

Echoes of the Hills

Newsletter of the Emerald Hills



Volume 38 Issue 4 | April 14 2007 | Reign 38

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Cover by Brom/Manipulated by Sutra
Photos by Lady Three Jugs, Sir Ice and Sutra

Sir Trinity as the Griffin



Sutra Bahuas as the White Rabbit



**Lady Tangeena and Nexus Crow
as the March Hare and the Mad Hatter**

Layout/Design [Sutra Bahuas]

Officers for Reign 38

January to June 2007

Monarch	Sutra Bahuas	monarch@amtgard-EH.com
Regent	Nexus Crow	Regent@amtgard-EH.com
Champion	Blaise DeMurray	champion@amtgard-eh.com
Prime Minister	Lady Dreanya Jurista	pm@amtgard-eh.com
Treasurer	Elder Vermilon	treasurer@amtgard-eh.com
GM of Reeves		gmr@amtgard-eh.com
7.0 Rules Committee		
Representative	Sistar Tolken	kidwell@yahoo.com

The Class Guildmasters

Anti-Paladins	Sir Trinity	Archers	Sir Trinity
Assassins	Sir Delphos	Barbarians	Draeven
Bards	Sir Larin	Color	Tanara
Druids	Elder	Healers	Typhus
Knights	Sir Morgan	Monks	Sirrakhis
Monsters	Sir Delphos	Paladins	Sir Nevron
Scouts	Sir Sparhawk	Warriors	Tobias
Wizards	Sir Larin		

<i>The BOD</i>	<i>Mundane Name</i>	<i>Position</i>	<i>Term Expires</i>
Dreanya Jurista.....	Andréa Jacobs	President.....	JUNE 2007
Elder Vermilon	John R. Elder	Treasurer	MAR 2007
Sistar Tolken	Kevin Kidwell		JUNE 2007
Sutra Bahuas	Jorge Rodas		JUNE 2007
Rayel Greenholde	Michael Peavy		DEC 2007
Sir Morgan Ironwolf	Jason Jacobs		DEC 2007
Faith Silverose	Erin 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 Vermilion Treasurer/EH BOD Rep/Secretary	BOD Rep
Sutra Bahuas (Monarch).....	JUNE 2007
Shamus Green.....	SEP 2007
Dame Faunna Demonspawn(Monarch Appointed)	MAR 2008
Sir Wolverine	MAR 2007

Email the RGK at rgk@tanglewoodforest.org

Amtgard-EH.com Contacts

Webmaster

Webmaster@Amtgard-EH.com

Administrator

admin@Amtgard-EH.com

Kingdom Calendar

April 2007

14 - Sat: Kingdom Visit/Battlegame #3 / Kingdom Althing @ Midnight Sun
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: Kingdom Visit/Battlegame #4 @ Finders Keep
26-27 - Sat-Sun: Kingdom Mega Work Weekend @ Tanglewood Forest
[Memorial Day Weekend]

June 2007

9-10 - Sat-Sun: Crown Elections @ All Parks
17 - Sun: [Father's Day]
29-1 - Fri-Sun: EH End Reign/Coronation @ Tanglewood Forest

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Echoes of the Hills

**Dame Tanara StormCaller, newest
Serpent Knight of the EH**



Monarch's Corner

Hail Emerald Hills,

Well, it's mid April and we're just now beginning to pick up steam with the warmer weather and the prospect of school giving all you crazy kids a much deserved break!

Midreign was a blast. Packed with IN GARB quest monsters and npcs, the show was spectacular!

Congrats to Dame Tanara for her knighting! Sable Pride and the Maidens of the Mist made feast an unforgettable one. Read on for a better description of the event!

The showdown between Dame Tigara and Baron Sistar Tolken was a knockdown/drag out showdown between the two legends. Congrats Tolken on a well earned victory! Also the 3rd kingdom visit to Midnight Sun was a blast, complete with a 'chess' battlegame that was won by the Court of Hearts!

Crown Quals is less than a month away folks, followed by the 4th kingdom visit to FK, a Mega Kingdom Work Weekend, all wrapped up in May. Crown elections and an exciting Endreign in June are also on the horizon! Don't miss out, declare/compete/support and show the kingdom you care!

Regards all and see you soon!

Grand Inquisitor Sutra Bahuas

Monarch of the Emerald Hills

Greetings Populace,

It's been an excellent reign so far and I am very proud to say that this is the most fun i've had in ages. Midreign went off spectacularly with a few points of trouble that eventually turned out alright in the end. A big thanks to all those brave souls who traveled and a very special congrats to Dame Tanara. To all of you who sat through y demo, I hope that you all learned something to help advance your crafting affairs. This reign is almost over, and as such the passing of the crown is inevitable. To honor this, the Emerald Hills will once again be holding the Crown Qualifications tournament on Saturday, May 13th at Midnight Sun and Sunday, May 14th at Eagleshire. All those wishing to compete, please make sure to review the rules, especially those wishing to run for Kingdom Office.

As always, should anyone wish to contact me, my number is available at 940-232-1344 or you may e-mail me at regent@amtgard-eh.com.

until next time,

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

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: 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: EH Olympiad 2008 Bids and Committee

Sutra

In order to avoid any last minute rush, I am requesting bids for Olympiad 2008. Deadlines will be determined and announced. Want to be part of the committee, just get in touch with Elder or Sir Morgan.

Topic: Zero Tolerance Policy in Effect

Sutra

Just wanted to remind everyone of the Zero Tolerance Policy, approved back in Dec. 06. will be in effect. It will be enforced.

