

Echoes of the hills

Echoes of the hills | v. XXXVI 1.2 | April 1, 2006 | Reign 36



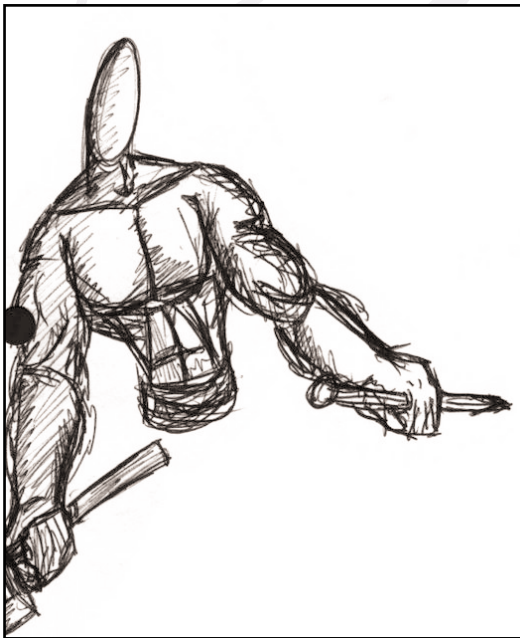
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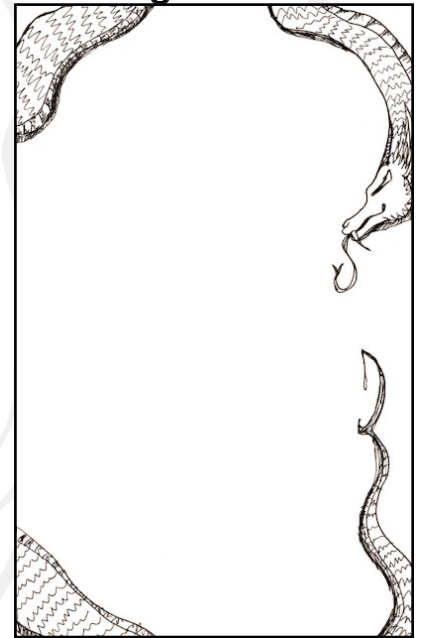
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All art by Sutra Bahuas
Heraldry on page 4 by Sir Reyna?
[to be confirmed]

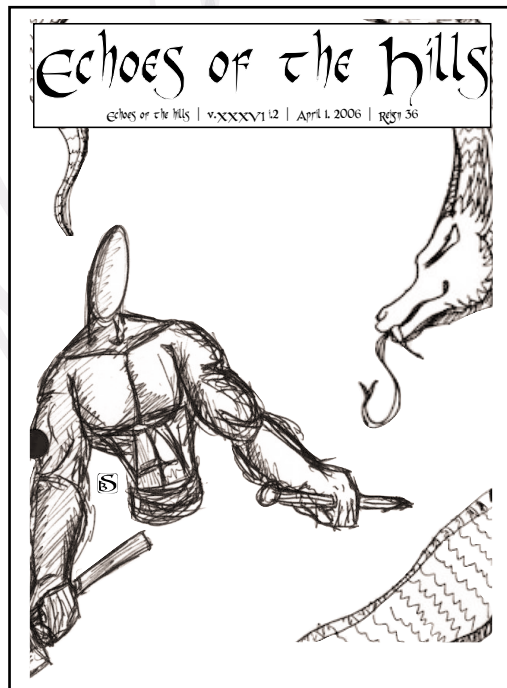
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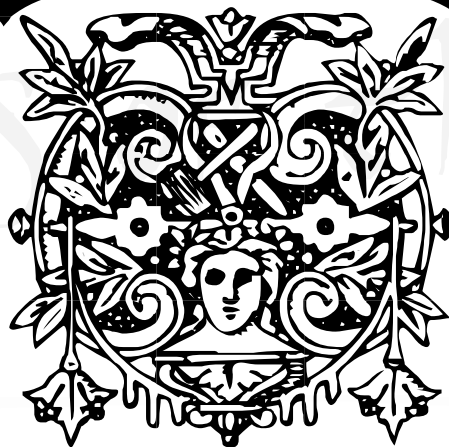


Original Sketch



Composite





The Monarchy of Reign XXXVI 2006

Monarch
Regent
Champion
Prime Minister
Treasurer
GM of Reeves
7.0 Rules Committee
Representative

Clio Ninetails
Blaise DeMurray
Shef
Sir Morgan Ironwolf
Elder Vermillion
Rayel Greenholde
Sistar Tolken

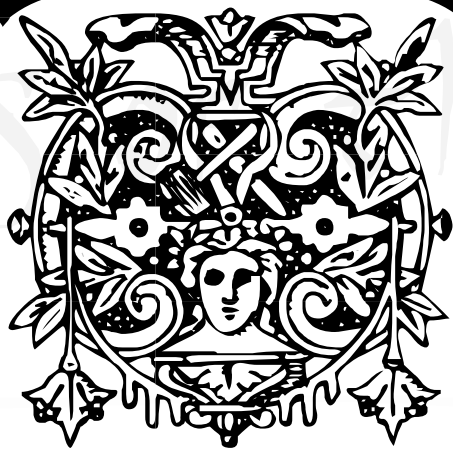
monarch@Amtgard-EH.com
Regent@Amtgard-EH.com
champion@amtgard-eh.com
pm@amtgard-eh.com
treasurer@amtgard-eh.com
gmr@amtgard-eh.com
pm@amtgard-eh.com

The February 2006 Weaponmaster is Sir Brennon Viridian.
The March 2006 Dragonmaster is Sistar Tolken.

The Class Guildmasters

Anti-Paladins
Archers
Assassins
Barbarians
Bards
Druids
Healers
Knights
Monks
Monsters
Paladins
Scouts
Warriors
Wizards

Delphos Darkheart
Dante
Delphos Darkheart
Kodiak
Larin Moonstar
Kodiak
Forest Evergreen
Delphos Darkheart
Gabriel
Elder Vermillion
Forest Evergreen
Kenta Redhawk
Draeven Somerstorm
Martello Entropy



The BOD	Mundane Name	Position	Term Expires
Clio Ninetails (Queen)	Samantha Caudill		JUN 2006
Elder Vermillion (TR)	John R. Elder	Treasurer	MAR 2007
Martello Entropy	Aaron Simpson	President	JUN 2006
Sistar Tolken	Kevin Kidwell		JUN 2006
Shef	Kevin Russell		JUN 2006
Dante	Dorian Snider		DEC 2006
Kodiak	Chris Koeberle		DEC 2006

The RGK	Term Expires
Ewen McFadden (Landlord, 972-686-7755)	N/A
Samantha Three Jugs(RGK Selected Seat)	N/A
Elder Vermillion Treasurer/EH BOD Rep/Secretary	BOD Rep
Clio Ninetails (Queen)	JUN 2006
Shamus Green	SEP 2006
Sir D'Okynn	MAR 2007
Sir Wolverine	MAR 2007

Email the RGK at rgk@tanglewoodforest.org

Emerald Hills



*Azure
three hills in base vert
A phoenix, Or*

**Amtgard-EH.com Contacts
Webmaster**

Webmaster@Amtgard-EH.com

Administrator

admin@Amtgard-EH.com

Freehills



*Aules and Vert,
a chevron rayony*



Calendar of Events

Apr-06

2	Sun	Crown Visit and Dollar Tourney #4	Mourningwood Glen
7-9	Fri-Sun	Tri-Kingdom Midreign (EH, CK, WL)	Giddings, TX
22	Sat	Work Weekend	Tanglewood Forest
23	Sun	Crown Visit	Eagleshire

May-06

6	Sat	Crown Quals	Tanglewood Park
7	Sun	Crown Quals	Finder's Keep
9	Tue	RGK Meeting	TBA
13	Sat	Crown Elections	All parks
14	Sun	Crown Elections	All parks
14	Sun	Crown Visit and Dollar Tourney #5	Campus Supernus
20-21	Sat-Sun	Work Weekend	Tanglewood Forest

Jun-06

2-4	Fri-Sun	Wetlands Coronation	Kingdom of the Wetlands
9-11	Fri-Sun	Akon	www.a-kon.com
15-18	Thu-Sun	Rakis	Iron Mountains
23-25	Fri-Sun	EH Coronation XXXVII	Tanglewood Forest

July-06

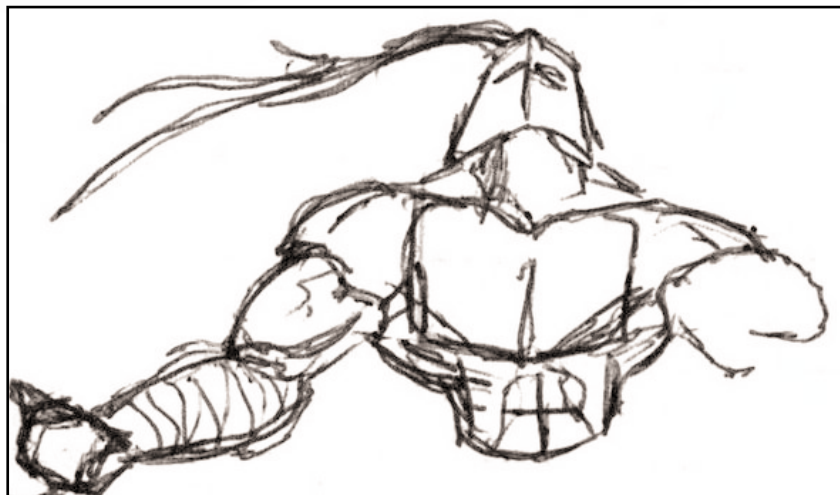
19-23	Wed-Sun	Clan XXIV	
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Aug-06

17-20	Thurs-Sun	Piratical Sabbitcal	Giddings, TX
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Oct-06

12-15	Thurs-Sun	World Banner Wars VII	Tanglewood Forest
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Message to the Populace

Dear Emerald Hills,

Thanks for keeping it real. The Birthday Bash/Relic Quest was a huge success. The Dollar Tourney series has been great for fundraising. Let's keep it up for the second half of the reign!



