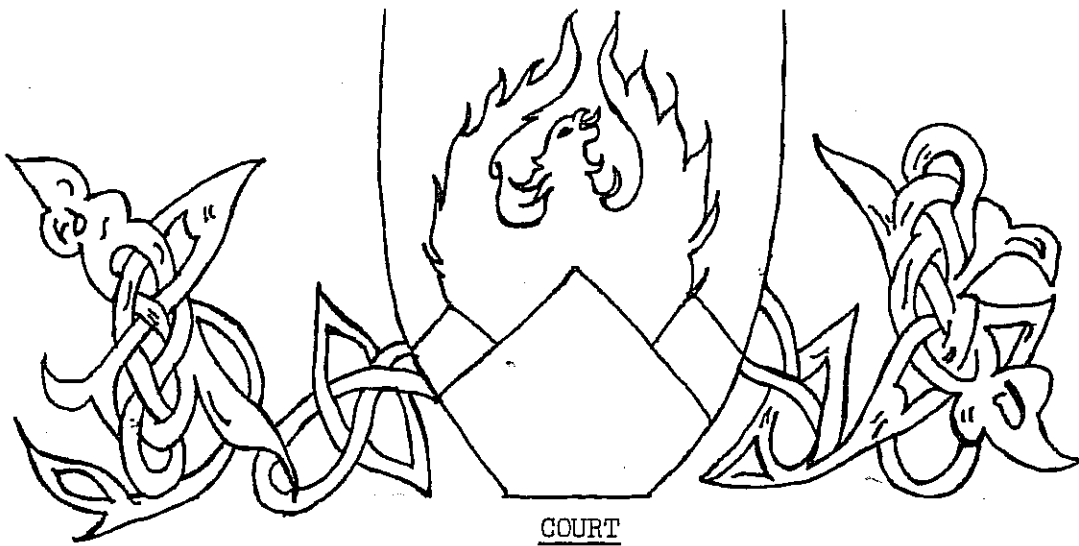


Echoes  
from the  
Hills

Vol. IV no. IV



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  
Dallen

Xenos Perversus  
Lung  
Garath Blackhawk  
Taz Robear  
Kurris

---

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

---

ART & SCIENCES

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

Minstrel: Alessandra  
Reeve: Dallen  
Sages:  
Smith:  
Theater:

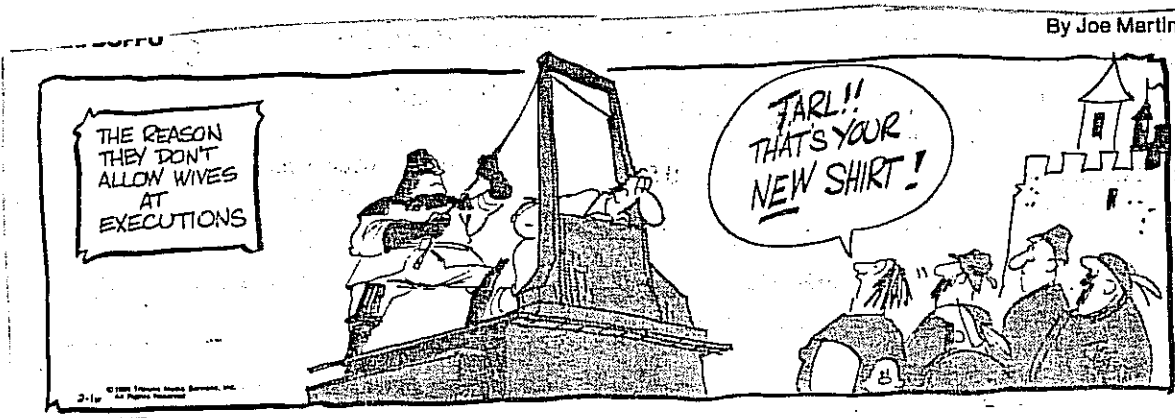
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Amtguard	Tyranny
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Falcons	Mary Butler
Coat of Arms	Duchess Reyna
The Warrior	Plague

CALENDAR OF EVENTS

April 28	Iron Cloud Qualifications
April 28 & 29	Burning Lands Coronation
May 5	Quest for Ring of Power
May 12	Iron Cloud Coronation
May 19	Emerald Hills Qualifications
May 26	Quest for Guantlets of Ogre Power
June 2 & 3	Emerald Hills Coronation

By Joe Martin



To the Populace of the Emerald Hills,

Greetings, once again, so starts another letter from your tyrant King. I find myself in a rather pleasant mood on this fine morning, following yesterday's Amtgard. With only one week away from the upcoming Burning Lands Coronation, and only 3 more weeks until our own qualifications, I find the time is all running down hill from me and as usual, and hopefully will always be, my turn at the helm will be ending and I can blend back into the populace. But enough of the personal stuff. There's business at foot.

