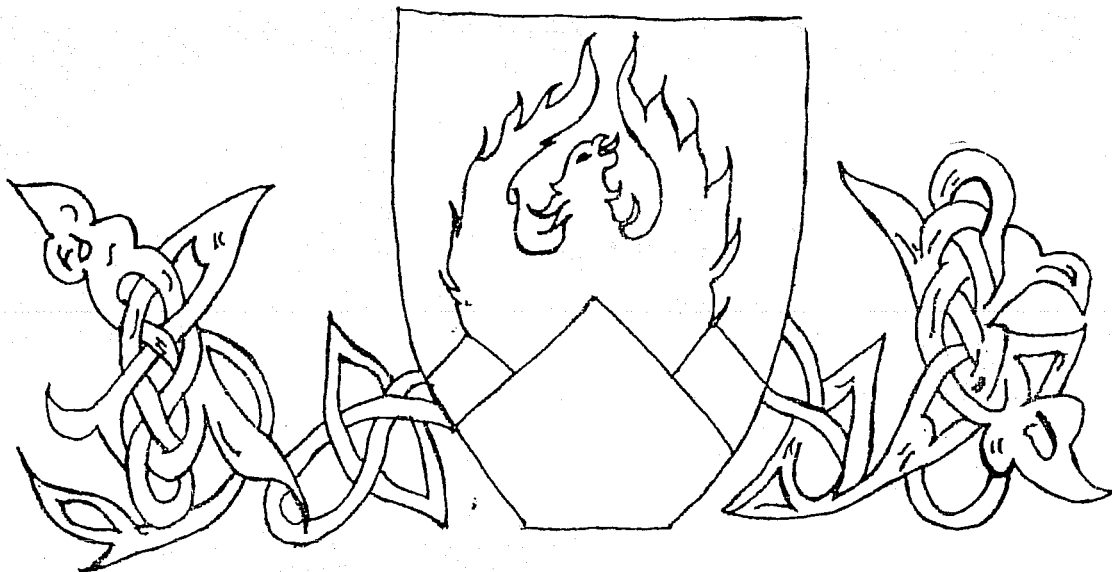


The Kings of the Hills



Reyna
Angel

Vol 5 #2



COURT REGISTER

King Garath Blackhawk
Prince Xyphus Nightblade
Prime Minister Selka
Champion Nevron Dreadstar
Court Herald Kahl Methwyn
Court Mage Astor Lubec
Captain of the Guard Gwindon Blackrose

KING'S GUARD

Alessandra Cheetara Nightowl
Cynewulf Plague
Septu
Arak

PRINCE'S GUARD

Avatar Bloodaxe
Selka Shadowcat
Marcus Nightshade

PRINCE'S DEFENDER

Zark Harlo

GUILDMASTERS

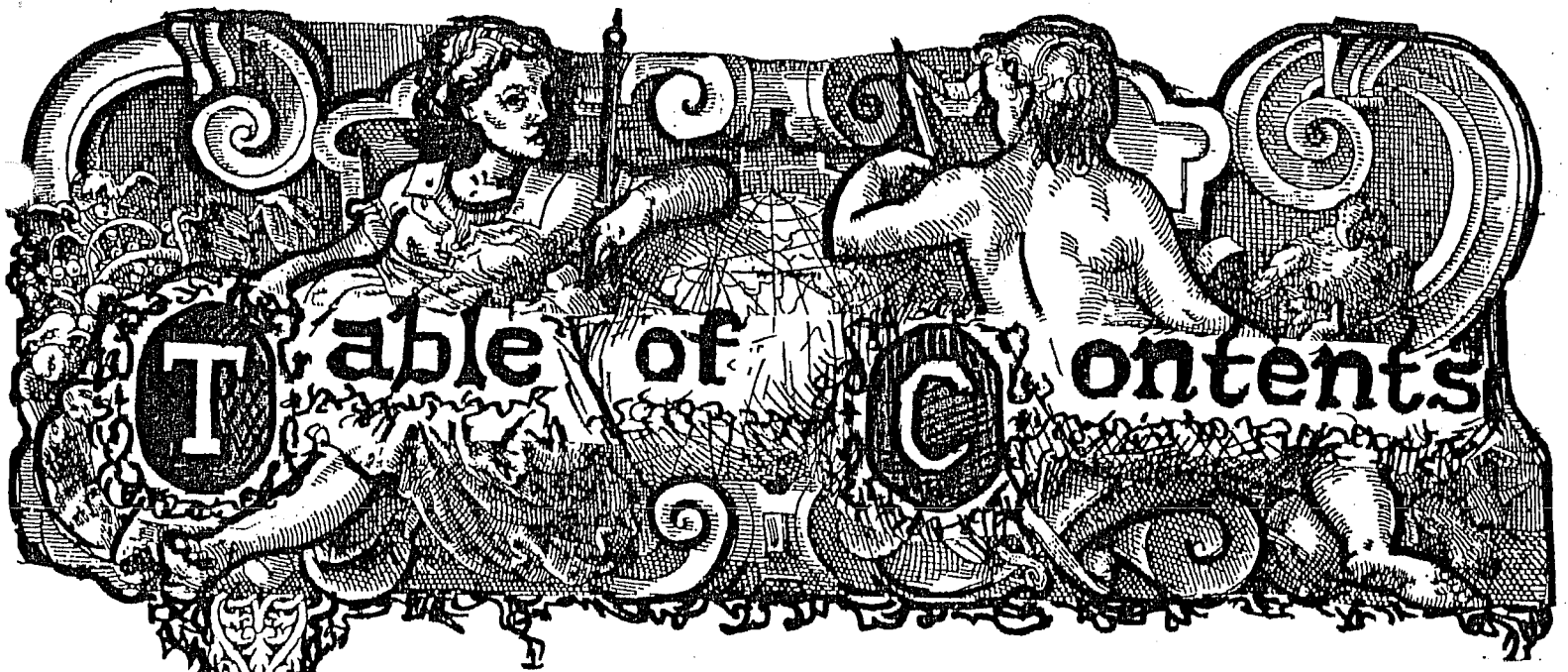
Anti-Paladin: Nevron
Archer :
Assassin : Xyphus
Barbarian : Lung
Druid : Plague
Healer : Selka

