

Echoes of the hills



Echoes of the hills | v. XXXVI 1.4 | June 24, 2006 | Reign 36

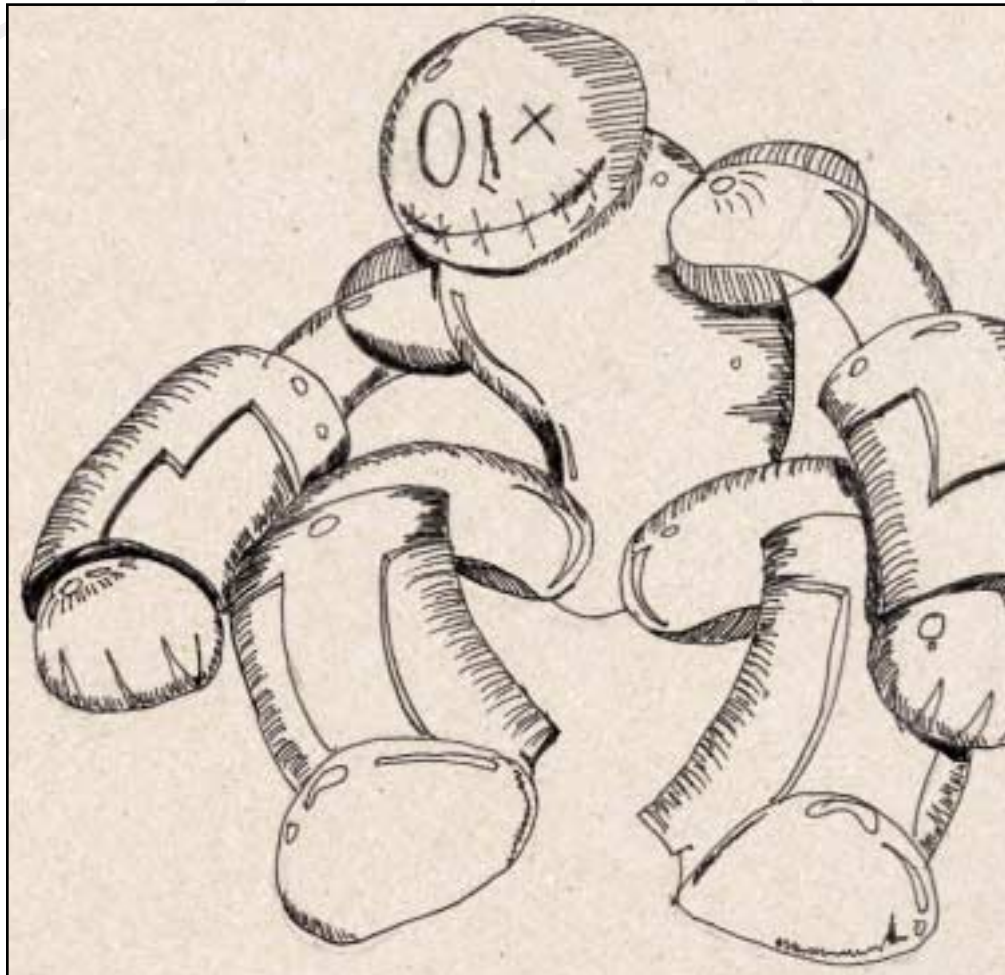


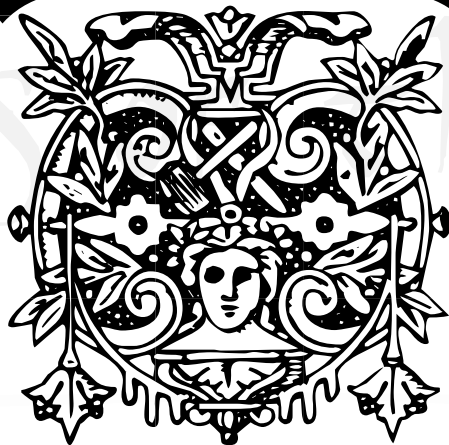
Index - Credits

Echoes of the Hills | v.36.i.4 | June 24, 2006 | Reign 36/37

Cover Page - Sutra Bahuas	
Index - Credits	2
Monarchy of Reign XXXVII	3
Monarchy of Reign XXXVI.....	4
BOD/RGK	5
Calender of Events/Schedule	6
Message to the Populace	7-8
Events Breakdown	9
Enraged - Rage Bloodstorm.....	10-13
Relics for Coronation XXXVII	13
Archive CD Notice	14
Event Battlegames Rules.....	15-16
Crown Quals 37	17-18
Chanting of the Arch Demon's Song	
Zig the Furios.....	19-21
EH Master Level Testing List.....	22
Dragons of the Past	
Sir Delphos Darkheart	23
Kingdom Gallery	24

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





The Monarchy of Reign XXXVII

June to December 2006

Monarch
Regent
Champion [Pro-Tem]
Prime Minister
Treasurer
GM of Reeves
7.0 Rules Committee
Representative

Reine Von Doom
Sir Forest Evergreen
Everlast
Sir Morgan Ironwolf
Elder Vermillon
Sir Rath

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

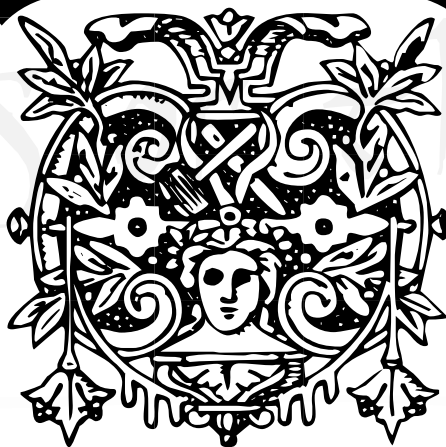
Sistar Tolken

kidwell@yahoo.com

The Class Guildmasters

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

Sir Nevron Dreadstar
Sistar Tolken
Sir Delphos Darkheart
Kodiak
Larin Moonstar
Kodiak
Typhus Deathcaller
Sir Nevron Dreadstar
Sirrakhis
Sir Larin
Sir Forest Evergreen
Kenta Redhawk
Elder Vermillon
Sir Martello Entropy



The Monarchy of Reign XXXVI

January to June 2006

Monarch
Regent
Champion [Pro-Tem]
Prime Minister
Treasurer
GM of Reeves
7.0 Rules Committee
Representative

Clio Ninetails
Blaise DeMurray
Sutra Bahuas
Sir Morgan Ironwolf
Elder Vermillon
Rayel Greenholde