-Queen Clio

Dear Populace,

Thank you for the terrific showing at Spring War. I was pleased to represent you as a member of the monarchy. The Emerald Hills made the difference during the war (as always) and made the difference during Saturday night fun for a good time and people with which to spend time.

We are trying some new things brought to us as good ideas and things that have gone well in other kingdoms this spring and I hope you will keep an open mind and try them out. So far, I have enjoyed the enthusiasm with which everyone that has participated brought with them to the events.

Thank you for the opportunity to serve you. We have a workshop still being planned for April and a bardic at a hospital or old folks' home being planned for May. This is a good opportunity to get the Amtgard name and concept into the public. It is a peace mission not a recruiting mission.

Take care,
Blaise
Regent Spring 2006

Populace of the Emerald Hills,

It has been a pleasure serving as the first Treasurer of the Emerald Hills. It was a long process of gathering all the needed information to make the Treasurer position a functionable necessity. The taxes have been filed, account spreadsheets current & updated, and budgets have been set for Elder's stepping up. I feel that he will be a good Treasurer for this Kingdom and I look fwd to what he does with the position. This is not the end for me. Thanks, and always remember the most important thing is to have fun!

Regards,
Baroness Reine Von Doom
Corsairs!!!



Message to the Populace

To the Populous,

Thus ends my term as PM. I wish I could say it has been a pleasure. I now leave you in the capable hands of Sir Morgan. Please do your best to assist him in his endeavors,

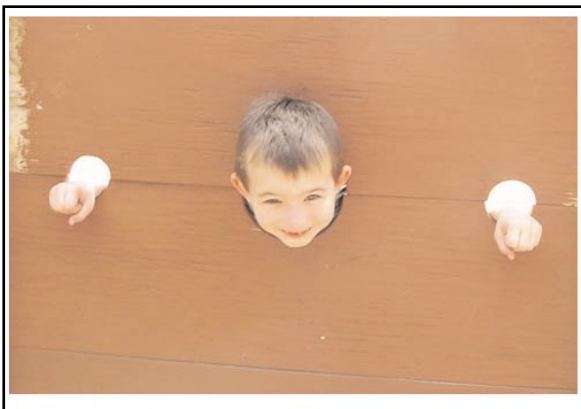
Regards,
Sistar Tolken

Greetings Emerald Hills!

I would like to start off by saying thank you for the honor of letting me be your Prime Minister. I won't let you down. As per my campaign promise you will be seeing a newsletter every month that I am in office. Each issue will highlight one of the Emerald Hills fighting companies. If you have anything you would want to see in the newsletters you can either submit them to me, sirmorgen@hotmail.com, or to Sutra, jrodas00@yahoo.com. I look forward to seeing each and everyone of you in the following months.

Sir Morgan

How can you come up with a caption to a cute pic like this?



Sir Forest shows Thangorn how to burn water.



Kingdom & RGK Inventory List 03/31/06

Kingdom:

7 11'8 x 19'6 Pavilions
250 ft extension cord
1 Jug 15 gallons
5 Medium round coolers
8 18 Gallon tubs with lids
1 Large canvas bag
2 Tarps
High Table 30 x 72
1 Table-top podium
6 Lights
10 Banner War flags
4 Boxes of mugs
4 Tables
3 High Table pillows
2 Water drums
10 Torches
1 Ice chest
1 Broom

RGK:

1 Post hole digger
2 Packs shingles
1 Cooler
5 2 x 4 lumber 87 ft
Various plywood sheets
4 2 x 6 lumber 8 ft
3 1 x 4 lumber 8 ft
1 Mini refrigerator
Various nails and building materials
1 Tarp
1 Broom
Lyme
1 towing chain
4 Park Benches
11 Picnic tables
2 Wheel barrows
7 Trash Barrels



Kingdom Finances

Kingdom of the Emerald Hills Account June 2005-May 2006

	June	July	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Total	Mo. Avg
Expenses	5,020.63												5,020.63	
Feast**July is MR XXXIV	337.31	107.00		436.82	3,000.00								3,881.13	
Printings (Rulebooks & Coporas)	420.01			171.04									591.05	
U-Haul Storage	148.50												148.50	
Taxes													0.00	
Misc					71.88								71.88	
Withdraw for gate							150.00			40.00			150.00	
King/Queen 10%	140.13	11.90		92.53	22.52								307.08	
Treasurer's 10%	27.21			8.66									36.87	
Spent Monthly	608.82	274.34	11.90	709.05	3,094.40	0.00	150.00	0.00	0.00	40.00	0.00	0.00	5,186.51	Spent- year to date
Events														
Coronation	1,080.00	80.00					1,205.00						2,365.00	
Midreign				1,075.00						390.00			1,075.00	
Birthday Bash					4,225.00								390.00	
Banner Wars													4,225.00	
Deposits Monthly	1,080.00	80.00	0.00	1,075.00	4,225.00	0.00	1,205.00	0.00	0.00	390.00	0.00	0.00	8,055.00	Deposits- year to date
Transfer to RGK (Deposits) **June is 2 events	1,166.50			537.50	2,112.50				527.50	195.00			4,559.00	Transfer to RGK
Capital Expenses													0.00	
Gravel Donation to RGK		2,000.00											2,000.00	
Capt. Exp Monthly	0.00	2,000.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	2,000.00	Total capital expenses
Donations							415.00		59.00	120.00			677.00	Total Donations
							red cross							
Monthly Balance	4,007.31	1,812.97	1,801.07	1,629.52	647.62	930.62	2,400.62	2,400.62	1,932.12	2,207.12	2,207.12	2,207.12	2,207.12	Kingdom Bank Balance



What is Amtgard?

Amtgard is a not for profit, non-sectarian group devoted to recreating elements of the medieval, ancient, and fantasy genres. The thrust of Amtgard is both recreational and educational, with major group efforts devoted to reconstruction of medieval combat. Amtgard weapons are safe, foam padded replicas of the real things.

What does it take to be in Amtgard?

The minimum requirement to play is to be older than 14 years of age, to fill out an information sheet and waiver (available in the Library) and if under the age of 18 have a parent or legal guardians legal consent. It is also encouraged to get a copy of the rulebook, have a medieval costume, and create a history for yourself in the game.

Where is Amtgard?

Amtgard is an international organization. Amtgard gatherings can be found throughout the United States and in many foreign countries.

The Dallas based group's parks can be found in:

<i>Arlington</i>	<i>Eufless</i>
<i>Coppell</i>	<i>Denton</i>
<i>Garland</i>	<i>Wichita Falls</i>
<i>Plano</i>	<i>Oklahoma</i>

Additional information on where Amtgard is played under the banner of the Emerald Hills can be found on our Parks page.

The staple of Amtgard gaming is normally in local city parks. However, several times a year we invent excuses (Coronation, Midreign, World Banner Wars!, etc) for weekend-long camping events. On those occasions members of the Emerald Hills groups gather at the Tanglewood Forest event site in Corsicana.

When is Amtgard?

Within the game, Amtgard is based in medieval elements from before 1650 (pre-gun-powder weapons).

In order play the game, you need to have some spare weekend time. Members of Amtgard meet on Saturdays and Sundays in parks around the Metroplex. The day of play depends on the park. Members typically begin gathering at a park between 1 and 2 p.m. For a first visit, arriving closer to 3 p.m. ensures enough players in attendance to get a "fuller feel" for the nature of game without too much waiting around. Because Amtgardians often travel to periodic gatherings, it is recommended that new players



attempt to contact an active park member before attending for the first time. At the very least check out the event schedule/calendar beforehand.

Some Amtgardians also gather during the week to practice their fighting skills.

How long has Amtgard been around?

