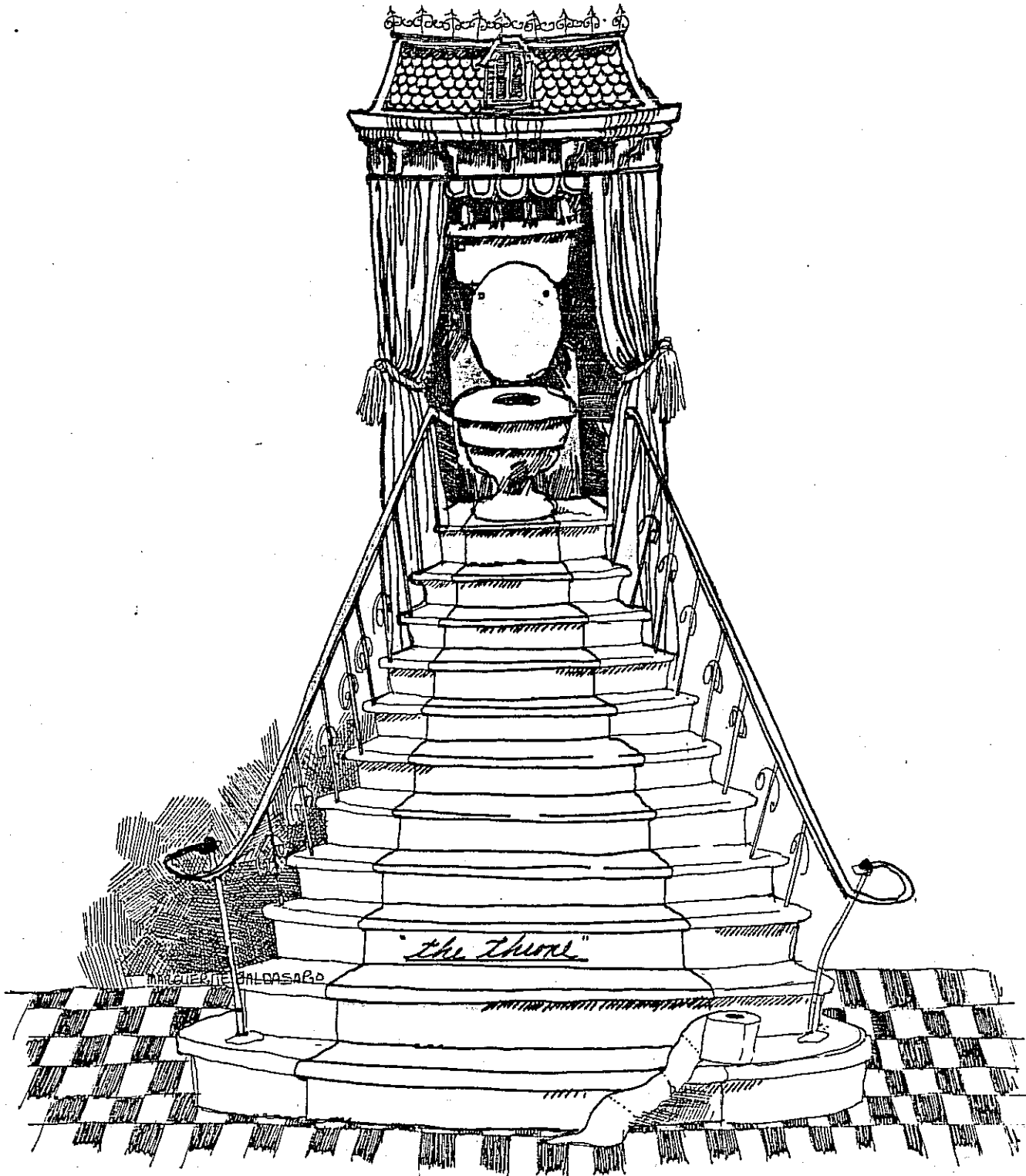
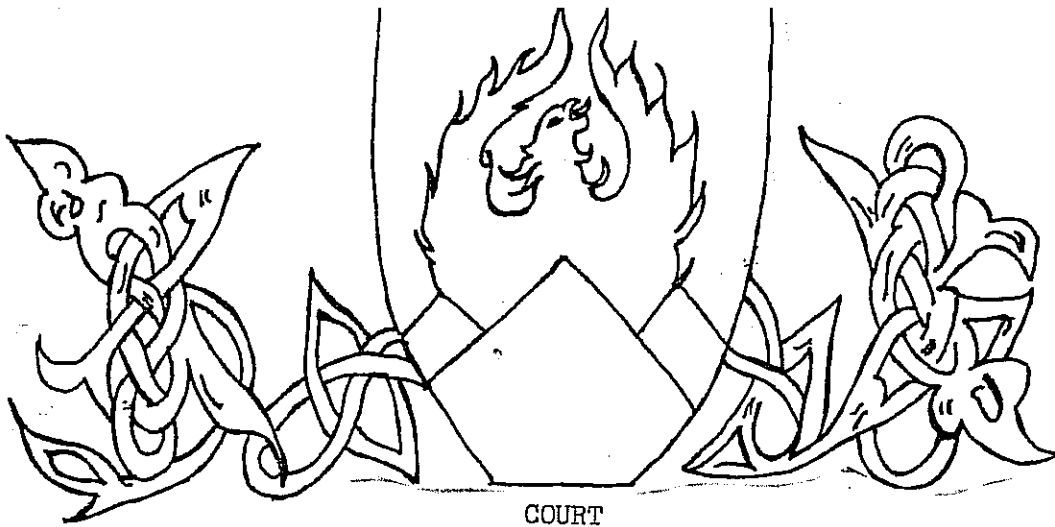


