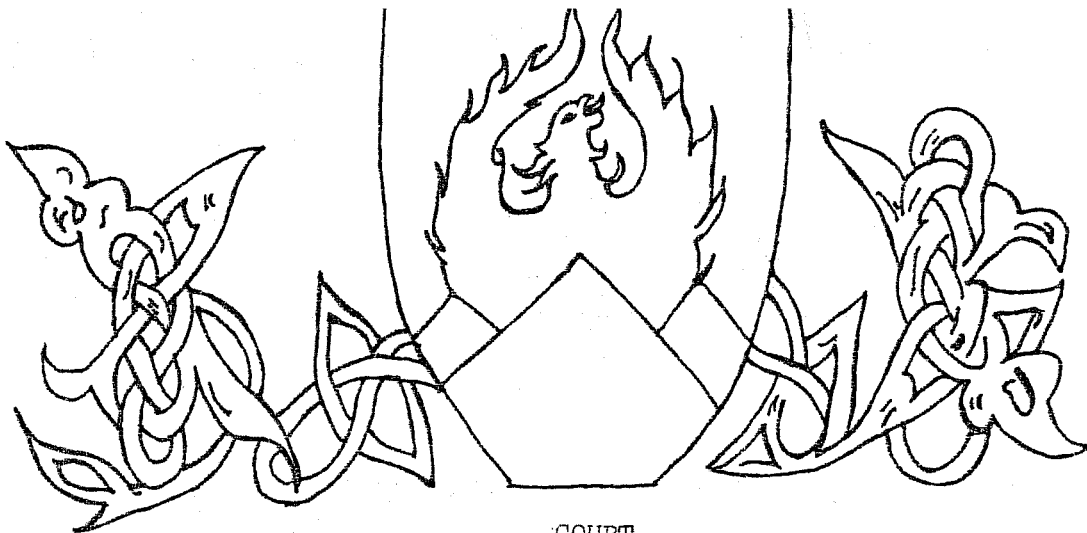




The
Echoes of
the Hills

Vol 3#1 *Edh*



COURT

Queen Alessandra Cheetarah Nightowl
Prince Regent Gwindon Blackrose
Prime Minister Nevron Dreadstar
Champion Garath Blackhawk
Lady in Waiting Lady Selka
Royal Page Dread

QUEEN'S GUARD

Captain Xenos Perversus
Tyranny Bathory
Rygar Savage

PRINCE'S GUARD

Dallen
Nevron Dreadstar
Cain sin Khali

PRINCE'S DEFENDER

Cynewulf Plague

GUILDMASTERS

Anti-Paladin: Nevron
Archer: Rygar
Assassin: Gwindon
Barbarian: Cain
Druid: Plague
Healer: Tyranny

Magic-User: Garath
Monk:
Monster: Nevron
Paladin: Alessandra
Scout: Steppenwolf
Warrior: Xenos

ARTS & SCIENCES

Garber: Aislinn
Gladiator: Nevron
Harper: Reyna
Heraldry: Reyna

Reeve: Dallen
Theater: Garath
Weaponsmith: Rygar

ff

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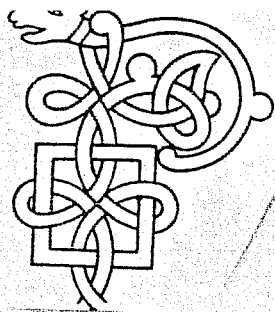
Cover Art - 1st place flat art	Gwindon Blackrose
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Editor: Alessandra

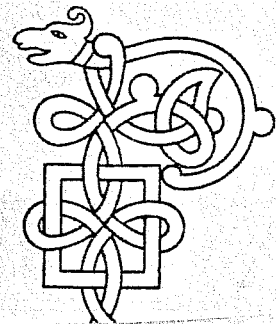
Staff: Neveron, Selka, Gwindon, Aislinn, Reyna

Please make submissions to the editor at the park or at my home if
from other lands: Dorothy Walden
711 Westridge
Duncanville, Tx 75116