Sistar Tolken

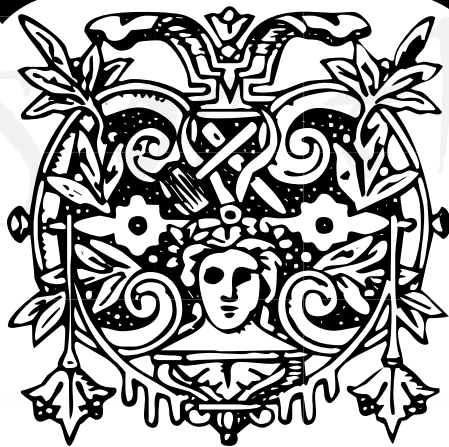
monarch@Amtgard-EH.com
Regent@Amtgard-EH.com
champion@amtgard-eh.com
pm@amtgard-eh.com
treasurer@amtgard-eh.com
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The Class Guildmasters

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

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



The BOD	Mundane Name	Position	Term Expires
Martello Entropy	Aaron Simpson	President	JUN 2006
Elder Vermillion (TR)	John R. Elder	Treasurer	MAR 2007
Sistar Tolken	Kevin Kidwell		
Dreanya			
Dante	Dorian Snider		DEC 2006
Kodiak	Chris Koeberle		DEC 2006
Faith Silverrose			

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

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Emerald Hills



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

Freehills



*azure and Vert,
a chevron rayony*



Calendar of Events

July-06

19-23 Wed-Sun Clan XXIV

Aug-06

17-20 Thurs-Sun Piratical Sabbitcal

Giddings, TX

Oct-06

12-15 Thurs-Sun World Banner Wars VII

Tanglewood Forest

Schedule of Events

Friday 23rd to 25th - June - 2006

Friday

4pm - Gate Opens
4pm - Roleplay Begins

Saturday

Single Sword Ol' Tech - 10am
Goblin Football - 11am
Park PM Meeting @ Feast Area - 11am
Knights Meeting - 12pm
Best Sash Contest - 1:45pm
Saturday Battlegame/Relic Quest - 2pm
Scout/Assassin War- **After Battlegame/Relic Quest**
WBW A&S Meeting at Feast Area - 4pm
Feast/Court - TBA
Bardic @ Bardic - After Court

Sunday

GTFO - 11am



Message to the Populace

Dear Emerald Hills,

It's been real. I've learned to love so many of you for your time and support. I wish I could fully express my gratitude.

Love,

-Queen Clio Ninetai 

Populace of the Emerald Hills,

First off I would like to thank everyone that has supported me through the years. This is a new opportunity for me to really do something great for the Kingdom I love and Amtgard alike. Forest and I have plans to make this game fun again and round up some new players while we're at it.

Reign XXXVII Schedule has been set and every month we have a Roving Battlegame. There will be prizes, lots of sword fighting, questing/role-playing, and good times for all. Please check the Kingdom Schedule for park dates.

I will be contacting parks individually to help with the newbie drives. Sir Morgan has put together some great Amtgard pamphlets and I plan on getting them out in circulation for each applicable park. I am looking for some volunteers to help distribute information and lend a hand in demos.

Gathering of the Clans is coming up next month. The Crown will be attending and I hope to see a good turnout from the Emerald Hills. Why not...we all need a vacation to the mountains!

Let's remember what we love about this game, why we come out to play, and let's have some fun this reign!

Cordially,
Queen Reine Von Doom



Message to the Populace

Greetings,

Well once again I am stepping up to try and do some innovative things for the Kingdom. Thank you to all the people who have supported me in the past, and to those who will support me over the next 6 months. We have a lot of plans and we will need people to step up and help to make them enjoyable and successful!

I have already spoken to the Regents of both CK and WL and they have agreed to host a Tri-Kingdom Dragonmaster this reign! So I hope to see a lot of you ready to travel and win this thing for the Hills! It will also be a workshop/information session, as all entrants will be asked to display their work (after judging) and answer questions of people who want to know more about, or how to make, the item. I will need 1 person to volunteer to serve as a judge at all three parts of the competition, so it will involve some travel. Let me know if you are interested.

Locally I know that Reine is going to be hosting multiple battlegames / "booty battles" and I am going to co-ordinate with the park regents to host workshops on those days as well. If there is a particular workshop you would like to attend, please let me know.

Also, I have started some Newbie drives and Eagleshire has retained quite a few new players over the past 2 months! I encourage other parks to take the same initiative (I know FK also has some new players). If you need help with demos or recruiting ideas please contact me.

Lastly, I will be focusing on keeping a themed reign. In this regard, I will be planning another 24 hour role play event at Midreign. Sutra will be test firing some of my ideas at Coronation and we will make adjustments if needed to improve on the role play ideas. Anyone wanting to be involved in the main story line of role play this reign, please contact me.

In Service.
Prince Forest Evergreen



Events Breakdown

Coronation Class Sash Competition June 23-25

We will hold a tournament for the nicest/prettiest class sashes. It will be Saturday morning as we are gathered and before we call layon for the resolution to the Bday Bash quest. **Place prizes for: 1st, 2nd, and 3rd**

Blaise
Regent Spring 2006

Goblin Football

DS: Bjarni Egilsson, based on ideas from many sources)

Rules:

- 1 All participants are members of two goblin clans which are at war over a most treasured object. (A tub of candy or something similar works well, and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the football field.
- 2 Membership in the clans (teams) will be marked by armbands, headbands, or war paint. For a football: if you have a foam or stuffed football, that would work great. Otherwise, make an elongated spellball, or use a normal spellball or throwing dagger -- anything that can be thrown and caught easily and safely.
- 3 To score a point, a team member must have possession of the football beyond the opponent's goal line, without having stepped out of the marked boundaries. A touchdown scores one point, as does a "safety." There are no ways to score by kicking.
- 4 More or less regular football rules apply (including things like "offsides" and "pass interference"), except that instead of tackling or blocking each other, each player has a single, one-handed, less than 4 foot weapon (hinged or non-hinged), with no armor, shields, magic, or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly, and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)
- 5 After gaining possession of the football, a team has four plays to score. (If the field is large enough, there may be a certain distance they need to go to gain a "first down.") On the fourth down, they may choose to forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial or post-scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)
- 6 Both leaders have huge numbers of goblins at their call. As players die, they are "replaced" on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian, who is now representing a relative of the goblin who just died. Here's a good opportunity to roleplay.) All participants have one life per play, for as long as the game lasts.
- 7 The game may continue as long as the reeve or the two captains are willing to let it, but a general guideline of one hour is recommended. At the reeve's or captains' discretion, teams may change ends of the field halfway through.

(Halftime shows are optional.)

Old Tech Single Sword Tourny #389

Single Sword - Long or short sword allowed
Single Elimination - One loss means you suck
Old Tech Sword Only [No weapons weighing less than 2 pounds*]
Prize TBA

So, I will be running this tourny on Saturday at 10am at the gladiator pits (ditch field), all masses welcome to place bets on their favored men and women of valor. *I will have the GMR and myself inspect all weapons for safety and "weight restrictions". DO NOT TAKE ME SERIOUS ABOUT THE 2LB BIT IT IS MEANT TO BE SARCASTIC, we just won't let fishing poles i.e. in the tourny is all. **Note:** If your gonna bicth and moan about the rules, then don't enter it. Nuff said.