# Echoes from the Hills

vol IV No. 1





COURT

King Nevron Dreadstar  
Princess Selka Shadowcat  
Prime Minister Aislinn  
Champion Cain sin Khali  
Princess's Defender Cynewulf Plague

ROYAL GUARD

Sem i Dore  
Alessandra Nightowl  
Gwindon Blackrose  
Tyranny Bathory  
Mosher

Xenos Perversus  
Lung  
Garath Blackhawk  
Taz Robear

---

GUILDMASTERS

Anti-Paladin: Nevron  
Archer: Beau  
Assassin: Xyphus  
Barbarian: Cain  
Bard: Taldak  
Druid: Plague  
Healer: Tyranny

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

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ART & SCIENCES

Art:  
Garber: Aislinn  
Gladiator: Cain  
Heraldry:  
Literature: Gwindon

Minstrel: Alessandra  
Reeve:  
Sages:  
Smith:  
Theater:

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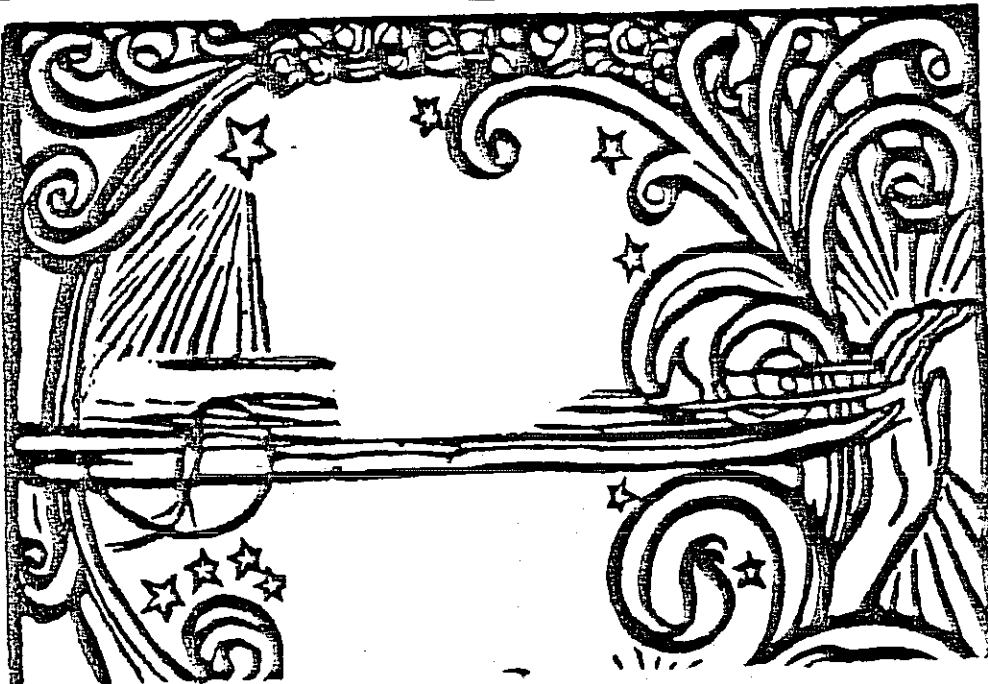
Letter from the King	
Odin's Hammer	artwork: Aron
Financial Report	Aislinn
Dues Paid Members	
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The Night Is Young	Elycia Eva
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Untitled	Cynewulf Plague
Calendar of Events	