As most of the populace in Iron Cloud knows, as with the few who journeyed from Darkenwood, and those from our own lovely neck of the woods, this past Saturday was spent in the Barony of Ironcloud and a few things still need to be said about some of the events that took place.

First and foremost was Landolf Roetg n's inquiry about the Wolf Pack's credits. He understood from vicious rumors that all credits and awards attributed to his company and its members were removed because of the events that took place before, during, and after the removal of Landolf from the office of Monarch and the tribunal which followed. At one point questions were raised concerning the status of Landolf's Knighthood. What could have become a very ugly situation, was handled quite rationally by both party's. In the end Landolf renounced his Knighthood and declared his intentions to begin appearing in the Barony of Iron Cloud on a regular basis, and where Landolf is the Pack is soon to follow. Plus it was made clear that no one from the Wolf Pack suffered any loss of credits or awards held by them, and a complete list of credits of all known Wolf Packers would be handed over to the responsible party's in Iron Cloud. The presence of Landolf and his Pack will greatly improve the up and coming Barony.

Moving on...a couple of other events transpired. First was the surprising notice of the war between the two Barony's of Golden Plaing and Iron Cloud. Being the barbarians that we are, these wars, petty squabbles, and minor conflicts only serve to weed out the weak and also gives us an excuse to revel with our Kingdom brothers (and sisters). As of now, I know not of the date of this upcoming war between the two, but as Monarch over both respected barony's, I plan to attend this display of sheer loyalty from my collected subjects. Entertainment such as this is hard to come by and I am looking forward to all the death and bloodshed all in the name of the King. All my subjects should be so loyal.

The second worthy event that took place might well be a vision to the outcome of the before mentioned war. Seems that the collected forces of the Assassin's guild and (believe it or not) Argent Moon suddenly took the Baron of Iron Clouds guards quite by surprise and demanded their surrender or face certain death.

The guards chose death. It was over before you knew it and from the safety of my own guards, I myself saw the Baron go down, with more than one of the usurpers removing their swords from the dead Baron's body. In the confusion that followed there was a short revel and suddenly the once dead Baron appeared in his court again alive and well looking as if he just rolled off the resurrection line. Reacting quickly, Baron Quinn rushed his overthrowers and lashed out a series of blows to at least 6 or 7 of the stunned terrorists before he was again subdued or slain, I'm not really sure. In all it was very well planned, executed and taken quite well by all party's concerned. I offer a hardy slap on the back to Baron Quinn and his guards for reacting so maturely. In all it was great fun and I hope that antics like this and others can and will continue to happen. After all, this is all still a game we play, and we should always be willing to play the game.

This would also be a good time to announce the date for our Crown Qualification. May 19 seems to be the best date. The event will be held at Tanglewood (Lakeside Park in Duncanville). Weather permitting, the event will be done in one day and starts at 11:00. Voting for the Monarch and Consort positions will begin at 5:00 pm with an unofficial tally announced as soon as possible. An after hours revel has been mentioned, though the search for a sponsor is still going on (hint-hint).

I would also like to offer a word of thanks to all of the travelers from afar who made the journey to help us celebrate our 2nd Anniversary. Unfortunately the lady(?) of the woods was all to present and her powers of misery and her chilling touch overwhelmed even our best and hardest warriors. Thanks to Semaj, and his roomie Corsairs for allowing us to all drown our sorrows and tend our wounds and revel to the wee hours of the morning at his humble abode. The revel was about all that did go right that day. The day's planned events were somewhat thwarted by the chilling winds and ever threatening, swollen clouds that loomed overhead. The quest was won by the visiting Isocarrians, Esuom and Morika. Very smoothly won I might add. The planned war-events went well, at least til the food showed up. It was determined that Lorin of the Corsairs, Burning Lands edition, was well on his way to taking the tourneys, so in the pursuit of inter-kingdom relations he was awarded the prize for the tourneys. The cultural events never went off, which could just go to show that us Barbarians, cretens as we're sometimes referred as, don't have all the luck in the world when dealing with cultural events.