Enraged

Rage Bloodstorm

Some years back, on a plain between this one and the next, the eternal war waged on. The leader of the light and his celestials continued on their quest to make this plain one of the righteous. The Dark Lord pressed for a more interesting existence full of freedom of choice in your actions. Unbeknownst to them both, two of their generals were enjoying the freedoms they had due to the distraction of the grand war. On the far outreaches of the plain a Celestial and a Demon held each other in a carnal embrace. Two leaders of armies crossing the battle line to fulfill their desires. As their desires run unbridled so to do their powers. The light entwined with the dark in a twisted pool. Not only in their aura but inside of the celestial as well. Unknown to them at the time, their passion had spawned something. Also outside of their knowledge, the energy released at the time of their climax had not gone unnoticed. As they lie there wrapped in each others arms, he who commands the light was making his way towards them.

"NEVEAH", he demanded, "What is the meaning of this!"

The two bolted upright at the sudden disturbance. They searched around looking for the owner of the voice. Then to Neveah's torment she noticed the two white eyes hovering over them in the dark. Reaver stood defiantly beside her.

"My Lord...", she stammered in disbelief.

"SILENCE! You who are supposed to be leading my armies against these foul beings. I find you laying in the arms of ones instead. This kind of insubordination will not be tolerated." In a flash of white light Neveah is thrown to the ground in a trail of feathers from her wings. Immediately Reaver draws his blades and opens his wings. "You treat your leaders like slaves and then wonder why you are losing the war. At least have the integrity stand before us face to face."

"Are you challenging me you insolent waste?", replies the voice.

"This is what we are fighting to change. What good is existence if you can't do with it what you please? Answer me that if you can. As for challenging you, you chose this fight when you struck her."

"Reaver no!", begs Neveah

"As you wish", replies the voice.

Suddenly before him Reaver sees a man clad in golden plate mail. On his back between his silver wings rest a great sword with a burning white blade. The man slowly draws the blade from his back and moves towards the two of them. Neveah makes to draw her own blade but Reaver stills her hand.

"Such a large, clumsy blade. I expected better from you.", Reaver mocks.

"You have made your final mistake in underestimating me demon.", the light bringer replies as he charges towards Reaver.

The two clash ferociously in a flurry of blades as Neveah watches on. The blows from the massive blade jar Reaver as he blocks and darts in, his blades doing little damage to the lightbringer's armor. Over and over the piercing sound of metal on metal is heard. While they fight Neveah notices white the blow she was dealt earlier had done. With every move she makes, more of her wings fall off and her blade has lost its glow. She has been cast out.



Enraged

Rage Bloodstorm

Suddenly there is a cry of pain. She looks to see that the light bringer's left eye has gone dark. Along with a long dark gash from his forehead to his jaw bone. Reavers aim was true but the light bringer had jumped back in time to keep his head in one piece. Staggering backward the light bringer catches his balance. At once his aura glows larger and brighter.

"I will not fall to the likes of you!", he screams as he unleashes a bolt of light at Reaver. Reaver is to close to dodge and catches the full force of the blast. His body lands in a clump next to Neveah and begins to rot away.

"Speak to me Reaver," Neveah pleads.

Reaver raises his crumbling hand to touch her cheek but falls short as his body collapses into a pile of ash. "He was weak." gloats the light bringer.

Neveah screams, "Weak! You are the one who is weak. You were to weak to defeat him fairly and to weak to accept defeat. You are a child with to much power and one day you shall fall."

"You, my dear have already fallen. For your service I show you mercy and will not destroy you. However you are powerless and shall be left here in this great black void for the rest of your days. Consider it time to think of what you have done."

With this said the man in the gold armor begins to fade away. In his absence, Neveah feels another great power around her.

"His time will come." says a deep echoing voice.

Neveah looks around and sees them. The deep red glowing eyes. She jumps back so hard she almost falls. And holds up her now useless blade.

"Do not fear me." the voices echoes "I mean you no harm. In fact my purpose here is quite the opposite. I've come to offer you a chance to settle the debt."

"What do you mean?"

"I think you would make a fine member of our army. You and what remains of my general." Neveah looks bewildered at the pile of ash where Reaver once laid.

"Not those remains my dear." the voice rumbles, "These remains". With that Neveah feels a warmth deep within her stomach. She smiles cradling her middle and begins to cry.

Part II

The child grew quickly. The boy showed to be a promising student of the dark ways. His mother sometimes wept watching him. He reminded her so much of his father. His dark eyes carried the same deepness and courage. He was large like his father and quite powerful. However her traits had not escaped him. For his size the boy was exceptionally graceful, sometimes moving in total silence. The part of him that showed his mixed heritage the best however were his wings. Like his mother's had once been, they were large beautifully feathered wings.



Enraged

Rage Bloodstorm

However the feathers themselves were black and almost leathery like his father's. This drew much attention from the other demons. However instead of being outcast for his differences, he instead was held as an icon for the freedoms they were fighting for. It was no secret that the boy was a general in training. The Dark Lord embraced the boy as if he were his own child.

Over the years, his mother had indeed herself, become a general in the Dark Lord's army. She had won many great victories over her once brethren. She had been fully trained in the ways of the dark. As was her son. He had adopted the fighting style of his father, twin long swords made of the finest of materials. In spite of his size, he had grown to value speed and finesse over power. This helped his mother make her hardest decision. She currently sat in the shadows with the Dark Lord himself.

"This is the way it has to be. You know it is. However the decision is yours dear Nevaeh.", the Dark Lord announced patiently.

"I do understand my lord, but he is my only child. It is hard for me to let him go. I loved his father and he reminds me of him so.", Nevaeh replied.

"The child has a larger purpose. His differences make him more valuable than any of us. Myself included."
"More valuable than you my lord?"

"Yes my dear. Though his strength is not as vast as mine, but his mixed lineage allows him to enter the material realm unhindered. He can walk with the mortals and spread our message. He can help our following grow on the earth plain. He will be a great leader someday. A leader of men."

"But where or with whom can we entrust him?"

"In the Great Desert there lives a tribe that will accept him and teach him their ways. Their leader is a loyal follower and would consider this a great blessing. "

"How will they look upon his form?"

"They will respect him for it, teach him to use it his advantage, and train him to hide it when necessary. This is their art and tradition. He will be one of their finest warriors."

"Perhaps we should leave the decision to him?"

