

Echoes of the Hills

Newsletter of the Emerald Hills



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All art by Nexus Crow



Layout/Design [Sutra Bahuas]

Officers for Reign 38

January to June 2007

MonarchSutra Bahuasmonarch@amtgard-EH.com
RegentNexus CrowRegent@amtgard-EH.com
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Prime MinisterSir Morgan Ironwolfpm@amtgard-eh.com
TreasurerElder Vermilliontreasurer@amtgard-eh.com
GM of Reevesgmr@amtgard-eh.com
7.0 Rules Committee
RepresentativeSistar Tolkenkidwell@yahoo.com

The Class Guildmasters

Anti-PaladinsSir Trinity	ArchersSir Trinity
AssassinsSir Delphos	BarbariansDraeven
BardsSir Larin	ColorTanara
DruidsElder	HealersTyphus
KnightsSir Morgan	MonksSirrakhis
MonstersSir Delphos	PaladinsSir Nevron
ScoutsSir Sparhawk	WarriorsTobias
WizardsSir Larin		

<i>The BOD</i>	<i>Mundane Name</i>	<i>Position</i>	<i>Term Expires</i>
Dreanya JuristaAndréa JacobsPresidentJUNE 2007
Elder VermillionJohn R. ElderTreasurerMAR 2007
Sistar TolkenKevin Kidwell	JUNE 2007
Sutra BahuasJorge Rodas	JUNE 2007
Dante BenedictusDorian Snider	DEC 2006
KodiaKChris Koeberle	DEC 2006
Faith SilverroseErin Daughtery	JUNE 2007

<i>The RGK</i>	<i>Term Expires</i>
Ewen McFadden (Landlord, 972-686-7755)N/A
Samantha Three Jugs(RGK Selected Seat)N/A
Elder Vermillion Treasurer/EH BOD Rep/SecretaryBOD Rep
Sutra Bahuas (Monarch)JUNE 2007
Shamus GreenSEP 2007
Whisper (Monarch Appointed)MAR 2007
Sir WolverineMAR 2007

Email the RGK at rgk@tanglewoodforest.org

Amtgard-EH.com Contacts

Webmaster

Webmaster@Amtgard-EH.com

Administrator

admin@Amtgard-EH.com

Kingdom Calendar

February 2007

- 2-4 - Fri-Sun: Celestial Kingdom - Midreign @ Giddings, TX
- 4 - Sun: Weapon Construction Workshop @ TBA
- 11 - Sun: EH Banquet @ Finder's Keep
- 17 - Sat: Workshop - Basic Approach to Art @ TBA
- 18 - Sun: Crown Visit / Roving Battlegame @ Eagleshire
- 16-18 - Fri-Sun: Kingdom of the Wetlands - Midreign @ Wetlands
- 24-25 - Sat-Sun: Kingdom Dragon Master @ MWG and FK

March 2007

- 3-4 - Sat-Sun: Kingdom Weapon Master @ MS and FK
- 3 - Sat: Golden Plains Coronation @ Golden Plains
- 9 - Fri: Frank Miller's '300' Premiere - Possible Demo
- 10 - Sat: Crown Visit / Roving Battlegame @ Midnight Sun
- 14-18 - Wed-Sun: Spring War @ Giddings, TX
- 30th-31st - Fri-Sun: EH MIDREIGN @ Tanglewood Forest

April 2007

- 8 - Sun: Crown Visit / Roving Battlegame @ Finder's Keep
- 15 - Sun: Workshop - Bellydancing @ TBA
- 28 - Sat: Mini-Quals Workshop @ TBA

May 2007

- 4-6 - Fri-Sun: Celestial Kingdom - Endreign/Coronation @ Giddings, TX
- 12 - Sat: EH Crown Quals @ Midnight Sun
- 13 - Sun: EH Crown Quals [Mother's Day] @ Eagleshire
- 18-20 - Fri-Sun: Kingdom of the Wetlands - Endreign/Coronation - Wetlands
- 20 - Sun: Workshop - Reeving and Corpora @ TBA
- 26-27 - Sat-Sun: [Memorial Day Weekend]

June 2007

- 1-3 - Fri-Sun: A-Kon (Possible Demo) @ A-Kon
- 9-10 - Sat-Sun: Crown Elections @ All Parks
- 17 - Sun: [Father's Day]
- 22-24 - Fri-Sun: EH End Reign/Coronation @ Tanglewood Forest

Monarch's Corner

Hail Emerald Hills,

Alright, the banquet was a hit! We had about 50+ folks show up, it was well worth the drive to share in an amtgard gathering, as we shared stories, laughs, and drink (sweet tea that is)! We held a short but inspiring court and handed out some well earned awards and I look forward to visiting Eagleshire this coming weekend to hand out the awards I have for the ES crowd. Also, we will be presenting the second chapter in the M'Alice storyline. Want to get involved, just ask or post some RP! For those who weren't sated by Golden Coral's fried catfish or desert line up caravaned out to the park and held a regular park day. All in all, Cathy of GC made it an extremely friendly and welcoming environment and we have been asked to return anytime we'd like to schedule any other function. So good show all those persevering spirits who showed up, helped out, and made yesterday a memorable gathering. Good to see you all, and remember, we're only warming up!

<http://www.quickshotphoto.com/gallery/2493298#130882803>

**Regards all and see you soon!
Grand Inquisitor Sutra Bahuas
Monarch of the Emerald Hills**

Volume 38 Issue 2 | Feb 21, 2007 | Reign 38

Echoes of the Hills

Newsletter of the Emerald Hills

Greetings Populace,

It's been a great few weeks and I am confident in the statement that there can be many more exciting things to come. The Banquet went off wonderfully and i'd like to personally thank all of those who proudly showed support to their kingdom and braved the long journey to Finders Keep. The second installment of the Alician roleplay at Eagleshire was a blast this last weekend and the next one will be just as fun. We have two days of action packed competition before us as the EH proudly holds it's twentieth dragonmaster and I do hope to see all of our fine artisans stepping up to the challenge.

We've got a great deal of things planned for the rest of our reign, so please, if you would like to help your kingdom out just drop me a message at seamus_de_rhymer@yahoo.com

**until next time,
Prince Regent, Squire Nexus Crow
The MAD Hatter, Spring Reign, 07'**

DragonMaster XX

Prince Regent Nexus Crow

The Court Of Hearts is proud to present:
DRAGONMASTER XX

On February 24th, Saturday - DM/WM at Mourningwood
Glen Sunday and the 25th - DM/WM at Iowa Park RAC

On Saturday we will be setting up a large enclosed space
for the event. This "pavilion" will be large enough to hold
judging, games, food and the poker tournament.

On Sunday, The people of Finders Keep have graciously
rented a RAC Center in Iowa Park to showcase an indoor
event.

CULTURAL ENTRIES ELIGIBILITY

Joint entries and group entries will be accepted. Regular
Registration is from 11 am to 12 pm on the day of the
event, February, 2007 (Online registration will be avail-
able).