ZERO TOLERANCE POLICY

The Kingdom of the Emerald Hills is committed to maintaining an environment free from threats and acts of intimidation and violence. All reported incidents will be investigated and any report of physical violence at an event will result in the immediate ejection from the event. The Autocrats, Monarchy, PM, Champion, and Head of Security also have the right to call the local police if there is bodily injury or property damage.

DEFINITIONS:

Any act of intimidation, threat of violence, or act of violence committed against any person on the property known as Tanglewood Forest, Silver City Texas is strictly prohibited.

Intimidation/Threat of Violence: A physical or verbal act which threatens bodily harm to another person or damage to their property which would cause a reasonable person to fear for their safety, the safety of their property, or the safety of others.

Act of Violence: Any physical act meant to cause injury to a person or their property regardless of the outcome of the action (i.e. throwing a punch and missing does not

excuse the action).

PROCEDURE:

Suspected violations of this standard shall be reported to the Monarch, Regent, Champion, PM, GMR, or a security member, who will then take immediate responsibility of investigating such act.

The Monarch, Regent, Champion, PM, GMR, security team member, or person in authority who receives a report of a suspected violation of this standard shall document the incident, investigate the incident and, in the case of any substantiated occurrence of physical violence, immediately notify the local police authorities.

As determined by the Monarch and Prime Minister or GMR of the Emerald Hills, any act of Intimidation or Threat of Violence, shall result in the person or persons involved being immediately ejected from the event site. Any person or persons found to be in violation of this standard may be subject to criminal prosecution as well as club discipline including possible banning from future Amtgard events and gatherings for a time period as determined by the Monarch of the Emerald Hills.

KINGDOM OF THE EMERALD HILLS TANGLEWOOD FOREST EVENT CONTRACT

All attendees must read this contract and agree to abide by it. All Federal, State, & local laws will be obeyed and enforced while at Tanglewood Forest. All Tanglewood Forest rules will be obeyed while at Tanglewood Forest.

Alcohol Consumption:

Consumption of alcoholic beverages will be restricted to individuals that have presented proper proof of age to the event staff and in return have received an approved wrist band indicating they are old enough to consume alcohol in the State of Texas. If you do not have a wrist band indicating that you are legal to drink, you are not authorized to consume alcohol while attending an Emerald Hills sponsored event. Anyone found to be violating the alcohol consumption guidelines set forth in this agreement maybe subject to legal action and/or removal from the event site by event staff and/or law

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enforcement officers as needed.

Minors and Consumption of Alcohol

Should a minor be suspected of drinking alcohol and/or being intoxicated while in attendance they may be subject to an Event Staff administered Breathalyzer/Sobriety Test. Minors found to have illegally consumed alcohol will be brought before the proper authorities for resolution.

If you are a parent, legal guardian, or chaperone bringing a minor to the event, you are accountable for the care of and the actions of said minor. A minor does not have the right to consume alcohol even though they may be with a parent or legal guardian at an Emerald Hills sponsored event.

Rules of Tanglewood Forest

1. Keep the grounds clean. Do not put cigarette butts on the ground! Use a pouch or your pocket.

2. Please keep any music you play at a level as to not be heard beyond your campsite.

3. Upon vacating, extinguish all fires and make sure all trash is bagged and dropped off IN the trash trailer.

4. Watch Your Step: Be very careful of potential hazards such as burrow holes, stumps, uneven ground, etc. This is particularly important if you plan to consume alcohol.

5. Plant life and wild animals abound! Be on the watch for poisonous plants, spiders, and insects, and remember that leaving food outside and uncovered may attract wild animals, stray dogs, and ants!

6. Take reasonable measures to protect your belongings. Neither Tanglewood Forest nor its lessees nor any of their constituent members can make any guarantees about your safety or the safety of your possessions while you are in attendance at a Tanglewood Forest event, AND YOU ATTEND SUCH EVENTS ENTIRELY AT YOUR OWN RISK.

7. By attending a Tanglewood Forest event, you acknowledge and accept the above rules, and further acknowledge and accept that under the site owner's agreement with his lessees, the site owner may remove anyone from his land at any time for any reason and without warning. This acknowledgement and acceptance is given by means of your presence at the event, even if you do not "sign in" as an official attendant.

Topic: Guild/House 'Repa Physica' Induction Sutra

Attention Kingdom of the Emerald Hills!

I will be starting a Physical Representation Guild/Household know as "Repa Physica", who will be in charge in maintaining the reps and follow up with the winners, the only thing we ask of you, the recipient of said relic's; is that you guys take care of em. If they tear/break due to user wear and tear, that on your honor; you would repair/replace them. That way we can ensure that we always have a working phys rep to be handed down and kept track of.

If you can make a great sword or shield, can sew a mean cover or tabard, link up a crazy 8-1; join us, we need your talents in making sure that the Emerald Hills has the best looking relics in the game! PM me to join up, I want to get an inventory of what does and does not have a phys rep, so let's get this party started!

If anyone out there has a relic they kept and would like to donate them to this cause, please do, you're help in this would also be invaluable!

Thanks for your help and cooperation in this exciting project and hope to see you soon!

Midreign Relics awarded at Midreign 38:

Shield of Reflection - Thordor of MS (Phys Reped)
DIP - Hvem of FK

Ring o Power - Madrox of FK

Bow o Malice- Azmodious of MWG

Heimdale's Horn - TBD

Coronation Relics awarded at Coronation 38:

Sword of Flames: Lord Gott of FK

Home Stone: Esquire Rage Bloodstorm of FK

Mythril Chain: Jade/Tobias of FK (Phys Reped)

Gauntlets of Ogre Power: Madrox of FK

Orb of Healing: Lord Shamus the Green of MWG

Thanks!