Amtgard was founded in 1983 and has since spread throughout the world. The Dallas group was the second Kingdom of Amtgard and has been around since 1988.

Who Plays Amtgard?

People from all ages and their families can participate in Amtgard. Amtgard includes:

- Competitive Combat
- Building safe weapons, shields, and armor for play
- Medieval clothing construction
- Wood crafts
- Metal crafts
- Singing, poetry and writing
- Theatrical performance
- Role-play
- Many other cultural aspects of the Medieval lifestyle.
- Weekly gatherings for games fighting and fun.
- Periodic gatherings of the members of the Kingdom for weekend long events, including tournaments, quests, cultural competitions and courts.

Tanglewood Forest Silver City, TX
Duchy of the Midnight Sun Garland, TX
Duchy of Eagleshire Denton, TX
Duchy of Mourningwood Glen Arlington, TX
Barony of Tanglewood Duncanville, TX
Barony of Cuiviedor Amarth Arlington, TX
Shire of Campus Supernus Plano, TX
Shire of Centaur's Glade (Petitioning) Mabank, TX
Shire of the West (Petitioning) Coppell, TX
Outpost of Die Nordebenen (Petitioning) Edmond, OK
Shire of Shadows Keep Euless, TX
Shire of the Midnight Rain (Petitioning) Meeker, Oklahoma





Parks

Campus Supernus

Bob Woodruff Park South, near the south pavilion, on Sundays at 1 pm.

Park Officers

Sheriff: Aodan Firestalker | Prime Minister: Elder Vermilion

How Do I Get There?

1. Take Central Expressway (US-75) to Park Road.
2. Take Park Road east, past Shiloh Road.
3. Turn right (south) into the parking lot.
4. Follow the sidewalk to the south pavilion.

Mourningwood Glen

Arlington, Texas (West of the D/FW metroplex) on Sundays, around 2:00 p.m.

Park Officers:

Sheriff: Kenta Redhawk | Prime Minister: Ally'siandra

First, get to Arlington *grin*. If you're coming from the south, get to I-20, and head towards Arlington. Once you get to Cooper Street, head north on Cooper Street until you reach Arkansas Lane. Turn left onto Arkansas Lane and head down till you get to Spanish Trail. Left on Spanish Trail, and take the second park entrance. We're just over the bridge from the parking lot.

If you're coming from the north, get on I-30, and head for Arlington. Exit Cooper Street, and head south (past UTA) till you reach Arkansas Lane. Right on Arkansas, and you can follow the above directions from there.

Eagleshire

Denton, Texas (North of the D/FW metroplex) on Sundays, around 2:00 p.m.

Park Officers:

Duke: Forest Evergreen | Regent: Tigger | Champion: Everlast | Prime Minister: Tarkas

How Do I Get There?

1. Get to I-35 EAST in Denton (North of the I-35 split)
2. EXIT Bonnie Brae.
3. Take a RIGHT on Bonnie Brae.
4. Take a RIGHT on Scripture.
5. Take a LEFT on Thomas.
6. You will see the park on your LEFT ~ We meet at the Pavilion.



Parks

Finders Keep

2 pm on Sundays at Lucy Park, on the left side of the road (across from the pool).

Park Officers

Baron: Gabriel | Prime Minister: Typhus Deathcaller | Champion: Shades

How Do I Get There?

- 1.From the DFW Metroplex, take 287 to Wichita Falls.
- 2.Take the BROAD ST exit toward US-277/ABILENE. 0.2 miles
- 3.Turn LEFT onto BUSINESS US-277 S/5TH ST/TX-479 SPUR W.
- 4.Continue to follow BUSINESS US- 277 S/5TH ST./Seymour Highway 0.6 miles
- 5.Turn RIGHT onto SUNSET DR. 0.2 miles (its a light and across from a school bus parking lot)
- 6.Turn right on Sunset and this will take you into Lucy Park.

Midnight Sun

Garland, Texas on Saturdays around 2 p.m.

Park Officers

Duchess: Faith Silverose | Regent: Septumus Dio | Prime Minister: Martello Entropy
Champion: Sutra Bahuas

How Do I Get There?

- 1.Take Centerville Road north from LBJ/635. (In Garland, between Garland Rd, and Oates Dr.)
- 2.Take a right on O'Banion Rd. (Landmark: 7-11)
- 3.Troth Ablon Park will be on your left, less than a mile.

Midnight Sun

A-Frame

Occasionally, Midnight Sun special events will be held at an alternate location, in case of inclement weather. In such cases, we'll usually reserve the Gatewood Pavilion, commonly referred to as the Midnight Sun A-Frame.

Directions:

- Take Oates Road north from LBJ/635. (In Garland, between Centerville Rd, and IH30 .)
- Take a left on Duck Creek Rd.
- Gatewood Pavilion will be on your left, less than a half mile.



Parks

Tanglewood

2pm on Saturdays.

Check the forums beforehand to make sure they are meeting that weekend.

Park Officers

Baron: Sir Nevron Dreadstar

How Do I Get There?

1. Take the Cedar Ridge exit off I-20.
2. Head south to Camp Wisdom Road.
3. Turn left at the light.
4. Turn right at the first street, which should be Steger Dr.
5. Follow that road into the park. Look for the basketball court and park as close to it as you can.
6. Tanglewood meets in the front part of the woods, to the west (right) of the playground.

Petitioning Parks

Shire of the Midnight Rain in Meeker, OK

Shire of the West, Coppell, TX

Shire of the Forsaken Lands, Euless, TX



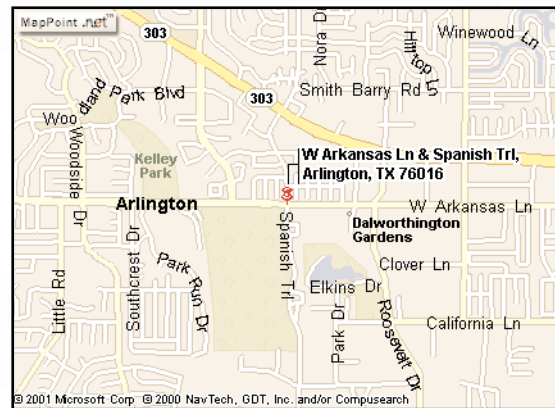


Park Maps Page



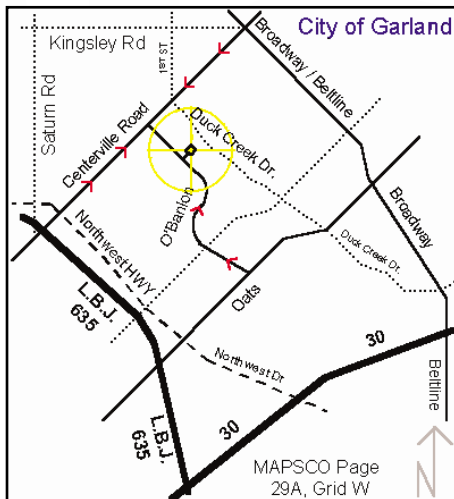
Midnight Sun

Garland, Texas on Saturdays around
2 p.m.



Mourningwood Glen

Arlington, Texas on Sundays, around
2:00 p.m.



Midnight Sun A-Frame

Special Events - TBA



Eagleshire

Denton, Texas on Sundays, around
2:00 p.m.



Links

·Companies (http://www.amtgard-eh.com/links_companies.html)

A list of (and links to) Fighting Companies either based in or with members in the Emerald Hills.

·Households (http://www.amtgard-eh.com/links_households.html)

A list of (and links to) Households either based in or with members in the Emerald Hills.

·Mailing Lists and Forums (http://www.amtgard-eh.com/links_mailinglists.html)

A list of (and links to) Emerald Hills related mailing lists and forums.

·Amtgard (<http://www.amtgard.com/>)

The Official home of Amtgard; the Live Action Role-playing Game and Combat System that the Emerald Hills participates in. From this, all else flows.

·Amtgard Atlas (<http://www.216.63.64.188/index.html>)

Looking for a place to play Amtgard? Start here! Includes geographical breakdowns.

·Amtgard Online Record Keeper (ORK) (<http://www.amtgardrecords.com>)

Online database of credits, awards, and other player information.

·Clan! (The Gathering of the Clans)

(<http://home.elp.rr.com/indexorama/clan/clan21.html>)

Latest information on the largest annual (each July) gathering of Amtgardians anywhere. In addition, recent Burning Land BOD minutes are published here.

·Interkingdom Knights List (<http://www.amtgard-wl.com/ikknightslist/>)

Hosted by the Kingdom of the Wetlands, these pages contain the most comprehensive list of Known Amtgard Knights. (Of course, the best place to get the straight dope on EH knights is right here.)

·Tanglewood Forest (<http://www.tanglewoodforest.org>)

Emerald Hills managed property/campground 20 miles east of Corsicana in Silver City, TX. Used for major events such as Mid-reign and Coronation, it's also available for other groups or organizations.