Upcoming we have the coronation of Iron Cloud in May and our own Coronation

in June. Is it any wonder that we ever get a month off. Meanwhile we should all start planning ahead for the Gathering of Clans in July. Unti we meet again...

King Nevron, Rex

*King Nevron, Rex*



Always chasing those who run  
Maybe sometimes you wish for a gun  
Though that would be unlawful  
Going forever is awful!  
Unknown is their plan of attack  
Always someone behind your back  
Raging for the ennemy is the thing to do  
Death is the only decision left up to you.

Tyranny Bathory

*Tyranny  
Bathory*

Greetings:

I'm sure all of you know that it is now time to start planning for the upcoming Qualifications and Coronation for the Emerald Hills. Though those who are responsible for this planning are doing their job, any help from the populace will be appreciated. Not many of you know how much work is involved with these events, but, alas, it is a monumental project. It not only takes time and patience, but also alot of footwork. Any ideas, donations, or time from you shall be rewarded (with our sincerest thanks if nothing else).

Along the same lines, the Kingdom funds are, at this point, moderately well, but for us to have an exceptional Coronation, we need to have more monies. whether it be by donations or by dues, please try to help us out. Those who are able to donate have, and realistically they cannot give anymore. Any ideas on fund raisers that we can do in the next month will also help. Remember that we either give now and Coronation will be cheaper or give at Coronation at a more expensive price.

This next subject is directed to our outlying Barony's. There seems to be a problem with producing newsletters in these far lands. As stated in the Corpora, a newsletter should be published at least bi-monthly. The best way for us to know what is going on in your lands is for us to receive a newsletter. Other-wise what we know is by word of mouth. Lets try to get one published.

Until we meet again, I remain

Yours in Service

*Baroness Aislinn*

Baroness Aislinn

Prime Minister

Emerald Hills



POPULACE CREDIT LIST

Cutter- 15 arc, 21 wiz, 19 scout, 1reeve, 2 monster  
Taldak- 2 arc, 3 ass, 2 bar, 12 bard, 2 scout, 47 war, 1 reeve, 6 monster  
Stratos- 19 arc, 7 bar, 2 war  
Gwindon- 72 ass, 15 wiz  
Septu- 1 ass, 30 war  
Dread- 7 ass, 73.5 hea, 6 war, 1 reeve, 1 monster  
Xyphus- 66 ass  
Dallen- 13 ass, 20 war, 19 reeve  
Kurrus- 5 Ass  
Tarl- 19.5 ass, 21 war  
Cedric- 1 ass  
Sleth- 2 ass  
Garath- 1 ass, 65 wiz, 30 scout, 1 war, 2 reeve, 2 monster  
Nevron- 33 bar, 62 A-P, 3 monk, 2 scout, 2 reeve, 7 monster  
Taz- 36 bar, 9 hea, 5 Paladin, 1 reeve  
Semaj- 26 bar, 1 war  
Cain- 63 bar, 3 war, 1 reeve, 4 monster  
Lung- 37 bar, 1 monster  
Parasite- 15 bar  
Plague- 6 bar, 72 druid, 2 monk, 5 war, 1 reeve, 1 monster  
Shorn- 1 druid, 29 monk, 1 scout  
Selka- 62.5 hea, 3 reeve, 2 monster  
Tyranny- 60 hea  
Dougan- 1 hea, 31 wiz  
Xenos- 30 hea, 68 war, 1 monster  
Alessandra- 13 wiz, 36 Paladin, 5 reeve, 1 monster  
Astor- 35 wiz, 2 war  
Mosher- 20 war, 1 monster  
Palladius- 7 war  
Naft- 7 war  
Aislinn- 29 reeve, 1 monster