S

Announcements

Topic: Attention EH Photo/Videographers - Urgent Sutra

For anyone who has taken a picture or video of Amtgarding events or people, please please take this into consideration.

I am looking to produce a DVD compilation of every single video and picture I can get my hands on. This is where you come in.

If you've taken a picture or video at your local park, kingdom level event, or anything Amtgard related, I need you to donate a cd/DVD/digital media/email/etc. so I can make this the mother of all archive pic/vid cd's! And the best part is, it's slated to be a gift to you* the kingdom at Endreign/Coronation.

Remember the past two volumes of archive cd's, the one's with all those cool scanned past issues of Tales of the Burning Lands, Dark Sides, Echoes of the Hills, and a kagillion other old publications? We'll this one is gonna be huge!

Donate your copied materials to this project and not only are you guaranteed a copy, you'll have your name on the cd label (letting the whole EH know you care and were a part of this historic project)!

Again, I can't stress enough how much I need your help with this, it's an ambitious project and I want you to be part of history in the making!

I will be visiting each park one more time between now and Endreign and I hope I can count on you to help make this project a success!

Again, any video from a knighting to the final rounds of Banner Wars 3, to pics from Weaponmaster 15 to Midreign 38; get in and be remembered!

Shoot me an email and let me know, and I'll meet up with you to pick up the materials!

Thanks again and regards!

Sutra

***Dues paid kingdom members only. Get dues paid!**

Topic: EHMR Gate Thank yous! Dreanya

I would like to thank everyone for making gate run smoothly (again). The barcode scanner went on the fritz due to the humidity, but the cash register worked perfectly and we just keyed in the numbers for smooth sailing. My castle had a moat and my glass slippers kept getting stuck, but I had a wonderful person willing to trudge back and forth through the water and mud to get the sign-in sheet signed. Thank you so much, Tolken, for letting me stay dry.

Fun fact: 124 people signed in. Less than 30 were required to sign waivers and/or event contracts. About half of that number brought pre-signed and filled out paperwork. That number included the guys from Riverstone. My goal is less than 10%. When we have less than 10%, we will have a party at gate at the next event. Let's keep up the good work! I am now accepting Kingdom Waivers and Event Contracts at the parks. Thank you to everyone who came by gate worried about me. I love doing gate. My only problem with gate is that my body thinks I must sleep, but I'm working on that.:wink:

Thank you to those of you who came to hang out with me Friday night. My belief is that you came to the gate shack to talk to me and not to keep warm and dry. I shall keep this belief. :lol:

Thank you to those who helped with gate and learned the new system.

Thank you to those that brought their ID cards with them!!!! Everyone, except Grand Duke Sir Morgan Ironwolf, had their previously received card on them for easy gate access. We are working on *incentives* to motivate the nearly 50 people who received their cards this weekend to remember to bring it with them. NOTE: If you didn't receive your card because you were unable to make it to the event, I will be handing them out when I visit your park. Please refer to the EHPM Calendar for when I will be at a park near you.

And finally, thank you to those that pre-paid for the event. Whether you pre-paid by PayPal or to me in cash before the event, your actions helped us figure out the new system and see what is viable. This has also led to the possibility of DISCOUNTS for those that pre-pay in the

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future. [We're still working out the kinks but we may have something for Coronation *crosses fingers*]

Oops ... I forgot one. Thank you to the monarchy for providing gate with the hand-outs pre-packaged in easy grab bags so that we didn't have to worry about forgetting a page. Pre-packaged gate hand-outs makes Gate more efficient and less hectic.

LDJ

Topic: Kingdom Roleplay List

Sutra

Remember, there is a kingdom role play list that is open to any and all who want to get involved in the roleplay in order to sort and make sense out of all the madness that is:

The Misadventures of M'Alice and future RP themes up and coming court's will bring.

<http://games.groups.yahoo.com/group/ehroleplayers/>

Tell em Sutra sent ya!

S

Topic: Redhawk Radio

Sir Larin

Thursday nights from 7-9pm CST on www.redhawkradio.net Radio Free Amtgard is on the air.

Topic: Dame Tigara vs. Baron Sistar Tolken A+S

Dame Tanara

So it was decided that either Tigara and Tolken need to open a restaurant together or Larin and I are going to figure out how to chain Tolken to our house and have him cook for us. Yes the food was that good. The judges only real comments were (at least on the cooking) can I have that receipt.

Great job both of you.

The core was based on the BTA DragonMaster rules. Only the top two items in each category counted to the over all score. We had six judges total.

The results:

Tolken 10.82

Tigara 9.5483

BOD Meeting Minutes 3.10.07

Jason Jacobs

March 10, 2007

In Attendance:

Andréa Jacobs

Kevin Kidwell

John R. Elder

Michael Peavy

Erin Daugherty (late)

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

Routine Business:

Approval of February 17, 2007 Minutes

John Elder moved to approve the minutes.

Motion passed 4-0-0.

Update: Correspondence sent on behalf of BOD.

Letter regarding Iowa Park Indemnity Agreement hand delivered to Seamus Larson and Shalee Crowe on February 24, 2007.

Old Business:

Proposal for new Petitioning Parks, New Parks, and Established Parks contracts.

Michael Peavy moved to approve newly proposed contracts.

Motion passed 4-0-0.

Begin process for collecting new park contracts.

Andréa Jacobs moved the Board begin the process of collection.

Motion passed 4-0-0.

Request for letter from the Texas Comptroller verifying Texas non-profit status.

Letter has not yet been sent.

Tabled.

New Business:

Implementation of Fundraising Guidelines passed at February Meeting.

Andréa Jacobs moved Fundraising Guidelines be officially posted.

Motion passed 4-0-0.

Next meeting scheduled for Saturday, April 14, 2007, at 11am at 301 Centennial Blvd Richardson, TX 75081.