·World Banner Wars (<http://www.worldbannerwars.com/>)

Get the details on Amtgard's only full class, put-up or shut-up, tournament. Held at Tanglewood Forest every October, this is the Emerald Hills' annual inter-kingdom event.

·Emerald Hills (Yahoogroups)

(<http://games.groups.yahoo.com/group/amtgardannouncements/>)

The Primary Mailing List for the Kingdom of the Emerald Hills.

·Emerald Hills Forums (phpBB) (<http://www.amtgard-eh.com/forums>)

The Emerald Hills online discussion forum.

·RGK (<http://two.pairlist.net/mailman/listinfo/rgk>)

Mailing List to keep tabs on the Royal Grounds Keepers. The RGK manages Tanglewood Forest on behalf of the Emerald Hills.

·Lionesse (<http://nondescript.net/lionesse/>)

An Amtgard forum sponsored by House Lionesse for the support and encouragement of women fighters. Everyone from the novice to the expert is welcome to discuss, share, exchange information/experiences.

·The Emerald Hills Role-Play List (<http://games.groups.yahoo.com/group/ehroleplayers/>)

The official Emerald Hills role-play intensive/exclusive yahoo group focused on role-play immersion.



EMERALD HILLS COMPANY SPOTLIGHT PRESENTS:

Crawling Chaos~

Compiled by Lady Dreanya Jurista

Crawling Chaos~ (CC~) is primarily based out of Midnight Sun and started on April 2, 1994 out of mutual interest, self-defense, and the interest to participate in a quest. CC~ was founded by Darkangel, Kahwen, Kodiak, and Martello. It is important to note that UT Dallas is, in a way responsible for this company because KalXen ran a gaming group on campus at UTD and introduced Amtgard to Darkangel, Kahwen, Martello, and Bacchus. Bacchus introduced Rayel, Martello introduced Kodiak, KalXen later introduced Nicodemus and Tolken, and so on. CC~'s device is "metaphor" and their symbol is green broccoli rampant on a white field (see below).

They have never been a "fighting company" in the truest sense. They have been more like "battlefield support units," "guerilla tacticians," and "diversions." They also have a strong tradition of club service and artistic effort as well.

Current Members

Captain ~ Baron Squire Rayel Greenholde
Lieutenant ~ Duke Sir Martello Entropy
Members ~ Kahwen Markado Archeas
Barn Lord Kodiak
Squire BlackAngel
Tiny der Uberhund
Baroness Dame K'tai bin R'al
Dame Tigara Silverstar
The Assless Blue Egg with Face & Feet
Duchess Dame Shaylen
Sistar Tolken
Yoni haMagid
Baronet Faith Silverose
Contessa Tanara Stormcaller



Company Awards

Flame ~ Midnight Sun by Duchess Morpheia Hekstar
April 1, 1995
The Tournament That Wasn't

Flame ~ Midnight Sun by Duke Luxton
October 21, 1995
Service to Midnight Sun

Flame ~ Midnight Sun by Duke Ewen McFadden
June 22, 1996
General Service

Flame ~ Shadowhaven by Baron Talon Darkeagle
July 25, 1998
Dollar Tourney at Not-Clan II

Flame ~ Midnight Sun by Duke Raymare
October 24, 1998
For hosting Dollar Tourneys

Lion ~ Emerald Hills by Czar Forest
June 12, 1999
For always coming through in a pinch

Flame ~ Emerald Hills by Czar Forest
December 20, 2003
For autocrating WBW IV

Fun Factoids ~

- * When CC~ was formed, the Duchy of Midnight Sun was Independent and not a part of any Kingdom.
- * From August 1995 to March 1996, CC~ was the only fighting company at Midnight Sun.
- * There are miniatures of most of the members of the company made from Games Workshop Products (mostly Mordheim and Dogs of War).
- * The company has yet to defeat Sir Cabal in combat!

How do I join?

Go to the intersection of Greenville and Park Lane next Friday night at precisely 11:58pm.
Await further instructions.

For more information, please check out their website at <http://crawlingchaos.org>.



Falador's Sanctuary

Falador and Septumus Dlo

brrrrr, Falador mumbled, observing his glowing breath in the dim light caused by the rolling over-cast sky. The day would be coming to an end soon, he thought as he reminded himself to find a place of shelter before the bitter-cold night approached. He had survived the mild winter with temporary huts and housing that he had constructed with his evergrowing skills and wit. However, he sensed a big winter storm in the air, hastily approaching, that would leave him fatally-sick if he were caught outside. As he searched for such housing, he reflected on the reasons in which he was homeless right now. Too stressful! Independence! A change-he needed a change from the ship. He needed to get away from the constant struggles, conflicts, and from having the same meal everyday. He had decided to take a break from swashbuckling for a little while, and retreat back to the wilderness. He wanted to get back in touch with nature he wanted to..

****boom!**** his thoughts were interrupted by a sudden blast of light followed by a frenzy of icy-rocks that descended with rain, after one pelted him in the head he took off in a dash, running as fast as he could until he could find any type of roofing. After running for what seemed to be an eternity he found a small cave ahead of him at the base of a large rock, and dove inside. damn that was close, he said to himself, attempting to catch his breath. He took a quick glance around the hole he was in, mumbled "thank god for this sanctuary", and immediately fell asleep.

Septumus:

Hissing under his breath, he moved through the tunnels. He was almost out of supplies meaning it was time again to head into town. Too many people there, that always made him uncomfortable. He stopped to adjust his cloak. It was freezing outside, a penetrating cold.

A thud.

Coming from up ahead. Septumus went back into his survival mindset. He moved slowly, making as little sound as he could. His dagger was already in his hand. It took him about fifteen minutes to make it to the mouth of the cave due to sneaking along. It seemed paranoia got the better of him once more, there was nothing here. He turned around shaking his head, mostly at himself for letting his mind get the better of him. But then he saw it, well him, huddled in the corner... Sleeping. He appeared familiar, a distant memory. Septumus grinned, this could very well be the beginning. He did need to raise an army after all... If he was worthy the plague wouldn't kill him....

So now it begins...

Septumus:

The fight hadn't lasted long but Falador had indeed fought like a true barbarian. In the end Falador lay stretched out at Septumus's feet, face bruised and arm bleeding seriously from a bite that ended up a gaping wound. The plague was running through him now. Disease would wrack his body with pain he couldn't imagine and probably kill him, unless he was strong. Hopefully he would survive, he needed at least one to begin with and so much the better if it was someone he had known to be trustworthy at one point. His army would grow in time.

He would need to find another place to camp now, the fight and scent of blood in the air would surely draw predators, probably some he couldn't handle. Septumus picked up Falador, he was already shivering with a cold sweat pouring off him. He moved Falador to the far back of the cave where he would be more safe and left. There was another site nearby he could sleep in.



Distant Suns

Sutra Bahuas

The stars sparkled in the black sky above. The cloudy breath emanating from his mouth occasionally obscured them. He had reached Tanglewood Forest. It was a comfortably cold night.

He found the enclave his most recent 'client' had instructed him to. The voices of men speaking could be heard. Above them all, a new voice spoke. His laughter flowed freely, unabashed to be heard in the darkness. The fire danced strongly between them. Throwing a stone to see the mode of the meeting, Sutra sat in silence and found it was rather lax. The presence of burnt elven moss weighed in the air. He grumbled knowing they may not be in the best of mind to talk business.

'Seamus...' he whispered into the dark, loud enough to interrupt the man's rhythmic colloquialisms.

'Who...who's there? Sutra? Is that you?'

'I received your missive, what have you?'

The cloaked bard stood at the opening of the clandestine campsite. His features hidden by the backlighting of the fire. His mannerisms were not hostile and spoke of a subdued confidence. Good, at least one of them will be sober to speak, Sutra thought to himself. The meeting proceeded quietly with the bard speaking of great things and ambitious visions. The others randomly spoke. With the turn of the constellations, the men grew weary of the bard's vague and fantastic claims and demanded he reach a much more realistic conclusion.

He did.

Parting from the others, Sutra made ready for his role in the grand scheme of things.

Putting out the small campfire, he yawned and kneeled quietly listening for any suspicious sounds. Standing up he strapped the last blade to this side. Grasping 6 arrows in his left hand he strode off with a newer bow, almost as tall as he, into the dark forest line. Some would call it reconosaince, for him, it was simple curiosity.

The night's sky had grown darker over the past weeks. There never seemed to be peace in these lands he amusingly thought. This is one tempestuous dark emerald. He chuckled.

A light, a fire flickered in the distance, a good ten minutes walk away. Curiosity, that's what his mother called it too. Slipping down to his stomach, he managed to crawl towards the edge of the small gulge in the forest floor. A steady chant began to sound louder and clearer as he neared. The sound of chimes and drums separated the voices from the steady song. Reaching out he steadied himself on the tree trunk. He almost swore for a minute it shivered at his touch. Shaking his weary head he ignored it. Peering over the shrubbery he looked down and heard the foreign tongue much more distinctly.