Wizards: Garath
Monk : Zark
Monster: Nevron
Paladin:
Scout : Garath
Warrior: Xenos

ARTS & SCIENCES

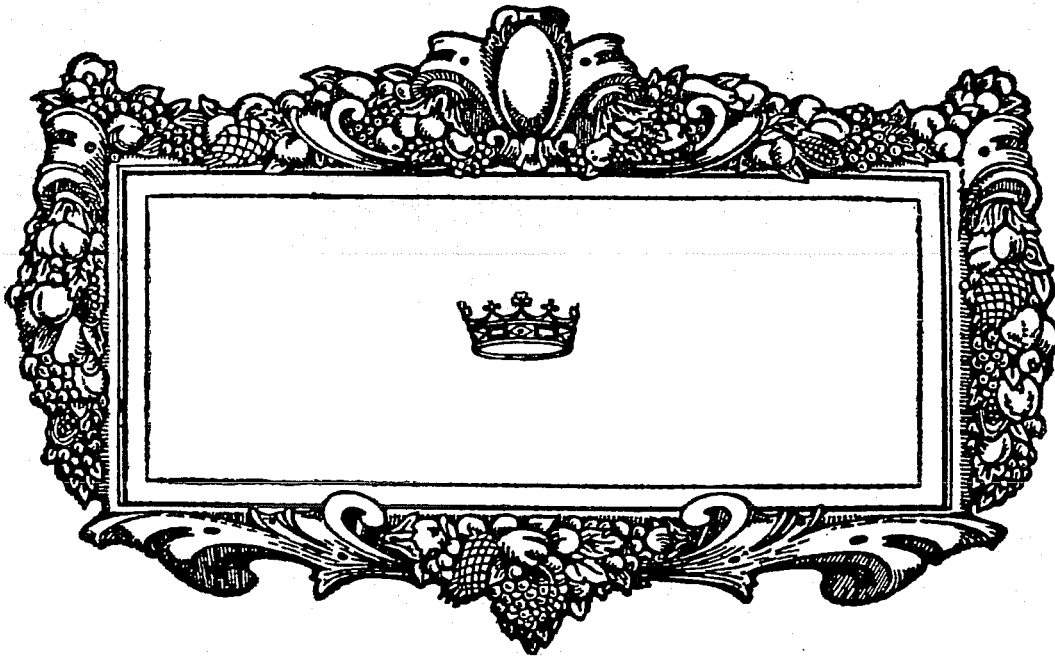
Garber :
Gladiator :
Heraldry :
Weaponsmith:
Art :

Literature: Gwindon
Theatre : Marcus
Reeves : Nevron
Ministrals:



| | |
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| Cover Art | Duchess Reyna |
| Court Register | |
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| Gift of Gold | Jasmine Montoi |
| Poem | Garath Blackhawk |
| The Bard | Cynewulf Plague |
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| A Grieving Situation | Count Squire Master Gwindon Blackro |
| Poem Art | Eleni Gitane Nui De le Mort Alessandra |
| Everything you Always Wanted to Know about the Madu , | Sir Nevron |
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Editor: Duchess Countess Sir Alessandra Asst: Count Squire Gwindon
 Newsletter in 1 month. Calendar of events + qualification - coronation info



Greetings, O Ye Populace.