Meeting adjourned at 11:15a.m.

EH Midreign 38 Report

Sutra Bahuas

Want to see some pics? Look for the Amt 3.29.07EHMid38 folder:

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

Want to hear the stories? Ask around.

Mudreign 2? Pretty much.

Entertaining? Absolutely.

Memorable? Forever.

Top Ten Good-Bad-and the Muddy [mixed]:

10. Rain. Lot's of rain.
9. Mud, more mud than rain.
8. Watching in-persona players covered in mud run around and having fun.
7. Hand digging trenches to route water out of camp/pushing 2 cars loose.
6. Getting to play a monster in a mega production of a quest.
5. Getting to meet with Yusheng of Riverstone and his crew.
4. Getting to be a part of Dame Tanara's "ninja" knighting!
3. Hanging out with an awesome array of folks from all reaches of the black/white chess board.
2. Having the most comfortable camping experience. Evar!
1. Hearing that this was indeed an event to remember. (Mudreign 2 anyone?)

A hearty thank you to:

-Sable Pride for donating feast and making it happen 3 minutes early!

-Maidens of the Mist for helping serve it!

-For Sir Zig's 'Team Sekur-i-tay'.

-To Esquire Gabriel and Rogue for fun-as-heck quests!

-To the nameless legions of helpers for set-up and break down!

-For those who ensured a fire at bardic.

-To Regent Nexus and co. and Lady Aylin for running informative and fun demos!

-To the zany Alice cast who made it a picture perfect relic quest.

-To the dedicated Gate keepers!

-To those ever vigilant storm watchers.

-To those who offered help/advice on how to make court a memorable one.

-To Sir Galan, who helped direct the work on getting the kingdom shed looking photogenic.

-Congrats Dame Tanara on being completely oblivious to the events leading up to your well deserved knighting of the Flame.

-Congrats Kenta on your Master Rose for the outstanding display of court decorating and assistance in ensuring the Court of Hearts does not sleep well in RP.

-Congrats m'lady Tangeena for your Master Rose. Herding cats is no easy task I hear (from my knight), but when it happens, things get done. And get done right. Feast was awesome!

Well earned and deserved titles/masterhoods went out this weekend as well.

-The Emerald Hills [Attending] - Order of the Hell Sailor

-Baron Sistar Tolken - Master Archer.

-Baronet Draeven - Master Healer and Baronet title.

-Esquire Gabriel - Master Healer

-Shamus and Allys'siandra - Lord and Lady

The schedule, though a bit off (time wise-go figure) was executed to the T barring two items!

-The Leafblighter game was so intense Friday night, that by popular demand, we held Part Deux Saturday night!

-The Leather mask demo was complete with beautiful assistants and a brave test subject!

-The Belly Dance demo was bejeweled with beautiful ladies and sultry moves. Wish I hadn't missed that one.

-The Knight's meeting was an eye opening experience into the tip of the iceberg that is the intricate workings of the white belt's circle.

-The Relic Quest and Easter Egg hunt got rolled up into one, with me having the distinct honor and extreme pleasure of playing the White Rabbit with a bag full of candy filled eggs. [I am the candy man.] The monster/npc crew was the best I've ever worked with and the quest crafters (Gabriel, Rogue, Kenta) did a heck of a job organizing/running it!

-We also managed to have the Park Officer, GM, PM, and RGK meetings! Talk about information update/syncing overload!

-Feast was three minutes early, everyone ate and court was kicked off beautifully. Yes, court was a little long, but then again, we had a ton of people to thank. Meh!

-Bardic was a blast with big names belting out ol' favorites and new faces testing the bardic waters.

-Ditching was sporadic due to a muckity muck ditch field, but it still happened, and it was good.

[Fun Fact #1] Only two cars out of 20+ got 'tractor-pull' stuck this event. The other two were easily hand pushed out within minutes.

To those who missed it, I respect your decision to stay in the safety of your homes. It was hectic, and everyone who came down took a brave gamble for a great/bad event. We called the dealer's bluff and won.

The event and weather turned out to be the best one I've ever had, second to last year's B-Day bash.

For anyone and everyone I missed, apologies, but you are in my heart! Thank you so very much!

Without people like y'all, this would indeed only be a sport. A special request goes out to any and all who recorded the event through video or photos, please please post a link to we can all enjoy the event that was...

Midreign 38.

Vivat the Emerald Hills.

Sutra Bahuas (not Bauhaus)

Grand Inquisitor of the Emerald Hills

Mother's Tears

Sutra Bahuas

Washing his hands from earlier work, Sutra crouched at the roaring river that had formed due to the torrential rains they had endured for two days straight. Hand digging trenches wasn't the typical past time of a man elected king to his lands. Yet the times demanded loyalty and dedication from all man, woman, and child, above all else - the crown.

The water masked their approach. His busy mind was devoid of detecting them. Slowly the river produced a set of eyes and a masked face. The first was followed by another, and a pair more. The young ones of the guild had indeed listened to instructions. The twins approached the rivers edge and nodded to the guild shadow.

"Well done young ones, all of you. May your guile and guise aid us in our fight against those who wish to destroy our very way of life."

The four young faces nodded again and departed, continuing their appointed duties of gathering information from the forest's four corners. He stood in the darkness. The moonless night bore testament of the renewal the land would experience.

The thunderclap in the distance whined into silence. The rains had come long and hard. Mother was pleased.

Seasons had passed plagued by emotional drought. Anger gave way to jaded apathy. The past had bled the tomorrow's of them all. Tonight, the land and dream would drink deep.