Figures stood, circling an obelisk, black with silver glyphs etched on its sides. 5, no, 6 sided, it stood as tall as



a hill giant. How could the royal guards have missed something like this? A rebellion. Ah yes, the rebellion. Shaking his head he rounded off towards the back, a lone figure stood in the similar black cloak that the others wore. The voices of men and women sang in harmony. The words, he began to understand them. They had gathered. The cause of this convocation was certainly unclear. The blade sank deeply into the figures back, right at the nape of the spine. The popping of cartilage was silent enough. He couldn't help but wince; it had indeed been a long time.

He stood forward and stood 'guard', certain the dead man would not be missed, what with the tall pointy hats and such that covered the entire head, only allowing the eyes to peer through. The velvet robes were indeed a nice touch. A solitary figure announced to the conclave.

'We are awakened and are purified now to receive the blessing of Mallabus, let us come together and thank his mercy so that he may show us the true path.'

A single man and woman stood at the kneeled at the base of the great statue. She sang in a hauntingly alluring chorus, almost reminded him of an elv...he squinted and could see the lacerated ear, her left ear bore a queer vertical angle, where her elven tip for an ear once was. He remained motionless.

The mans voice melded with hers. He seemed to want to sleep now. Sutra could feel her voice ebb it's way into his blood flow. Not good, get a grip of yourself. Her voice faded before he realized she had finished her song almost a minute ago. What in Hades is going on here he began to wonder.

It wasn't the obelisk that concerned him, cult's happened here all the time. Nor was it the traitorous elf that sang to the black stone, he needed the entertainment.

It was when the 6th glyph of 7 began to glow. The previous 5 glyphs seemed to have shattered in their place, displaying missing pieces from the stone. It was the loud roar and thunderous crash that made them all reel back, some crouching in trembling fear, others bellowing great shouts of nervous glee.

Sutra masked his face and neck from what seemed fragments of razor sharp steel. It wasn't. The 6th seal had been broken. He could feel warm blood trickle from his left forearm now; the stinging began to grow deeper. Dammit. Women let out cries of joy and pain, men screamed out in unison, chanting for the blood of the 'misguided'. The man and woman lay dead at the base of the obsidian obelisk. The shattering glyph propelled fragments with such force that the man had been struck in the chest, a large dagger sized fragment protruded from his sternum. Damn. The elven female lay grasping at her neck, blood soaking the earth where she laid. Her death throws caused him to want to help her, but the chant of how these two were blessed to be martyrs in the great birth drowned out her blood soaked gasps.

Her flailing stopped. She lay there. Sutra's anger subsided as others helped each other to their feet and other's tended to the wounded. At least they cared about each ot...The screaming began. The slaughter made his stomach turn. The healthy were not aiding the wounded; they were slitting their throats. Cristo's Mercy! They were killing the weak! A hand touched his right shoulder, instincts lead his hand to the dagger in his left hand cloaked by the robe and found it gliding to the neck of the hooded figure. Her protest made him stop. He was curious once more.

'You are injured...this is the way brother.'
'A wound that I will survive...sister.'



'But this is the way of the path, you must submit.'
'Mallabus has declared me...forgiven this time.'

She staggered back and kneeled apologizing for her stern faith, she removed the tall head covering, her dark hair pulled back revealing her gaunt yet pleasant appearance.

'I am sorry Holy Cleric, you speak his name with authority, and I did not kn..'

A second hand reached out and grabbed the hem of his robe. The raspy voice begged for mercy. He couldn't decipher the pleading. Anger and hatred flashed in the girls eyes; she threw herself at the writhing figure and sunk her blade into their chest with studied precision. Twisting in place she pulled it out, the spray of red spattered her cloak. She turned from the dead figure and bowed even lower at his feet.

'I pray my faith has spoken through my actions Cleric!' Her nervous energy charged the air around her. 'What is your name young one?' he asked.

She smirked staring at the robe and confidently replied. 'I will not fail your test Cleric, I am faithful.'

Sutra was intrigued with this creed they had been brainwashed with.

'Very well..follow me.' He moved towards the quietest exit he had studied before getting himself in such an interesting predicament.

She stood and followed cautiously, he could tell in the way she gripped the bloody blade in her right hand. Her solemn walk betrayed her. Slipping a small vial from his left hand, he soaked a small square of cloth with the odorless liquid. They reached the shadows together away from the others.

Turning to face her, she was gone. His brow furrowed as the tip of a blade rested against his lowest right rib. Her voice flowed with treacherous hissing. 'Cleric, I promised I would not fail your tests.' She reached under his left side and tugged at the soaked cloth.

'For a Cleric, you are indeed ill-trained.'

'Well, if you think that making myself a cleaning patch for the wound is ill-prepared, then you disappoint me.'

'Healing salve? Or were you intent on drugging or even killing me Cleric?'

'Study it yourself, simple aloe with myrrh.' He whispered something more.

'What was that?'

He muttered again, her voice seemingly getting more and more impatient.

'Well allow me to make my peace then young one, you have bested me this eve.'

Kneeling he lowered his head, the cold blade sitting on the side of his neck.

'A defeated Cleric, my won't I be rewarded, too bad your only an impos...'

His roll to the left managed to clear three feet between them. She lurched forward to kill her target and to her horror found her feet tangled with thin almost invisible trapping line. The small marble sized imprint formed quickly on her left temple.

She lay motionless on the cool earth. Sutra sat up a bit embarrassed. A trap and a throwing stone, that's too much for subduing attractive company.

He quietly stalked back into the darkness, a bound and motionless figure draped across his left shoulder. He looked forward to having company again.



Battle in the Woods

Sir Forest Evergreen and Sutra Bahuas

Forest sat back in his chair and listened to the sounds in the trees. It had been a long time since he had been able to sit in his home without the worry of guards trying to capture him. The rebellion had subsided, the Monarchy was restored and Forest was no longer a hunted man. Rest, however, is not for the weary. A heavy knock came at his door. Months of surviving alone had changed him. Made him less trustful. Where once he would have answered the door without question, now he charged a ball of energy to petrify his attackers. He threw open the door his hand ready to strike....but his reaction was misguided. In the doorway stood a large barbarian. A strong beast of a man with lightning reflexes. Forest lowered his hand. The ball of energy would have bounced off his thick skin anyways.

"This always how you welcome friends?" Everlast asked grinning at his old friend.

"Forgive me" Forest sighed, "I'm still getting used to being a free man.";

"Well, don't get too comfortable. There is news from Tanglewood Forest. Something is happening in the woods. Goblins, were-rats, and other creatures are attacking travellers on the Queen's road." Everlast informed him.

"Well, I guess I don't have time to rest then do I?" Forest smiled. He loved adventure and this was another chance to see action. He called forth a small air elemental and bid it send word to his allies. A battle was approaching.

The battle had gone well. Forest and his allies had cleared most of the meddlesome creatures out of TWF and had bartered with the fairies and tree folk to brew potions that would aid them in hunting the greater cause of all this mischief. The army was mobilizing, but Forest and his allies were not regular foot soldiers. They would be better off as a separate unit. But first, they would have to gather more information on what they were up against.

So far, Sutra seemed to be the only person who knew what had been happening. It was time to pay him a visit and see what information he held...

Sutra

Tying the last knot behind his back, Sutra pinned the message to the man's chest. He was sure the man's dagger would make an appropriate pin. The muffled cry was cut short by a sharp jab to the forehead. 'Ssshhh. You'll wake up the goblins. Now we wouldn't want that before you delivered your message now would we?'

Pulling the cloaked figure, Sutra leaned and whispered into his bloody ear. 'Deliver this little letter. If you live, fine. If you don't, well...I'll see you...on the other side.'

The pair of fresh guards stood at the quiet town gates. It was early and their fire had died down. Though the sun began to light up the eastern sky, warmth was a commodity these past couple of frigid days. The figure rushed up from the tree line. It rushed the gates. Wounded, it limped with rushed urgency. It appeared to be a man. He seemed bound, arms above his head, hands behind his neck, running. The screams were



unmistakable, goblins.

The young guards raised an alarm, the sun not having peaked over the Eagleshire Sierra, the goblins had but a few moments to wreak havoc on the slumbering outpost.

'Take the shot! Take the SHOT!', the boyish archer raised his old bow, it squeaked with signs of wear and tear. It was the best the armory had to offer, for only 4 talons, he would have preferred being a smith.

The hooded figure closed in at about 20 paces. The boy aimed above the man's head aiming for the nearest goblin. It's eyes burned with hunger and rage. Nervous tension gripped the young mans heart and mind.

'DO IT!'

He blinked for a second. His friend let out a yell and immediately fell silent.

'What the!'