If I'm not available please make submissions to one of the staff members
or if you are already in contact with one of them via mail please just
send your submissions to them. Thank you, Alessandra



Letter from the Queen



Greetings Unto the Populace of the Emerald Hills,

It's time for another coronation. I want to thank everybody for all the support this last 6 months which made everything worth while. Where things started out grim and shaky I see nothing but strength and determination. I'm eager for this next coming reign in which I plan on us accomplishing alot and I know I can depend on you all. I really appreciate the help you've given me when I've asked, and for doing it with enthusiasm. If you are not involved in helping with fund raisers or demo's please when you hear about them volunteer. You will be more than welcome I know some of us can be overbearing with our big mouths and attitudes, but once you start to get involved with us its alot of fun and people get a chance to know you. Mostly thank you all for putting up with my bitching and still supporting me afterwards. Mom's Rule!

Something that needs to be put in print is the political problems we have just been through. Sir Landolf (monarch) and Sir Taz (champion) were both voted out of their positions. Petitions were signed first. Nineteen signatures on Landolfs and thirteen on Taz. These were done by vie Copora, duties were gone over before the populace voted. Sir Landolf was voted out unanimously and Sir Taz all but two. Sir Taz accepted this and because of his job and mundane problems has not been able to fulfill his duties. Sir Landolf was not so gracious, he not only threw accusations but destroyed property of the Kingdom and Amtgard, which was the Crown it's self and paperwork belonging to the organization. The Crown belongs to the Kingdom not to the Monarch, it's the Kingdom that allows the Monarch to rule not the Monarch allowing the Kingdom to exist. Hopefully we can learn a lesson from this and make sure we vote for responsible people who will fulfill their duties.

Thank you for a marvelous qualification. The best fighting I've seen for a while, there wasn't a slow moment you could feel the energy. I was also impressed with the cultural events. Now that you have shown yourselves I expect to see alot more of your talents. A word to the wise, start your projects now for the next qualifications it will definitely relieve alot of stress and tension at the last minute. Since the original writing of this letter Arcaine, Landolf's brother, has returned the crown to us. It was folded up and thrown in the back of his truck. The maker of the Crown Rhys Ap Gordon hammered it out for us, Duchess Reyna put the jewels back on and it was returned to me. To these three words cannot express my gratitude. We will be holding a council in which Landolf will be asked to answer for his actions and also the accusations against him of telling mundanes that we are all a bunch of devil worshippers and drug dealers.

Yours in service,

Queen Alessandra Cheetarah Nightowl

All the undersigned agree that Landolf Roentgen should be removed from the position of monarch of the Emerald Hills. we feel that he has not fulfilled the duties of this position and has not represented us well as King.

RYGAR SAVAGE
Xenos Perversis

mercenaries Rule

Master Squire Guindon Blackrose, Guildmaster of Assassins

Gyanny Bethany

Cynwulf Plague, Guildmaster Druid

Gladius, Grudge

Selka Shadowcat

Neuron Dreadstar

Dred

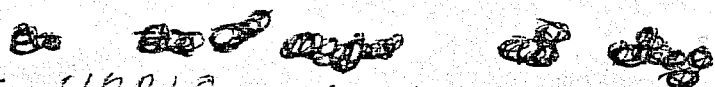
Aislinn

Barth Lord of the Dark ~~is~~ and careful presence

~~Stalker~~
Alessandra
Questar

Can sin Khali

Xyphus Nightblade
Comments



ZARK HARLO

Gildmaster of WARRIORS, Defender

WATAB BLOODAXE BROTHER OF DARKWOOD

Darkwood

Tail Mag TOM

All the undersigned agree that Jay Roluar should be removed from the office of Champion. We do not feel that he has fulfilled this office ~~task~~ or represented the Emerald Hills as the office requires.

Dallen
REGAR SANKOT
Alexandra

- 1 Spire Council Blackrose, Guildmaster of Assassin, master
13 Vladimir Gracely.