Yea this our second letter has finally come to hand. Much has gone on these last few months. We have seen the initiation of the Celestial Kingdom consisting of the Kerville and San Antonio Groups. Our fellow monarch being Michael Hammer of God (no not ours), his consort Crystal, and their champion Sir Theo.

Following their coronation was that of the Golden Plains with Flynn Telemon as baron, Eurik Bloodstone as regent, and Caleom as champion. Three weeks later there was the mid-reign revel thrown by Iron Cloud and intermixed the usually blend of politics and rumors.

The opinion on the unification of Tanglewood and Iron Cloud was voted down fifteen to eight and such is how they stand to this point. We are planning a trip soon to Darkenwood to clear up things in those lands and you will be informed when such is done. Until then we would be glad for any discourse you may desire through letters or farspeaker.

Yours in service,

Ard Rhi Sir Garath Blackhawk

Gift of Gold

My lover wounds me with a touch.
He burns deep in my soul.
I long for his passion, his heart so much;
Gifts of blazing fire, Gifts of precious gold.

Jasmine Montoi

Raven winged night
who whispers prophecies
when on my shoulder lites
of a one-eyed man who sees
with wisdom that was bought
though high the price paid
for the knowledge that I sought
but the bargain has been made

So now in agony
I hang upon the tree

Garath BlackHawk



The Bard

There was a man from Amtgard.
Who claimed he was playing a bard.
He tooted his flute,
He plucked his lute,
And claimed it made him hard.
Cynewulf Plague

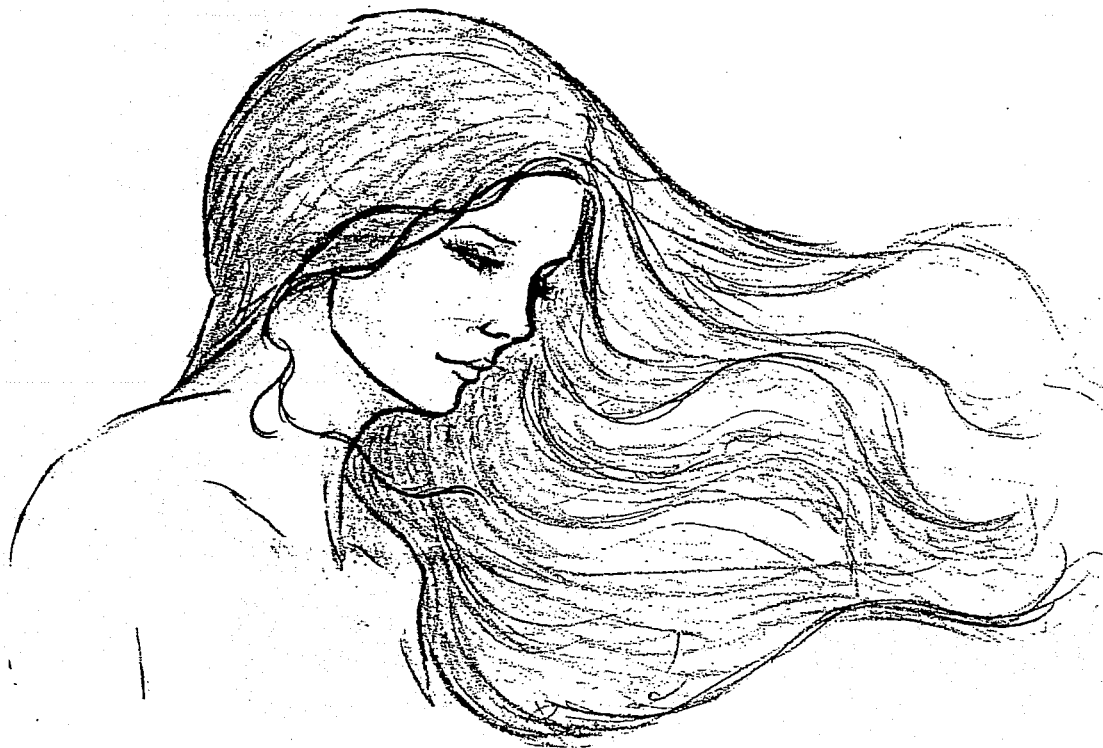
Crystals

Rock crystal is belived by some to be valuable in spiritual, emotional and mental growth. It responds to electricity and electromagnetic waves, reacting to different types of energies by pulling in one energy and releasing another type. The crystal will respond to the electrical rhythm generated by your skin, nerves and muscles. To convince yourself try this experment. Hold the crystal in your hand, sit quietly for a few minutes. Keeping an open mind see if you can detect a faint tingling from the crystal. Part of the intrest in crystals is caused by the interaction with psychic centers in the emotional realm. This is the exchange of vibrations in our DNA genetic material that fall in the same vibrational range as the quartz crystal. For countless years the crystal in the shape of a sphere has provided a opening of awariness for Psychics.