Judging will promptly begin at noon. Please have ALL
entries registered by noon. Special situations will be
reviewed.

- Deadline to register is 12 pm.
- Limit of 3 entries per category. Only your best two entries
in any given category will count towards your "overall"
score.
- Cooking Entries – Bring all necessary serving utensils.
- Written Entries – All entries, except publications, must be
5 pages or less, include 5 copies, be typed and bound.
- Bardic Entries – Bardic entries will be reserved as the last
leg of judging. (Unless you must leave before then). Please
be considerate with the usage of your time.

Scoring System

This event will be scored on a BTA (Better than average)
3.5 system. Ideally, the competitors will have diverse tal-
ents and score well. The object of this scoring system is to
keep people from winning the cultural tournament by
flooding one category or entering a lot of poor quality
entries in order to increase their score. Cultural winner will
be the person with the highest combined score from entries
that meet the following requirements; only the entrant's
two best entries in any given category will count towards
their overall score. Entries that achieve a score that is
lower than 3.5 will not count towards the entrant's overall
score.

CATEGORIES

COOKING

*Due to the delicate nature of cooking entries, this category
will be judged first. Entries will be judged on taste, texture,
appetizing presentation and difficulty. There will be 5
judges and entrants will need to provide enough of each
entry for all of them to taste. Be prepared to have a way to
maintain your own dish until it can be judged (hot/cold).
Bring plates, cups and utensils if they will be needed to
judge your entry.*

·Appetizer: A dish intended to be served as an appetizer.

·Main Course: A dish intended to be served as a main
course.

·Dessert: A dish intended to be served as a dessert.

·Vintners: A drink that was brewed or fermented. Mixed
drinks are not considered brewed or fermented.

·Other: A dish or drink that does not fit into any other cate-
gory.

WRITING

*Entries will be judged, where applicable, on form, content,
grammar, spelling and usefulness to the body of Amtgard
knowledge. With the exception of publications, please try to
limit these entries to 5 pages or less. Publications entries
only require one copy. All entries require 5 copies total,
except Publications.*

·Factual: Writing that presents factual information such as
a

process, event or research of some kind. Examples would
be weapon smiting instructions, a recounting of an
Amtgard event or a history of the Romans. When present-
ing researched information, it is a good idea to site refer-
ences and give credit.

·Fictional: Writing that is not intended to be factual such
as a persona histories and stories.

·Poetry: Poetic verse.

·Publications: Published works such as newsletters, books,
collections of articles, etc. These entries are judged on the
editorial content only, such as presentation, suitability of
the collection, format, etc. It is not necessary that the
entrant have written every article. However, articles should
never be published without the author's consent and credit
MUST be given. Any work not done by the entrant should
be noted.

BARDIC

*Entries will be judged on difficulty and entertainment
value.*

·Singing: A vocal presentation with some expectation of

DragonMaster XX

Prince Regent Nexus Crow

rhythm and pitch.

·Oratory: A vocal presentation with no expectation of rhythm

or pitch; i.e. Storytelling, jokes and theatrical pieces.

·Instrumental: A musical presentation performed on an instrument with some expectation of rhythm and pitch.

·Dance: A presentation of bodily movement with some expectation of rhythm.

ART

Entries will be judged on artistic presentation and the difficulty of the medium.

·2-D Art: Art intended to be viewed from only one side such

as drawings, paintings, stained glass, relief carving, computer graphics, etc.

·3-D Art: Art intended to be viewed from at least 3 sides such as sculptures, painted miniatures, stuffed animals, blown glass, etc. People often enter things into this category that would do better in Passive Construction. 3-D art is judged primarily on artistic presentation; Passive Construction is judged primarily on construction. A stained glass box would go into either 3-D Art or Passive Construction depending on what the entrant wanted to focus.

·Photography: Art created by taking a picture. Digital images that are mostly photographic would also fit into this category.

Amtgard related photographs please. (Spinning a tale relating the photograph to Amtgard is encouraged)

GARB

Entries will be judged on durability, attractiveness, design and difficulty.

·Fighting: A major item of garb intended to be worn in battle such as tunics, pants, tabards, shirts, etc.

·Court: A major item of garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.

·Monster: A major item of garb that would qualify as garb for a monster in the Amtgard Rulebook.

·Favor: A garb accessory intended to be worn on one's belt.

·Jewelry: A garb accessory intended to be worn as jewelry such as crowns, coronet's, necklaces, bracelets, rings, etc.

·Accessory: A minor item of garb such as hats, belts,

shoes,

bracers, etc. that would not fit into another category.

Construction Entries are judged on construction, presentation, difficulty and application to proposed function.

·Passive: Something not intended to go onto the battlefield such as boxes, steel weapons, decorative wooden weapons, stuffed animals, etc. This is a category for constructed items that would not fit into another category.

·Active: Something intended to be used on the battlefield such as ballistae, bows, fighting wands or throwing mugs. This is a generic category for things that would not fit into armor, weapon, or shield construction yet are still intended for rough battlefield use.

·Armor: Something that would qualify as armor by the rulebook

standards in Amtgard such as padded armor, chainmail, brigantine, greaves, thigh plates, helmets (although they would not actually count as armor), etc.

·Weapon: Something that would qualify as a weapon by the

rulebook standards in Amtgard such as sword, spear, arrows, rocks, throwing dagger's, madus, etc.

·Shield: Something that would qualify as a shield by rulebook standards in Amtgard.

·Banner: Something intended to be used as a banner and judged on construction and appearance.

ROSE

Anything made for the benefit of the club intended to be donated to the club. These are scored on their construction and design as well as their contribution to Amtgard.

Along with the title of Dragonmaster, we will be hosting a 'Best Of Show' category. Games of strategy and refreshments galore will be offered. Try your Hand at Our Poker Tournament. Play with Talons, win fabulous prizes!

If you have any questions, please contact me at
seamus_de_rhymer@yahoo.com

Good Luck!

-Nexus Crow, TMH, spring reign 2007

Announcements

Topic: Updated Emerald Hills Website

Sutra:

Check it out! www.amtgard-eh.com. I will be working on helping keep it updated. See any errors or have a suggestion, please let me know!

Topic: World Banner Wars VIII - 2007

Sutra:

I'm taking bids for Banner Wars 8 set to premiere in October 2007. Taking bids till the end of Feb. Feb 28th to be exact. Ya in?

Topic: Attn: Members who claim EH as their park.

Sir Morgan:

Dear Members ~

In an attempt to make it easier for members who claim EH as their park to let me know when and where they play, week-to-week, Dreanya has created an interactive webpage. EH Credits Form:

<http://www.amtgard-eh.com/pm/crform.htm>

After you visit a park, all you need to do is input the date, your name, and park and hit "submit" and I will be automatically notified. I will then update the ORK. You can still e-mail me your credits each week if you prefer to sirmorgen@hotmail.com or pm@amtgard-eh.com. Grand Duke Sir Morgan Ironwolf, EHPM

Topic: Reminder from the GMR

Tolken:

In order to gain credit in a class you must play that class in a battlegame, and to play that class you must have the appropriate garb.