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Newsletter Published by Aislinn  
Edited by Aislinn & Nevron

We wish to thank Elycia and Morluk for contributing artwork for this Newsletter. If anyone wishes to purchase a Newsletter please contact Aislinn. We also have Newsletters from other lands to be purchased if needed.

If anyone has artwork, literature, songs, etc. they wish to be published, please contact Prime Minister Aislinn.



UNTO THE POPULACE OF THE EMERALD HILLS;

Greetings, my people, this is my first attempt to keep up with my position obligations. I suppose I should thank the people who aided me in obtaining this honor and in doing so I would be listing a great many of names.

After recovering from the coronation weekend I began to send out letters to our Barony up north and to our Amtgard brothers and sisters to the West and South. One thing for sure, when we all get together, it's bound to end up in one big party. I thanked them all (the travelers) for making the long journey to our home lands and now I remember what its like to have a event in our own backyard, (or darn close).

Sometime during the revel on Saturday night, it was pointed out to me that not everyone had survived the perilous treak across uncharted lands to revel in the revel. Tobe sure, the Burning Landers were there, as the folks from our most distant Barony, the Golden Plains. Both of which had traveled farther than most. Our other Barony to the west, Darkenwood, also showed up in force. They too had a bit if a journey. Yet nary a soul showed up from our newest Barony, Ironcloud. And besides ourselves, they had one of the easiest foutes to follow. Perhaps their Scouts failed to find the bread crumbs we l-ved out. Whatever the reason, and it had better be a good one, it was their loss.

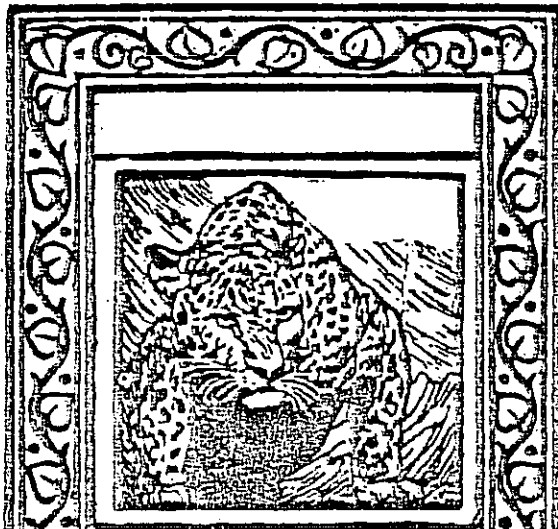
On the brighter side. its always fun to battle with our distant freinds, and it's always a learning experience. It amazes me just how much those foreigners lose their advantage when surrounded by a few little trees. In the future though their experience in the woods will grow, but so will ours.

Speaking of the future, over the next few months there is alot planned. Quest in Januarv, cultural contest (to prepare for the Olympiad), a couple of out of town coronations (as always), and even another Anniversary feast in March. There are so many things to do, and hopefully there will be even more to fill the gaps.

Any time you have an idea to help raise funds or members, inform your Captain of guildmaster or even the Prime Minister or myself. I believe that all of us want our club...Kingdom...Game to grow and only by doing fund raiser and demo's can we make any substantial gains.

Also in the future, the new and hopefully improved rule book, published by The Burning Lands. They're wanting submissions for artwork pertaining to the classes and such. Plus we've been asked to compile a list of the minor differences to the written rules that we use in the Hills. All this and more will be discussed at our next Allthing, after Weaponsmaster IV.