Ashina

Questar

Dread Wolf

Cynwulf Plague: Guildmaster Druid

TYRANNY BATHORY

Xenos "God" Perillusos

Cain son Khali

Tail Map Tom

The Assassin's Viewpoint

I know what you may be thinking... "an assassin only means trouble" ... or maybe you think... "an assassin with morals or ethics? Maybe when Hell freezes over"... Well let me tell you, its awfully cold down there today. You see, I'm an assassin by profession and in spirit. Its my nature to kill, for monetary gain and otherwise. You could think of me as a predator with an extensive amount of prey.

When I was younger I had a teacher... lets see what was his name... Dark. I just called him Dark, but names aren't important. Anyway he taught me the physics of nature as well as man. Just as every dawn is followed by dusk so to does man. Yes I'm reffering to the two side, the good and the evil. Some argue that man is born innocent and will stay so unless tainted, and then others argue that man is born evil and corrupt and must clease himself as he ages. Yet what they fail to recognize is the fact the man does hold the option for either and he utilizes each. Whether conscious or not every action results in both. As Newton once expressed, "every action has an equal but opposite reaction." Man cannot be good without being evil, nor can he create without destroying. But back to my point. I may kill, and I may lack morals, in your eyes, but like every soul who is in contact with himself, I am aware of a balance within. I cannot destroy without creating. As I take a life a new one is replaced. A world is never aided by destruction, but by destroying I aid the world. Paradoxical, maybe for some, but for those who see this balance realize that neither good no evil has meaning without the other.

-Prince Consort Gwindon Blackrose-
Guildmaster of Assassins
Kingdom of the Emerald Hills