If you do not have garb, you can only play peasant and only get warrior credit.

Topic: Mid-term elections

Tolken:

The PM/Treasure/RGK election will be held on the weekend of March 10-11.

The follow position are open and the following people have declared.

PM - Dreanya Jurista (Andréa Jacobs)

Treasurer - Elder Vermilion (John Elder)

2 RGK seats -

Topic: RGK meeting Thursday night, February 22, at 7:30 PM

Elder:

This month's RGK meeting will be Thursday night, February 22, at 7:30 PM at the Cracker Barrel at I-35 and Wintergreen. Wintergreen is one exit south of I-20 on I-35. On the Agenda so far is: setting the Meeting and Work Weekend dates for the year, setting the RGK goals and projects for the year, and payment of bills due.

Topic: Weaponmaster

Tolken:

Due to site constraints, Weaponmaster will be postponed until next weekend. The events will remain the same with a slight change on location. Sign-up will start both days at noon. First event will start at 1pm.

Sat. March 3 – Midnight Sun

Single Short Sword

Florentine

Sword and Shield

Polearm

Sword and Throwing Dagger

Sun March 4 - Finder's Keep

Single Short Sword

Sword and Dagger

Sword and Shield

Polearm

Dagger and Magicbolt

Both days - Spellball Toss/ Dagger Toss/ Archery

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2 RGK seats - Sir Wolverine

Visit the public photo amtgard photo albums of Aylin:

http://photos.yahoo.com/aylin_karyn

Visit the public photo amtgard photo albums of Sutra:

<http://photos.yahoo.com/jrodas00>

Board of Director's Meeting Minutes

Sir Morgan

Board of Director's Meeting Minutes
January 13, 2007

In Attendance:

Andréa Jacobs
Kevin Kidwell
John R. Elder
Jorge Rodas
Michael Peavy

Meeting called to order at 11:00am at 301 Centennial Blvd Richardson, TX 75081.

First Order of Business

Change/Election of President

Andréa Jacobs was re-elected President. 5-0-0.

Election of Secretary

Jason W. Jacobs was elected Secretary. 5-0-0.

Election of Vice President

Kevin Kidwell was re-elected Vice President. 5-0-0.

Routine Business

Approval of December 9, 2006 Minutes
Minutes approved. 5-0-0.

Correspondence sent on behalf of BOD update.

No correspondence sent on behalf of BOD. Both certified letters to Mr.

Hergert and Mr. New returned undelivered. Letter sent regular mail sent to Mr. New not returned. John Elder moves we take no further action.

Passed 5-0

Petitioning/Interested Parks (Tal Dagore parks (Rodas))
No new information.

Old Business

Update: RGK and treasury report (Elder)

RGK has returned checkbook for the corporate account. RGK treasurer will open an account and the Emerald Hills will seed it with \$500. RGK treasurer must present EH treasurer with receipts for reimbursement before the Emerald Hills will replace funds spent. RGK treasurer

has, in her possession, years of receipts and documentation regarding past financial transactions. Board discussed getting copies of said receipts at the next event. No further action taken.

Proposal for fundraising policy (A. Jacobs) Issue has risen regarding galas and banquets. Tabled.

Proposal for new Petitioning Parks contract (A. Jacobs) Almost complete. Andréa Jacobs requests one more month to finish. Tabled.

New Business

Discuss what park contracts have been received and begin process for collecting new park contracts. (Board) No current park contracts received. Discussion regarding current park contract's applicability to established parks. John Elder moved to update all park contracts to include an "established park" contract. Passed 5-0-0.

Discuss viability of beginning process for 501 status (Elder) Tabled for more information.

Member Managed Corporation

Board reviewed the Articles of Incorporation and the Corpora for any "member managed" reference.

Response to allegations/questions on EH unofficial mailing list Discussion regarding recent allegations/questions on the EH unofficial mailing list. Discussion was held about whether it was in the best interest of the members to publish a statement regarding the allegations even though there has been no proper request from anyone to do so. It was decided that such a statement was needed. Because of the time-sensitive nature of said statement, input from the Board would be made via correspondence with the final draft submitted via e-mail to each member for approval.

Next meeting Saturday, February 17, 2007 at 11am at 301 Centennial Blvd Richardson, TX 75081.

Meeting adjourned at 12:17p.m.

Titles-Adding to the decor of medieval re-enactment

Sir Goodwyn Clu Da'Bard

For the new folk I'll list my credentials here once just so you know of a place to go if they have a question (and if I can possibly answer that question). And to help you understand titles in Amtgard. Titles add atmosphere to a medieval re-enactment society like Amtgard, but making friends and playing with friends is more fun. So titles good... hitting people with foam swords... even better. :)

You can get the best descriptions of this in the Amtgard "corpora", which defines the politics of Amtgard.

Titles tell of credentials as I mentioned. They tell a history about a person, and keeping that in mind, respect is given on the onset. At least respect is given on initial contact till their actions prove otherwise. ;) That has always been my approach.

So much like a "Doctor Smith" in the modern day would usually imply years of education and possibly a knowledge of medicine, that is what titles seem to say as well.

So here is my medieval verbal business card should you need someone to ask a question of...

Duke Sir Goodwyn Clu Da'Bard
Keeper of the Bardic Dream
Knight of the Flame
Master Smith
Master Bard/Barbarian

So to break this down...

"Duke Sir" =this is actually redundant. A Duke (a title generally given to people who have served as monarch) would have historically been called "Sir" and according to the corpora, do outrank knights. However, in Amtgard, knighthood is kinda another different animal. So I have mentioned here that I am a duke, and a knight for clarification, and just put the higher title first.

However, Lord all the way up to Duke can be addressed by "Mi'Lord" or "Mi'Lord". Address this with this once in a day and at the initial meeting... too many times in a day is seen as ass kissing and flurby. ;)

"Keeper of the Bardic Dream"= Not quite a dream keeper, but a dream keeper in another sense started by the first knight of our Kingdom, Queen Reyna. An award that is given simply for helping the survival of the game and our kingdom I put above all other awards. :)

"Knight of the Flame"- One of four knightly orders. The others being sword, serpent, and Crown.

"Master Smith" - Highly important.. shows how I attended the qualifications of the knight of the Flame title. Masterhoods in and of themselves are very impressive as they show time devoted to the kingdom and the game. On average a masterhood like this takes three to fifteen years (that is the span of time I've seen). It takes determination, and honestly, a bit of political luck and presence. ;) By skill, and by impressing the right people, to receive this shows quite an accomplishment.