"Perhaps we should. Rage come to me!" the Dark Lord beacons.
The boy flies to him in a graceful swoop, "Yes my lord"

"Your mother and I have an important opportunity for you to decide upon." the Dark Lord announces. "We wish to send you toward your destiny. However you must travel far away and possibly never see either of us again. If you do go you may one day be the key to us accomplishing our goal. I will send you to a place to hone your skills before releasing you amongst common man."

"Mother what are your feelings on this?"

Nevaeh sighs, " Though I do not wish to lose you, I could never forgive myself for stopping you. This is why you



Enraged

Rage Bloodstorm

must decide."

"Why must I be the one to go?"

"Because your uniqueness makes you the only one who can" the Dark Lord encourages.

"Mother my heart belongs to you, but my spirit and my blades belong to the dark. I have made my decision. I will sacrifice what I know for the furthering of our influence. I will miss you both greatly but you will always be in my heart."

Neveah just smiled weakly, "I am proud of you my son. Your courage is that of your father. You will indeed make us all very proud."

They hugged each other firmly. Meanwhile the Dark Lord made preparations for Rage's departure. As the portal opened Rage could see the vast desert before him.

"Come now Rage," the Dark Lord commanded, "The Akkadians eagerly await your arrival. This tribe of assassins will teach you in their arts. Learn well from what they have to show you and one day you shall lead an uprising to victory."

Rage kissed his mother on the cheek, bowed to the Dark Lord, and stepped through the door.

Relics for Coronation XXXVII

Gauntlets of Ogre Power (Coronation)

Weapons wielded by the wearer's Gauntleted hand(s) are considered (non-magically) bladesharp/bludgeoned while meleeing. There are no damage categories above "double red" that bladesharp/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 resur-rects. 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.

Homestone (Coronation)

Allows the holder to mend broken weapons and shields ("I mend this item" x10). It also allows the person's dead team-mates 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.

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.



Archive CD Available

Thanks to Elder, Tolken/Sir Martello, and Sir Delphos for contributing/trusting me with your personal and kingdom archives for digitizing! It was an awesome venture and it's been approved by HRM Clio for public release.

Sir Morgan has made available to all dues paid members (inc. newly paid) a sweet binder with Rules 7.0 and various current publications. This CD has been declared a thank you gift from the Monarch herself to all who faithfully contribute to the economic well being of the game. An archive CD will be parted out to all members on the dues paid list and handed to you when you request it from Sir Morgan. Thanks Draeven Sommerstorm for making the archive disk copies!

If you are not dues paid but would like to get a neat binder/cd, then pay up your dues and you'll have access to insider Amtgard history!

If you aren't dues paid and just want to acquire an extra CD or one for yourself, simply DONATE \$5 to the kingdom treasury and you will receive the archive CD as a gift of good faith for your donation.

Here's a comprehensive list of what you will find on the CD: Still, there's more to come.

<i>Echoes of the Hills</i>	27.2	BurningLands.pdf	2	Legal.pdf
1.1	28.1	Talons of the Phoenix	3	MidnightExpress1
1.3	30.1	2.1	Star	MidnightSunNews-
2.2	32.1	2.2	1	Collection.pdf
3.1	33.1	3	2	MonsterBook.pdf
4.2	34.1	4	3	News Articles
5.1	35.1	The Heralds Cry	Amtgard Rules of Play v.	OrderPrecedence
5.1a	EmeraldHillsCorpora	1.1	5 - 1987	OurUnAvathar(Old
5.2	EmeraldHillsCorpora(Ol	1.2	Amtgard Newsletter by	Palantir.pdf
6.1	d).pdf	1.4	the Wolfpack**	Palantir1.1.pdf
7.1	ErrataRelease11_10_20	2.1	Amtgard 34	ParkingLotFull1.pdf
7.2	05.pdf	2.2	Amtgard Book 2	RoundMidnight.pdf
7.3	Flyers-Megapack.pdf	The Keep	Amtgard History	RulesClarifications-
8.1		1	Amtgard Gallery	1989.pdf
9.2		4	Amtgard Tabloid	RulesClarifications-
10.2	Tales of the Burning	4a	BarudDuin1.2.pdf	1995.pdf
12.1	Lands	Amtgard Supplement	BelowCrystalFalls2.1	ScoreList-CQ-4.89.pdf
12.2	2.4	11 - TitlesAwards	Bifrost1.2.pdf	SongbookFreehills
12.3	3.4	13 - Poetry	BoderlandNews1.8	Subterranean.pdf
15.2	3.6	14 - Chapters	BoderlandsCorpora-	TalesGreyside1.1.pdf
15.3	4.1	15 - Armaments	6.2.97	TanglewoodNews99
16.1	4.5	16 - Corpora Variations	ChroniclesBaradDuin	TheHeraldsCry1.1
17.1	4.9	17 - Garb	Clan 12 (Misc)	TheHeraldsCry1.4
18.2	5.6	18 - Heraldry	ClusIntro.pdf	TheHeraldsCry2.1
19.1	6.7	19 - Persona Histories	Communique.pdf	TheHeraldsCry2.2
19.2	9.2	20 - Color	CQEntries.pdf	TheKeep1.pdf
19.3	10.1	Darkside	DuchyCorpora(Old)	TheKeep4.pdf
20.1	12.2	1.1	FlightPhoenix2.1.pdf	TheSiren3.1.pdf
20.2	13.4	DarkSidhe	Heraldry	TheSiren98.pdf
20.3	BLCorpora-1987-	1	HeroFlyer.pdf	WarTalesofSorrow1
20.4	Revs.pdf	2	HillusEchous35.1.pdf	WBW5-ArtOfWar.pdf
21.1	BLCorpora-1987a.pdf	3	HistoryAwards.pdf	WBW6.pdf
22.1	BLCorpora-1995.pdf	4	IroncloudChronicles199	WelcomeAmtgard
23.1	BLDocuments.pdf	DazeKnight.pdf	0.pdf	
27.1	DorUnAvathar-	Smack	KnighthoodAmtgard.pdf	



Event Rules

Roleplay/Battlegame Rules for Coronation 37

Background: Sir Forest [or someone of his choosing if he can't make it to the event in time] will be the EH General. Sir Wolverine will be the general for the Cult of the Mall'abus. Delcare your allegiance to them through pms or sign up here. Teams will not be split up by the reeve or myself at the event, so know what side you want to play on before the game. If the game is unbalanced, it just means one general rallied their team better than the other. Too bad so sad. Not all wars are fair and balanced. They can purchase mercs, contract assassins and the likes. Remember everyone playing will be given one coin per dollar they pay at gate.* Also, depending on your highest rank, a special allowance will be allotted. Rules on looting have been posted. Rules will also be printed and handed out at gate to everyone. Please please, for the love of the buddah palm, read the DOGNAMED flyer you get at gate. It sad how many people repeatedly say 'I didn't know that, where was that?' In the danged sheet you were given hours ago at gate ya freak! Assassins must be hired through the GM of Assassins for them to be official and recognized hits.