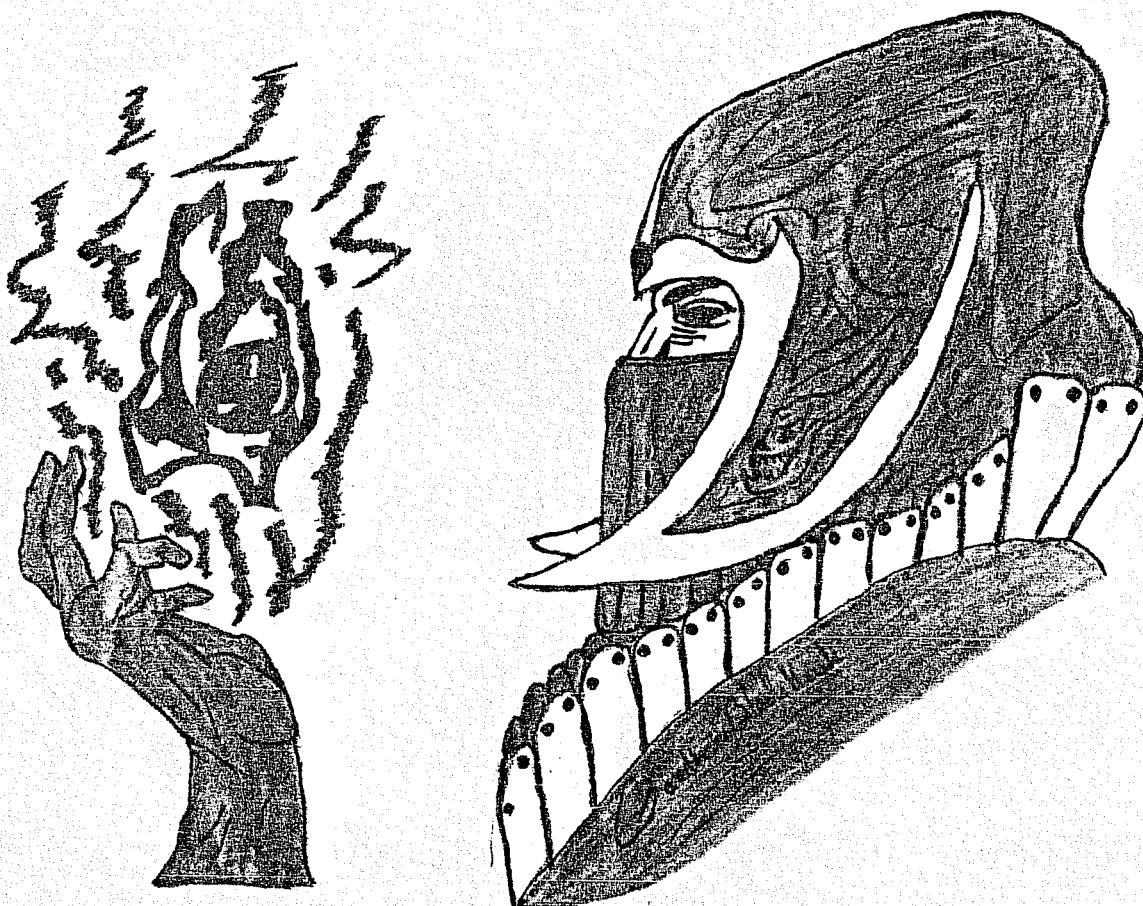
An Open Letter of Clarification

At the coronation of her Majesty Queen Alessandra of the Emerald Hills an apparently unintentional breach of conduct occurred. In the position of her majesty's champion it fell under my responsibility to rectify as it concerned the usage of arms. It was duly approached, and the discussion came to how the different lands each had their own regulations concerning the carrying of arms. Thus the following brief record, as I understand it, of the way our kingdom bares its arms in court.

- 1) Only guardsmen of the reigning nobility may carry amtgard weapons to court, including visiting reigning nobility.
- 2) Live steel shall be peace tied unless pledging/ presenting to the monarch.
- 3) NEVER shall a guardsman bare live steel in defense of his ward.

This basicly covers the usage of weapons at our court, we would be grateful if the other lands presented their rules of weapons ediquitte for our use in their lands.

Champion Garath Blackhawk



AN AMTGARD HISTORY

Born the bastard child of an American Indian who was raped in the prime of her youth, the tribe of my maternal forefathers shunned both my mother and myself to the point of suicide on my mothers' part. After her death, the Tribal Chieftan sold me to another barbaric tribe to save embarrassment on his clan. I was shifted from tribe to tribe, learning the art of clothing, until finally I was allowed to wander on my own in search of my destiny. For many years I have wandered and searched for the fair-haired, fair-skinned cause of my heritage - namely, my father. I have been accompanied by my trustworth cur - Pollyfinkle. During my ageless search, I have finally come across a Kingdom of acceptance, where I can finally dewll in peace.

Aislinn



So you've called her a witch
A caster of spells
And you've done her the justice
Of turning your face just in case
You are right

And the witch of time
Behind the lines
Betrays the lies
Inside your eyes

for all to see

Spurned by the laughter
She's found the here-after
And phases out to meet the dawn
For she only wanted to love just one
Longed for one

And the witch of time
Behind the lines
Betrays the lies
Inside your mind

for all to see

Could it be that in the twilight
You've seen in your hindsight
The tears you've unleashed in her soul
Called to your attention the dreams she once mentioned
She can't let go

And the witch of time
Behind the lines
You're bound to find
Her in your eyes

No one can see

Caliope Crosswinds



CROWN QUALIFICATIONS II 1989

<u>CONTESTANTS</u>	<u>CULTURAL</u>	<u>WAR</u>	<u>TOTAL POINTS</u>
Alessandra	103	4	107
Gwindon	82	12	94
Garath	67	8	75
Rygar	54	10	64
Xenos	46	5	51
Plague	37	9	46
Xyphus	40	2	42
Tarl	28	0	28
Selka	17	0	17
Darelouth	12	0	12
Cain	0	2	2
Tyranny	0	1	1

REEVE 'S TEST

Lynn Fletcher	106
Garath Blackhawk	100
Gwindon Blackrose	98
Xyphus	90
Rufus	88
Alessandra Nightowl	80
Xenos Perversus	80
Avatar Bloodaxe	78
Rygar Savage	78

WAR EVENTS

SINGLE SWORD

<u>CONTESTANT</u>	<u>WINS</u>	<u>LOSSES</u>
Plague	6	0
Rygar	5	2
Gwindon	4	2

DOUBLE SWORD

Gwindon	6	1
Plague	5	2
Xenos	4	2

SWORD & SHIELD

Rygar	5	1
Gwindon	4	2
Garath	4	2

TWO-MAN TEAMS

Xenos & Plague	5	1
Gwindon & Garath	4	2
Alessandra & Zark	2	2

THREE-MAN TEAMS

Garath/Alessandra/Gwindon	4	1
Cain/Rygar/Xyphus	3	2
Xenos/Plague/Tyranny	2	2

ARCHERY

Rygar	11 pts.
Garath	10 pts.
Gwindon	5 pts.