"Master Bard/Barbarian" - Class master hoods, which show that you not only know your class, you ARE your class. :D

So there we go, you now have my verbal business card, let me know if I can be of service. That is another point, and why a Duke is not called "Sir" in this game without also being a knight (though it would be historically accurate.) A man can attain the title of Duke, and that is VERY impressive. But a knight are those that show they have a long lasting love of the game, and want to be of service.

They are examples whether they like it or not, for they are the best that have stood the test of time. But to be honest, a knight is nothing without his kingdom, and a kingdom is nothing without its people.

So naturally I will gladly help you in anyway way to help you grow in Amtgard. You have my verbal card now, don't be afraid to ask. :D

Goodwyn Clu Da'Bard

@}>--'--,-----

(You know I'm a knight.. why repeat it...) :P

Coming up soon... "Heraldry... the medieval name tag"

Top 10 List - Famous/Infamous Amtgardians

Sir Nevron Dreadstar

I would like to say up front that for some reason -one that I can't totally explain- I feel these whole top 10 list things all end up being just another butt kissing contest or at the very least just another "my friends are cooler than yours" trip. Most of the top ten lists I have seen are that way and there is no reason for me to suspect this one will -even if it's my own- be any different. I will do my best to keep the butt kissing to as little as possible.

When I was asked recently for my top 10 famous/infamous players I had to think they meant people that when you mention their name you get a immediate reaction. But depending on where you're standing and who your talking to, and whom you mention, you could get different reactions. If your standing in a circle of Corsairs and you mention Leif's name your not going to get the same reaction as if you were to mentioned Morluk's name. And if you were to mention Squeaks name in a crowd of Anniulus then utter her name while in some kingdom back east the reactions would be far different. Yet all of the before mentioned people have staked their claim in the games history. We can't please everyone, or at least it's too difficult to try an do that. Granted, some of the better known A&S Amtgardains sure do their best to do just that.

I would also like to point out that while I acknowledge the hard work that the "famous" people have done and if given a chance would continue to do. I also have to say that when compared against each other, Famous vs. Infamous, the first is easy to do. All you have to do is smile and keep working. But, the second requires a little more then that. Not only do the infamous have to do something(s) that will get a lot of bad attention; they also have to perform damage control. And performing damage control after an incident is vital to any infamous Amtgardian. Or at least they should if they really enjoy the game. Otherwise they may never get a chance to do something evil again and they become a flash in the pan. I'm not talking about stealing kingdom funds, or deliberate damage to Kingdom property. Those who are found guilty of such as that should never get another chance. No, I mean the other kind of evil. Changing sides, going back on your persona's word, and spreading verbal chaos. The kind of evil that is almost acceptable, within the boundaries of the events, which the game creates. It takes a special person to identify game related evil.

So if I'm only allowed to list 10 people. Ten people that have made their mark in this game for good or bad, I guess I'll have to limit myself to that. Kind of hard to cut down 16 yrs of some pretty outrageous characters to only

ten names. I have to keep in mind that I have been playing a lot longer then most of the people that may/will be reading this list so some of the name may be unfamiliar - at the least- to the newer players. Yet if I pick them right they all shouldn't be. I also have to think about the natural way that fame and infamy work for and against people. Famous people are normally welcomed back after some time away from the game a lot better then their opposite. People will almost always remember their name but they may not be able to pinpoint why they do. ("Yeah, I have heard of you... I just don't know from what or why?") But infamous people and their deeds have the luck of being remembered for years. And most infamous people, depending on the action(s) that got them where they are, may end up shoved away or faced with some sort of unwelcome reunion if they do try to show their face again.

My first list had more then 10 names. 16 to be exact. I picked the people I picked for a number of reasons. Longevity mostly. Longevity, contributions to the game, and or the effect. There are a lot of players that have been around for a long time and I still don't know their name and may not ever remember hearing it before. You don't get to be famous or infamous -and more importantly stay that way- by playing for a couple of years then only come out to hometown events once or twice a year. Not even serving in your Kingdoms court will alone get you remembered. It takes years of hard work and dedication to earn the Rock Star of Amtgard title. You can however perform so much against the club to earn a seat at the infamous table in a few short years, if not in one single event. Each Kingdom probably has their very own list of infamous players that most of us have never even heard of. That's good in some ways. I also tried not to just pick just one type of Amtgardain. Stick-jocks are a dime a dozen. Stitch-jocks have their own fan club. I tried to include people from both sides of the game but I don't think I did a good job of it. 10 names. Two categories. Famous & Infamous. Hopefully the famous will not be for sluffing, and the infamous will be for more -and yet less- then destruction of Kingdom property or theft of Kingdom funds.

#10 (I) Sir Morluk - The original bad guy. Could lie, cheat and steal with the best of them, and he was poetry in motion with a sword. Any of todays fishermen would sell your mom and her soul to the devil to have half the skill Morluk had with a rolled up sword. He has earned the #10 slot even though he's not near as active -if at all-

Top 10 List - Famous/Infamous Amtgardians

Sir Nevron Dreadstar

as the others on my list because he was the first player that showed me you could be game evil and still have fun at just a little cost to the rest of the players.

#9 (F) Sir Ivar - There was a time in the early years, (during the time when Texas Amtgard was the place, if not the only place to be), when a bunch of us traveled a lot. Seems there was some kind of event every two months or so. I went to a lot of out of town events back then. Coronations, Midreigns, out of town quest and tourneys. We didn't need much of an excuse for a road trip back then. Seems Ivar was at every one of them too. Doing all he could to make the event better. Ivar has to be one of the good guys because he does such a bad job at being other than good. Oh don't get me wrong. With some help of the right drinkables Ivar could piss on ya and swear its raining. I just don't think he could get many of us to believe him. He has a better history of doing a lot of good for whatever kingdom he may be playing in. Ivar is one of those players that any kingdom would be glad to have him move nearby. Not many of us would feel the same if Morluk moved nearby.

#8 (F) Sir Cabal - Not many people can do what this guy does. The man has more heart than most of us. His love for the game and the people of it is addicting to say the least. He sings, he draws, he creates, he leads, and he's more than a simple speed bump on the field. Mix all that into one person who is involved in Amtgard for more than a couple of years and your going to get (thankfully) a large number of people. Cabal sticks out in that crowd because in my book he was one of the first. A 3.5 belter if there ever was one. In another time... in a galaxy far away, Cabal would get all the belts.

#7 (I) Sir Theo - I believe his first belt was a Flame. This "bad guy" earned a Flame before he earned the rest of his 4 belts. That right there should tell you something about the nature of Theo. When he moved from the Burning Lands he was the core of the new CK group. But he earned his spot on my list by being the creator of the Annhiulus. Damn Him! Damn them all to Hell!!!!

#6 (I) Sir Delphos - Here is one of those players that I have more than a game knowledge of. And while Delphos can be one of the nicest people in the game, he can also scheme and sneak with the best of them. Delphos has connections in a lot of kingdoms. Should he ever move away from the Hills, he will be a good person to move

next door to you. As long as your careful. Delphos has done a lot of good for whatever kingdom he has lived in. I would imagine that the most evil thing he has ever done that effected Amtgard was he brought me into it.