SOURCES

CRYSTAL VISION, INC.
THE WAXING MOON
THE HEALING STONE

REYNA'S CRYSTAL BALL



Amtgard shall always be as one.

Long ago in a Kingdom far far away known as the Burning Lands a visiting wizard bestowed upon Amtgard two talismans of subtle but awesome power. Taking the first talisman which was of a mysterious and lustrous silver in the shape of a graceful bird he said, "this is the talisman of cohesiveness. Honor this relic in your hearts and pea, Amtgard shall always be as one." Our first Burning Lands Monarch bowed low and accepted the gift in all humility and gratitude. He then offered the second talisman which was a bird of pure and pellucid blue and said, "with this ancient Atlantean relic this land shall always be blessed with nature's bounteous moisture and the land forever green and fruitful". Again, our primal Monarch (also known - unfortunately - as Gilos the Clumsy) bowed low but as he reached out in eagerness to accept the second relic he struck the mighty wizard's hand and the relic crashed to the ground breaking into small pieces. King Gilos managed to convince the wizard not to slay him out of hand but in partial retribution the wizard lay the curse of aridity upon the Burning Lands. However, not all was lost; after all we still possessed the talisman of cohesiveness and Lo, we were as one. But, there was a condition to the possession of either talisman. It seems that neither may be retained by any one kingdom for more than seven years and this is the seventh year. Obviously the relic of moisture and bounty (aka the aqua duck) is lost to us for all time but we still retain the beautiful silver bird. Thus, to the incoming crown of the Emerald Hills we pass on for the next seven years that mighty relic which holds all of Amtgard together - the taped duck.

BODY AND SOUL

To be so alone with so many people
Their noise and action around,
To feel so abandoned and yet they're here
No peace from the crowds I have found.
To feel the want and yearnings of love
Without any place to free them.
The time that we share seems so little compared
To the love that forever will gleam.

I see the people who are happy in life
And the envy I feel is so great,
I see their glow and I see their joy
And I wonder if I'll ever rate.
To be with you at dusk and at dawn
To sleep in your arms every night,
To see you come home with that look in your eyes
Would never be anything but right.

I sometimes wonder if the vision I see
Will ever be truthful and real,
The dream in my sleep the look in my eyes
The magic that you make me feel.
Maybe one day as time marches on
And the problems we have far below,
You'll reach out your hand and open your heart
And I'll join with you body and soul.

A.



THE MIND OF ONE

The light is gone
the day's at end
the night has come
I begin to grin.

A whole day's rest
upon my bed,
it's dark again
ideas running rampant inside my head.

The reasons are clear
as sharp as a knife
my enemies lives
ending in death and strife.

Will no one understand
the game I play
doesn't anyone know
I'm pushed into this way?

Unsatisfied I work
to meet my own ends
working with people
making poppets and friends.

To betray a friend
would mean strife within
to betray a poppet
would mean death to them.

Take heed, note of this
are you a poppet or friend
would you like to play a game
and lose out in the end?



ODE TO A TROLL

From the darkness is where it came
Now its time to make its name
In the shadows is its place
To surprize his food and fill his plate
He comes from behind and grabs your neck
Then he'll swing you all around just for heck

Twisting your arms behind your back
Waiting till he hears that funny snap
You feel like dying, you want to forget this place
Thats when he'll spin ya around and slap your face
Holding you at arms length he'll spit in your eyes
Then laugh so hard he'll almost cry

Thats when he'll grab one leg and tear it from the hip
And you'll want to die right there, get it over quick
He carrys a bag so he can take some home
But before he serves you up, he'll beat ya on a stone
So beware all you little twits
His name means death and he carrys a big stick.