The novice archer opened his eyes and stared as the hand full of goblins rushed the tree line shadows and disappeared. The running man had come to a stop. His arrow shivered, buried between the man's eyes.

'Ah shi...'

The guards dropped the dead body at their captain's feet.

'We found this on the body sir.'

The archer stood by nervous and listened to the men speak. The captain murmured the recipients name to the men.

'Sir Forest.'

Midnight Sun has a new group email list thru Yahoo Groups
I encourage all MS members to join for updates on local happenings.

<http://games.groups.yahoo.com/group/MidnightSun-EH/>

Duchess Faith Silverose



DragonMaster XXXVI - Results

Name	Code	Item	Score
Aylin Karyn.....	BD-1	Belly Dance	3.8
Aylin Karyn.....	WPO-1	Death after life	3.0
Aylin Karyn.....	WPO-2	Our Beloved Camelot	2.86
Total			9.66
Faunna	C2P-2	Moonfly Ivy	3.26
Faunna	GJ-3	Vamp	3.2
Faunna	GJ-4	Floral Asymetry	2.82
Faunna	WPO-3	Flame War	3.13
Faunna	WPO-4	Ode to Mia Cyrus-Miller	2.88
Total			15.29
Forest	BO-1	Cladius Speech Act 3 Scene 3	4.29
Forest	BS-1	White Squall	3.6
Forest	C1A-1	Chicken Quesadillas	3.34
Forest	C1M-2	Chicken Enchilada Casserole	3.28
Forest	WPO-7	Saviors	3.26
Total			17.77
Kodiak	AP-1	Double Arch Outlook	4.01
Kodiak	AP-2	Frozen Waterfall	3.48
Kodiak	C1D-2	Mango Cheesecake	4.2
Kodiak	C1D-3	Chocolate Torte	3.56
Kodiak	WPO-5	Widow	3.42
Total			18.67
K'tai	BD-2	Arco Arena	3.24
K'Tai	BS-2	Devil and the Old Woman	3.78
K'Tai	C1D-4	Lemon Cheesecake	3.9
K'Tai	C1M-3C	Pot Pie w/Fluffy Biscuit Top	3.55
K'Tai	GM-1	Calamarin Garb	3.66
Total			18.13
Sutra	A2D-1	Map of Midnight Sun (x2)	3.4
Sutra	A2D-2	Map of Tanglewood Forest	2.94
Sutra	C2AC-1	Kingdom Currency.....	3.4
Sutra	WPU-1	Echoes of the Hills	3.94
Sutra	WPU-2	Book of the ISHIA	3.88
Total			17.56
Tolken	C1M-1	Beefcake	3.68
Tolken	C2AR-1	Japanese Chainmail	4.17
Tolken	C2P-1	Shield Bag	4.14
Tolken	GJ-1	Silver & Lapiz Necklace	4.2
Tolken	GJ-2	Dragonscale Necklace	4.12
Total			20.31



WeaponMaster XXXVI - Results

Rayel writes:

The Short Answer: Sir Brennon Viridian

The Long Answer:

First, many thanks to the people who braved the weather to come out today. Ice, pseudosnow, and cold.Br. Second, many thanks to the participants, the reeves, the camera wielders, and the cocoamo gers.

Saturday's results:

Single Short Weapon:

1st - Sir Brennon 2nd - Kerb 3rd - Sir Martello

Single Long Weapon:

1st - Kerb 2nd - Tugan 3rd - Sir Delphos

Open Melee:

1st - Sir Brennon 2nd - Sir Forest 3rd - Kerb

Single Dagger:

1st - Sir Brennon 2nd - Sir Delphos 3rd - Kerb

Shield & Weapon:

1st - Sir Brennon 2nd - Kerb 3rd - Sir Forest

Polearm was cancelled due to only one polearm being present.

Saturday Tourney Participants:

Sir Morgan Sir Forest Blake Nicodemus Sir Brennon
Sir Martello Wyrn Tugan Kerb Sir Delphos

Sunday's results:

Single Short Weapon:

1st - Kerb 2nd - Tugan 3rd - Sir Brennon

Single Long Weapon:

1st - Sir Brennon 2nd - Kerb 3rd - Wyrn

Open Melee:

1st - Sir Brennon 2nd - Kerb 3rd - Tugan

Single Dagger:

1st - Kerb 2nd - Brennon 3rd - Nettle

Shield & Weapon:

1st - Sir Brennon 2nd - Sir Martello 3rd - Sir D'Okynn

Polearm was cancelled due to democratic process.

Sunday Tourney Participants:

Sir Martello Sir Brennon Kerb Blake Wyrn Shift
D'Gar Sir Delphos Nettle Shamus Sir D'Okynn Sir Kendrick

Again, many thanks to everyone who showed up.

Scoring is based on points for placement:

3 points for first
2 points for second
1 point for third

Final Scoring:

Sir Brennon 24 points
Kerb 19 points
Tugan 5 points
Sir Martello 3 points
Sir Delphos 3 points
Sir Forest 3 points
Wyrn 1 point
Nettle 1 point
Sir D'Okynn 1 point





Kingdom Relics

Non-rulebook Kingdom Level Relics



Bow of Malice (Mid-Reign) *Available @ Relic Quest*
A hardened 4 (four) point bow. The base damage for arrows shot from this bow is 4 points; regardless of whether the bow used is a short or long bow.

Gauntlets of Ogre Power (Coronation)
Weapons wielded by the wearer's Gauntleted hand(s) are considered (non-magically) blade-sharpened/bludgeoned while meleeing. There are no damage categories above "double red" that blade-sharp/bludgeon can elevate a weapon to.

Mithril Chain (Coronation)
The wearer of this tabard has 3 (three) points of armor where the tabard covers. May only be worn by classes normally allowed to wear armor and may not exceed that classes armor maximum. Like normal armor, is fully restored at the beginning of each life after having died. This armor is NOT affected by a 6th level warrior's +1 to all armor worn class ability.

Orb of Healing (Coronation)
Allows a healer to cast the heal spell by saying "Sword cut, spear stab, mace smash, arrow jab, the white light of healing has healed thou" and allows the healer to resurrect each player on his team once in addition to his normal resurrects. In the hands of any other class it allows the user to cast the heal spell as per healer. All granted Heals and Resurrects are magical in nature.

Standard Rulebook Relics

Dagger of Infinite Penetration (Mid-Reign) *Available @ Relic Quest*
When thrown will pass through all armor values except invulnerability and damage the target. If it hits a shield the shield is destroyed. MUST be thrown to use. Will not destroy the Shield of Reflection. Will destroy "warrior improved" and Hardened shields (but not shields bearing Enchant Shield).

Homestone (Coronation)

Allows the holder to mend broken weapons and shields ("I mend this item" x10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base. Armor and enchantments may not be mended by this relic.

Odin's Hammer (Mid-Reign) *Available @ Relic Quest*
A one handed "red" weapon only usable by barbarians, and in fact, the only relic allowed to barbarians. If constructed as a throwing weapon, it does "red class stuff" even when thrown. For those with long memories... Yes, at one point, this relic was much more powerful (Earthquake, area of effect Stun, etc).

Ring of Power (Mid-Reign) *Available @ Relic Quest*
Negates the first hit from each separate opponent per battlegame. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities. Does protect against Touch of Death, Paralyzation, Firetrap, etc.. Does not protect against Spellballs.

Shield of Reflection (Mid-Reign) *Available @ Relic Quest*

This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weapons and magic. Magic striking the Shield does not affect the wielder. A druid Flesh to Stone striking the Shield causes the caster to be petrified (as denoted in the spell description).

Sword of Flame (Coronation)

It is considered flame and will kill a victim if it strikes any legal unprotected area (as per the enchantment enchant weapon). Confers upon itself and its owner protection from flame. It is itself impervious to an iceball and entangle. May only be used by the owner for one life per game. May not be shared between players during a game. Unlike Flameblade, is NOT red nor does it free Iceball/Entangled players.



Letter from the Quest Guy

Sutra Bahuas

First and foremost I want to thank my precious wife who allowed me leave to this over-night (at least for me) event. I love you my Guinevere.

I want to profusely thank the populace who showed up and left with a smile and partook in the events and food this event had to offer. The music, the singing, the food, the questing, the laughs, the making and mending of friendships. I wouldn't trade it for a thousand stars or a kingdom or two.

To those who helped me in the quest i.e the banker/reeve's, npc's, the monsters, and yeah the wererats and goblins even. Excellent job, the lot of you all! Thanks so much for stepping up and making this a great quest for all of us. Note:Keep your monster garb cause your assistance will be requested for the finale of this fascinating rp. More to come. Thank you all. Thank you so much for dealing with a delirious Sutra, who couldn't give correct change and spell sword for the life of me, even though you guys we're there to make sure I wasn't handing out 100's and long worlds.

To the players. Seeing smiles and the desire to come back on the face of the future of amtgard (newbies) was indeed worth it's weight in gold talons. And to the gentleman from SCA, may your interest in the fairy tale of the dream keep you coming back. And thanks for having a good time all.