*dues paid for in office/life members, if playing will receive their base pay and allowance.

Read - it can save your life!

What follows are the event Roleplay/Battlegame Rules for Coronation 37 June 23-25 24hr Roleplay Event, so come ready to play your role.

Orange armbands will be distributed at gate to represent Out of Game status. Glow sticks may also be provided. Please bring your own. Red/Orange means campsite is off limits to roleplay/questing and Green means all clear for roleplay interaction. Simply hang a colored glow stick at your campsite entrance.

Event Rules:

- Armband and kingdom money will be distributed at gate
- Allowances will be made by highest kingdom status
- Use orange armbands to signal out of game status. Don't abuse it, eh.
- Use coins to barter, trade, and buy.
- Money is lootable up to a maximum of 1 coin per death and 25% at moment of shattering (rounded down).
- To loot, looter must place foot on victim's foot and repeat 'looting' x 5
- Logistics will be stationed at ditch field and will provide info, instructions and money
- Roleplay begins at 4pm Friday and ends at 6pm Saturday.
- Full lives/class reset at 6am Saturday, marking the start of a new 'game' and again at 2pm.
- Ditching field will also be known as the Gladiator Pits and betting/gambling is encouraged.
- Armbands not required for Court/Feast
- Monster personas before 2pm Saturday only allowed with approval of GM of Monsters - Elder.
- Rules will be handed out at gate, so do read your rules set.

Battlegame rules:

- Full Class Battlegame, full count on everything.
- All relics will be active in game. Some relics may/will be made available previous to the battlegame in the form of prizes for tournaments and games.
- Only team Generals i.e. Sir Forest and Sir Wolverine can discuss rules/monsters with myself, the GMR (Rayel) and GMM (Elder) (so if anyone has a question, ask your general in a timely manner) after 1:30pm Saturday
- Game objectives will be to destroy the Cult's Temple or the EH Armies Barracks. The team bases will be located at unoccupied campsites. The EH Army barracks will be located at campsite 2. The Cult's Temple will be located at campsite 17 (*or equal unoccupied site). I ask team generals to make sure there are water coolers in order to keep your





Event Rules

Roleplay/Battlegame Rules for Coronation 37

members hydrated. The EH Team will require a water cooler for in-game purposes as well. See below for description.

Each team will have a flag at their base that must be captured - that when presented to the logistics table as proof of sacking the opponents base will result in a win. No teleporting with game flags. Also, Each teams base will be their own Nirvana.

-A black obelisk (or similar phys rep located in center of ditch field) will be centrally located and can be used by either force to summon/invoke their demon/angel defender. In order to summon your teams defender, your team must control the obelisk for 5 minutes. Each team must designate 4 priestess'/clerics who will roleplay the summoning. There will be four spots at the corners of the obelisk that the priestess'/clerics must touch and remain undisturbed for 5 minutes. Once the 5 minutes have passed, the successful team who controls obelisk will have 'summoned' their demon/angel defender. Only Sir Forest and Sir Wolverine will play said defender roles. Sir Forest will play a High Angel and Sir Wolverine will play a Demon Prince. Monster types can be found in the Our Un Avathar. Yes, I know it is not up to date to the 7.0 rules. When generals play as defenders, they will be considered 'replaced' by said monsters and when defeated, they will return where they left off as their established class. Just because the Cult summons their demon first, does not mean the EH Army cannot gain control of the obelisk and summon their High Angel. Both teams can summon their defender. Angel/Prince can be summoned up to a maximum of one time.

-Maps will be handed out to the team generals and captains showing in game paths and flow of game. These rules must be followed or player caught off (not on an away team) approved path will have a life deducted from their total. An online version can be found here:

<http://www.genericrevolution.com/amtgard/tanglewood1.jpg>

[note: the map is not to scale or completely correct. Any suggestion or changes just find me or im me and they'll be updated.]

-Each team will be allowed to have 2-3 man away teams. Each team will consist of one 6th level or lower member and 2 3rd level or lower members. These teams will have full mobility off designated in-game paths. Any sites/paths with 'out of roleplay' markings or status must be avoided.

-The EH Army will start with control of the old Alchemist Ariel (played by Sir McFadden) He must be kept alive for 20 minutes in order to create the potion known as Norven's Sight. At the 15 minute mark, the Cult will be allowed a small group of shadow ghosts (write ups to follow). If Ariel is successful in making the elixir, the members who consume the potion will be able to attack/see shadow ghosts as normal. Anyone not having Norven's sight will not be able to attack/see shadow ghosts. The potion will be represented by a water cooler that after the first 20 minutes will be considered a vat of Norvens sight potion. So in essence, the army will have enough to go around for their army.

-Priestess' and clerics are non-combat NPC's, so with that, do NOT physically attack a priestess/cleric. They are immune to all physical and magical attacks except lethal spell balls. Please be considerate when throwing a spell ball at a priestess/cleric.

-To avoid rules raping and misunderstandings, please communicate any ideas and thoughts to myself AND the GMR (Rayel). Thanks.

If I missed anything, I will try to cover the details in this thread or simply ask in IM or public ally and I will reply ASAP. I really think this can be an exciting battlegame for all to be had so come join us and save the kingdom or bring the darkness.

Regards
S

Remember:

1. No sash with armband, not playing at all.
2. No sash, non-fighting NPC.
3. Sash, in play.
4. Sash with armband, temporarily out of play.