CULTURAL EVENTS

(Highest point per category-20pts)

JUDGES - Rufus, Lynn, Aislinn, Pyber

WEAPON CONSTRUCTION

	<u>R</u>	<u>L</u>	<u>A</u>	<u>P</u>	<u>TOTAL POINTS</u>	<u>AVERAGE</u>
Yellow - Garath	3	4	4	4	15	3.75
Blue - Xenos	4	3	4	4	15	3.75
Purple - Gwindon	2	2	4	4	12	3
Sock - Deacrolath	3	2	4	3	12	3
Orange - Xyphus	2	2	4	3	11	2.75
White -	2	2	4	3	11	2.75

SHIELD CONSTRUCTION

Rygar	4	4	3	3	14	3.5
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ARMOR CONSTRUCTION

Black Studded Leather-Gwindon	4	4	3	3	14	3.5
Studded Leather - Rygar	3	3	4	4	14	3.5
Arm Guard - Alessandra	3	2	4	4	13	3.25

FIGHTING GARB

Corsair Tunic - Alessandra	3	4	4	4	15	3.75
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COURT GARB

Black Dress - Alessandra	4	4	4	4	16	4
Lavender Tunic - Xyphus	2	3	2	2	9	2.25

2-D ART

Wood Dagger - Gwindon	3	4	4	5	16	4
Woven Belt - Alessandra	4	4	3	3	14	3.5
Bow - Rygar	3	3	4	4	14	3.5

FLAT ART

Vampire - Gwindon	4	4	4	5	17	4.25
Amazons - Alessandra	4	4	4	4	16	4
Phoenix - Plague	3	3	3	4	13	3.25
Phoenix - Xenos	2	2	4	3	11	2.75
Corsair -	2	3	2	2	9	2.25
Merc. Beer - Rygar	2	1	1	2	6	1.5

<u>COOKING</u>	<u>CULTURAL</u> <u>EVENTS</u>				<u>TOTAL</u> <u>POINTS</u>	<u>AVERAGE</u>
	<u>R</u>	<u>L</u>	<u>A</u>	<u>P</u>		
Selka - Peach Cobbler	4	4	4	5	17	4.25

SINGING

Alessandra	4	4	4	4	16	4
Tarl	4	3	3	3	13	3.25
Garath	3	3	3	3	12	3

INSTRUMENTAL

Tarl - Guitar	4	4	4	3	15	3.75
Garath - Tin Whistle	3	3	3	3	12	3

(Highest point per category-15pts)

STORYTELLING

Xenos	3	4	4		11	3.66
Garath	3	3	3		9	3
Rygar	2	2	2		6	2

FICTION

Untitled - Plague	5	4	5		14	4.66
That Which is Evil & Kills-Gwindon	4	3	4		11	3.66
Deadly Cycle - Xenos	3	2	4		9	3
Xergul(Prelude) - Garath	3	2	2		7	2.33

NON - FICTION

Xyphus	3	3	4		10	3.33
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POETRY

Catch Me If You Can- Alessandra	5	4	4		13	4.33
Nordic - Garath	3	5	4		12	4
Game of Games - Gwindon	4	3	5		12	4
Gentle Seed of Death- Zark	4	3	4		11	3.66
Greed - Plague	3	4	3		10	3.33
Candle & Flame - Xyphus	3	3	4		10	3.33



CORONATION III

Throughout the weeks we planned this trip
Three days in Renaissance time
Through rain and mud and various drunks
For this I write this rhyme

We arrived on Friday, energy abreast
Our hearts and souls entwined
We set up camp and sat down to sew
Our garbers in such a bind