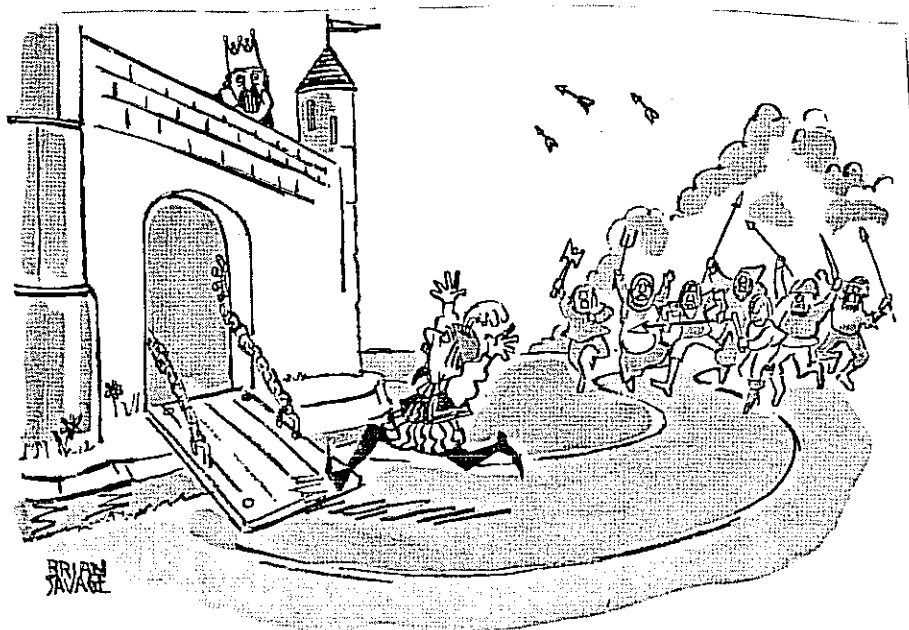
These credits do not  
include fighter practice.  
Those credits shall be  
included in the next  
edition.

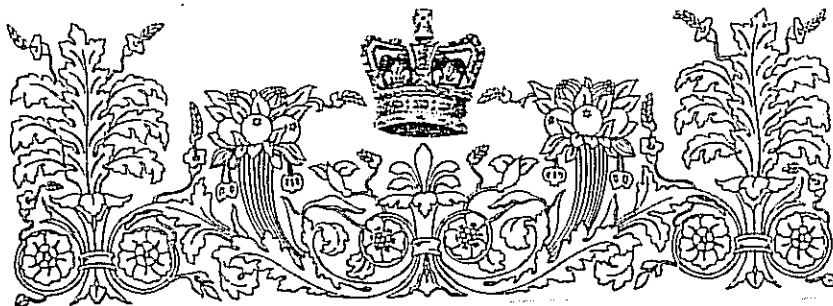


DUES PAID LIST

exempt: Nevron  
Selka  
Aislinn

Avatar	through	4-90
Darelouth		4-90
Sorka		4-90
Dallen		6-90
Xenos		11-90
Maiv		8-91
Mary Brooks		6-90
Mavon		6-90
Palladius		7-90
Parasite		8-90
Tyranny		8-90
Naft		8-90
Semaj		8-90
Tarl		4-90
Cedric		6-90
Lung		6-90





Disclaimer (The opinions expressed here are compiled from personal experiences and a little publication called "Sounding" by Economics Press, Inc. While I have applied it to Amtgard it is by no means meant to be a personal attack on any one.)

It has been said that you must get along with people to succeed. Regardless of where we are, be it at school, at work or in our fantasy club. We can never avoid other people or their opinion of us, or their influence in our lives.

No one can teach us fully the art of getting along with people. The fundamental principles can only be learned. It takes tolerance for another's opinions and manner; it takes courtesy, cheerfulness, intelligence, and character.

Taking on the position of Monarch is difficult; and not very rewarding. Does that mean you make all the decisions? It shouldn't. What it means is that you are responsible for all the decisions. If some of those decisions don't work out right, it's up to you to do something about it.

The best solution, if you can find capable assistants, is to turn part of your responsibility over to them. Amtgard is set up to help that way with Prime Minister, Guild Masters, etc. Make them responsible for run of the mill game decisions. If something unusual comes up, or if they are uncertain about something, you expect them to consult you.

But what about the important decisions? The responsibility is yours alone. But don't be afraid to seek the opinion of the group. Talk over the situation with them. Then put all the advice together, using your own common sense, reach a decision. If you can't treat being Monarch as a job and a responsibility don't run! The whole kingdom rests on you for six months. You can't take it as a time to play an alternate character with no dues and all fun. It has its moments of joy if your people are behind you. Make them proud that you served. Get them behind you pulling for the same goals.