Sutra pressed his forehead against the callous bark of the tree. Her miserable tale left him speechless. Alice had come, sowing the seed of malignant discord. The trees of the forest wept, aware this moon's phase would not go unbled.

The ancients bearing the marks of chaos had eagerly accepted her arrival. Though malice and discord could never a house have united, she would try.

He had seen her, heard her in his dreams. He had felt her calling to him. The invitation, laced in deceitful ecstasy lulled him constantly.

'Let the phoenix fade away, for she grows weary of her ungrateful children. The old cling to their comfortable ways and the young tread blindly to their ends...come child...join me....and together....ooohhhh...together we shall gift to them...oblivion...'

"...oblivion..."

The elder shook with recoiling sadness as it sensed the shard of willingness to submit to the darkness rooted deep inside the inquisitor.

Finding strength, she spoke to him, reminding him of his purpose, menial yet invaluable. Sutra pressed his ear to the tree and was comforted by the constant hum of nature.

Silently, he made his way back to where the others had camped. A warm fire in this soaking cool weather would be a welcome luxury. The wet footsteps seemed to echo throughout the enclosed path.

It wasn't the realization of a break in the deep clouds that left him disoriented. Nor was it the fierce full moon emanating welcoming light. It was the reflection off the sky under his feet.

The overwhelming vertigo almost forced him to his knees in a feeble attempt to regain composure.

The clouds raced and gave way to the moon, Sutra looked up into the sky, starry cradle, and realized to his intrigued amazement that the visage had doubled, above and below him.

Amused, he stared intently into the looking glass under foot, and searched for his reflection. Nothing. Out of his peripheral he noticed movement.

She strode confidently, seducing gate and all, stopping underneath him, he looking down, she looking up, and vice versa.

'Alice...' he marveled.

'Sutra...' she whispered.

She bent over for a moment and skimmed the water at their feet. The ripples echoed on both their sides. How intriguing he thought to himself.

"Isn't it?" she coyly replied. She smiled as concern crossed upon the monarchs face.

"Ohhhh...you've know all along....little one...." she sang.

"The kingdom will resist you, you know this Alicia."

"Will they, or are they secretly eager to kneel to a goddess, as opposed to a puppet of flesh and blood?" Her sanguine lips trembled, excitement seeming to overflow.

Mother's Tears

Sutra Bahuas

"You will know the true strength of the Phoenix that blesses our lands...all too soon, witch."
"Soon...do you promise to be there?" She teased.
"I do."

A wicked sense of doubt shook his core. If she can affect his world, he must be able to reach into her's, he reasoned.

Inclining a foot or two forward, Sutra pressed his hand's to the watery surface. She smiled amused watching just how curiosity would kill this...king.

Her hand reached up and out of her side of the calm film and wrapped itself around his, the strength of a thousand legions reached out to him, defiant till oblivions end.

The imagery that filled his head was unspeakable, indescribable. He would see the grave before being able to explain this moment.

The thundering footsteps rushed passed him, the kingdom's army was being pushed back. Instantly, he recoiled back, released of the mages grip. She was gone, no where to be found by the searching man. A deep grunting voice yelled out to the dark one, wrapped up in a shroud of black confusion.

"You majesty, the Alician's have breached the main wall, of the Red Queen's station!"

Panic glistened brightly in his eyes, awaiting for the assuring words of agreement. Sutra stared back dumfounded for a moment hoping the bewitched reflection left his courage intact.

"Go! Protect the queen, we must hold till morning!" he barked back to the captain.

The small contingent continued on into the darkness, knowing the monarch hated being attended to or escorted anywhere. This they had become accustomed to. Sutra stood up, soaked by the fall into the puddle he had studied intently moments ago.

She was here, in their Tanglewood. They had to make a stand or the beginning of the end would be now. Gripping the hardened bow he faithfully depended on, he rushed into the woods seeking out the enemies of his lands.

S
[con't]

Declarations for Reign 39

Dreanya Jurista

Kingdom Monarch: Sir Trinity Skythasis
Kingdom Regent: Lady Tangeena Skythasis
Kingdom Champion:
GMR: Gabriel, Sir Larin Moonstar

(3) Board of Director seats:
Corporate Business = Mundane Names
Jeremy Stevens (Typhus Deathcaller)
Andréa Jacobs (Dreanya Jurista)
Kevin Kidwell (Sistar Tolken)
Lee Varelman (Kofka)
Haven Riney (Sir Larin Moonstar)

(1) RGK seat: (Open from Prior Election) Corporate Business = Mundane Names

Guildmasters:
Anti-Paladin:
Archer:
Assassin:
Barbarian:
Bard: Sir Larin Moonstar
Color: 4 2007 | Reign 38
Druid:
Healer: Typhus Deathcaller
Knights: Sir Morgan Ironwolf
Monk: Sirkkhis Larethian
Monster:
Paladin:
Scout:
Warrior:
Wizard: Sir Larin Moonstar



The Battle Begins

Kainus Killraven

Rahl and Kainus had been recruited by Gott, speaking for Finvarra Sutra. Rumors had been flying of Leafblighter's followers and recruits seeking to free the demon.

Assassins roamed the woods looking for Leafblighter's followers trying to prevent them from finding the demon's cage. Most of the rumors were true, this demon was the first Drow. Kainus feared in his heart, for his loyalty was to his fellow elves, but what control might this original Drow have over him. Knowing that he was not required to actually enter into the presence of the demon Leafblighter did much to calm his nerves.