Once again I would like to thank all of you for either your support or condolences whichever it be, and lets not forget those "good lucks" nad other of their kind. Until next time, see ya in the field and all that closing stuff.



Yours in Service

*Sir Nevron, Rex*

Sir Nevron, Rex

## ODIN'S HAMMER

- 1) (a) Usable only by Barbarians  
(b) Treated as a red weapon even when thrown (2 points damage)  
(c) Does 4 points damage when Barbarian is Berserk. Cannot be thrown when Berserk
- 2) (a) Mass Stun: Barbarian must say phrase "by the power of Odin I stun thee" x 5  
(b) Hammer must be recharged after 5 minutes pounding the ground each time  
(c) Barbarian must be kneeling  
(d) Can be used once per life  
(e) Stuns all within 50 feet including teammates and other Barbarians  
(f) Stun lasts for 300 count
- 3) (a) Earthquake: Must say phrase "by the power of Odin I command the Earth to quake"  
(b) Barbarian must be kneeling and remain in place  
(c) Can be used once per game  
(d) Kills all within 25 feet including teammates and other Barbarians



FINANCIAL REPORT

<u>DATE</u>	<u>INCOMING</u>	<u>EXPENDITURES</u>	<u>TOTAL</u>
9-20-89			\$116.68
9-20-89	\$5.00 Dues		\$121.68
9-21-89		\$5.00 Pavillion	\$116.68
9-23-89	\$10.00 Dues		\$126.68
9-23-89		\$29.03 Chili	\$ 97.65
9-30-89	\$10.00 Dues		\$107.65
10-05-89	\$3.00 Dues		\$110.65
10-06-89	\$5.00 Dues		\$115.65
10-06-89		\$34.80 Newsletter	\$80.85
10-06-89	\$4.00 Newsletter		\$84.85
10-09-89	\$2.00 Rulebooks		\$86.85
10-15-89	\$10.00 Aislinn		\$96.85
10-21-89	\$5.00 Dues		\$101.85
10-21-89	\$10.00 Tourney		\$111.85
10-23-89		\$21.40 Copies	\$90.45
11-04-89	\$20.00 Dues		\$110.45
11-04-89	\$42.00 Feast		\$152.45
11-07-89	\$22.00 Nevron		\$174.45
11-07-89	\$3.00 IOU		\$177.45
11-09-89	\$16.00 Aislinn		\$193.45
11-11-89	\$5.00 Dues		\$198.45
11-11-89		\$20.00 Newsletter	\$178.45
11-11-89	\$20.00 Tourney's		\$198.45
11-11-89	\$12.10 Aislinn		\$210.55
11-17-89		\$20.00 Pavillion	\$190.55
11-18-89	\$2.00 IOU		\$192.55
11-20-89		\$40.00 Camp Deposit	\$152.55
11-21-89	\$5.00 IOU		\$157.55
11-25-89	\$50.00 Car Wash		\$207.55
11-28-89		\$140.00 Camp Site	\$67.55
11-30-89	\$20.00 Nevron		\$87.55
11-30-89	\$20.00 Darkenwood		\$107.55
11-31-89		\$90.00 Alessandra(food)	\$17.55
12.03-89	\$17.00 Dues		\$34.55

DUES PAID MEMBERS

Exempt: Nevron  
Selka  
Aislinn

Dallen	through	6-90
Sema j		12-89
Parasita		1-90
Cydelle		2-90
Xyphus		8-90
Lung		2-90
Maiv		8-91
Arkainie		2-90
Shorn		2-90
Douzan		2-90
Thyphus		2-90
Kaylyn		2-90
Beau		2-90
Maglok		2-90
Thoran		2-90
Tyranny		2-90
Glenn		2-90
Plague		2-90
Zimmier		2-90
Josepe'		2-90
Cain		12-89
Shadow Wind		3-90
Mosher		3-90
Avatar		4-90
Darelouth		4-90
Sorka		4-90
Xenos		5-90
Taldak		1-90

NEW BREED



Medusa teasing her hair.

The Person in the Glass

When you get what you want in your struggle for self  
And the world makes you King or Queen for a day.  
Just go to a mirror and look at your self,  
And see what "that" person has to say.