Try a little humor. Don't get so full of your self that you can't laugh at yourself. After all this is just a fantasy. Keep a perspective on this Monarch stuff. We are out here to have fun. But having fun does not mean stepping on other peoples toes. No Monarch should condom stealing; no matter what name you dress it up under. Losing your belonging no matter the value; is no fun. It is a bad game in Amtgard is should never been allowed to start. The whole kingdom will suffer for it in the long run.

Lastly, if you offend someone apologize sincerely, openly and honestly. Whither you meant for the problem to occur or not. There is nothing worse the a "greater than thou" faux king or queen, or even peasant.

This Kingdom is only two years old the end of March. How many faces have come and gone. Why? If we are to survive as a real group there must be more to tie us together than Saturday in the park. Has wearing the crown of the Emerald hills become something no one wants?

The last of the  
Freehills Rebels

A UPDATE ON GAME ETIQUETTE  
(OR THE ANTI-PALADIN RULES ON ETIQUETTE)

THE FOLLOWING IS ABSOLUTE, NONE OF THE FOLLOWING CONDITIONS REALLY SHOULD BE USED, BUT WHEN ALL ELSE FAILS AND THE ENEMY IS'NT AROUND TO SAY OTHERWISE.....

1. RATHER THEN EVEN TRYING TO USE A HOLD TO GATHER OR RETAIN SPENT ITEMS, JUST USE A WANDERING DEAD PERSON TO TOSS YOU BACK YOUR STUFF. BESIDES THE REEVES ARE TOO BUSY CLARIFYING THE RULES TO GET YOUR STUFF BACK.
2. WHEN FACED WITH CERTAIN DEATH AND THE MASSES ARE CLOSING IN ON YOU, FAKE A NECK OR HEAD SHOT AND SLOWLY MAKE YOUR WAY AWAY FROM YOUR NOW CONFUSED ENEMY. THIS PLOY WORKS, BUT SHOULD ONLY BE USED BY US TRULY EXPERIENCED FIGHTING TYPES.
3. IF YOU NEVER DIE, YOU'LL NEVER HAVE TO WORRY ABOUT WHERE YOU PRODUCE YOUR SELF ALIVE. IF YOU DO FIND YOURSELF ACCIDENTLY BEHIND YOUR ENEMY BEFORE YOUR NEXT LIFE HAS BEGUN THEN JUST FORGET TO CALL YOURSELF ALIVE AND JUST KILL THE POOR GUY. HE'LL BE SO MAD ABOUT NOT SEEING YOU, YOU CAN RUN TO ANOTHER SIDE OF THE FIELD BEFORE HE CAN ASK YOU ANY INCRIMINATING QUESTIONS
4. IT'S NOT ONLY HONORABLE BUT IT'S ALSO HIGHLY STUPID TO RETURN YOUR OPPONENTS DAGGERS, JAVILINS, AND OTHER PETTY ITEMS (INCLUDING SPELL BALLS). LUCKLY IT NOT MANDATORY AND MOST TIMES IT WILL ONLY DELAY OR STOP PLAY. BUT IF SOMEONE DOES MAKE THE GRAND JESTURE THEN BY NO MEANS SHOULD YOU SLAY THIS PERSON. ATLEAST NOT UNTILL HE'S TOSSED YOUR POSSESSIONS BACK.  
THEN YOU CAN USE YOUR RETURNED ITEM TO KILL THE POOR SAP, THANKING HIM FOR THE SECOND CHANCE.
- 4(A). IF YOU ARE ONE OF THOSE PEOPLE WHO GET OFF ON THROWING YOUR WEAPONS AT YOUR ENEMY, THEN BY ALL MEANS USE THIS RULE AND ASK FOR YOUR WEAPONS BACK JUST BEFORE YOU RUN OUT. THIS PLOY CAN ALSO BE USED TO DELAY YOUR DEATH WHEN BEING SURROUNDED.
5. WHEN IT COMES TO YOUR 300 COUNT FOR THE VARIOUS SPELLS, DONT WORRY ABOUT COUNTING AT ALL. JUST STAND AROUND LIKE A USELESS CORPSE TILL ANY AND ALL DEADLY THREATS TO YOUR PERSON HAVE LEFT THEN SPRING INTO ACTION AND SLAY ALL THE FOOLS WHO HUNG AROUND TO LONG. IF THE ENEMY HANGS OUT WAITING TILL YOUR COUNT IS UP, THEN SPARK UP A CONVERSATION WITH YOUR ENEMY ABOUT HIS BATTLE FIELD EXPLOITS AND DRAG IT OUT AS LONG AS POSSIBLE. EITHER THE ENEMY WILL SLOWLY DRIFT AWAY OR MORE OF YOUR TEAM WILL APPEAR AND YOU CAN SPRING INTO ACTION WHEN ALL EYES ARE OFF OF YOU.
6. WHEN YOU DO DIE, IT'S SOMEWHAT PROPER FOR YOU TO STAND IN YOU DEATH SPOT, TRYING TO CATCH THE ATTENTION OF ANYONE WHO EITHER HAS A RESSURECTION SPELL OR KNOWS SOMEONE WHO DOES. DO THIS FOR ATLEAST A 100 COUNT (A SLOW ONE AT THAT). IF ONE OF YOUR OPPONENTS SAYS SOMETHING ABOUT YOUR SOMEWHAT AWKWARD MOTIONS, JUST MUMBLE SOMETHING UNDER YOUR BREATH ABOUT ALL THOSE CONFOUNDED ANTS AND SLOWLY MAKE THE TRIP TO NIRVANA.
7. THE BANG SPELL-USED BY ALL OF THE MOST EXPERIENCED SPELL-CASTERS AND SOME LESSER WIZARDS. THIS SPELL IS OF GREAT USE WHEN FIRST STARTING A BATTLE-GAME, AS THE ONLY COMPONENTS NEEDED ARE PRE-ATTACHED YELLOW STRIPS TO THE WIZARDS TEAMMATES POSSESSIONS AND HAVE NO ENEMYS OR REEVES IN SIGHT.