Crown Quals XXXVII - Results

May 6th- 7th 2006

Name	Code	Score (AVG)	Description
Reine Von Doom	C1A-1	3.21 (0.71)	Fmly Butterhorn Roll
Reine Von Doom	C1M-1	4.20 (1.70)	Chike Endored
Reine Von Doom	C1D-1	4.36 (1.86)	Apl Dumplw/Cmbry Fill
Reine Von Doom	C1O-1	4.15 (1.65)	Coffee Walnut Candy
Reine Von Doom	GC-1	3.23 (0.73)	Swirl Coat Dress
Reine Von Doom	GFI-1	3.45 (0.95)	Blk&Gry Battle Dress
Reine Von Doom	WFA-1	4.05 (1.55)	Treas EH AmtDummies
Reine Von Doom	WPU-1	3.46 (0.96)	Coronation Newsletter
Reine Von Doom	WPU-2	3.49 (0.99)	Mid Reign Newsletter
Reine Von Doom	C2W-1	3.38 (0.88)	Trench Sword
Reine Von Doom	AP-1	4.30 (1.80)	B/W-Polk St Museum
Reine Von Doom	AP-2	4.38 (1.88)	B/W-Polk Meth Church
Reine Von Doom	R-1	4.50 (2.00)	Newbie Garb Donation
Total			17.66
Forest Evergreen	C1A-2	3.44 (0.94)	Home Made Salsa
Forest Evergreen	C1M-3	4.43 (1.93)	Ppr Crusted Garlic Ckn
Forest Evergreen	C1D-2	3.47 (0.97)	Cheesecake
Forest Evergreen	WFA-3	3.60 (1.10)	Howto:Qual w/Lt T&P;\$\$
Forest Evergreen	WFI-1	3.71 (1.21)	Wanted
Forest Evergreen	WPO-1	4.10 (1.60)	Amtgard Pie
Forest Evergreen	C2AC-2	3.50 (1.00)	Reversible Drd Sp Ball
Forest Evergreen	C2W-3	3.10 (0.60)	Funnoodle Short Sword
Forest Evergreen	BS-1	3.79 (1.29)	Amtgard Pie
Forest Evergreen	BO-1	3.89 (1.39)	Wet Dream
Total			12.03
Everlast	C1A-3	3.40 (0.90)	Shrimp & Dipping sauce
Everlast	C1M-2	3.44 (0.94)	Roast Chicken
Everlast	C1D-3	4.42 (1.92)	Magic Cookie Bars
Everlast	C1O-2	3.20 (0.70)	Hashbrown Casarol
Everlast	GFI-3	3.16 (0.66)	Green Drawstring Pants
Everlast	GJ-1	3.14 (0.64)	Swirl Bead Bracelet
Everlast	WFA-4	3.19 (0.69)	Building a Pole Weapon
Everlast	C2AC-3	3.00 (0.50)	Fireball
Everlast	C2W-2	3.78 (1.28)	Polearm
Everlast	C2S-1	3.36 (0.86)	Oval Archer Shield
Total			9.09
Sutra Bahuas	GJ-2	4.25 (1.75)	Leather Necklace
Sutra Bahuas	WFA-2	3.15 (0.65)	American
Sutra Bahuas	WFI-2	3.03 (0.53)	Sutra is a Lie
Sutra Bahuas	WPU-3	3.46 (0.96)	Cell Block C
Sutra Bahuas	C2AC-1	2.95 (0.45)	Elven Bow
Sutra Bahuas	A2D-1	3.85 (1.35)	Newsletter Covers
Sutra Bahuas	R-2	3.33 (0.83)	Awards Template
Total			6.52
Krylis	C1A-5	3.72 (1.22)	Porto Mushrooms Sprd
Krylis	C1O-3	3.48 (0.98)	Strawberry Jelly
Krylis	WPU-4	2.95 (0.45)	FK Newsletter
Krylis	A2D-2	3.35 (0.85)	Peacock Etching
Krylis	A2D-3	3.58 (1.08)	Corsair Glass Etching
Total			4.58
Chaos Ruine	C1D-4	3.20 (0.70)	Dirt Cake
Chaos Ruine	GA-1	3.09 (0.59)	Pouch
Chaos Ruine	WFI-3	2.55 (0.05)	Trails of Chaos Chpt2



Crown Quals XXXVII - Results

May 6th- 7th 2006

Chaos Ruine	C2P-1	3.20 (0.70)	Druid Firestarter
Chaos Ruine	A2D-5	3.04 (0.54)	Forgotten Warrior
Chaos Ruine	A3D-1	3.55 (1.05)	Barbarian Helm
Total			3.63
Lady Dreanya Jurista	BS-2	3.96 (1.46)	When Love is Kind
Lady Dreanya Jurista	BS-3	4.33 (1.83)	I am going to the west
Total			3.29
Faith Silverose	C1A-4	3.50 (1.00)	Cream Cheese Dip
Faith Silverose	GC-2	2.75 (0.25)	Dress fbd, sm child
Faith Silverose	GFA-1	2.89 (0.39)	Silverose favor
Faith Silverose	GFI-2	3.00 (0.50)	Red Fleece tunic
Faith Silverose	AP-3	3.20 (0.70)	Pic of Gabriel
Total			2.84
Squire Lady Doladar	C1O-4	3.30 (0.80)	Potato Casserole
Squire Lady Doladar	GA-2	2.85 (0.35)	Pouch Blw/wht strings
Squire Lady Doladar	GA-3	2.90 (0.40)	Squire's Belt
Squire Lady Doladar	C2P-2	3.20 (0.70)	Table Runner
Squire Lady Doladar	AP-4	3.00 (0.50)	Amazon Women Fighters
Total			2.75
Horse	C2W-4	3.75 (1.25)	Phule Veng. Grt Swrd
Rage Bloodstom	A2D-4	3.18 (0.68)	Dark Silence
Spookellseye	C2AR-1	3.15 (0.65)	Ugly Lthr Goblin Armor
Long Shanks	C2W-5	1.76 (0.00)	FN Lng Swrd Maro&Blk

Thank you to everyone that participated in this Quals tourney. A special thanks goes out to Finder's Keep for their fine hospitality. They made everyone feel welcome and worked hard to present their park to the kingdom and to the public. Thank you to the judges, especially Tanara for running the computer and entry sign-ins. -Regent Blaise

HRM CLio writes:

Everlast leaves qual with a +3 streak. Brennon with a +5. Thank you to my various reeves; Rayel, Shades, Elder and Gabriel. Finder's Keep is home to the finest Amtgarders around. They are the salt of the Amtgard earth. Congrats to Brennon.

Saturday's results:

#1 Sword and Board

1. Everlast 2. Chovie 3. Sutra

#2 Single Sword

1. Everlast 2. Brennon 3. Forest

#3 Flourentine

1. Kerb 2. Forest 3. Brennon

#4 Sword and Dagger

1. Kerb 2. Brennon 3. Everlast

#5 Off-hand Sword and Board

1. Kerb 2. Forest 3. Everlast

#6 Single Dagger

1. Brennon 2. Kerb 3. Chovie

#7 Single, Long

1. Brennon 2. Chovie 3. Rath

Sunday's results:

#1 Sword and Board

1. Brenon 2. Forest 3. Tobias

#2 SS

1. Brennon 2. Kerb 3. Seal

#3 Flourentine

1. Brennon 2. Forest 3. Kerb

#4 Pole

1. Everlast 2. Forest 3. Kerb

#5 Sword and Dagger

1. Kerb 2. Brennon 3. Rage

#6 Off-hand Sword and Board

1. Everlast 2. Tobias 3. Rage

#7 Double Dagger

1. Brennon 2. Kerb 3. Shades

Projectiles (Both Days)

Spell Ball Toss:

1. Faith/Chaos 2. Rage/Kerb 3. Tobias

Dagger Toss:

1. Shades 2. Rage 3. Chaos

Archery:

1. Doladar/Chaos/Kofka/Shades/Brennon

2. Tobias

3. Krylis/Argun

Scored as 3,2,1 for first, second, third.

Best two out of three.