The trails were dark but this was nothing to him and his fellow warrior. The slight clank and jingle of his armor and Gott's armor was reassuring that they would be able to handle anything that they came across. Up ahead several torches flared. Cautiously everyone moved to the side of the road seeking concealment. The torches approached and moved by, only late travelers to the kingdom. Before the warriors could move two scouts came charging down the path screaming "Death to the elves!" Immediately Gott and Rahl spread off to Kainus's left and prepared to fight. Kainus targeted the dwarf and struck forward with his halberd. The shot was true and hit the dwarf in the side but the dwarf's armor stopped the blow and the dwarf swung at Kainus. He tried to turn out of the way but the path is not very wide and the dwarf tagged him on the shoulder. The power of the blow numbed his right arm and nearly knocked the halberd from his grip. Gritting his teeth Kainus stabbed forward with his halberd and was greeted by the grunt of the dwarf and cry that his armor was damaged. Suddenly the scouts turned and ran. Thinking they had the advantage Rahl, Gott and Kainus charged after the retreating scouts.

Rounding a turn in the path Kainus realized their mistake as he heard the cry "LEAFBLIGHTER!" They had fallen for one of the oldest tricks in the book. Upon the rise stood several figures.

Kainus yelled "Trap!" and tried to back pedal to escape the figure.

Hearing his friends making their escape Kainus turned to run but suddenly his feet quit responding everything started growing dark, faintly he heard the end of an incantation behind him just before the darkness overwhelmed him.

Drawing in a deep breath Kainus looked into the eyes of a kindly healer, his friends had been able to grab his body and bring it to a healer and have him resurrected.

Kainus turned to Gott and said "We need help, the Leafblighter's followers have grouped faster than we thought." "Yes," Gott replied "I wonder how our assassin brethren are faring." "Come we must try a different path and see if we can sneak up behind them and strike." Rahl, Gott and Kainus took off from the healer's hut and sought a path around the ambush site. After several minutes of travel the group heard "LEAFBLIGHTER!" yelled somewhere off to their left.

"We cannot get behind them the river is swollen from the torrential rains." Kainus said to Gott.

"Let's continue down this path and see if it swings around near the ambush site." Gott replied. The group set off down the path. Around the bend they saw the ambush site. The Leafblighter's followers were standing on a slight rise off the trail. Rahl volunteered to sneak forward and see if he could draw some of the followers toward Gott and Kainus. He set off and suddenly Gott and Kainus heard a bard singing, Rahl stopped sneaking and walked toward the sound of the bard's voice.

"He has been enchanted," Gott cried and began to move to help Rahl.

"No we need to retreat I see the bard has enthralled several of our people and see now that the Mad Hatter has joined Leafblighter's side. This M'Alice must also be allied with Leafblighter. Gott and Kainus slowly retreated down the path when they heard the Mad Hatter's singing get louder.

"He must be trying to enchant us we must run and hide to avoid capture." Gott said to Kainus.

"Here run through the gap in those trees and see if we can get near the river. The sound of rushing water should prevent the Mad Hatter from enchanting us." Kainus said.

They turned and ran through the trees and nearly fell into a ravine. The distance to the water was not great so they slid down the embankment and dropped flat near the water. The sounds of the Mad Hatter's voice faded into the distance.

The Battle Begins

Kainus Killraven

Cautiously they climb back up the embankment. Gott hears a sound from the right down the trail. Fearing the Mad Hatters return Gott and Kainus drop back behind trees and hide. Gott and Kainus see a Paladin slowly walking down the path. Gripping their weapons they prepare to ambush the Paladin. Something alerts the Paladin and he yells "Elves here!" Realizing he is alone and outnumbered the Paladin turn and runs down the path.

Kainus and Gott charge out of concealment knowing that they can get the Paladin before he can reach help. Suddenly a branch catches on Kainus's sword hilt, and yanks him from his feet and throws him several feet back. Instead of going after the Paladin, Gott help Kainus get unentangled.

"We need to report back to Finvarra Sutra and tell him the fight goes badly and we need to seek help." Gott says "Let the Paladin go for now we will have our revenge at a later date. Now we need to make sure the Leafblighter has not been freed." With leaden hearts and angered minds, Gott and Kainus begin the journey back.

Day 2

The day passed quietly. Kainus tossed and turned in his bed roll, dreams of the night battle fresh in his mind. He did not know if Leafblighter was secure or not. Gott had gone on to Finvarra Sutra to make reports of what he had seen. Kainus eagerly awaited Gott's return to find out how many others had survived the battle. Later in the day as Kainus sat eating his afternoon meal, the sounds of sword on shields rang through the forest. Had Leafblighter's minions returned, had they freed the demon? The remains fall unnoticed as Kainus snatches his halberd and charges into the forest. As he nears a clearing he sees several of Leafblighter's minions mixed in with another army. This must be Alice's army. His first thought is to charge in and help his brethren, but then his thoughts return to the camp he just left, they are not fighters they must be moved to safety. Torn in heart and mind, he wants to run and avenge his lost companions, but knows in doing so he may doom the camp to a gruesome fate. Turning he runs back to the camp. As quickly and quietly as possible, he gets everyone up and started packing.