To the brave folk who weathered the gate in the past and future, alone at times even, I salute you. I enjoyed my time at gate sharing in good stories and better company.

To the one's who showed up early (Wed and Thursday) to ensure that the ambiance of the game was not easy to miss. Hanging banners, taking core elements to the land, and just plain being there to lend a helping hand. Hat's off to you.

To the crafters of feast. What can I say. Wow. The menu was lavish and more than most newbies and even some vet's would expect at a major event. To those slaving over fires and the pounds of poultry and chicken. To the one's who mashed their potato heart's out and whipped up veggie friendly platters of goodness. And yeah, even the habanero laced brownies. Excellent show. I think this served as a warm up for Dragonmaster, glad I was there to enjoy it all.

To those who picked up the slack where I was unaware, blind to, or just plain fatigued to pick up on. I can't thank you enough.

To her royal majesty Clio, who allowed me the opportunity to give something back to the game that has had such an integral part in who I am now. Thank You.

And last but not least, to my Knight whom I am proud and honoured to be able to call my mentor and inspiration, Sir Delphos D. Without your guidance and love of the game's past, undying devotion to the present, and hopeful cantor to the future, I would just be another amtgardian who would be oblivious to the blood, sweat, and tears that many of you have put into this game. Thank you Sir.

Congrats to the winners of the first segment of this ongoing rp. I will be posting the points tally by mid-day tomorrow. Congrats to the winners of the 'Medieval Martha's Table Deco' contest as well! And I'm sure that the cleanest camp site award will be announced sometime soon! Thanks to everyone and anyone I didn't mention in this hopefully somewhat exhaustive list. If I missed you, I'm sure I will either remember you or rest assured your help still matters, not just to me, but to the better cause of the kingdom. To everyone and anyone who took a good picture or two! Post your links to the list to have your pics judged. The winner gets either their Tri-Kingdom or our Coronation gate fee paid for by me. How about that? Or email me at jrodas00@.... It's that simple. Fer sure. This has just begun. Stay tuned. I feel better, really, I do!

Sutra

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Quest Ideas and Fixes

What could have been different and how it will be done in the future. [some personal notes of Sutra's on the B-Day Bash Relic Quest]

[Problem] Transition time between modules took too long.

[Remedy] We decided that dealing with only the team captain was the best way to minimize time. Instead of taking items and tags from captains in between modules, only take mission complete items. All other items should stay in play and be turned in at end of game day. This or beef up logistics trained to run the table.

[Problem] Too many monster teams.

[Remedy] We started the first round with 3 monster teams vs. 2 human teams. The biggest problem was that one of the teams was the Forest team, with 4 knights, who, to a newbie would appear scary when in reality it only takes one shot to kill a pop goblin. I allowed the goblins to play at level 3 to give them the bow ability. That and the learning curve for most of the noobs on what a pop goblin was was a bit steep even with the write ups and reeve explanation. So with round two we made all the teams humans, but the monsters started requesting goblin hides, so we got a team to 'volunteer' as goblins for that round. It worked out well.

[Problem] Sign-In took too long, especially with only myself getting their info.

[Remedy] We started the process with takings persona, class, item list and remaining balance on the sign in. On Friday eve's preliminary sign-in, it took me almost 30 minutes to sign in 7 people. I decided to only take names and class being played. Sat morning, it dawned on me that getting all the info was needed to keep me from repeatedly asking the player, 'what weapons are you taking again?'. So, in conclusion, a bigger logistics team would solve much of the headaches.

[Problem] NPC's and Monsters

[Remedy] Some of the monsters made getting game items a little too easy. The water and air elemental traded their game items for a 'techno rave dance' and a shiny stone from Everlast and Forest. This allowed Forest to complete a fourth mission for round two. Most Monsters, com-

pletely out of sight from each other, developed mini sub-plots on their own that worked out wonderfully. The Oaken (Thangorn) requested water from one team, the team came asking me for water, at first I was confused, realized the twist and hinted at the water elementals ability to help. Little things like that really made the game a lot of fun for everyone. I had Swift's team 'volunteer' for 15 VP points to play pop goblins for the entire 2nd round. That's how Protonall of Fallen got the DIP. He really out performed the other questors in RP, making for a great multiple-personality pop goblin. That and he plays assassin.

[Problem] Fytakin show up as a Draconian Fairy Guard

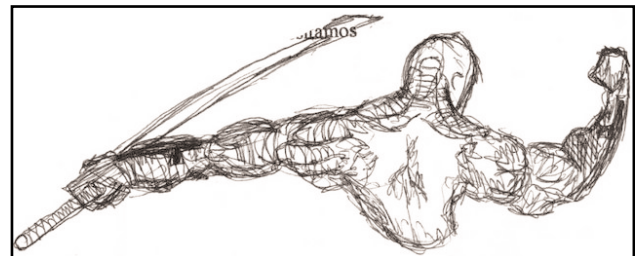
[Remedy] I approached the godmothers and him, he let me know what his role was, being a neutral monster guarding the fairies, I realized, eh, why not. No harm in that. All in all it worked out alright. In the future, I need to make sure to clear any and all monsters with the GM of Monsters to keep things somewhat sane.

[Problem] Never got a final count of the paper money

[Remedy] Should have counted it before hand, had asked Clio a few times if she had managed to do it (yeah, I know, she was super busy), only that I wanted to wash my hands from the currency and let it be on the kingdom if they lazed out never used it. I wrote up a 'How to distribute the talons' document, wanting to see the park get a share of kingdom money to distribute. Luckily though Clio and the supporting cast came through strong for this event! Sweet. So I got a final count of the paper money, so keeping track of what's missing for future dates will be easier.

Too lazy to hand count the coins again.

Maybe later.





The "New" Age II

NOTE

These posts will be narrative accounts of events which have actually occurred. Some aspects of Fantasy have been incorporated into the story, however they are within the parameters set by Amtgard Rules of Play. These "narratives" will be presented from my perspective and should not be viewed as "Power Play", as the situations presented can be duly accounted for. I invite anyone with personal knowledge of a given story to offer another narrative with a different perspective. By presenting Role-play in such a way, my intentions are to:

- 1) Entertain
- 2) Provoke Thought
- 3) Inform
- 4) Set up a given scenario for "field play" and lastly...To present given situational occurrences in a nonconfrontational format. That's long hand for... "bitch about stuff without the politics"

I hope everyone enjoys reading them as much as I enjoy writing them.

Delphos

The two Dark Lords sat in the now crowded and noisy "Tavern" drinking Kurse's home brew and silently thinking similar thoughts. The two friends had known each other most of their lives. Having grown up in the deserts to the east, they both had come to these mountains often as youths.

They knew each other as brothers and friends and had been through many battles together. More than once they had approached a group as predators... searching for the weakest members to exploit...cutting the prey from the heard...natural selection...survival of the fittest. Their prey would be sacrificed so that the predators would survive and prevail.

Wordless thoughts they would convey over distance with only a glance, a gesture or a sound and at once the two would move in... hit and run...a surgical strike to cripple an enemy, no matter who they may be.

This the Brother Cats did well... each in his own style...One direct and forceful, with the sudden impact of death before his victims very eyes. The other subversive, clandestine... sliding the blade slowly between the ribs, straight into their hearts from just behind. An observer, had one survived, might comment "...they never saw it coming..."

With a quick glance to each other, the two stood up and were out on the road within seconds. They seemed to know exactly where they were going without so much as a single word passing between them. As they walked along the road away from the Tavern, they noticed a crowd of people heading to a camp-site somewhat away from the others. The glow from a large fire created shadows against the trees, as more and more people arrived. Drums could be heard over the din of many voices all talking at once.

Into this group of revelers, the two Knights slowly entered with Nevron going first and Delphos a step and a half behind, his smaller form barely noticeable within the shadows of the tents.

Out of the noisy group emerged a very excited Elder Vermillion...

"Sir Delphos !!! You've got to help me !!!"

The panic stricken face of the Chief Consol was red with anger, as he almost screamed at the Dark Knight. Delphos had promised to help the misunderstood Gnome, but this task had become more difficult as his reign wore on. At this moment, the Consol was desperate and the Dark Knight had little choice but to help him, his word bond to a dear friend demanded no less.

"They took my crown !!!" said the Gnome, as he caught another anxious breath.

"Who took your crown ?" asked Delphos, in a calm almost detached voice.

"It was the Dragon Clan and..." Elder began...cutting him off in mid-sentence, Delphos quickly asked...

"How long ago?"



The "New" Age II

"...about fifteen minutes?" replied a confused Elder.
"Don't worry" said the Dark Knight "I'll handle it."

With his words still hanging in the air and the Consol's mouth starting to form more, Delphos turned on his heel and was out of the camp in an instant. Nevron fell into step beside his Brother Cat, having heard enough of the conversation to know what was happening.