THIS SPELL IS USEABLE WHEN NEAR A REEVE BUT HE MUST BE ONE OF THOSE LIBERAL REEVES. TO CAST THE SPELL THE WIZARD SIMPLY ASK THE RECIPERAT WHO HE WANTS THEN GRASPING THE APPROPRIATE ITEM SAYS "BANG" AND THUS ONE MAGI ITEM IS MADE, OR ONE MAGICAL PROTECTION IS GIVIN AND SO ON. IN THE CASE OF MULTIBLE ENCHANTMENTS, THE WIZARD STATES "BANG BANG".

IMPORTANT: IT SHOULD BE NOTED THAT THE BEFORE WRITTEN PASSAGE IS BY NO MEANS LAW AND THE WISE AND ALL SEEING REEVES WILL PROBABLY SAY SOMETHING TO THOSE THEY CATCH USING ANY OF THE ABOVE SUGGESTIONS ATLEAST I WOULD HOPE THEY WOULD.

DEGENERATELY YOURS,



## FALCONS

by

Mary D. Butler

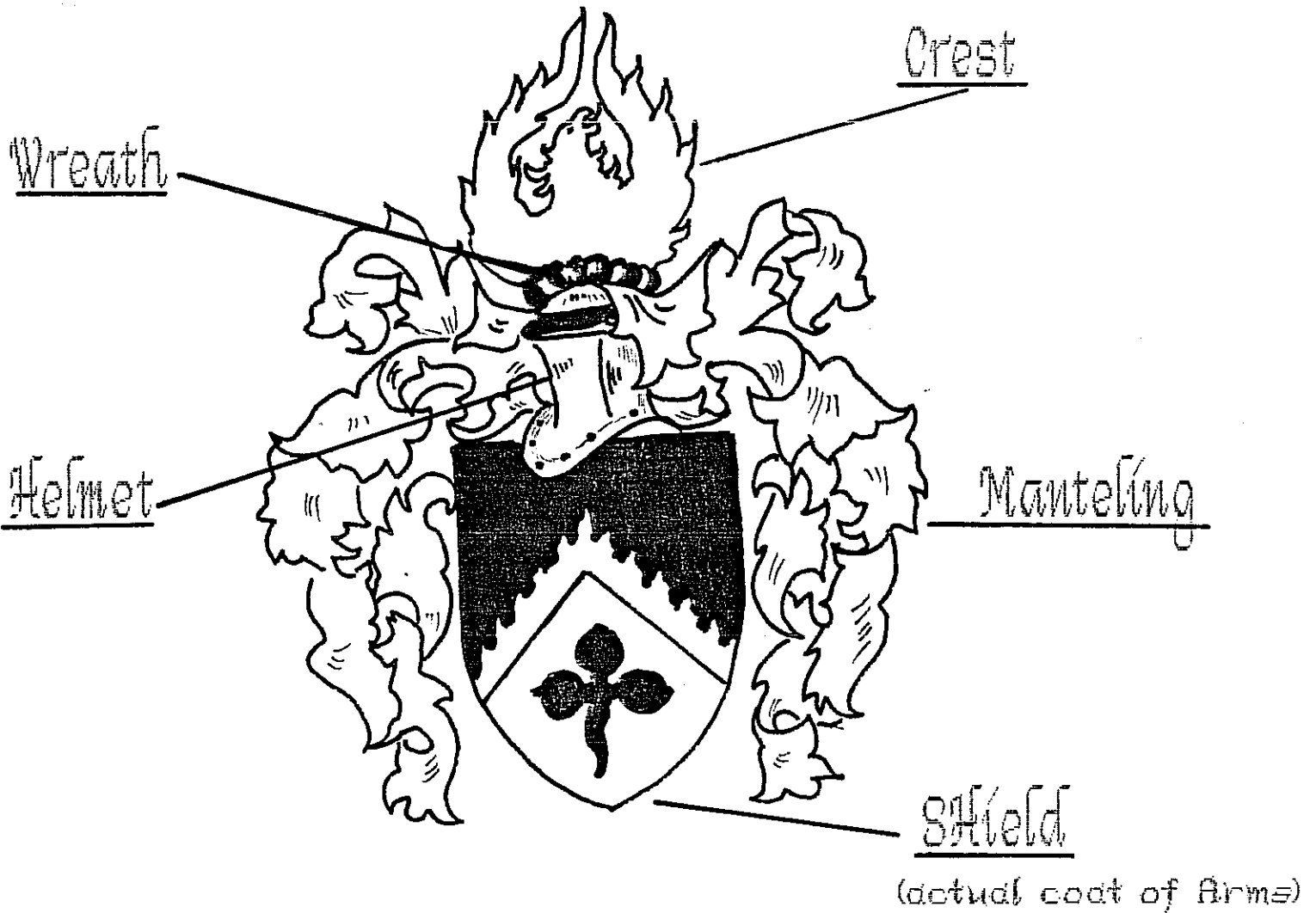
Scream your eerie cry upon the winds.  
Stretch your wings to comb the tangled sky.  
Glide unfettered, wild heart soaring in your breast,  
Until exhausted in the nest you lie.

Long I watch, supine upon the field,  
The summer sun a brand upon my breast.  
With you my spirit soars, unbound by blood or bone  
To earthly cares that would disturb my rest.

Deep within me beats a longing fierce  
Enough to match your fiery will.  
With patient time you would sit docile on my wrist  
And then at my command would make your kill.

Yet fly on, I would not harm you so,  
Your beauty does but with your freedom lie,  
And I would join you, could I shed earthly bonds of flesh  
Upon my soul. Then with you would I ever fly.

# The Make up of the Coat of Arms



The shield is the main and essential part of your Coat of Arms.

### **Crest**

The crest had its pre-heraldic history in the crests of the Greek helmets, the wings, the wild boar's and bulls' heads of Viking headpieces. The crest named by the French "cimer", distinguished one knight from another on the battlefield and in tournaments. The crest, in heraldry, is an addition made later and it is not used by every family.

### **Mantling**

The mantling comes from the French word "manteau". It is a cloak attached to the top of the helmet under the wreath. It fell loosely over the knight's or crusader's shoulders as protection against the rays of the

Eastern sun, and also to preserve the accoutrements from rust.

## Wreath

The torc or wreath was used to secure the mantling to the mantling to the helmet. It was formed of two pieces of silk plaited together by the lady who chose the bearer for her knight.