"Take everything you can and hide what you cannot." Kainus orders "We must clean this area as best as we can so the enemy can find no evidence we were here. We must move quickly and efficiently because the enemy is

closing in fast." Everyone begins scurrying around gathering up clothes and food for the journey and tying tents and cooking utensils to donkeys. Soon the area is clean and the group moving. Kainus falls back behind the group and leaves signs of where they are going that only the elfin will understand. The sounds of battle fade into nothingness as the group trudges through the forest. The day fades into dusk. Feeling the group has traveled far enough they settle in to make camp for the night. Scouting the area Kainus finds nothing to threaten the camp and tells the camp Elder he is going back to see if he can still help. Though weary, he still runs as fast as possible. After several hours of travel he nears the former camp sight. Slowly he creeps closer to the road to wait and listen. Soon he hears shout from down the path "COME OUT ELVES! MY NECKLACE IS SHORT A FEW EARS! COME OUT AND DIE ELVES!" Kainus's blood starts to boil, but before he acts stupid his mind warns him that he is out numbered at least eight to one. Hunkering down, he covers himself with mud and leaves and watches the group yell and tromp down the path. "At least the stupid humans are easy to find in the dark!" Kainus mutters to himself. Moving quietly, giving thanks that he left his noisy armor behind, he moves toward the clearing he saw earlier. He sees a large elfin army in the clearing facing a mixed group of humans and demons. Kainus starts to creep out behind the mixed army when suddenly the ground gives out underneath his left foot. The torrential rains of the past few days must have caused this sink hole. The hole is not deep but the sharp rocks at the bottom are enough to pierce the boot and shatter the ankle. Kainus stifles his cry. Slowly he digs his foot out and test the ankle. Pain shoots up his leg as he tries to put any weight on the foot. Knowing he cannot fight and help his friends he begins crawling away from the clearing and hopes to find a Healer nearby.

Feelings of anguish and anger flood through Kainus, knowing that he cannot join this fight. Tears clear paths in the mud on his face and he begins his slow journey crawling through the forest.

Kainus Killraven

The Cat and the Caterpillar

Sir Delphos Darkheart

The spring floods moved through the woods, washing away dead branches and cleansing the bitter cold from the spirit that dwelled within the heart of Tanglewood. She had been reawakened by a dark call from beyond imagination...

An ancient name spoken in a time long forgotten, in folk and fiery tales.

The very same name that had brought a Queen to her knees now spoken on the winds throughout the Hills and even into the Woods themselves...

ALICE...!!!

Little to nothing was actually known about Alice, only what some had been told and their elders had read in ancient books long since lost to the ravages of time. This particular rain, brought with it more strange creatures and different characters than had ever been seen by those residents of the Hills who attended...Most peculiar creatures indeed...

Off a not so taken path, near a not so running stream, on a not so large mushroom, sat a very large Caterpillar...

Oh, you might think it most natural to see a Caterpillar in the woods...yes?

But one of such size, would be a strange sight by any rights. And yet, there he was... or was he...???

Some bold adventurers... who had gathered together to find and capture these strange beasts which had been reported to the Kingdom Guards...

Well they could not seem to find the Caterpillar.

In their travels, they instead met a Smiling Cat...along the not so taken path...near the not so running stream.

"Is there a Path...???" asked the Large Red Wolf leading the brave party.

"I do not see a Path." replied the Cat with a Smile.

"But, you could go that way..." the Cat points down the path to the right...

"or you could go that way..." he points to the left...

"or you could go that way..." pointing in the direction the adventurers had come from.

"But that's where we came from..." said the very confused wolf as he tilted his head to one side.

The Cat continued...

"Now you should go that way..." pointing to the right,

"or you could go that way..." pointing to the left,

"but that would take you over there." said the Cat as he circled his paw around to the left.

"But where is this Caterpillar we've been hearing about?" asked the Wolf.

"If I can't see the Rabbit... You can't see the Caterpillar..."

The Cat exclaimed!

The Large Red Wolf, still holding his head to one side simply gazed at the Cat in wonder and confusion.

"What?" he asked...

To that the Cat replied...

"you could go that way..." the Cat points down the path to the right...

"or you could go that way..." he points to the left...

"or you could go that way..." pointing in the direction the adventurers had come from.

"Now you should go that way..." pointing to the right,

"or you could go that way..." pointing to the left,

"but that would take you over there." said the Cat as he circled his paw around to the left.

Now the Wolf was really confused...

Sitting down, he scratched his ear with his back foot and looked again at the Cat.

"You said we 'should' go that way?" pointing to his left.

"No, I said...you could go that way..." the Cat points down the path to the right...

"or you could go that way..." he points to the left...

"or you could go that way..." pointing in the direction the adventurers had come from.

"Now you should go that way..." pointing to the right,

"or you could go that way..." pointing to the left,

"but that would take you over there." said the Cat as he circled his paw around to the left.

By now the Wolf's eyes had glazed over with bewilderment...his followers had begun to push and prod him to lead them away from this Cat who seemed to make no sense at all.

"But what about the Caterpillar...???" the Wolf howled...!!!

To that the Cat simply said...

"If I don't see the Rabbit... You can't see the Caterpillar."

Confused and dismayed...the brave adventurers urged the Wolf to lead them to the path on the right...

near the not so taken path...

across the not so running stream...

The Cat soon disappeared...

leaving only his Smile behind to greet any more bold travelers.

On a not so large hill...

along a not so taken path...

near a not so running stream...

Sat a Cat, near him...

on a not so large mushroom...

sat a very large Caterpillar.

To be continued...???

The time has come, to speak of many things

Sir Larin Moonstar

*The sun was shining on the sea,
Shining with ALL his might:
He did his very best to make
The billows smooth and bright--
And this was odd, because it was
The middle of the night.*

Operation Report
Reign XXXVIII Day 105
MADreign
Justicar Larin Moonstar reporting

Unable to write this in cipher, assume information contained is compromised.

The Walrus and the Carpenter.. Sir Ice, Kenta RedHawk, Sir Logan and I made our way from the keep HERE at Mourningwood Glen to Tanglewood for King Sutra's Midreign celebration. Magical transportation was impossible to the region, an issue we assumed was does to heightened security before the upcoming event. The journey was without note until we were within a half days travel of the capitol.

From this point into the capitol the land began showing a steady sign of corruption and change on a frankly impressive magnitude. At this point, as per procedure WE'RE all on a heightened state of alert, but proceeded into the heartland so that we would be able to ascertain ALL that has occurred and what if any action needed to be taken.