For it isn't your father, mother or friend  
Who judgement upon you must pass;  
The person whose verdict counts most in your life,  
Is the one staring back from the glass.

That's the person to please--never mind the rest,  
For he's with you clear up to the end.  
And you've passed your most difficult test  
If the person in the glass is your friend.

You may fool the whole world down the pathway of life,  
And get pats on your back as you pass.  
But your final reward will be heartaches and tears----  
If you've cheated the person in the glass.

POPULACE CREDIT LIST

Aislinn	23	Reeve				
Alessandra	13	Wizard	34	Paladin	5	Reeve
Arthur	26	Warrior				
Astor Lubec	26	Wizard	2	Warrior		
Avatar	25	Barbarian	1	Warrior	1	Monster
Beau	12	Archer				
Bird	1	Warrior				
Cain	48	Barbarian	1	Reeve	3	Monster
Cutter	14	Archer	15	Wizard	18	Scout 1 Reeve 2 Monster
Dallen	11	Assassin	12	Warrior	18	Reeve
Darelouth	18	Assassin				
Domir	3	Wizard	5	Scout		
Dougan	1	Healer	23	Wizard		
Dread	1	Assassin	63	Healer	6	Warrior 1 Reeve 1 Monster
Elycia	1	Healer				
Garath	65	Wizard	19	Scout	1	Warrior 2 Reeve 1 Monster
Glenn	9	Scout				
Gwindon	72	Assassin	11	Wizard		
Jandria	6	Reeve				
Kaylyn	9	Wizard	1	Warrior		
Kurris	2	Assassin				
Lung	20	Barbarian				
Maglok	9	Warrior				
Maiv	9	Reeve				
Morluk	2	Archer	2	Assassin	1	Barbarian 82 Anti-Paladin 29 Healer
	72	Warrior	12	Wizard	1	Paladin 28 Scout 5 Reeve
	6	Warrior				
Mosher	29	Barbarian	49	Anti-Paladin	3	Monk 2 Scout 2 Reeve 5 Monster
Nevron	12	Barbarian				
Parasite	61	Druid	2	Monk	5	Warrior 1 Reeve
Plague	52	Healer	2	Reeve		
Selka	16	Barbarian	1	Warrior		
Sema.j	3	Assassin				
Shadow Wind	22	Monk	1	Scout		
Shorn	8	Archer	7	Barbarian	2	Warrior
Stratos	2	Archer	3	Assassin	5	Bard 2 Scout 39 Warrior
Taldak	1	Reeve	6	Monster		
Tarl	10	Assassin	21	Warrior		
Taz	36	Barbarian	9	Healer	1	Reeve
Thoran	12	Monk				
Tyranny	46	Healer				
Weequav	3	Warrior				
Xenos	17	Healer	61	Warrior		
Xyphus	50	Assassin				
Zimmier	5	Healer				

