

Freedom is paid for in blood and loyalty.

# ECHOES OF THE HILLS

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July 2010

v.45 i.1

[www.amtgard-eh.com](http://www.amtgard-eh.com)

## Midnight Sun turns twenty years old! Happy Birthday MS!

### HEADLINES

#### REIGN 45 OFFICERS

Get to know your kingdom officers!

*Continued on Page 2*

#### Kingdom Calendar

Want to know what's going on in the kingdom?  
Check out the official kingdom calendar!

*Continued on Page 3*

#### NEED A PLACE TO PLAY?

Check out the kingdoms exhaustive list of

*Continued on Page 3-4*

#### BOD MINUTES FOR 7.17.10

Check out the BOD minutes for July!

*Continued on Page 5*

Echoes of the Hills is a continuing newsletter donated by members of the kingdom for the benefit of the kingdom of the Emerald Hills. Interested in providing material to this publication? Let us know!



*Sir Darkangel and Duke Elder celebrate Midnight Sun's 20th anniversary!*



*Happy 20th Birthday Midnight Sun*

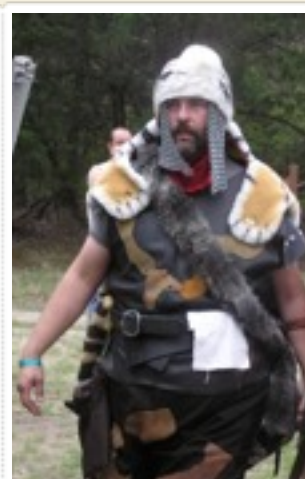


*Birthday Spankings*

“Unifying citizens of the EH under one common banner since 1988.”



*Mertag and Aria - Artus Pass' newest officers!*



*Torgas - Artus Pass Champion*

## EMERALD HILLS REIGN 44 OFFICERS

MONARCH: Baron Darktigger

REGENT: Cynisca

CHAMPION: Sir Darkangel

PRIME MINISTER: Lady Carmony Uziel

TREASURER: Duchess Reine Von Doom

### The Class Guildmasters

Anti-Paladins Sir Nevron

Archers Lord Asmodius

Assassins Duke Sutra Bahuas

Barbarians Master Seal

Bards Master Seal

Color Tuk!

Druids Sir Kenta Redhawk

Healers Tuk!

Knights Sir Forest Evergreen

Monks Lady Crimson Witch

Monsters Duke Elder Vermilion

Paladins Sir Forest Evergreen

Scouts Sir Kenta Redhawk

Warriors Connor Sleight

Wizards Cynisca

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## KINGDOM CALENDAR

REIGN 45

## July 2010

- 3 Sat Kingdom Officer Visit at [Red Storm](#)
- 4 Sun Kingdom Officer Visit at [Riverstone](#)
- 4 Sun [Artus Pass Coronation](#) at [Artus Pass](#)
- 10 Sat [Ballad of Warriors](#) at [Riverstone](#)
- 10 Sat RGK work Weekend at [Tanglewood Forest](#)
- 10 Sat MWG Dollar Tourney / Kingdom Officer Visit at [MWG](#)
- 11 Sun Kingdom Officer Visit at [Artus Pass](#)
- 17 Sat [Midnight Sun 20 year Event and Coronation](#) at [Midnight Sun](#)
- 18 Sun Kingdom Officer Visit at [Kings Point](#)
- 21-25 Wed-Sun [Gathering of the Clans](#)

## August 2010

- 20-22 Fri-Sun CK Midreign TBA
- 28 Sat Weapon Master/Dragon Master at [Five Banners](#)
- 29 Sun Dragon Master at [Riverstone](#)

## September 2010

- 4 Sat Prime Minister Elections/Weapon Master/Dragon Master at [Mourningwood Glen](#)
- 5 Sun Prime Minister Elections/Dragon Master at [Artus Pass](#)
- 10-12 Fri-Sun Midreign XLV at [Tanglewood Forest](#)
- 17-19 Fri-Sun Tal Dagore Coronation at Tal Dagore
- 18-19 Sat-Sun Kingdom Althing Kingdom
- 24-26 Fri-Sun Wetlands Midreign TBA