MADness has descended on the land. My only speculation at this time is that someone began tampering with chaos magic somewhere north of HERE, and has caused a rip in the fabric of magic. Normally this would have been detected early and would be sealed or would naturally repair itself in time.

However the chaos magic is causing the natural flow of magic to be impaired thus not only leaving the barrier open, but corrupting ALL the normal use of magic around it. The rift is bad enough that nearly a full half of the citizens of the Emerald Hills are no longer recognizable, and instead have taken either monstrous forms, have gone MAD, or both. We have had a few altercations with these creatures, and although we have been able to subdue them for a time, there is no telling how long we will be able to

hold out. Escape from HERE, is completely impossible, as all the roads and paths have changed.

Sir Ice has so far been unaffected from what I can tell. Kenta, unfortunately is another story. His use of Druidic magic has had grave effects on him, as he draws conveniently low: And all the little Oysters stood And waited in a row, power from the twisted landscape around him. WE'RE keeping watch over him, but the change is becoming more pronounced even with the healing Ice and Logan have been putting on him. I too am beginning to be affected by the rift when I am forced to use my powers to prevent one or ALL of us from facing harm.

We have linked up with a contingent of Green Dragons and along with Sir Forest, we are working on a plan to try and trace down the source of the disturbance and close it. We have hopes that once we stop the source, the MADness can be cleansed from the Hills, but it will take time. Things are getting worse here and it is only a matter of time before this issue sweeps further from the initial disturbance site as the rift grows larger.

Request immediate mobilization of forces to reinforce or position HERE least the Hills be lost and have to be retaken. WE'RE not going to be able to hold this position for more then a fortnight before we lose ALL the magic wielders to the corruption effect. The longer we wait the harder it will be to reverse the damages. This corruption bends magic and magical devices so I highly recommend leaving the magical siege weaponry, artillery, weaponry, Of shoes--and ships--and sealing-wax--Of cabbages--and kings—and armor be left outside its influence as we cannot be sure it will not literally walk off on its own.

Important: Do not attempt to teleport to this location. Attempting to teleport someone out of Tanglewood had disastrous effects. The creeping MADness keeps you here once you are trapped. We will hold our position HERE at the south of Tanglewood until you arrive. Gods speed, but for god's sake hurry.

By my hand,
Justicar Larin Moonstar

The Winds of Change

Fenris Blackwood

...a hushed voice whispers in dreams, it is carried on the wind:: Did you feel the cool caress of wind last night? Did it howl past your ears and whisper things to you? It should have. If you knew what to listen for the wind would have told you that only a few miles away plans were being laid, and the rebels were coming. Do you dare ask the wind more? Or will you wait until they stand at the edge of your forest, mere shadows watching and waiting to make there move. Ask the trees, ask the wind they may even answer you but it still won't stop there coming::the prophetic dream starts to die away and the only image that is left is a beautiful wild flower covered hillside, it's beauty a stark reversal to the elderly black oak tree standing in the very center of your vision. Even the light around it seems to bend and turn to shadow::Yet the tree doesn't leave you with a feeling of fear. It is a feeling of balance and peace that overwhelms you and makes you wake. You can't help but hear the phrase again in your head as you shoot up from a sound sleep. "The Rebels are coming..."

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Missed Opportunities

Typhus Deathcaller

Typhus sat in his loves circle letting the forests cool breeze wash away his worries. The portals from his temple to her circle seemed in place despite the moving of his temple. He knew he must once again take up the mantle of Chancellor for the Keep. Nearly a year has passed since he last bothered entering the blackened walls of the Keep. Much has transpired in his short break from the bothers of the world. Re-energized from his time spent in the Warp making only short trips to the physical realm. He is back and unhappy his greatest works the Four Alters lie shattered. The voices of his gods have grown soft barely audible. He steps back through the portal that brought him to this circle and near instantly appears back in his temple. These portals were a great idea and only those both parties agree on may use them even better. He chuckles well except the one I am about to use. Only those I choose may use it, no other parties involved in the decision. He walks down the hall to a barred and locked door. He speaks a short incantation and removes the bar. He fumbles for his keys and unlocks the door. He opens it and steps through once again near instantly he appears in the Chancellors office at the keep. The room is a mess and appears to have been unused for quite some time. He looks in the corner and the sight brings a feeling of disgust to his stomach. His small alter has been used as a table for quite some time. First he clears it off and consecrates it with his blood "Blood for the Blood God". He then starts pouring over the records he has and his stomach fills with disgust again. I am gone for a few short months and this many elves have taken up residence in this land. Few of the names are familiar to him. Those that are have proven there worth long ago. Then he hears it in the back of his head the voice of the Blood God.

"These elves meet in large numbers they awaken things they are unaware of. The Keeper of Secrets has shown his hand. They know it not but they have awakened him. I want their skulls to line my throne, their blood to fill the lake at my feet, and let the members of this House fear the Blood God. Let their death screams fill the Warp and shake The Keeper of Secrets from his throne."

Typhus awakens and looks around he saw the anger in his god's eyes.

He felt the hatred in his voice. His will is Typhus's and it shall be done. "Let no member of that House survive. Let no elf live. Let their blood slake the thirst of my blade. Or let me die first."

Typhus then sets back to the task of organizing the records of the keep once again.

Kingdom Gallery

Lady Three Jugs, Sir Ice, Sutra



Lady Aylin's Gallery:
http://photos.yahoo.com/aylin_karyn
Sutra's Gallery:
<http://photos.yahoo.com/jrodas00>
Dame Nightengale's Gallery:
<http://s110.photobucket.com/albums/n97/nightengael/>
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