintenance on a weekly basis of an accurate credits database for the Emerald Hills. A tentative plan to maintain a record of level tests in fighting classes is in the works, so now might be a good time to start studying.

KODIAK

Calendar

January

- 24 Borderlands Court
- 30 Ironcloud Coronation

February

- 7 Chump Tourney and Midreign - Mourningwood Glen
- 20 Opening the Dragon's Eyes - Midnight Sun

March

- 5-7 North Texas Irish Festival
- 6 or 7 Dragonmaster/Weaponmaster
- 13-14 PM Elections
- 19-21 Midreign - Tanglewood Forest

April

- 24 Scarborough Faire Opens

May

- 15-16 Crown Quails
- 21 The Phantom Menace
- 29 Crown & B.O.D. Elections

June

- 4-6 A-KON
- 11-13 Coronation - Tanglewood Forest

July

- 22-25 Gathering of the Clans XVII

Echoes of the Hills
Volume XXII, Issue I, January 1999

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Copies/Distribution: Lady Shaylen

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Kingdom of the Emerald Hills, Reign XCII

Park Officer Contact List

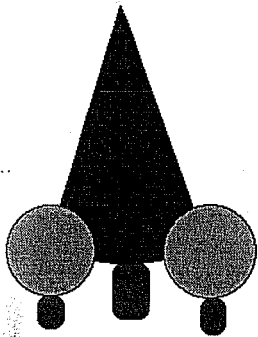
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	RGK President	Falamar	stokesj@hotmail.com	
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	Prime Minister	Larissa Strom	tempest16@juno.com	3/21/99
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Cuivedor Amarth (Shire)	Prime Minister	Rastus Kurkill	sandchigg@rocketmail.com	Hibernating
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Dragonstar (Shire)	Prime Minister	Niles Nell'Fray	TyrElven@aol.com	4/31/99
	Sheriff	Zor		
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	Prime Minister			
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	Baron	Kahlanth Methwyn	kahlanth@rocketmail.com	7/9/99
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	Prime Minister	Finn McGill	finn@ont.com	4/10/99
	Duchess	Morgana MacAllister	MRoseMacA@aol.com	6/12/99
	Regent	K'tai bin R'ai	ktai@ductape.net	6/12/99
Misty Meadows (Shire)	Prime Minister	Rath	davcantor@aol.com	3/21/99
	GM Reeves	Bacchus	bacchus@ix.netcom.com	6/12/99
	Sheriff	Porthos Dupréé		
	Regent	Bredgit Windweaver	windweaver1@excite.com	
	Prime Minister			
	Champion	Wert	wertthescout@yahoo.com	
Mourningwood Glen (Shire)	Sheriff	Septu Rasputin	mvogt@nova1.net	6/12/99
	Prime Minister	Syri	syriana1@ix.netcom.com	3/21/99
Tierglen (Shire)	Sheriff	Hrast	michael@ti.com & hrast@onramp.net	6/12/99
	Prime Minister	Hrast	See above	3/21/99

Updated: 1/20/99

Kingdom of the Emerald Hills

Mourningwood Glen

MidReign & Chump Tourney



Sunday, February 7, 1999
Sign-In by 2:00 p.m.

Cost: \$5.00 per Tourney
MidReign Feast



Chump Tourney

Prize: Chainmail Shirt

Open to Everyone!

Open Weapon
Best two out of three

No-Chump Tourney

Prize: Brigadine

(Fourth order of the warrior or less)

Open Weapon
Best two out of three

Belt Favors will be handed out to all participants!

Merchants Row

Kingdom Merchants will have their handiwork available for purchasing.

Garb, Cloth, Pouches, Spellballs/Strips, Food, Drink and much more

All proceeds to go towards Kingdom events!

Would you like to donate your handiwork? If so, contact Tavi!

Chump Tourney Autocrat: Sparhawk, smurfy@applink.net

Merchant Autocrat: Tavi, smurfy@applink.net

For more information about Mourningwood Glen, visit:

<http://www.geocities.com/Area51/Hollow/3869/MWGmain.htm>

DIRECTIONS TO MOURNINGWOOD GLEN

BY RIFF RAFF

From Dallas: Head west on I-20 until you reach Cooper St. in Arlington. Take the exit off I-20 and turn right (north). Stay on Cooper until you reach Arkansas St. and turn left (west). Follow Arkansas St. through Dalworthington Gardens until you reach Spanish Trail St. (there should be a water tower on your left) where you'll turn left (south). You'll see Veterans Park on your right and you'll pass a pond, after that you'll see a parking lot on your right which is ours. From there, walk 'down' the paved sidewalk over the bridge and at the picnic tables is where we meet.

From Ft Worth: Take I-20 east until you reach Cooper St. in Arlington. Take the exit off towards the right and turn left and take the bridge over the Interstate (I-20). You're on Cooper now, head north on Cooper until you reach Arkansas and turn left (west). Follow Arkansas through Dalworthington Gardens until you reach Spanish Trail (there should be a water tower on your left) where you'll turn left (south). You'll see Veterans Park on your right and you'll pass a pond, after that you'll see a parking lot on your right which is ours. From there, walk 'down' the paved sidewalk over the bridge and at the picnic tables is where we meet.

From Denton: Take I-35W south until you reach I-20. Take I-20 east until you reach Cooper St. in Arlington. Take the exit off towards the right and turn left and take the bridge over the Interstate (I-20). You're on Cooper now, head north on Cooper until you reach Arkansas and turn left (west). Follow Arkansas through Dalworthington Gardens until you reach Spanish Trail (there should be a water tower on your left) where you'll turn left (south). You'll see Veterans Park on your right and you'll pass a pond, after that you'll see a parking lot on your right which is ours. From there, walk 'down' the paved sidewalk over the bridge and at the picnic tables is where we meet.

From Waco: Take I-35 north until you reach the I-35W and I-35E junction. Head north on the I-35W junction until you reach I-20 in Ft. Worth. Then Take I-20 east until you reach Cooper St. in Arlington. Take the exit off towards the right and turn left and take the bridge over the Interstate (I-20). You're on Cooper now, head north on Cooper until you reach Arkansas and turn left (west). Follow Arkansas through Dalworthington Gardens until you reach Spanish Trail (there should be a water tower on your left) where you'll turn left (south). You'll see Veterans Park on your right and you'll pass a pond, after that you'll see a parking lot on your right which is ours. From there, walk 'down' the paved sidewalk over the bridge and at the picnic tables is where we meet.

Austin, San Antonio & Those Further South on I-35: Take I-35 North until you reach Waco. Follow "From Waco" directions.

Houston & Those Further South on I-45 (Houston): Take I-45 North until you reach I-20 West. Follow "From Dallas" directions.