## October 2010

- 14-17 Thurs-Sun [World Banner Wars XI](#) at [Tanglewood Forest](#)
- 30 Sat Monster Bash at [Midnight Sun](#)

## November 2010

- 12-14 Fri-Sun [Park Battles](#) at Atoka OK
- TBA Sat Kingdom Crown Quals TBA
- TBA Sun Kingdom Crown Quals TBA

## December 2010

- TBA Sat-Sun Crown Elections Kingdom
- TBA Fri-Sun EH End Reign/Coronation XLVI at [Tanglewood Forest](#)

*See something that's not accurate? Let us know!*

## FOCUS ON: YOUR PARK

VISIT A PARK NEAR YOU

### Shire of Midnight Sun:

Baron: Darkangel  
Regent: AlleyCat  
Prime Minister: Elder  
Champion: Rayel

### Duchy of Eagleshire:

Duke: Sir Forest Evergreen  
Regent: TuK! Uziel  
Champion: Squire Lint  
Chancellor: Famous

### Shire of Finders Keep:

Duke: Shades  
Prime Minister: Kelldor  
Dragonspawn

### Barony of Mourningwood Glen:

Baron: Virgil Veneficus  
Prime Minister: Lady Crimson Witch  
Champion: Silvertooth

### Shire of Storm Grove:

Sheriff: Derek Halfhand  
Prime Minister: Siobhan Elnarra

### Shire of Riverstone:

Sheriff: Docsi  
Regent: Cava  
Prime Minister: Blazeirene  
Champion: Coitus

### Shire of King's Point:

Sheriff: Draquonious  
Prime Minister: Cynisca

### Shire of Midnight Rain:

Sheriff: Jasum Edge  
Prime Minister: Jack Nayr  
Regent: Zenhei

### Shire of Five Banners:

Chief: Alby Kazan  
Speaker: Connor Sleight  
Shaman: Karasu  
War Chief: Kaiden

### Shire of Soul's Crossing:

Monarch: Crunchu Head-Taker  
Regent: Valandar of the Empty  
Tankard  
Prime Minister:  
Champion: Lighthawk

### Shire of Red Storm

Sheriff: TigerHawke  
Prime Minister: Ghosttiger  
Champion: Dragonfire

### Shire of Sequoyah Thunder:

Sheriff: Swagga  
Prime Minister: Hisui

### Shire of Artus Pass:

Sheriff: Aria  
Regent: Mertag  
Prime Minister: Eniad Norreh  
Champion: Torgas McGregor

### Shire of Razor Hills:

Sheriff: Colwarn  
Regent: Derek Bross  
Prime Minister: Moose



*Birthday Bash cake seen at this years Emerald Hills/Artus Pass Birthday Bash!*



*King Darktigger*



## BOD Minutes for 7.17.10

Board of Directors Meeting

### **Members Present:**

Kala Schmitto (Corporation Treasurer)  
John Elder (Secretary)  
David Lessman (Corporation President)  
Paul Barnett II (Member)  
Tiffany Jackson (Member)

### **Members Absent:**

Susan Stimmel (Member)  
Misty Stevens (Vice President)

### **Guests:** MamaTigger

### **Old Business:**

1) Past Treasury Reports: The past 2 years of bank statements have been reviewed and the BOD is satisfied that there was nothing malicious about the previous Treasurer's failure to produce treasury reports. Kala motions to not attempt to reconstruct past treasury reports because of the high costs of requesting copies of individual checks due to our recent bank move and closing of old accounts. Due to the changes made requiring the Treasury Reports to be available for viewing at each BOD meeting this should not be an issue moving forward. Paul Barnett seconded. Motion passes 5-0-0

### **Park Update:**

1) New park Caledonia, in Bartlesville, OK. Petitioning contract received and signed.  
2) New park Recopolis, in Nowata, OK. No Update.  
3) Summer Park review conducted: Storm Grove has just reformed, action tabled to see if they are successful in restarting, Sequoyah Thunder appears to have disbanded. If confirmation of their disbanding cannot be found the President will send a letter starting the dissolution of their contract with the EH.