NEVRON

A LOVE POEM

I love death, I love the dead
I love the screams, their in my head
I love to kill those effeminate, on any day of the week
I love to destroy those who thing their strong, show-um their weak
I love to watch the blood run off my sword
I love to watch the young, as I cleave them into a smorgasbord
I love the pain and all the suffering
I love those dying, to watch um is so comforting
I love the battlefield and what it brings
I love to help the zombies to eat your brains
I love to walk thru the beaten, stealing their last breaths
But most of all, I Love Death

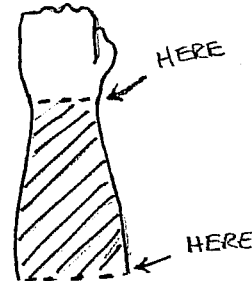
NEV



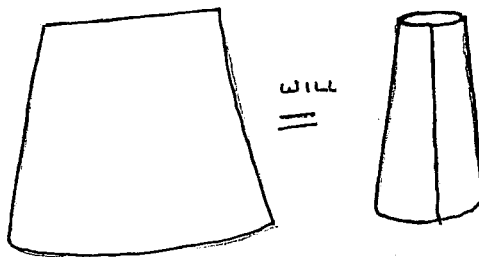
A Grieving Situation

It grieves me so to see how many people in Amtgard do not realize the usefulness of a certain piece of armour known as the grieve. It can come as an arm grieve or a leg grieve, but I will show you how to make an arm grieve in this article. First you will need a few supplies: The leather (of appropriate size, thickness, and color), leather lacing or cord, ornamentation, tape measure, razor blade or scissors, glue (optional), and a hole punch. Once you have acquired these few items you may begin smithing your armour.

STEP ONE: Measure your forearm around the wrist and and the topmost part you want protected, also its a good idea to include a few more in between those areas.

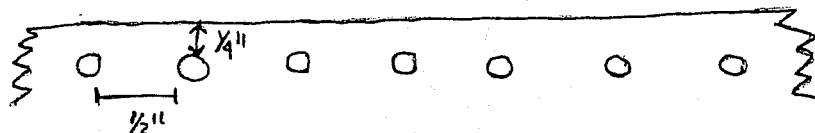


STEP TWO: Mark the leather pieces with your measurements. Once you have made the initial marks you must proceed to draw the basic shape of your grieve. A simple pattern is draw below for your benefit.



STEP THREE: Once your shape is drawn you must cut it out. This can be done with scissors or a razor blade. (The thicker the leather is, the better off you'll be using a razor blade).

STEP FOUR: Now its time to punch the lacing hole. You will need the hole punch to do this. You should space the holes about a quarter of an inch from each other and about an eighth of an inch from the edge. See drawing below.



STEP FIVE: Once your holes are punched you may begin lacing the the grieves or you may add on ornaments, such as studs for armour, feathers, beads, paint, straps, fridge, etc. Almost anything goes. However, I would like to caution the ornamentation should be limited to durable items when dealing with armour.. (unless you wish to repair your grieves every sunday).

STEP SIX: Your done. Now you can show off your new creation, or if your not the type of person who likes to do this sort of thing then get someone else to do it for you, like Gwindon Blackrose. I've heard he does fine work.

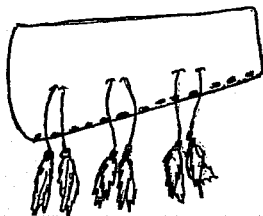
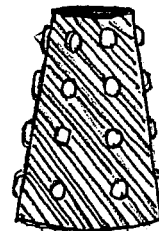
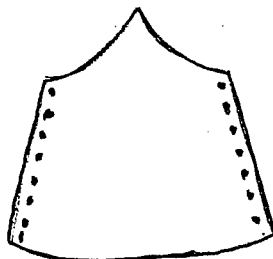
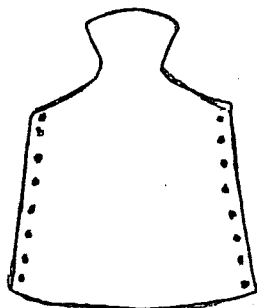
Well until next time this is

Count Squire Master Gwindon Blackrose

signing off.....

Additional Grieve Designs by Gwindon:

*Gwindon
Blackrose*



Of times, beauty and darkness go hand in hand.

More often than not, I believe.

And I hope it is true,

For my life seems dark, though content.

Yet something is missing.

But I am assured that some night
It will come,

Maybe gradually,

And the love of another will make the
Darkness glow.

Not so bright as to blind,

But light enough to illuminate
To see that even in lack of company,

You are not alone.

And as I sit here in the Darkness,

No other person near me,

I am not alone,

And it is beautiful.