THE HUNT WAS ON !!!

The Hunt was On !!!

The mountain air was crisp and cool.
The Brother Cats were ready for prey.
They could smell the scent of Pride on the wind.
Whoever had taken the crown, would certainly be bragging about it.

Almost immediately they spotted a small group of figures standing in a circle. As the Knights approached the group, the figures began to separate and go in different directions, with the tallest one setting off alone.

At once, Nevron began to follow the tall one, as Delphos circled wide around the outside of the separating group. Sizing up each figure, the expert assassin widened his course, choosing not to engage any individual he passed. These were not his quarry.

In the time it took the assassin to completely circle back to the road, Nevron had caught up with the tall one and was intent on some quiet conversation. The cloaked figure, though taller than Nevron, seemed smaller in stature, standing with it's back against the trunk of a large pine tree, nearly cornered by the Dark Knight blocking the way.

Delphos could not make out exactly what was being said, but he could tell by the deep voice that the figure was male. As he quickly slipped up behind the tree and just to the right of the tall man, he heard Nevron say... "I can agree to that..."

In the darkness, the trained eyes of the master assassin saw the glint of metal atop the tall man's head and with catlike quickness, Delphos reached up and took the crown in his hands. Just as fast, he spun on his heels saying "...but I won't..." and was halfway up the road before the tall man could react. A short time later, the rest of the group was in pursuit of the agile cat.

Up into the camp went Delphos. As he entered the outer ring of tents, avoiding the crowd he kept to the shadows. Careful not to trip over the guide ropes, he quickly made his way between the far line of tents and within moments, was out the other end.

By the time his pursuers entered the main circle, the bright light from the fire had robbed them of any night-sight. Had their quarry still been within reach, they wouldn't have seen it. They searched through the crowd and asked around, but no word of the Dark Knight.

Having been hastily left behind in the chase for Delphos, Nevron stood calmly by a tree just outside the encampment. He knew this drill, it was an old game. Just as the pursuing group raced into camp, Nev caught a glimpse of something dart out the far side. He knew by instinct exactly what, or rather who it was and followed the shifting shadow as it made it's way across the paths back toward his own camp.



The "New" Age II

Keeping to the shadows, the Master Assassin trotted across an open area to the next stand of trees. His senses heightened, his eyes wide, his heart pounding.

"I'm getting way too old for this" he thought, as he readjusted the heavy ring of metal under his tabard. "Damn fool Elder" thought the Dark Knight, "I ought to keep the damn thing and charge him a Finders Fee." Just then came the sounds of a voice calling...

"Delphos ?? Delphos...?? you got it ??" Elder whispered across the darkness.

"Got what ??" asked the Dark Knight, with an air of contempt.

"The Crown??" pleaded Elder "You got the Crown ???"

With a heavy sigh, the Dark Knight replied..."Yes, I've got the Crown." He took the metal ring from under his tabard and handed it to the Chief Consol.

"Now take this and Lock it in your carriage !!!" he told the Gnome.

"Thank you Delphos. Thank you so much." said Elder in a shaking voice as he reached out to take the crown.

"Make sure this doesn't happen again" scolded the Dark Knight.

"Oh I will sir...", replied the Gnome, "...I will."

Later that night, the two Dark Lords sat in Sir Nevron's camp enjoying the calmness of the quiet woods and each others company while contemplating the cosmic mysteries of the universe...

Nevron's words broke the silence...

"He owes us one... you know that."

"I know" said Delphos...

"He owes us Big Time."

TO BE CONTINUED





1. How to: Sword

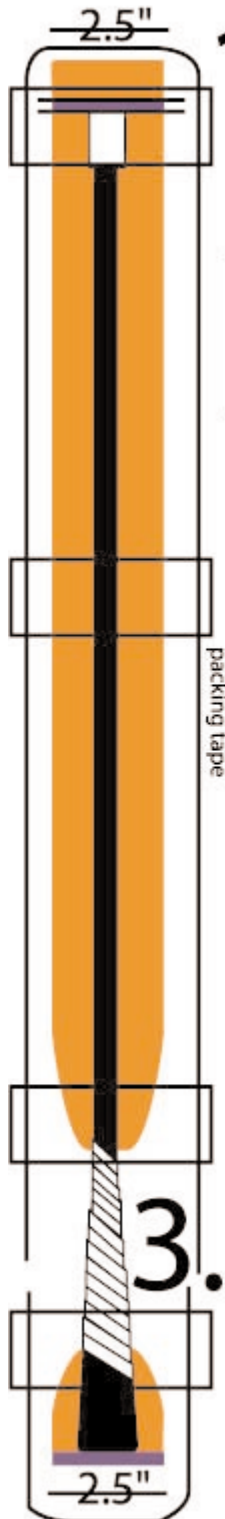
Taping of Sword - After Tip and Pom built:

1. Criss Cross packing tape starting at one side of noodle and pull over to other side affixing striking edge/pommel to core.

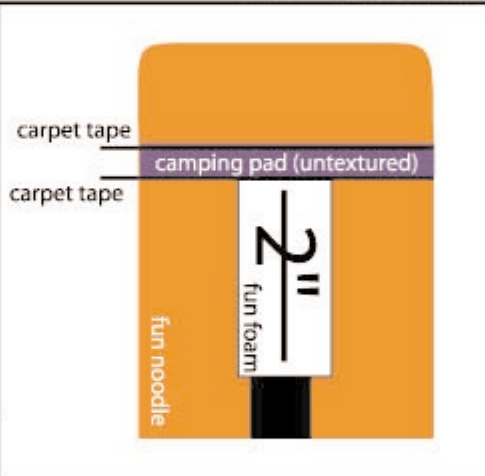
2. Once pommel and striking edge have been taped down, secure to shaft by wrapping packing tape to tape edges and core surface.

3. Affix layer of sports tape over hand piece covering both ends of packing tape.

4. Affix opaque cloth covers.



Tip Construction 1.0



Pommel Const. 1.0



4.

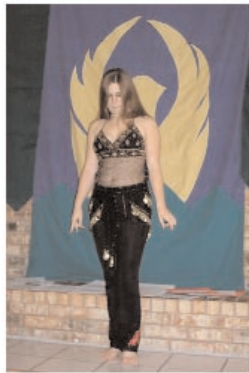


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tech inspired by Sir Brennan



Kingdom Gallery

Photos by Aylin Karyn





Kingdom Gallery

Photos by Aylin Karyn





The Calling of Darkness

Sir Delphos Darkheart

A aimless breeze blows the last of the winter's chill through the restless trees, deep in the heart of Tanglewood...

He sits quietly at his fire, a glowing harbor of refuge. His back to the darkness...beckoning the unknown to join him.

Carefully picking up a specifically chosen piece of wood, he places it "just so" within the small ring of stones which encircle the flickering orange tongues.

In movement quicker than a wink, a tiny puff of dust flies from his hand into the fire which flairs brightly and then subsides. The movement and flash are followed by another and then two more. The flames fall back into the stone ring leaving only blood red embers.

He whispers...barely spoken words from deep within his unconscious mind, as his hands form shapes and signs in the air in front of him.

From one of his many hidden pockets, he pulls a small object and drops it into the dim crimson light.

A delicate column of sweet white smoke begins to rise from the coals and coil around him in a serpentine embrace.

A calmness begins to settle over him. The many voices were now few...in a few breaths, there would be only ONE.

...to be continued

Kingdom Knight's List

Knighted Here

Sir Reyna
Sir Nevron
Sir Delphos
Sir Alessandra
Sir Taz
Sir Reinholt
Sir Garath
Sir Caleom
Dame Selka
Sir Zyphus
Sir Gwindon
Sir Lorn
Sir Xenos
Sir Ivar
Sir Aron
Sir Kaz
Sir Aislinn
Sir Cabal

Sir Thorin
Sir Tuneat
Sir Kindrik
Sir Zentikuli
Sir Mosher
Sir Taldak
Sir Infinity
Dame Brenna
Sir Corbin
Sir KalXen
Sir Squeak
Sir Archangel
Sir Dog
Sir Wolverine
Dame Kira
Sir Falamar
Dame Shaylen
Sir Gavin
Sir McFadden

Sir Rath
Sir Logan
Sir Brock
Sir Sparhawk
Sir D'Okynn
Sir Martello
Sir Myadeeb
Sir Forest
Sir Glavas
Sir Ominique
Sir Oriana
Sir Eclipse
Sir Scytale
Sir Og
Dame Nightengael
Dame Tigara
Sir Constanzie
Sir Qintahr
Sir Clu

Dame Wickett
Sir Zig
Sir Galen
Sir Ice
Sir Sean Carlton
Sir Brennon
Dame K'tai
Sir Moogie

Immigrants

Sir Naes
Sir Terarin
Sir Trinity
Sir Auromax
Sir Shef
Sir Morgan
Dame Aurora Selene