They sewed 'til dark and into the night
All but a few did sleep
The glasses were empty, the punch was gone
And then the rain did seep

We woke up bright as the day did dawn
We were ready to play the game
but the gods did pour and soak our day
And mud produced our fame

The day wore on, battles were played
Monsters were green and people were wet
Before too long the feast was on
And all preparations were set

The event was here, our time had come
The crown was about to pass down
Then Alessandra took hold, Gwindon aside
And Rygar a Bitch of the Crown

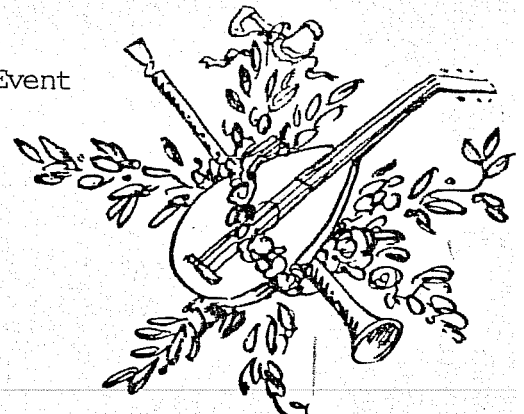
The Court was over, the Queen in place
A wedding was set to begin
At the stroke of nigh a cat did come
And a vampire did show again

The festivities were over and the keg brought out
Some oranges were sunk in dread
The drunks got drunk the Bard did talk
shut up Pebyre, You're dead!

We awoke next morn, climbed out of our beds
And finally all rumors dispelled
The camps were broke, goodbyes were said
All people will live to tell

So this is the tale of our Third Crown Event
A new Queen has now taken reign
For all who missed should all be told
Perspective we all have gained

Aislinn



FAIRY'S GLADE

The sun falls down upon your face
Open your eyes there's no disgrace
Bird song fills this place
Clear blue skies, white fluffy clouds
Everything you love touches you now
Wonderful creations thrill you how
Flowers blossom before your eyes
Beautiful colors, the fragrance makes you sigh
Tinkling laughter, the children play
Magic and wonder fill this day
Soft green grass tickles your ear
Cool water, a willow bends near
A sound of hoofs, a flash of horn
He was there when you were born
He's come again to take you from this place
Silently he searches your face
Only love, no trace of scorn
He glows from within, you touch his horn
Your filled with warmth, he kneels down
You mount his back, you look around
For its time the adventure begins
You wonder if you will return again
To the place you've loved and lived in
Fairy's Glade.....A haven within

Alessandra



VOTES
FROM
ALLTHING
APRIL 22.89

GUILDMASTER MEETING

Date: January 7, 1989 Saturday
Place: Sandman's house

Attended by: King Landolf, Sir Nevron, Gwindon, Dustin,
Sandman, Taldak, Selka, Taz.

Business discussed:

YES NO
15 5

1) Werewolf class - can be cured by cure disease/simple heal spell. The main werewolf can be killed or subdued and cured of lycanthropy but he must come back to the game as a warrior with the same amount of lives as werewolf (- however many times he died as a werewolf). If you have 4 lives and have been killed by a werewolf three times, you come back on your last life as a werewolf with 3 lives. After the werewolf is dead/killed he can be cured of lycanthropy and return to the game with the same amount of lives he had when he became a werewolf (1 life). If the werewolf is not cured after his last life he is out of the game and can not return and pick up his class where he was when he became a werewolf.

The Monarch, the Prime Minister, and the Guildmaster of monsters must o.k. a person to play a monster before they can play.

The Champion should be informed one week in advance (if possible) if a person plays a monster so he can work out a scenario for the battlegame.

7 12 2) Quest Guild - The Monarch, the Consort, the Guildmaster of Reeves, the Champion, and the Guildmaster of Monsters will be in the guild - if a person wants to run a quest he would plan it, submit it to the guild, they will help put on the quest. There must be approval of at least 3 persons on the Quest Guild to run a quest (majority vote).

13 5 3) Mummy Touch of Death - is non-magical, is to be treated as the mummy's unnatural physical strength. The monk is not immune to the Touch of Death from a mummy.