Eleni Gitane Nui De le Mort



Everything you always wanted to know about the Madu,
but were to dead to ask.

by Sir Nevron

While preparing my notes to write this article, I was amazed at just how little this weapon is understood by the populace. Few weapons have ever caused so many problems, and seeing as how I happen to be the one person in our lands to use this special weapon it was put to me to be the one to spend hours scanning the rules for any and all information pertaining to the Madu. Unfortunately the rule book wasn't much help.

According to the rule book, page 16, under Notes #7 it says "the term shield is self-explanatory; warboards are shields; madus are considered to be a polearm joined to a shield." Not much help, huh? The drawing on page 19 shows the Madu as having a small to medium shield with either end of the polearm used to stab with. Yet not all madus are made to appear like the one on page 19. I've seen madus as far north as Iron Mountain (Colorado) with larger shields. While in the Burning Lands the shield part is much smaller than the one shown. Still, the difference in the weapons appearance is not the issue here.

I took advantage of the most recent Golden Plains event to speak with a few of the in-the-know Burning Landers and before I left I was given a list of advantages and disadvantages of the Madu. This information comes directly from those who helped to write the rules, so if you still don't like it...tough.

Basically, I was told the madu combines all the advantages and disadvantages of the shield and of a weapon. The shield can be hardened or enchanted, and the weapon part can be hardened or enchanted. Both parts maybe destroyed separately. The shield part can be destroyed by a red class weapon and the weapon part is destroyed by arrow hits. Fireballs, lightning bolts and the sphere of annihilation will destroy the whole weapon.

Of the four spell-casting classes only the bard has no spells that affect the madu. I find it hard to swallow that a non-spell caster such as myself has to be the one to point out to these other classes the few spells that can effect the madu.

Wizards: heat weapon, bladessharp, lightning bolt, fireball and of course the sphere.

Druids: heat weapon, warp wood (if the madu is wood), and shatter.

Healers: curse weapon (may still be used as a shield)

If and when one of the parts of the madu is destroyed then the other part is still useable.

Now that all of you have been instructed in the many easy ways to combat the madu with spells, it should solve some of the problems you have while myself and others use this most versatile weapon. Perhaps you may even see the many facets of the madu and choose to pick-up one for yourself.

By no means will this article answer all the question about the madu. But at least the game won't be slowed as much and maybe certain people won't be so intimidated by the presence of the madu on the battlefield. Remember its only a weapon and all weapons can be beaten. Its the man holding it you have to worry about. Should any of you have any questions please feel free to ask and I'll get an answer to ya as soon as possible.

Sir Nevron
GM of Reeves & Champion V

CAPTURED

The night is still
I'm sound asleep
There is no moon
Blackness falls deep

Suddenly I wake
A sword in my face
Chains on my hands
What a disgrace

I have been captured
I have no defense
My allies have vanished
Nothing makes sense

Locked in a cage
High on a hill
I hear cries of battle
They seem so shrill

Daylight has come
I am still caged
This utter helplessness
Makes me outraged

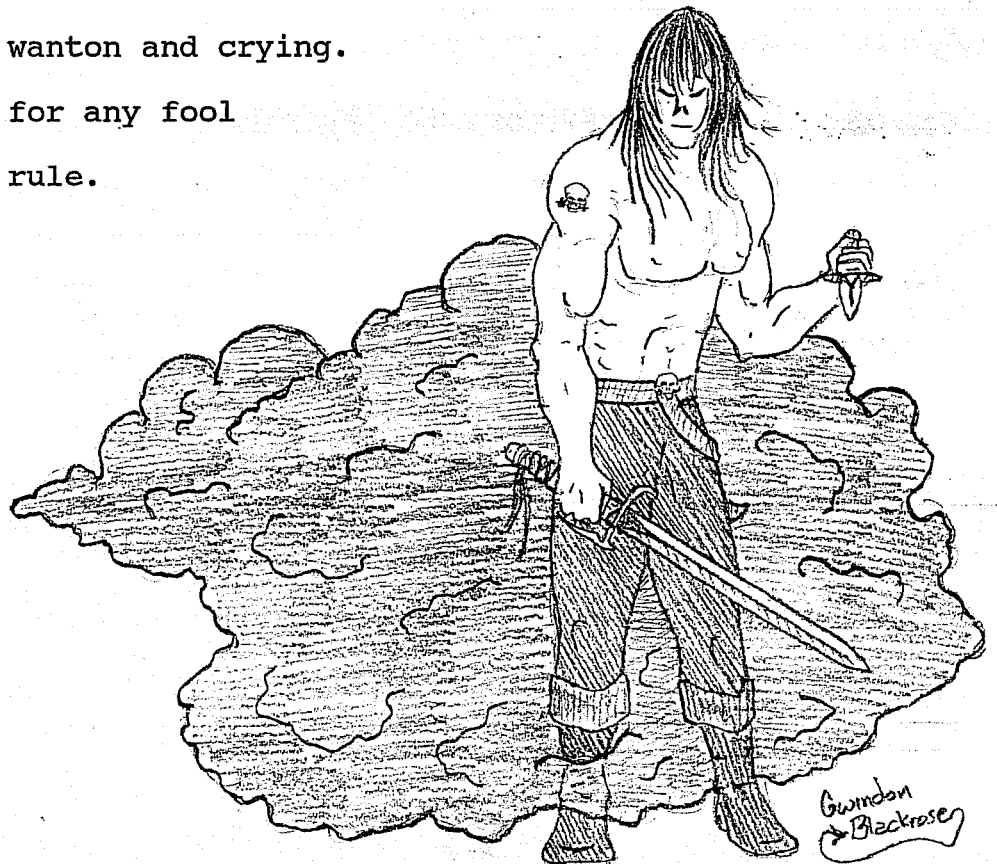
The war is over now
I have not been seen
My allies have gone
What does it mean