### **New Business:**

1) Dreadmoor addendum: The BOD has received a draft of the Dreadmoor park contract addendum. Wording issues were discussed and changes suggested, new wording will be reviewed at next meeting for approval.  
2) Treasury report was reviewed and verified current.  
3) Monarch requested "Senate approval to go to war with the Wetlands over Monkey and Parrot abuses. Proof of abuses will be provided at the next BOD meeting." Paul Barnett seconded. BOD approved the Monarch's request 3-0-2  
4) Next meeting scheduled for noon on August 7th at Treasurer's house.  
1:15 PM John Elder motioned to Adjourn, Paul Barnett seconds. 4-0-0

*Tavern in Tanglewood aka TiT!*



# The Misadventures of Docsi the Mad Dwarf

by Docsi

About 40 years ago a young dwarf named Elwyn was out alone hunting the hills around the mines. He set camp one night and as he slept a young hill giantess came upon him. Thinking to keep the dwarf as a pet, she grabbed him up and took him away to her cave in the hills. She grew fond of the dwarf and one night after too many barrels of stolen ale, she had her way with him. Well, she just sort of held him down. After the long night of serving as the giantess' love slave...a gruesome job at best, the young dwarf was able to stumble sorely from the cave while the giantess lay passed out among the dirty furs and empty barrels to make good his escape. He returned in shame to the mines of his people hoping to put the entire incident behind him.

Almost a year later this same dwarf received a summons to visit with the clan's priest. Upon his arrival, he heard the wails of a newborn babe come noisily from the priest's office and immediately knew his shame was now known. As he entered, he noticed a large bundle of dirty furs wiggling upon the priest's desk from which the wailing emanated. The priest, without a word, handed the dwarf a wrinkled piece of parchment upon which was scrawled "Dis be da babe o' Elwyn" in crude letters.

Elwyn looked upon the wailing, wrinkled babe in disgust, its brown whiskers jutting this way and that gave clue that the babe was, in fact, dwarven; at least somewhat so. The child was considerably longer than the average dwarven babe and had not quite the same ruddy complexion of most, but there was no mistake the child was indeed Elwyn's. The resemblances were too many to deny. The babe continued to wail as it lay upon its back with its little arms and legs thrashing the air. Taking a flask of good dwarven ale from his hip pocket, Elwyn forced it into the babe's mouth and the wailing and thrashing ceased as it drank noisily from the upturned flask, proving the babe was indeed of dwarven stock.

"Looks like a bloody turtle lyin' there," Elwyn said to the priest, "What am I ta do wit it?"

"Dis 'ere child 'as a purpose Elwyn," the priest replied, "Ye must raise it as yer own."

Elwyn cursed in his native tongue but could not argue with the priest. It was, after all, his shame that had brought the child to his doorstep. Looking upon the babe clutching the flask of ale he nodded, "I'll call 'im Docsi" which is Turtle in the old dwarvish tongue.

The boy grew fast and grew broad and strong. Dwarven ale has that effect on the young. He was soon taller than the other dwarven children, a fact his father never forgot, and soon was so tall that he constantly bumped his head on the lentils carved from the hard mine rock. It was about this time, when the child began his education, that the voices in his head began to speak. That tends to happen when one constantly bonks one's head upon short stone lentils.

# HOW TO HOLD A DEMO

BY FOG OF MOURNINGWOOD GLEN

I am hoping we can have several demos going on that release weekend. Since the goal is to attract fresh blood to the game the more demos the more chances of getting people interested. The more people that post their interest in helping with the demos the better idea we have of how many can be done and where. Optimally I would like to see at least 2 in the DFW 2 in OK and 1 in AK. The more the merrier though!

This of course will take some coordination which is why I wanted to start discussion a few months ahead of time. The sooner we get it planned the sooner it can be coordinated with the theaters and the more likely they are to say "yes" to having you there.

**\*\*Upcoming movie releases perfect for demos:** Clash of the Titans, Robin Hood, Prince of Persia, Xerxes, The Sorcerer's Apprentice, Warlords, Vlad, Chronicles of Narnia, Thor, Dawn of War\*\*

For a bare minimum you want at least 3 people at the demo (though 5-6 is a nice thorough band).

Having a set number of people allows you to relieve each other throughout the day.

3 Person Demo:

1 Barker  
1 Fighter  
1 Flier/Fighter

\*For 5-6 person demo add 1 of each and Fliers can spar together if they are not busy with strays or literature.