19 1 4) Traveling - people who travel to events and perform club service should get an award. Double credit should be given for weekend events if a person battlegames and plays thier class. If a person performs service to the club at an event (cook, clean, etc.) they should get credit for thier class and possibly an award.

19 1 5) Signing In - if you want credit for a fighter practice, an event, or a battlegame, you must sign in! If you do not sign in and you do not contact the Prime Minister to say you were there before the next practice, event, or battle-game, you do not get credit for that day.

YES NO

- 6) Haunted House - credits given - if you went to just a battlegame in the park in Saturday, you get 1 credit, as usual. If you went to just the haunted house you receive 1½ credits. If you went to both on Saturday (battlegame first, haunted house after) you get 1½ credits.
- 12 7 7) Scout class - the Guildmaster of the class has 5 points of Druid magic, no matter what level scout the Guildmaster is.
- 16 3 8) Assassin class - is not immune to Monks' Quivering Palm. Assassins' Touch of Death.
- 15 4 9) Monk class - is not immune to Assassins' Touch of Death. Monk can heal himself in a 100 count. He must carry a pouch to hold healing components.
- 10 8 10) Warrior class - (Landolf) magical blade sharp is put on by magic. A warrior blade sharp is superior craftsmanship of the blade or weapon, not a spell/enchantment.
- 10 8 11) Barbarian class - Nomads (Norse) can also use throwing axes (1 only).
- 12) Anti-Palidan - no business.
- 19 0 13) Heat weapon spells - the weapon must be completely hidden, none of it in sight, for a spell not to effect it. Enchanted shields can not stop iceballs or entangle.
- 16 3 14) Absentees - Guildmasters who miss 4 weeks in a row or 12 weeks total will lose thier office (subject to review by the Crown and the Prime Minister). May be voted on by the other Guildmasters.
- 17 1 15) Basic Rule book - a) small rule book printed for nuties who pay 1 months dues only.
b) sell the rulebooks at cost, over and above dues paid. Payment for a rulebook will also pay your dues for 1 month.
- 10 8 16) In order to vote at the Monarch or Prime Minister elections you must have been a dues paying member for at least 3 months.
- 18) Rulebook - the Guildmasters should re-write thier classes in a manner that is simple and clear to understand. Guildmasters should put out a simple handbook on thier class.

ITEMS 4, 14, and 16 HAD QUESTIONS ON THEM AND ANOTHER VOTE MAY BE IN ORDER.

SWORD AND SHIELD TOURNEYS

1st Sandman Prize- Reaper Necklace Donated by Sir Nevron

1st Gwindon Prize- Barbarian Ring Donated by Sir Nevron

First \$1.00 Tourney - Fund raiser for Club

1st Gwindon Prize - Spiked Black Leather Bracelet: Sir Nevron
2nd Avatar Prize - Metal and glass candle holders: Sir Alessandra