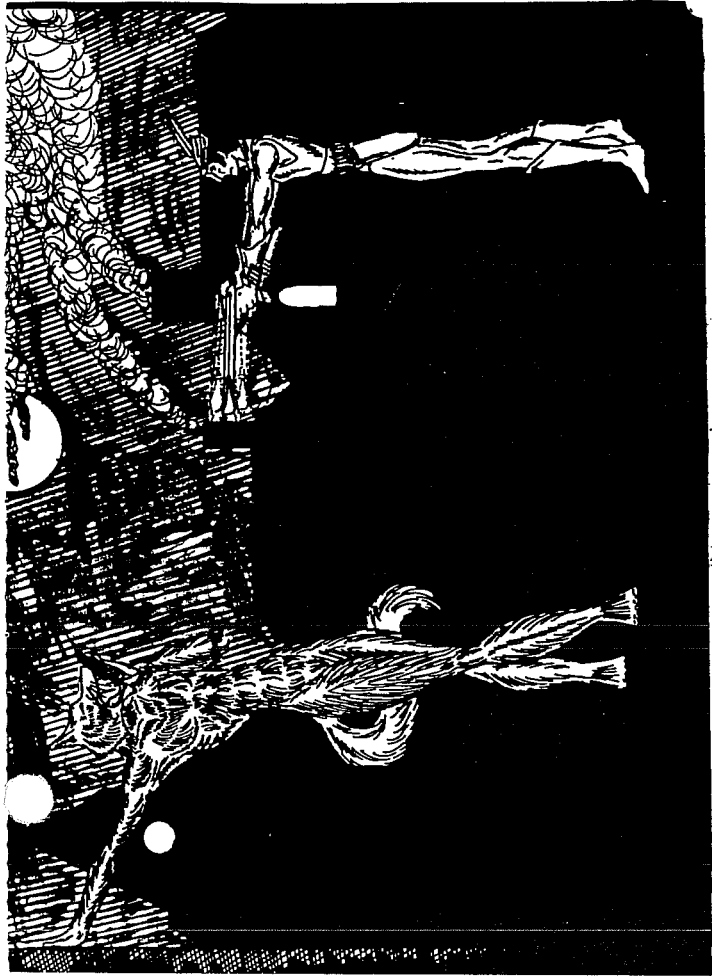
I have been captured
My mind full of fear
My allies have left me
I will soon die here

THE ONLY
BATHORY



Fate Sealer, Death Walker
Deep from within a black wind blows
stronger and stronger the evil grows.
Twisted and turned is his mind
but justice is surely blind.
His eyes glint of horror and hate
his lust a thirst he cannot sate.
A grin so wicked and vile
turns even the earthen bile.
Feeds on pain and dying
leaves humanity wanton and crying.
No mercy has he for any fool
The dark is his rule.