**Barker:** Person's duty (preferably a good talker and knowledgeable about the game) will greet people coming in and start a conversation with them and pull them over to where they can see the fighters. Get them a flier. Even if they are not interested see if they know someone that is and get them a flier anyhow. Including how people of different kinds of backgrounds enjoy the game. Firefighters, Programmers, Construction, Musicians, Lawyers, etc.

**Fighter:** Name says it all, will be sparing with another fighter in order to draw attention and give the Barker a chance to show the demonstration to passersby without having to get involved in such a way as to stop giving attention to the viewers. A good demo will have a fighter in lots of armor and 1 in just fighting garb. This allows viewers to see that you can play with or without armor. Switch weapon types often. Have shields, madu, polearm, daggers, and swords. Note: Have enough extra weapons that viewers can handle them and perhaps have a couple shots at each other. Get them involved. If a viewer is interested enough to pick up a weapon the Barker should then politely hand them off to the Fighters and return to the other viewers or gather more.

**Flier/Fighter:** This person handles the literature as needed. If someone gets pass the Barker but is still kind of looking on, hand them a brochure and if they have a quick question address it. If they are a lot more interested than they originally thought try and bring them closer to the barker and politely hand them off and return to picking up strays. Also will assist in demonstrating the fighting aspect of the game. Should be wearing fighting garb but not armor or very little armor.

I think this is an effective way of setting up as the theater likely won't want more than 5-6 crowding the area at the same time. This demo setup allows people within the group to rest by switching up positions or other people to come in and relieve a person for an hour or two. Between ticketing times work on the employees, I guarantee they will find this more interesting than stocking cups or standing at the ticketing booth.

If you can have a table setup it really adds to the organization of it all. Those 4'x4' folding card tables are great for this. Get a table cloth, have your literature stored in a box underneath and have enough on the table for people to grab. If you have enough people to be close to the table perhaps lay some nice garb or armor on it for people to view.

**Literature:** Brochure, Waiver, Class sheet\*, Park Directions\*

**Brochure** will likely be an updated one from 2009 or one we put together as a group via suggestions.

**Class sheet** will list classes/abilities with some role description

**Park directions** will be an extra sheet with directions to the parks that are near the demo or of players parks that are present working the demo. Mainly it is for those lazy people that dont want to look it up online and print directions. It takes away an excuse.

This should give people an idea of what is expected at a demo of this nature. Main thing is to have fun, if you are not enjoying yourself you won't be attracting people to what you are doing. Have a plan for relief players. This really does work when coordinated.

“This should give people an idea of what is expected at a demo of this nature. Main thing is to have fun, if you are not enjoying yourself you won't be attracting people to what you are doing. “

## SUBMISSIONS FOR THE EH ECHOES

SEND US YOUR BEST STUFF!

**Ideas of things you can submit:**

- \* Written entries (stories, poems, etc...)
- \* Photos of Amtgarders at play
- \* Original drawings
- \* Information on your particular park (planned tourneys and A/S events, Park Court, etc)
- \* Recipes
- \* Advertisements for your stores
- \* Information about upcoming Demos
- \* Announcements of scores of your Park Quals
- \* Possibly a feature specifically on the new and petitioning parks

Be creative and let's get this thing off the ground again!

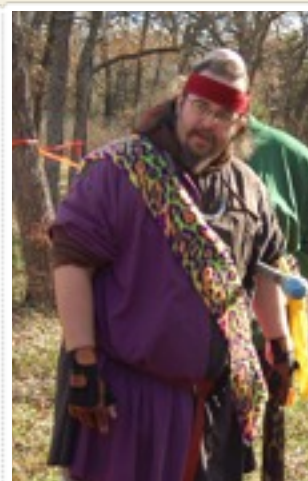
Kingdom Officers - if you would like to make any statements in the newsletter, please send that to me as well.

Park Officers - if you want to submit the results of any tourneys or announce any happenings at your park in the coming months, please send that to me and it can be added as well.

Basically, if you want to see something in the newsletter, put it together and send it over. Maybe we'll use it, maybe not, maybe we'll use it in a future publication.



*Sir Nevron Dreadstar and Duke Elder Vermilion in a kingdom battlegame*



*Sir Rayel Greenholde in Barbarian Mode*