#5 (F) Sir Forest - Master of the Mediocre. A major source of entertainment off the field, and someone to be aware of on the field. He's like Cabal... the light kind, with only half the calories, and twice the humor. Forest may never earn all four belts but he is still a complete Amtgardian. He can qualify at the drop of a hat. The game will suffer a great loss should he ever leave us.

#4 (F) Sir Trinity - What can I say? The man is one of the good guys who happens to enjoy playing a bad guy. The Anti-Paladin class is perfect for him. Nice as he needs to be, but he also has an deep evil streak. Trinity started in the Burning Lands but has moved to the EH. We love him here. He's home. He's not going anywhere. Sure he may not be some young whipper-snapper and he may never win a foot race. Still, there are not many -if any- I would rather see put in charge of something. Anything. An event, a feast, a tourney, a quest, or designing a camp or planning and hosting a 4th of July BBQ. And he knows his way around the craft stores. He can do it all. And he can wear a crown anytime he wants to. As far as I'm concerned Trinity is one of the first, Mr. Perfect's.

#3 (F) Sir Lief - Some may find it a bit ironic that I would include Lief on this list. But as I said I picked people for longevity, and contributions to the game and or the effect. My earliest encounter with Lief was colossal to say the least. Just about everyone who has been in the game for a short period of time has heard about it. Its either a source of major entertainment, a classic horror story, or -my favorite- a simple "do as I say and not as I do" story. It took a few years before I had the pleasure of a second encounter with Lief. Much to my surprise I didn't recognize him. I was told his name and who he was while I watched him clean the trench field with one sword. One thin, no weight, fisherman sword. "Lief, I am your father ."

#2 (F) Sir Squeak - Lets hear it for the only female to make it on my list. Sure there have been a lot of famous women of Amtgard. And there have been more than a few of the other kind too. But if you sit back and look at what Squeak has accomplished you will know why she has

Top 10 List - Famous/Infamous Amtgardians

Sir Nevron Dreadstar

made it on my list. She starts groups, runs groups, and leads groups. She can do it all. The only blemish on her record if there ever was one would be her being one of my squires. But she seems to of recovered from that rather well. Squeak has moved back east and is still making a name for herself.

And now... last but not least. Since I couldn't just put myself down as #1....

#1(I) Sir Aramithris - The self proclaimed father of Amtgard. Granted, JW had done a lot for the game in the beginning and speaking as someone who has been involved in the start up of a brand new Amtgard location I can pretty much understand why he fought so long to keep the utter control that he had for all those years. Most of the recent and not so recent, new kingdoms have had some sort of clash or bad encounter with J. I'd say most, maybe not all. And most of that can be tracked to just email stuff since JW hardly ever leaves the protection of his homeland And to think that its been said I don't like change? I thought I was multi-tasked. I know I can talk and piss people off at the same time but Aramithris can drink, talk, type, and still piss people off.

So there you have it. That's my list. Not your list. If it was your list I would be on it.

Worthy of mention....

- (I) Sir Boots- Female Sword Knight of Golden Plains... need I say more?
- (F) Sir MHOG - Lots of time and service. Pretty much a good guy. Good and bad memories.
- (F) Sir Arthon - I have watched this guy go from flurb to a respected Sword Knight.
- (F) Dame Kayrana - Though she is gone she will never be forgotten.



Amtgard Role Playing

Sir Luke Wyngrade

1. Role-playing does not mean winning all the time. The biggest problem with most RP arcs is that someone has to lose, no one likes to lose, so no one will admit to losing. That makes any kind of resolution next to impossible because as a society, we are individually too big-headed to let the other guy win once in a while. This is, in my opinion, a direct result of the "Let's Ditch" mentality because ditching is a sport and Amtgard is not. In sports, no one wants to lose, ergo no one wants to lose at Amtgard, even though the two are only loosely related.

2. Good role-play is driven by more than one person. Period. No matter how much one or two people dedicate themselves, unless "everyone else" buys into the story, then it's just two dorks not even touching honestly. I will say this about VLARP/World of Darkness - because there is little "combat" most players (well, long-time players) find a part of the story they like and find a way to fit in it, or even make it more interesting. (Yeah, there are munchkins everywhere, so don't even start on me. I'm talking generalities here) To make it interesting, you have to have an interesting story that more than a couple of people will be able to enjoy ... harder than it sounds, I assure you.

3. Roleplaying is ALWAYS better in small doses. If you are running a series of interconnected battlegames, don't do it all at once. Spread it out over a few game days, or even two or three mini-games in one day. Epic or marathon roleplaying is not for the average Amtgardian, and the sooner you (generic) realize that, the better off everyone will be. Baby steps first, especially if you are from an RP-Poor section of the game or from an area filled with jaded old fucks who can't be bothered to, you know, actually play Amtgard.

4. Build on what has worked before. If you've had a good RP experience, stop and think about what made it great. Mimic that. Much like fighting, running a quest (or RP scenario) takes practice and good examples. I daresay it's harder to perfect than fighting, mostly because you have to learn to communicate your needs, balance up teams, write a good story, plan the game, know the rules, learn your target audience *and* deliver a final product to a VERY critical public. It ain't easy. You will fail many times before you succeed - but ultimately it's worth it moreso than any old battlegame or ditch fight or ironman tourney.

See, any (amtgarder) can make a list and pair matches and count wins. Any old tard can reeve a tournament or line up two sides for a mutual annihilation game. And you know what, that shit is forgotten about like five minutes after it's over.

But a Quest, a good, true, functional role-play heavy Quest - now that is a thing of beauty and a joy to behold. People will talk about a great quest for YEARS after it's over and will go home and plan a game on their own because they were so motivated. A good quest is what Amtgard is all about, not ditching, not singing, not sewing, not camping ... those things are what Amtgardians *do*.

Questing is what we *are*.

Quests

Quests are the life-blood of every Amtgardian. It is our reason for being; a chance to challenge wits and skill, sword and spell, against vile opposition. Quests are about High Adventure; rescuing maidens, slaying Dragons, and staving off the hordes of the Undead. Where else can a band of motley adventurers rely on their special abilities to carry them past a trap-laden labyrinth to the fabulous treasure guarded at the end? These are the reasons our personas thrive, their goals and dreams come to life!

Quests are almost universally Class Battles using the full range of rules in the Handbook. Quest-designers strive to weave a playable story line into a series of action encounters for groups or individuals to overcome or confront. Successful Quests will always utilize components of a work of fiction: Introduction, Building Action, Climax, Descending Action, and Resolution.

The Introduction sets the stage for the Quest. This can be as simple as explaining the premise to a bunch of players while standing around in Nirvana, or as complex as the Quest-maker can reasonably plan out. This is the most important part of every Quest, for without it, there is no direction and no definition of the guidelines of the game.