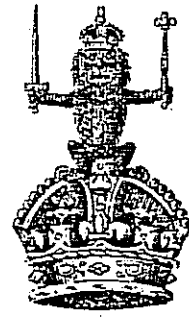
## Helmet

The helmet, known in heraldry as the "helm", was wore in battle to protect the wearer from head and facial injuries. With the visor closed it was not possible ot recognize one knight from another, hence the need for amorial bearing is apparent





## Heraldic Colors



**Or.** Yellow or Gold: It denoted generosity and elevation.

**Argent.** White or Silver: signifies Peace and sincerity.

**Sable.** Black: Constancy and sometimes grief.

**Azure.** Blue: Signifies loyalty and truth.

**Gules.** Red: Denotes military fortitude and magnanimity.

**Vert.** Green: Signifies hope, joy and loyalty in love.

**Purple.** Purple: Denotes royal majesty, sovereignty and justice.

**Tenne.** Orange: This color is used very little. It was said to signify "worthy ambition."



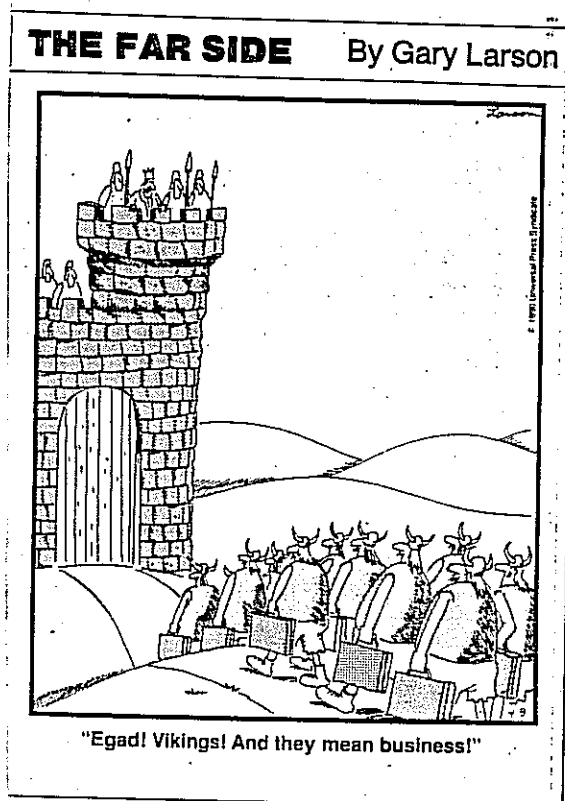


On his long voyage to return,  
He came upon a castle fit to burn.  
His horses and he laid seige by themselves.  
If you don't count the army of 1/2 elves,  
Who really did most of the work.

He returned with plenty of loot to his home,  
His hair so scraggly it wouldn't comb.  
His servants no longer obeyed his whims.  
So he hacked off everybody's limbs,  
And spent all his loot on new servants.

So, you see, it matters not how tough you are,  
Or if you even journey very far.  
All that matters is if you're a good master,  
And get back a lot faster,  
So your servants memory's don't fade.

Cynewulf Plague



## THE WARRIOR

There once was a warrior named Se-Mack,  
Who loved to use his axe to hack.  
He'd jump into a fray,  
Just to hack and slay,  
Then go home to eat without washing.

One day, on a journey he departed,  
Axes and swords his horses carted.  
He returned very soon,  
For that stupid old goon,  
Had forgotten to pack his food.

He now at last, was ready to leave,  
For many a head he was yearning to cleave.  
He rode into the rising sun,  
Dreaming of how he would have fun,  
And of past adventures and encounters.

Suddenly lo and behold, before him appeared,  
Scores of peasants who jeered.  
They jeered not at Se-Mack,  
Or their heads he would surely crack,  
Nay, they jeered at a defeated Knight.

This was no ordinary, run-of -the-mill Knight,  
But the fearsome, mighty Sir Kyte.  
Se-Mack had heard the tale of how  
Sir Kyte ripped the head off a cow,  
For simply not producing enough milk.

He helped the fallen Sir Kyte up,  
Who in return invited him to sup.  
He told him of his troubles,  
Fighting too many dragons in double,  
And thus he finally had faced defeat.

That night a deal was struck,  
They'd team together-- what luck.  
The two departed at dawn,  
Leaving a neighbor to mow the lawn,  
And began their quest for dragons in stereo.

After weeks and weeks of looking,  
Se-Mack got tired of Kytes cooking.  
Pissed-off at his fellow,  
For his stomach was no longer mellow,  
Se-Mack journeyed off by himself.