1st Plague
~~Nevron~~ No Prize- Day before weapon master tourney

WEAPONS MASTER

1st Nevron Total # of contestants 13

2nd Gwindon

3rd Rygar & Plague

SINGLE SWORD

Rygar
Plague
Gwindon

DOUBLE SWORD

Gwindon
Nevron
Alessandra

SWORD & SHIELD

Nevron
Rygar
Plague

DOUBLE AXE

Gwindon
Nevron
Plague

AXE & SHIELD

Nevron
Plague
Gwindon

FLAIL & SHIELD

Nevron
Rygar
~~Gwindon~~
Plague

of Events placed in

Nevron	5
Gwindon	4
Plague	5
Rygar	3
Alessandra	1

Total # of points

13 pts
8 pts
7 pts
7 pts
1 pt

POPULACE CREDIT LIST

Rygar	24 Archer/22Barbarian/8 Warrior
Cutter	14 Archer/5 Wizard/18 Scout/1 Reeve
	2 Monster
Taldak	2 Archer/1 Assassin/34 Warriors/
	1 Reeve/4 Monster
Strato	2 Archer/7 Barbarian
Gwindon	55 Assassin
Delphos	27 Assassin/8 Reeve
Septu	1 Assassin/3 Druid/19 Warrior
Zandrik	4 Assassin/2 Barbarian/2 Warrior
Dredd	1 Assassin/45 Healer/6 Warrior
Xyphus	21 Assassin
Arcaine	9 Assassin/16 Warrior/1 Reeve
Thallan	1 Assassin/2 Bard/2 Warrior
Parelouth	8 Assassin
Axle	3 Assassin/2 Barbarian/3 Warrior
Lorack	3 Assassin
T'mu	3 Assassin
Nevron	29 Barbarian/28 Anti-paladin/1 Monk
	2 Reeves/4 Monster
Taz	32 Barbarian/8 Healer/1 Reeve
Alexzander	11 Barbarian/30 Healer/1 Wizard
	1 Warrior/1 Monster
Ichabod	1 Barbarian
Gladimyr	26 Barbarian/1 Bard
Semat	1 Barbarian
Cain	17 Barbarian/3 Warrior/1 Reeve
	2 Monsters
Avatar	10 Barbarian/1 Warrior
Strype	5 Barbarian/2 Warrior
Dalisk	1 Barbarian
Markus	3 Bard/4 Wizard/2 Warrior
Cynewulf	43 Druid/2 Monk/1 Reeve
Gilean	17 Druid/3 Wizard
Sandman	2 Druid/19 Scout/16 Warrior
Reyna	4 Healer/2 Reeve
Selka	29 Healer/ 2 Reeve
Tyranny	29 Healer
Maximillion	1 Healer
Garath	61 Wizard/1 Reeve
Mandrake	4 Wizard/1 Reeve
Alessandra	13 Wizard/16 Paladin/4 Reeve/1 Monk
Pyros	2 Wizard
Astor	11 Wizard
Hiozoruf	1 Wizard
Lougan	1 Wizard
Dustin	46 Monk/1 Reeve
Questar	6 Monk/1 Warrior
Kryll	1 Monk/1 Scout/1 Warrior
Shorn	1 Monk/1 Scout
Rinehold	22 Scout/1 Warrior
Steppenwolf	13 Scout
Hagar	5 Scout
Stealth	1 Scout
Xenos	56 Warriors

Arak
Stardew
Dallen
Zark
Tarl
Sloan
Aislinn

30 Warrior
25 Warrior/1 Reeve
6 Warrior/16 Reeve
5 Warrior
11 Warrior
1 Warrior
9 Reeve

20 paid members, not counting crown positions. Alot of you expired this month.
dues wise of course. Please check with the Prime Minister to see where you
stand. Thank you.



artist: Viscount Baron Sir Morluk the Merciless

I'd like to thank the people who helped with Coronation. Selka, Aislinn, Jackie and their MOM. Reyna, Nevron, Garath, Patrick. Tholdan, MOM, Devasa, there was another young lady from Austin who helped cook, please forgive me but I do not know your name. Everyone knew who I was speaking of when asked but could not recall. Also, thank you to Queen Tawnee, Prince Aramithris and their Royal Entourage for all the advice and support given it was well noted. Thank all of you who entertained and assisted our children while we were busy. And special thanks to the children who let their mothers put so much time into Amtgard. Special mention to DREAD I was told you were an absolute blessing in assisisting with preparations for the feast and anything else that was needed.

QUEEN ALESSANDRA

CONTEST WINNERS

BEST BARBARIAN GARB

Nevron

BEST MASK

Aramithris

COWABANGA COSTUME

Xyphus

Thank you Rygar for donating such fantastic Troll garb to the Club.

Thank you NEVRON, XENDS, and CAIN for doing the DEMO AT
The CONVENTION when the rest of us could not make it
NAME THIS FAMOUS AMTGARDIAN

Each newsletter a differant baby picture will be displayed. Please submit your guesses to Sir Nevron, and also a baby picture if you would like to be in the contest. Sir Nevron Dreadstar (214) 709-6905 12am - 10pm
700 West Center #22 call at times listed
Duncanville, Tx. 75116 only