Once the Questors are armed with the knowledge they need to start Questing, the Building Action can begin. This stage should be filled with fighting and peril, but still allow a chance for participants to gain clues and interact with the forces controlling the Quest. Once the players have prepared and/or proved themselves, move

Amtgard Role Playing

Sir Luke Wyngrade

along to the...

Climax.

The point in the Quest when the players figure out a mystery or are moved to solve some problem or conflict. All clues should lead to the Climax, for it is here that players gain a personal stake in the Quest.

The Descending Action comprises any obstacles that challenge the players on their way to the final stage of the Quest. Fill this area with more action and sword swinging.

The Quest ends when it is finally Resolved. Resolution occurs when the Quest is completed successfully or all the Questors have died trying. This is the reward stage of the Quest, when players should feel they have accomplished something, even if that something is no more than "we had a good time".

Designed properly, a good Quest will be remembered for years. It can set the stage for many other battlegames and allow players to act in persona and develop relationships with other personas. They can serve as a testing area for new Monsters or Professions, and gives Smiths the chance to strut their stuff.

Relic Quest

Relic Quest is a one-day affair. The Wetlands alone stretches almost 300 miles North to South and 200 miles East-West. That's a lot of driving to do, especially if you have to drive there, run through the woods all day, then drive home again. Compound the distance with a limited number of prizes and SOMEONE is going to be driving home empty-handed. Now, obviously, not everyone can earn the Sword of Flame, but there are plenty of things a Questmaster can do to assure that a good time is had by all.

The DO'S

1. **PRE-EMPTIVE ROLE-PLAYING:** A couple of weeks before the Quest, start a Role-Play thread on your local mailing list. Get people involved and thinking about the upcoming storyline. Even if most folks only read the first two or three posts, at least they'll be somewhat familiar with the ideas and characters. This can also add plot twists and ideas that you, as Questmaster, never imagined. Make sure nothing is **RESOLVED** on-line, save all

that for Quest Day. But there can be plenty of clues tossed around, challenges between characters and interaction that might never happen in the actual field of battle.

2. **KEEP IT SIMPLE:** Amtgardians are notorious for arguing about the rules. Try and keep any Quest-specific rules to a minimum, or if totally unavoidable, make the new rules as easy as possible to remember. Make a big poster and hang it in Nirvana so dead folks can read it while they wait. Make a hand-out and give a copy to everyone, and extra copies for Monsters, Reeves, Team Captains and players who frequently try and break the rules (or conveniently forget them). Hold a pre-Quest meeting for Non-Players and Questors alike, outlining anything new, innovative or different.

3. **RECRUIT REEVES FIRST.** Nothing makes a Quest more unmanageable than a lack of strong, qualified Reeves. If your Quest involves team sign-ups, make every team field a Reeve in addition to Questors. Then shuffle the Reeves around to teams or areas they don't have a personal stake in.

4. **FIND SOMETHING FOR EVERYONE:** The most destructive force in Questdom is the bored player. If you have more players in Nirvana than on the field, something is wrong. If your Kingdom has a fighting company full of hard-cases or bullies, give them a role or quest to keep them out of everyone else's way. If players are **LEAVING** or **QUITTING** because they can't seem to figure anything out, then throw them a friggin' bone. It all boils down to creating a Quest that the newest newbies and oldest farts can enjoy together and solve independently of one another.

5. **HAVE A RECOGNIZABLE STORYLINE:** Maybe this should be at the top of the list? Anyway, it should go without saying, the best Quests are just live-action stories waiting to unfold. Think of your Quest as one long class in Improvisational Theatre. Everyone should have a place and everyone should have at part, even if it's just a walk-on. If your plot has more twists than a California highway, re-think things. Quests are **NOT** Mystery novels, if anything they're more like one-shot comic books - self-contained, straightforward and able to be finished in an afternoon. Quests, like works of fiction, should have a beginning (where the players are given their motivations), a conflict (fighting, puzzles, obstacle courses), a climax (big battle, ultimate bad guy, etc.) and a conclusion

Amtgard Role Playing

Sir Luke Wyngrade

(where the prizes are won).

6. **GIVE THE RELICS SOME AIR:** In other words, if you create a Relic Quest and no one gets to USE the relics until the last ten minutes, then it sucks. Start over and this time get your head out of your butt. The key word of Relic Quest is RELIC, for crying out loud. Get them out there and in the hands of Monsters and Questors alike. And that whole "once you have a relic you can't play anymore" crap sucks just as bad.

7. **ONE RELIC TO A CUSTOMER:** Regardless of who ends up with the relic at the end of the Quest, be sure to only AWARD one relic per team. Give outstanding teams an honorable mention at Court. If a team is "eligible" for more than one relic, let them have their choice of first picks and divide the remainder amongst the populace. On a similar note, make sure at least one or two Relics can be earned by Monsters-players. No one wants to volunteer to Monster in a quest they have no chance of winning.

8. **AWARD YOUR PARTICIPANTS:** Make a list of everyone who helps make your quest work; Reeves, Monsters, volunteers (like garbers or water-carriers) and outstanding players alike. Pass this list on to your Monarch with notations on anyone you think deserves an award (and please, leave yourself off the list!) Request time in Court to read it (preferably at a kingdom event, so everyone can hear it - and just read the Thank You's, not your award recommendations!) Even if the Monarchy decides to ignore your requests, then the volunteers still know they are appreciated.

The DON'T'S

1. **DON'T MODIFY MONSTERS OR CLASSES:** I know this sounds weird, but stick with what's in the Dor Un Avathar and Handbook. Make up all the NEW Monsters you want (just be sure the Monster-players and Reeves have copies and understand the concept) - but don't arbitrarily renovate anything pre-existing. Nothing starts a rules argument faster than changing something familiar. Surprises are one thing. Wholesale alteration is another matter entirely.

2. **DON'T OVERWHELM THE QUESTORS:** If there are more Monsters than Questors, it's time to rethink things. If every Monster has 2 or more points of Invulnerable Armor, then your Questors are going to get creamed. If you are using riddles or puzzles, make sure the average

human has a chance to solve it. Your Reeves should not look at your cunning questions and go "Huh?" If your Monster-players say "Wow, no one is EVER going to get past us!" then it may be time to tone things down a bit.

3. **DON'T GET MARRIED TO AN IDEA:** Things go wrong. It's a fact of life. Add in fifty Questors, twenty Monsters, five Reeves and 60+ pages of Rules and things can go REALLY WRONG, REALLY QUICKLY. Roll with it, baby. Be prepared to change things on a moment's notice. If the Quest calls for a team to get eight puzzle pieces and only one team is close, lower the number to six. If no one can solve the Sphinx's riddle, change it. In fact, run through the quest in your head a few times and try to THINK like a questor. Ask your riddles and puzzles to your non-Amtgard friends and see if *they* think it's tough. Then sit down and come up with a list of problem areas and possible solutions. Expect the unexpected, as they say.