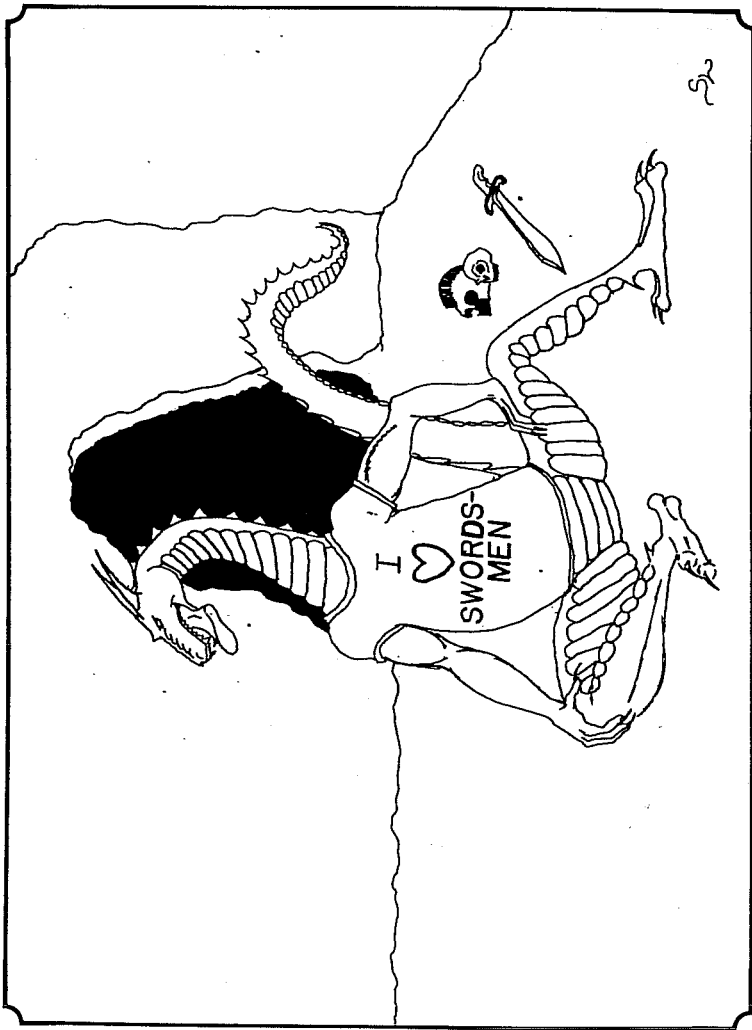


©84 by Sherman Barnes



Go ahead, kid... Make my night.

What do you MEAN, you didn't BRING a charm monster scroll ?!



october 26-29, 1990

Burning Lands Coronation

All are hereby invited to the 16th Coronation of the Kingdom of the Burning Lands. Come one and come all to joint the festivities. There will be a plunder tourney and battlegames, as well as other various forms of entertainment.

The campsite is located near Caballo Lake, New Mexico. It furnishes us with a river to swim in, flush toilets, hot showers, shade trees, grass, a little shop for ice, cokes, and munchies. There is fishing with license only, cooking grills and tables. Flies and mosquitoes are not optional, but we are hoping the colder weather will scare them off. Campsite fee is \$3.00 a day per car, \$7.00 a car if you stay overnight.

We are doing things differently this year. Tickets will not be sold. You may pay for the feast in advance if you want, but all monies will be collected at the head of the feast buffet. The feast will be \$6.00, and will consist of shish-ka-bobs, rice, sauces, bread, and cheese. What is left over the next morning may be

Directions

From Iron Mountain - Come down through Santa Fe and Albuquerque, through Socorro and Truth or Consequence. Take Lake Caballo exit. At the top of the exit, turn left and follow **Campsite Directions.**

From Dallas and San Antonio - Come through El Paso on I-10. Follow on to Las Cruces. Take I-25 to Albuquerque North. Drive approx. 55 miles until you get off at Caballo Lake exit. Follow campsite directions.

From Burning Lands - Follow Dallas and San Antonio directions, but start from El Paso.

Campsite Directions - After Caballo exit, turn East towards Caballo. Take the right fork towards Riverside Campsite. There is a brown sign at the fork between the roads. Keep to the right at the next fork. The left road will take you over the dam. There's a brown sign there also pointing the way. Keep following down the road and you'll run into us.

Dues Paid Members

| | | |
|---------------------|---------------------------|--------|
| Tyranny Bathory | 9-90 thru 3-91 | \$5.00 |
| Lung Hrög | 9-90 thru 3-91 | \$5.00 |
| Selka Shadowcat | 6-90 thru 12-90 | \$5.00 |
| Nevron Dreadstar | 6-90 thru 4-91 | |
| Garath Blackhawk | 4-90 thru 10-90 (exempt) | |
| Xyphus Nightblade | No previous dues (exempt) | |
| Xenos Perversus | 5-90 thru 11-90 | \$5.00 |
| Cynwulf Plague | 5-90 thru 11-90 | \$5.00 |
| Alessandra Nightowl | 9-90 thru 10-90 | \$1.00 |
| Gwindon Blackrose | 9-90 thru 10-90 | \$1.00 |
| Cain Sin Kahli | 9-90 thru 3-91 | \$5.00 |