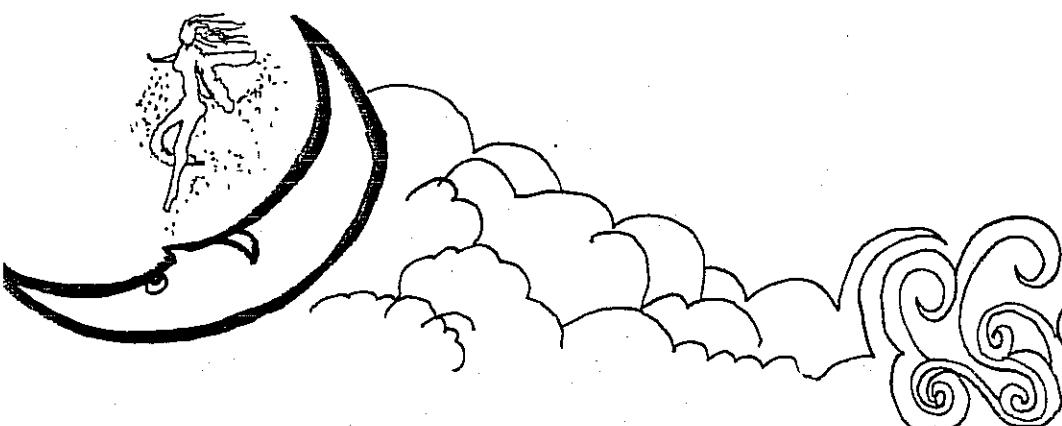
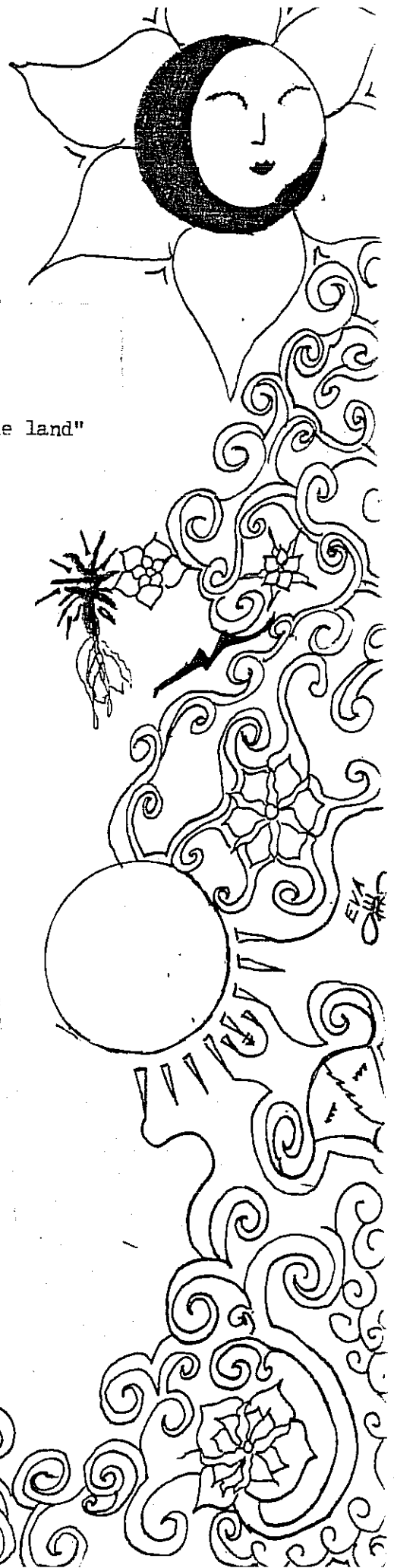
These credits do not include Fighter Practice.



THE NIGHT IS YOUNG

In the soft darkness she calls to him  
    Across the fields of heather  
"Come my love let us walk in the moonlight"  
    "Tonight let us be together"  
His quick smile makes her heart beat fast  
    Faster still when he holds her hand  
"my heart is yours forever" he whispers softly  
    "There's no other for me throughout the land"  
Even sweeter than the words was the kiss  
    That made her knees so weak  
And on the dewey heather  
    Each other's embrace they did seek  
The stars all winked at each other  
    And the moon hid his face  
Dawn peeked o'er the hills  
    And hung diamonds in spider lace  
"The night has gone my love  
    But tonight isn't far away"  
"I'll see you this eve my love  
    And I bid thee good day"  
Sometimes she cursed the morn  
    And spat at the sun  
Always welcomed the night  
    Knowing her love would come  
And the wind tickles through the heather  
    Blowing sweet kisses to these mates  
To each other their hearts are open books  
    Their pleasures, open gates