4. **DON'T GET DISCOURAGED:** Another no-brainer, but it bears repeating. Don't blame Questors, Monsters or Reeves if things go poorly. You have no one to blame but yourself. When things start to go horribly wrong, just call a Lunch Break. While everyone is off getting cheesy fries you have the chance to calm down, think things out and try a different approach.

5. **NO BUFFALOS!** In other words, don't let the hard-asses and cry-babies push you around - just kick them out of the quest and be done with it. This is especially true if there are folks TRYING to mess things up by purposefully killing newbies or less skilled teams. There are a great many bullies in Amtgard - don't let yourself or your quest be a victim. If twenty players are complaining about the same guy sluffing them (or the same team, for that matter) then get rid of the jerk(s) and let the players who want to PLAY get back to business. I guarantee it will be better to be unpopular with one player (or team) than to let the rest of the kingdom suffer through a lame quest.

Obviously, there is a big difference in running a quest and running a GOOD QUEST. But with a little hard work, proper planning and a firm guiding hand, your next Quest will be one to remember!

Watch for the next issue when we print Sir Luke's "Keeping it Fresh" take on Roleplay and Battlegames/Quest!

House of Mirrors

Sutra Bahuas

House of Mirrors [RP for ES Crown Visit 2.18.07]

The thick cloud of sandalwood incense was constrictingly painful.

Curly locks fell over the sweating face, another flask of sanctimonious something was dumped into the overheated pit. The monk could see things in the fresh cloud of ash and heat that others would simply ignore or overlook.

Sutra choked, holding his breath again; focusing blood shoot eyes on the waving hand and trembling lip.

He could remember the first time he had seen the holy man, seemingly lost in the depths of Tangewoods some years back. He was a guide even then, some listened, others only ridiculed him.

Something about him led Sutra back to seek information.

There was value in bloodless knowledge.

Impatience had dug deep into his spirit.

'Well? What do you see?'

The vision seer smirked, hinting at amusement. The monarch had come to seek him out. A humble man, not seeking fame nor fortune. The one whose brow held the burden of a metallic ornament had come looking for his assistance. How unassumingly odd.

'What will you have me see?' asked the cryptic monk.

Not sure what to make out of the man's riddles, Sutra only managed an impatient frown and asked again.

'I said...what...do...you...see...Gabriel?'

The monk closed his eyes and inhaled deeply, the cloud of thick smoke funneled into the man's nostrils.

He had grown impatient, having spent two hours watching this 'shaman' go through books and arcane incantations only to watch him seek 'counsel' with the spirits.

'Gabriel...'

Orbless eyes meet his own, Gabriel's eyes had faded into an oblivious white. Sutra's hand instinctively reached for his weapon, readying himself for any nasty surprises.

'Grand Inquisitor Sutra...what will you have me see?'

Before Sutra could angrily retort Gabriel exhaled deeply, a blood red haze enveloping the fire at which they sat at. For a moment, Sutra's head spun and his thought's fell silent.

The shouting of majcks and whistling of violent volleys of arrows and enchanted spells drowned out the screams and shouts, clanging swords and shields.

Sutra turned to examine his environment. He stood on a path, the edges lined with mirrors and macabre images of death. Heinous reflections cast back at him.

He knew he was not alone.

It was a sensation he could not explain.

Sutra wove through the tangle mass of fighting men. Those loyal to him wore the heart and cross, this he knew, the court's device emblazoned on his brave armies chest and heart.

Their foes wore a different mark. A mark of the tearing eye. The eye of eternal torment. Of never ending misery. Of Alice.

Sutra's arrows found the heart's of many enemies, yet his arrows were no match to the sheer numbers his small force faced. Mask covered faces found their way around the mirrored labyrinth.

They found what they had been sent to capture. They had found the imprisoning prophecy for what he could not see. Moments turned to eternity as the loyal men and women fell to the numerous blades and dark majicks that battered his forces.

He stood on the path. Lone and fatigued. He watched as the dark figure recited the incantation that would release the blasphemy. The dark figure raised it's arms

House of Mirrors

Sutra Bahuas

in undeserved victory, it's black hood slipping back to reveal the warlocks face.

Nexus!?

Sutra stood outraged as the reflection cast doubt and hatred back at Sutra. The image of Prince Nexus was crystalline and unquestionable.

The splitting thunder clap flung the overwhelmed monarch to his knees. The mirror splintered into an infinity of fragmented questions and doubts.

There she stood. Like a painting that captured all the twisted fetish of chaotic oblivion, she stood staring back at him. Blood dripped from her slender fingers. There to her right side, loyally stood a four legged monstrosity he had only heard children's tales about.

Sutra drew his last arrow, nocking it and defiantly aimed. The creature unfurled it's giant maw revealing rows of mirror fragments for teeth. A deep guttural growl shook the very earth.

Standing on his feet, Sutra let lose his last arrow as the beast leapt violently at it's prey. The arrow struck true, between the ribcage, low and to the right. Immediately, Sutra's snug smirk turned into focused horror as he realized his shot was not enough.

The sensation of crushing bone had never felt so real.

Sutra reeled back in angry panic.

Gabriel sat patiently. The fire had died out, at least a few hours back.

With a shivering voice, the unsettled monarch demanded.

"What I have seen, how can I glean any truth from it..."

The monk only smiled and slowly stood before retiring for the night.

'Do I lose at this next battle?
Does Nexus truly betray his own kingdom?
Do I...die?'

An amused chuckle escapes the monk.

'This house of mirrors...not everything is as it seems.'

'I'm done playing games monk! Now answer me!'

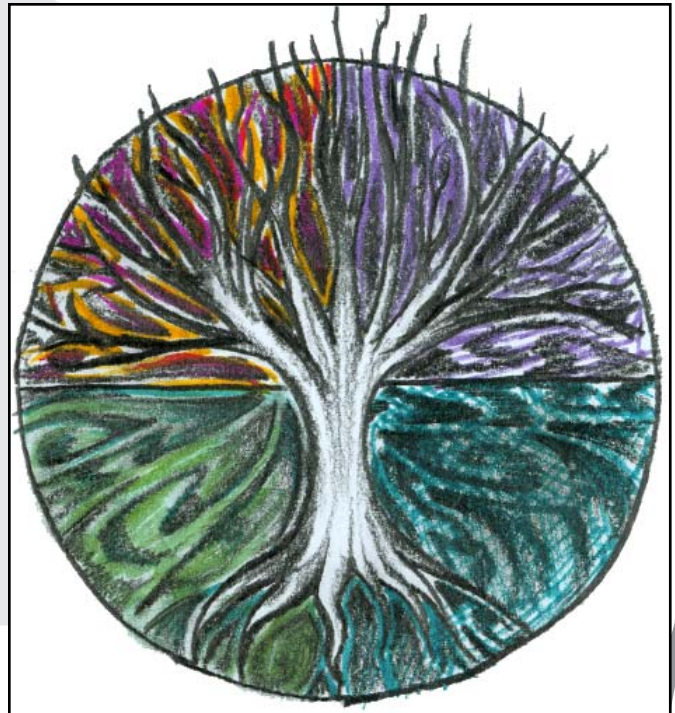
'Where some experience failure, some find success.
Where some fear traitorous deeds, other's will know loyal faithfulness.
And where some find death...only a few...are only ever really born.'