Brennon 27
Kerb 25
Everlast 11
Forest 11
Shades 7
Chaos 7
Tobias 7
Rage 5
Chovie 5
Doladar 3
Faith 3
Kofka 3
Sutra 1
Rath 1
Krylis 1
Argun 1



Chanting the Arch Demon's Song Zig The Furious

*Every now and again I must say
I'm a little bit conscious laden
It's like I'm running on empty
Falling through the cracks
of your life
and mine
It's a crazed scientific quasi cataract
coming through the filters
of your mind*

Bathing in the blood of young children and infants to cleanse my pores I reflect upon all of the weak warriors that I have encountered. Their souls are weak and would crumble to the darkness. Their bodies are weak and would break even attempting to heft my swords. Their minds feeble and unfocused, searching for purpose and place.

In my heart resides the voice of Satan, my eager friend. The strength of aeons pumps within my veins. Evil genius casually tips the balance as I walk among the people with out a care or a plan.

More blood will be spilt, I know that. This land will be torn apart. As blood cleans my pores it will cleanse the populace of the Emerald Hills. Weakness will be hunted in this genocide.

*A quiet debacle
In which drunken madness layed to waste
Shattered glass, broken runes, sacred tablets sacked
The dusty temple amuck with itself.
Quite aghast I stand, innermost among the wreck
Sunlight cutting low across the floor
Hard labor and clever sight revealed to me a hidden chamber
Wrapped in goat flesh bound with intestine,neatly knotted, sat a sphere upon a chiseled basalt altar.
Could this be the fabled Orb of Phenex?*

Slowly unwinding intestines to then pull back the corners of thin goat flesh I peer into this spherical treasure. The sigels cut around the orb glow a dim light blue. A celestial voice rises in my mind. Beautiful song waxes and wanes within the voice of a child. All is within this siren coming from the orb.

Suddenly, a gnarly claw breaks from the sphere plunging into my heart... squeezing.
"What a wonderful new body," growling from the depths of my soul.

With faith in God and trust in myself I can control these two demons. The power that I now wield is a more than fair reward for the inermorment that is ever growing. Sleep will not be easy but I must chance it, meditation is not enough. Not now.

How many days I have slumbered I do not know. The temple still lay in ruin and the broken orb sits next to me. It is dark and chilly outside, the breeze bringing me the weather.

Famished, I rumage through the old food stores I could remember. A small sack of corn meal, a bottle of mead, and a small store of rye. I mixed them all together and formed cakes as thick as my hands. When the fire was ready I cooked them upon a stone that had grown hot in the center of the fire. I waited until they were rather hard on the outside. Two of the three cakes I saved for later, putting them in special pockets of my cloak. The third I consumed and consumed quite rapidly. The honey flavor of the mead blossomed in my mouth. The dough inside was not crisp like a





Chanting the Arch Demon's Song Zig The Furious

cracker but still a bit soft. An excellent start. In a few hours I will look for my dinner. Until then I shall continue with the tome that led me here.

Look for my dinner! HA!

What fool would I follow to look for my dinner in the darkend woods, when I ZIG THE FURIOUS now control almost all of the legions of Hell.

Whom shall I call? What wretched underling yearns to do MY bidding? To fetch me a deer. A young deer just come of age. Old enough to know death and young enough to suffer the caustic sensations of dissolution.

Pray, pray to my God. Grant me a sphere, a leash, a council.

"Phenex! Rise up! Come before me and heed my bidding!"

"Ahem. I am inside of you and have no need to move. You can not bane me for I am a part of you. You really should be more cationous. Invocation, evocation... to some it is all the same. But, really quite different in actuality."

I pondered upon this and found him very right and also felt a bit naive. "Do you care to eat." I said to him. "Well. Why didn't you say so! I'll get right on that. I am, as you should know, a great lover of food."

I feasted and feasted. Yet I am still hungry. Perhaps the demon laid dormant for centuries, now, inside my belly; it devours the pleasure of my gluttony. I have had all I want of this tarnished temple. By new day's sun I will have departed this deep jungle ruin in pursuit of more favorable climates. The journey to my sloop will take at least two days.... hmm I must consult my demons. Perhaps the legions at there command may be able to speed along my trek. However, I could use time to think. In the morning I shall divine my course.

To pass the time before my slumber I dabbled in evocations. Summoning lesser minions of the devils and having special fun with elementals. Bringing the halls to a great fire fed by magic wind only to be quieted by a kamikaze of "waterbirds." A demon named Morely laughed continually as it seems to be the only thing that he does do. This I let go on for about the entire duration of my fireworks until finally he struck a nerve of mine and I banished him back into the bowels of Hades.

Light poked at my eyes and nothing could be done to stop it. It was early morning, the sun still at a low grade on the Eastern horizon. My mind slightly clouded and a little confused. I could smell something unnatural but I was unable to place it.

Having decided to walk for at least a day of the journey, I slowly gathered my belongings and the broken pieces of the sphere and began my journey back to the ship. Mighty trees towered above me pasted upon the sky dome. A thick canopy of brown and green. Breathing the thick air humid with jungle dampness seemingly trapped eternally, I walked upon the path I followed here. My route winded around massive tree trunks and over large roots. I passed through walls of hanging vines and traversed a ravine by way of a planked bridge suspended by rope. It was well worn but maintenance has apparently been kept up. Perhaps by the small tribes of jungle folk who dwell within this paradise.

I stopped an hour or so after the sun hit its pinnacle. A small water fall spouted from a rock wall and formed a tiny pond that swirled continuously. It obviously drained down beneath for there was no evidence of the contrary. I removed the rye bread mixed with mead and began to nibble. From my thick cloth bag I removed a chalice that was recovered from a great white marble temple, far to the north of my homeland. Naked virgins were worked into the outside silver cup. Lust stirred up within my body and a desire to desecrate the bodies of these supple, ample breasted, long haired,



Chanting the Arch Demon's Song

Zig The Furious

untouched beauties. They would be mine. I decided right then and there I would travel to this holy temple and burn it to the ground after consuming my lust with 40 or so of these sanctified young women. I heard a strange giggling far out in the distance. Could it be the jungle folk? Why would they laugh at me, enjoying bread and scooping water from the pond. I hope it is not a poisoned well. If it is, it is too late now. Even so, I quit the water and removed another bottle of mead and sipped upon it for another half an hour before I continued my journey, whistling a tune that seemed forgotten.

I closed my hand to put away the light. Then climbed within my small tent. Snoors probably sustained the night. Darkness in my mind. Intellect rising. I awake.

*Brazen and burning, peering through the trees.
I set my mind to decide my course.
1/2 of the journey left for further,
A tired mind bent on frustration.
My soles sick and sour mock my heart in a darkened hour.
Tear into my breast and brandish my houseguests.
Take leave of the jungle and bring me to my ship.*

It was sullen and late in the morning. A chill wind swept across the beach. Terrible squawks erupted from long winged white birds. They dived into the sea mercilessly bringing up in my heart a desire to kill. Watching their savage ballet fishing exercise something bit my mind and my nostrils flared, sucking in the scent of the rolling water. Waves crashed and my mind broke free and I began to tromp into the ocean and make way to my sloop. I was anchored quite shallow but my boat had little draft, so I had no worry of being beached.