Flycia Eva



QUALIFICATIONS #4  
War Events

Dagger Toss

1st Xyphus  
2nd Cain  
3rd Beau/Nevron

Single Sword

1st Xyphus  
2nd Selka  
3rd Nevron

2-Man Teams

1st Xenos-Plague  
2nd Nevron-Cain  
3rd Selka-Alessandra

Double Sword

1st Plague  
2nd Nevron  
3rd Xenos

Archery

1st Cain  
2nd Beau/Semaj/Nevron  
3rd Dread

3-Man Teams

1st Xenos/Plague/Tyranny  
2nd Nevron/Selka/Cain  
3rd Xyphus/Avatar/Semaj

Sword & Shield

1st Xenos  
2nd Nevron  
3rd Plague

Weapon Scramble

1st Cain  
2nd Nevron  
3rd Lung

Armrestling

1st Cain  
2nd Semaj  
3rd Lung

Cultural Events

Cooking

Selka

Court Garb

Cain

Fighting Garb

Nevron

Weapon Construction

Nevron

3-D Art

Elionwy

Literature

Nevron

Poetry

Qinryhr

Flat Art

Qinryhr

Storytelling

Nevron

Chess

Beau

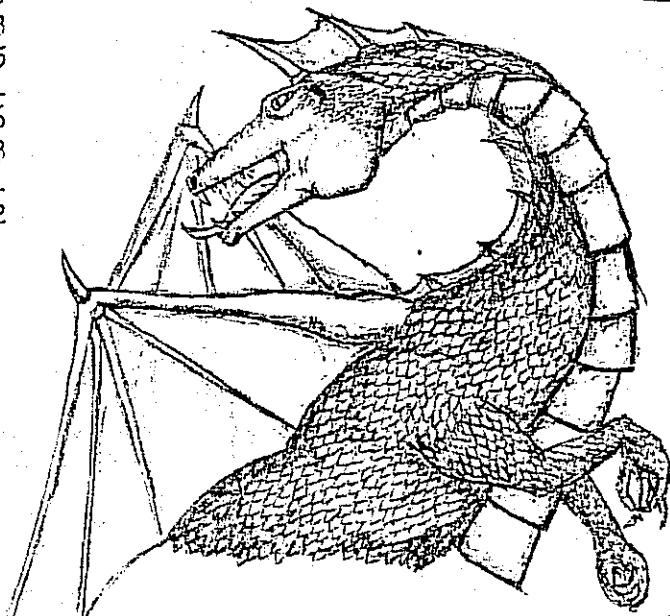
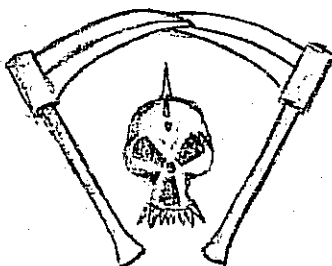
War-Events Qualifications #4

	3-m 2pts	2-m	s/sh	s	flor	dag	arch	weapon scramble	arm	TOTAL
Gain	1	2	-	-	-	2	3	3	3	15
Semaj	1	-	-	-	-	-	2	-	2	5
Nevron	2	2	2	1	2	1	2	2	-	14
Lung	-	-	-	-	-	-	-	1	1	2
Plague	3	3	1	-	3	-	-	-	-	10
Tyranny	3	-	-	-	-	-	-	-	-	3
Xenos	3	3	3	-	1	-	-	-	-	10
Selka	2	2	-	2	-	-	-	-	-	6
Xyphus	1	-	-	3	-	3	-	-	-	7
Avatar	1	-	-	-	-	-	-	-	-	1
Alessandre	1	-	-	-	-	-	-	-	-	1
Beau	-	-	-	-	-	1	2	-	-	3
Dread	-	-	-	-	-	-	1	-	-	1

Cultural Events Qualifications #4

	cooking	court gard	fighting gard	wep con	3-D art	Lit	poet	flat art
Selka	15	11	11	7	-	-	-	-
Nevron	12	11	14	12	8	15	-	-
Cain	12	12	-	11	8	-	-	-
Avatar	-	10	-	10	-	-	8	4
Xyphus	-	10	-	10	-	-	-	-
Qinryhr	-	-	-	-	13	-	10	10
Flionwy	-	-	-	-	15	-	-	-
Plague	-	-	-	-	-	14	-	7
Xavier	-	-	-	-	-	12	4	-
Beau	-	-	-	-	-	-	-	-
Thoran	-	-	-	-	-	-	-	-
Xenos	-	-	-	-	-	-	-	-

	story telling	chess	TOTAL
Selka	-	-	44
Nevron	10	-	82
Cain	9	-	52
Avatar	-	1	33
Xyphus	-	-	20
Qinryhr	-	-	33
Flionwy	-	-	15
Plague	-	-	21
Xavier	-	-	16
Beau	-	3	3
Thoran	-	1	1
Xenos	-	2	2



The wind pushed gently at the galley's two sails. Exhausted from the long voyage, weary oars were pulled in and allowed to rest. Islands were now visible on the horizon, as were the catapults now uncovered on the ship's great deck.