Silently, the monk exits the makeshift shelter.

Sutra stands repeating the gods forsaken riddle he had just committed to memory. Emerging from the shabby home, Sutra waves to a rider, sending a message to the small contingent of allies he can trust of his presence in the Eagles' shire.

Soon, all questions would be answered.

S
[con't]



Supporting Comic/Gaming Stores FYI

Sutra Bahuas

Please visit these fine stores as they have all agreed to carry our flyers in-store. This will certainly help in spreading the word. I visited all of the listed shops and dropped off a stack of flyers and meet with the owners. All these establishment's have ample gaming space and a wide selection of gaming and/or comic supplies/merchandise. Take your pick, they're all great!

Gamers Guild and Comic Book Craze have all asked for monthly in-store demo's, so be on the look out for a schedule and request for volunteers!

Also! Exciting news, I have spoken with Gamers Guild and Comic Craze and have struck up a discount when we present out kingdom membership card. Only valid and current dues paid members are eligible to receive a discount.

I will also be working on getting a discount at the other locations and will keep you guys up to date.

Gamers Guild in Mesquite*
4444 Gus Thomasson Rd.
Mesquite, Tx 75150
972-682-5400

www.gamersguild1@hotmail.com

*has agreed to 5% off with proof of Amtgard-EH membership!

Comic Book Craze*

(972) 907-8400

www.comicbookcase.com

1012 E Belt Line Rd

Richardson, TX 75081

*has agreed to 5% off with proof of Amtgard-EH membership!

InSanity Cards and Games
6500 Northwest Dr. Suite# 385
Mesquite, Tx 75150
972-437-6311

Lone Star Comics
3600 Gus Thomasson
Mesquite, Tx 75150
972-681-2040

Comic Asylum
4750 N. Jupiter Suite 112
Garland, Tx 75044
www.thecomicasylum.com

I know these are local to Midnight Sun, and I am requesting that all other parks get out and get in touch with your local comic/gaming shop, drop off flyers and get their contact info (please email/pm their store info so we can get them listed). I will be listing these location in the next newsletter and need your help.

Ask your park pm about the flyers and other advertising items they have to distribute!

Thanks again all and good amtgarding!

End of a Rampage...

Tobias Djevelet

End of a Rampage, Beginning of a Quest
Tobias Djevelet

The rampaging beast known as Tobias had been destroying everything he came in contact with; albeit mostly game and trees. In what conscious thought he had flashes of his only thought was that he shouldn't have messed with alchemy...he didn't want this to happen.

Not knowing fully what he had done he awakens where his body had apparently fallen after the effects of his experiment. All he could think about were his brothers. What had happened to them? Were they still with the witch? Had he come across them during the blind times?

Just then his head felt like it was on fire. He could hear people, yet none was around.

"SHATTUP!" Tobias screamed into the nothingness of the forest. And the voices persisted, calling his name, beckoning him.

Whimpering, he answered, "What do you want?! Why did I even try this?"

..... and he got an answer.

"Concentrate not on what you do not possess, but that which you do."

As the words were seemingly spoken his head felt at ease, almost like a restful slumber, yet he was conscious.

"And yet I should not lament for my loss of what I was? Wait! Why am I talking to myself?"

"You are not speaking to yourself, we are here. and no you should not. people hated you for being born as that and here you are given a chance to be accepted and take a role of more than a hermit in this world." the voices spoke softly and in unison to him.

"Who are you? Where are you?!" he darted his eyes around where he now stood. and yet he saw nothing but lush forest, unfamiliar to him.

"We are the forest, We are here." They spoke again.

"What?! Ok forest, then if I'm not supposed to be a hermit, I mean the monastery probably hates me for the damage I caused there, what am I supposed to do now?"

"Go south, speak to the one who calls himself a king of the mountains. He will direct you from there." The voices seemed slightly off as they spoke.

"And if I am just as crazy as I think myself and decided to go what am I supposed to do? I have no money, no weapons, no armor, much less clothing. What am I supposed to do?" Tobias grumbled at the thought of walking into town naked and penniless.

"Agreed, we will reward you for questioning the nature of things, for this is the nature of the world. look to the broken tree to your left." The voices seemed to chuckle in the background as they gave him the direction.

Tobias found a hollowed shell of a tree that stood about 7 feet or so then came to a jagged end. No portal of any kind was to be found

where he could reach, so he reacted in the only manner he knew how to. He punched the tree in anger and instead of the assumed resistance, his blow was met with a crackling and shattering of a large portion of the shell. He tore away what he could and discovered inside thick garmets that looked to be made of large leaves, yet were much sturdier.

Tobias proceeded to grab himself with what he found in the hollow. As he stuck his head and arm once more inside to grab what he thought to be the last piece of this armor like plant material he felt a sharp pain in his fingers and pulled his hand back quickly.

"Ouch! what the?!"

"Tis your means of purpose, Tobias, you know what we have given you." The whispers seemed to chuckle again in amusement.

"huh?!"

Tobias peeked his head back inside and gingerly removed the last glove like item and noticed what looked to be a sword hilt. He slid on the leafy elbow length glove that then secured itself on its own as well did all the "armor" he had put on, fitting itself to him.

As he reached inside, he could feel an uneven, yet seeming polished blade and finally ended at a rough, stony hilt. He gently grasped the only part he could reach; the blade, on the flats, and pulled the weapon out and examined it. It was a short sword, yet unlike anything he had seen, the hilt of stone, wrapped in vine, and the blade looked to be knapped of obsidian, yet made the same sound as steel when tapped against a stone. It almost sung as he ran his fingers across the broad length of the blade. He tucked it into his belt, which seemed to hug it as it did his body.

"What is this? I mean I know it's armor and a sword, but what is it?" He inquired the nothingness.

"This is Soil and Stone. They seem to like you. Keep yourself fed and they will remain. For they are a part of you now as long as they choose, so you must keep them happy. Now then, we trust you are satisfied. If you are ever at a loss for direction or require nourishment, speak to one of us; until then, follow the white rabbit."

As they spoke Tobias noticed a rustling in the bushes in front of him, and from it came a small white rabbit.

Tobias watched as the rabbit turned in circles a few times, then hopped off to the south, and looked back at him as if it wanted him to follow.

"Follow the white rabbit, Tobias." The whispers told the green clad, obese elf.

"Thanks!" Tobias yelled as he ran off after the white rabbit. Heading south, to his destiny.