By the time I reached my vessel my cloak was thoroughly soaked and lifting my wretched body over the top railing was murder. I flexed every muscle in my arms and my back until I could finally plant my feet upon the side, until then I struggled with great regret for not installing a ladder.

The voyage north was slow as I had to follow along the coast line to avoid the ravages of the ocean's brutal waves. My boat only being a wee little thing with enough space for me and three weeks rations, plus the necessary tools to do almost any repair upon my vessel.

I slid by the beaches dodging reefs and navigating through mazes of mangroves. Only a couple of times did I fear beaching my ship in the shallows. The wind was very fair to me the first day as I kept up a steady pace and my sails rarely showed slack. I thanked my father, God rest his soul, for all the long hours he taught me seamanship and navigation. He was the best sailor I've ever known. He wasn't much of a salty dog though. He kept himself well shaven, well dressed, and well fed. Rarely would he indulge in the pleasures of good drink. A pint of ale on Saturday's eve is all he would concede to the devil's drink. But sail! Sail he could. He could outmaneuver and outrace anyman he came across.

I've never lived up to his great abilities at sea...but I'm damned close.



EH Master Level Testing List

I know there are a LOT of names missing as GMs were without access to the forums since Banner Wars. PLEASE CHECK THIS LIST! These are the EH level tested players, and the highest level they have achieved under 7th edition. - **Elder Vermillion**

Anti-Paladin:

Trinity lvl6
Kaz lvl6
Zig lvl6
Delphos lvl6
Zentikuli lvl6
Nevron lvl6
Logan lvl6
Wolvie lvl6
Clu lvl2

Archer:

Tolken lvl6
Krylis lvl6
Boomer lvl6
Zhanell lvl6
Everlast lvl6
Dolodar lvl6
Trianna lvl5
Shadura lvl3
Trianna lvl6
Reine lvl6
Sutra lvl3

Assassin:

Delphos lvl6
Sutra lvl6
Zig lvl6
Nevron lvl6
Changeling lvl6
Kofka lvl6
Septumus lvl5
Tolken lvl3
Trinity lvl6

Barbarian:

6th Chaos
4th Downfall
3rd Tarkas
2nd Telamain
6th Martello
6th Rayel
3rd Kodiak
3rd Larin
6th Draeven

Bard:

Nightengael lvl6
Gabriel lvl6
Mysteri lvl3

Talthyr lvl6
Logan lvl6
Larin lvl6
Kenta lvl6

Druid:

Forest lvl6
Tolken lvl6
Kenta lvl6
Dark Tigger lvl2
Elder lvl6

Healer:

Forest lvl6
Nicodemus lvl6
Draeven lvl6
Typhus lvl6

Monk:

Nevron lvl6
Needle lvl6
Wyrms lvl2
Changeling lvl3
Gabriel lvl6
Cal lvl2
Martello lvl6

Dark Tigger lvl6
Delphos lvl6
Ziggy lvl6
Draeven lvl6
Kelldor lvl3

Paladin:

Clu lvl6
Martello lvl6

Scout:

Tolken lvl2
Changeling lvl6
Drakell lvl6
Elder lvl6
Martello lvl3
Kenta lvl6
Thangorn lvl2

Warrior:

Longshanks lvl3
Krak lvl3
Doladar lvl2
Tuk! lvl6
Firestalker lvl4
Blake lvl2

Everlast lvl6

Zig lvl6
Martello lvl6
Jin lvl2
Blade lvl6
Krylis lvl6
Grayden lvl6
Gabriel lvl3
Duo lvl3
Talthyr lvl6
Elder lvl6
Nevron lvl6
Tolken lvl4
Clu lvl3
Draeven lvl6
Kelldor lvl3
Sutra lvl2
Thangorn lvl2

Wizard:

Gabriel lvl3
Tolken lvl2
Larin lvl6
Martello lvl6
Thangorn lvl3
Elder lvl6

Scouts/Assassin War

Team Set-Up: Every team will consist of five people.

These people can be of any class, but has to have at least one Scout or Assassin. This number can be lower, but not higher. No team however may have Scouts and Assassins on it. Once teams are formed they must choose to have a Scout or Assassin Captain. Once the Captain has been slain the entire team is removed from game. Standard lives will be in effect.

The Point: Bounty Hunters have set up shop at the logistics area, and are offering points for every life token of a Scout or an Assassin. The team with the most points at the end will be declared the winners.

All teams may engage each other at any time. However, Scouts may not turn in Scout tokens, and Assassins may not turn in Assassin tokens. When someone is killed they must immediatly turn over one life token to the person that slew them.



Dragons of the Past

Sir Delphos Darkheart

If time were time, as it is in any realm...
it would not seem long ago.

Yet time is relative to each realm and in the counting...
more than a century has passed...

In the time before time, that some would call "the good old
days"
and others would label "wild and unruly"...

after the fall of the great duchy to the south,
where stood only the barren ruins of a once rich land...
there came a time of prosperity to the green hills of freedom.

In the forests of Ellowi the Kingdom grew and many tales
of adventure and mayhem found their way across the seas
of sand...
as far away as the lands that burn.

Of the stories told, one stood above the rest...
a story of Dragons upon the Emerald Hills.
A great astral house of purple and green...
...of cow and chicken... A House of Dragons...!!!

The tale of two powerful beings...
who met and fell in love within the "Great Walled City",
thus creating a generation of their kind...
setting them forth upon the lands.

Then came a dark time of strife and sorrow for the hills.

The forests of Ellowi had been lost forever and the Kingdom
suffered greatly, as it was scattered to the four winds...

The Goddess of Death soon had her way...

the icy touch of her cold hand was felt throughout the
Realm.

A fierce young warrior Knight, took his own life...
His Brothers in Grey and Black mourned his passing.

The great father Dragon was taken down by his own chil-
dren...
His mate fled the realms...
disappearing into the mist of the city she loved so much.

The Dark Knight felt the power of the Goddess of Death as
well...
for he loved her Earthly Incarnate above all others.

To hold her pale body in his arms...
to touch her flaming hair...
Such thoughts devoured his mind.
And in his love... his lust for her...
blind to her need for death...
he fell victim to her power.

She fed his beast and preyed upon his heart...
draining all compassion.
She left only the husk of flesh...
to walk the realm between the living and the dead.

And so...
The Demon once contained within the soul of the Darkheart
was set free upon the Realm...

It was then, in "The Great Walled City"...
that the Demon Knight first met the Dragon herself...





Kingdom Gallery