They had come far for this land, they meant to have it this time. Grimly watching the skies for signs of Mexothylbadde, the dragonslayers prepared its bane.

Watching a seavessel slowly getting larger as it approached, Mexothylbadde waited to see what type of humans came this time. He was aging, and had long ago tired of war. The others of his kind gladly let him have his isles. Somewhere, they knew, they had to let their larvae grow and learn.

Shifting his massive bulk of scaled hide, he fondly looked out over the inlet behind him. Two young dragons were curiously toying with newly discovered earth, while three larvae patiently awaited their birth into form. Reading his energies, he sent his mind to the ship.

Metal sheets coated vulnerable points on the deck to prevent fire. Cauldrons of dragonbane sent its powerful fumes in the air. Only a few dared walk the deck, for the rest were below; quaking in their fear.

The wind steadily pushed the vessel closer to the isle. Sweat broke on many a brow. Javelins were locked into their catapults, and bane applied. A warlock, walking to the prow, prepared the galley for defense.

Sensing the power now emanating from the humans, Mexothylbadde now prepares his defense of the isles. Grasping two large boulders in each talon, Mexothylbadde took to the air. Flying till he tasted the clouds, then glided towards the ship.

Sighting the great dragon in the sky, the deck was in chaos preparing for an onslaught. Chanting spell over spell, the warlock readied his energy. As the beast dove towards the ship, overanxious dragonslayers loosed many a javelin. All falling short. Mexothylbadde roared at their cowardice.

Decreasing his altitude more, he drops a boulder. Flinching, the warlock straightens himself again as the boulder smashes off his shield. More experienced dragonslayers loose their javelins, but those that hit bounce off the dragon's defenses.

Slowing to get better aim, he looses the other boulder. Once again the mage is shook, but his defenses maintain. Javelins begin reloading after being thoroughly saturated in dragonbane. Calling forth his energies, lightning flashes from the skies.

The warlock falls to a knee under a strain, but his defenses keep the ship unscathed. Catapult bolts and springs get readied.

Amazed at the strength of the ship's defender, Mexothylbadde returns to his roost on outstretched wings. Creating plan after plan in his mind, he knows he must hurry. Calling forth the lightning again and again, he grasps more boulders and begins flight again.

Reeling from the attacks of lightning, the warlock again summons energies from himself to prepare for this King of Dragons to resume the attack.

Flying low and fast, the beast rushes the galley. Releasing the boulders, one before the other. One boulder misses, but its waves rock the boat. The other floors the reeling warlock, too weakened from defending against so much power. The catapults are loosed at the oncoming dragon, but the waves from the rock make it very difficult for steady aim.

With javelins hurled past it, Mexothylbadde roars his disdain. Flames flood from his gaping jaws, scorching the deck. Talons outstretched, he feels the warmth of entrails splatter on his legs. Roaring past the galley, he screams into the sky.

With the warlock dead, and several others from the last passing of the dragon, fear grips the ship. Knowing they must take the isles, they still press forward, readjusting again the catapults that still function. With no sign of the beast in the air, the dragonslayers relax slightly, thinking it might be dead.

High above, behind the clouds, Mexithylbadde removes two javelins from his body. Feeling the dragonsbane coursing through his body, he knows now what must happen. As memories of larvae hatching flood his brain, he views his isles one last time, then dives.

The thought that the great dragon might have been slain died in many a man's throats. From behind, the beast was diving again towards the galley. Turning the catapults the best they could, they fired at the oncoming beast.

Oblivious to the javelins sinking in his scales and penetrating beyond to his blood vessels, Mexothylbadde continued his dive. Bellowing flame at the masts and humans, he slammed himself into the rear of the ship.

Splintered wood fills the air, to settle floating in the sea. Slowly the sea claimed the ship as her own, as it sank to the depths below. No time for lifeboats to be employed, and all life aboard was destroyed.

As the waves brought driftwood to the shore, and a few remains of men, the young Dragons curiously examined the sea. Not knowing why a council of dragons had been called, they only knew Mexothylbadde, their teacher would no longer return.

Puffing smoke and bits of flame, one youngster topped, slowly took to the air, to dive at planks still floating in the sea.

Cynewulf Plague