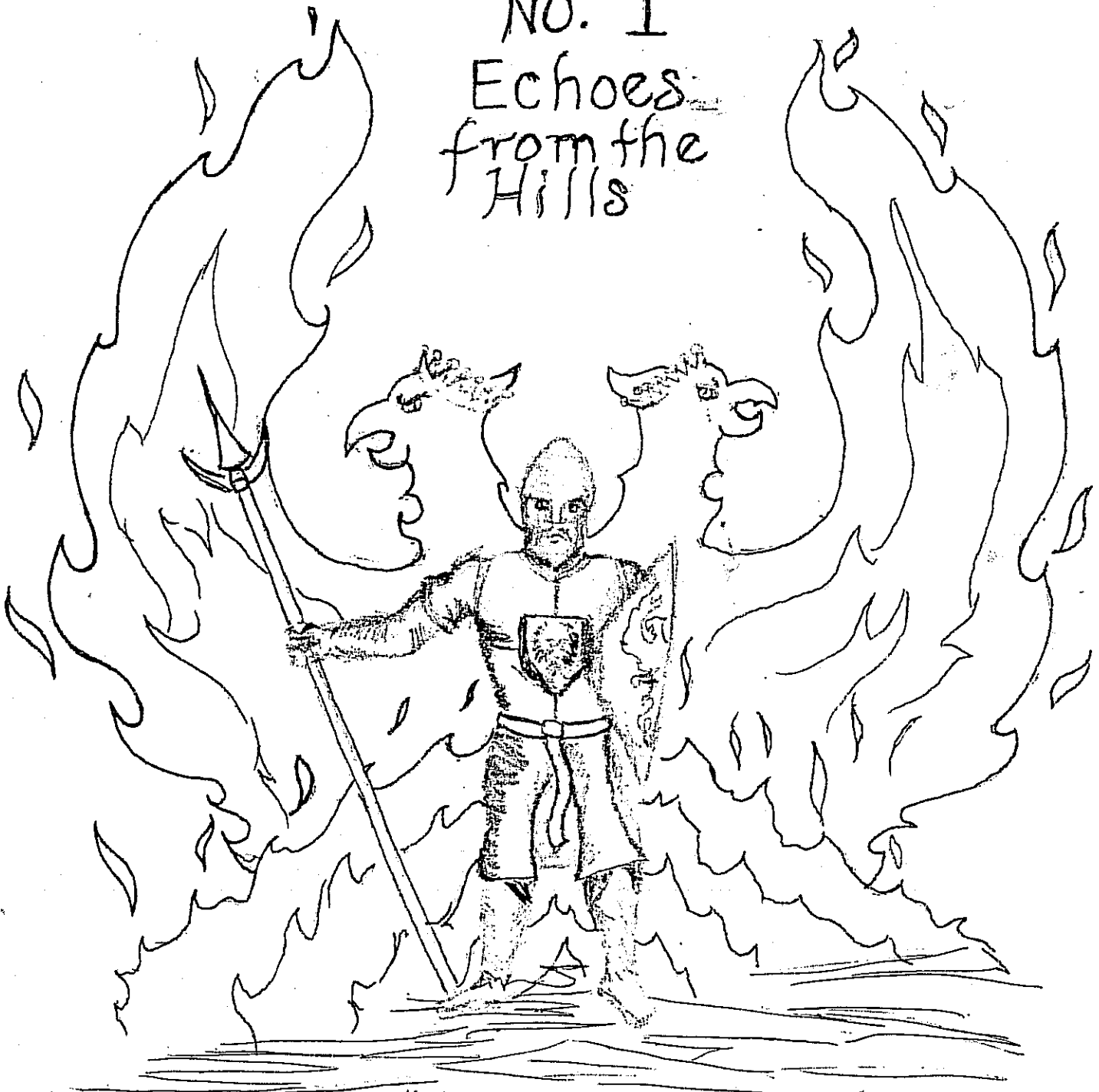


Kingdom of the Emerald Hills

VOL. VII

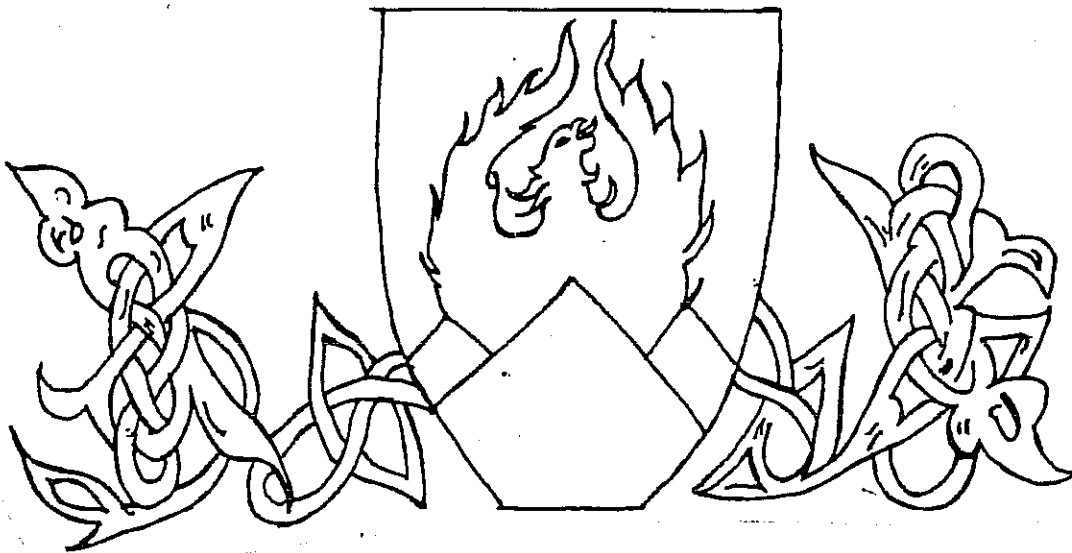
NO. I

Echoes
from the
Hills



VESMM

redrawn by Macher
DesRoi



COURT

Lorn Ironwolf, REX
Princess Tyranny Bathory
Prime Minister Dame Selka
Champion Mosher Decrupt
Executioner Latemyuah

COURT OFFICERS

Princess Defender Nevron Dreadstar
Scribe Nevron Dreadstar
Herald Palladius
Bard Clu
Jester Taldak

HEAVY CAPTAIN OF THE GUARD
MK Cain Sin Khali

KING'S GUARD

Tarquin Tou'
Tunear Sebeth
Septu Rasputin
Lung Hrog
Kurris Skullscar

PRINCESS' GUARD

Kendrik
Thraxxan
Cygnus
Astynn
Exzenon

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Re-created by Mosher Decrupt

Lorn Ironwolf, REX
Princess Tyranny Bathory
Jandria Naoise Sdoirm
Cynewolf Plague
Princess Tyranny Bathory
Taldak Darkwolf
Duke Sir Nevron Dreadstar

UNTO THE POPULACE:

Thank you very much for your support in the recent election. If you have any questions, please feel free to call...Nevron! Just kidding, but in all seriousness, I would really like to thank the majority (those being who supported Tyranny and I) for their willingness to give us a chance to restore the Kingdom of the Emerald Hills to its' rightful state of granduer. Now on the lighter side, as you know (or should know), we are at war with the Celestial Kingdom. There will be a flier sent to the Emerald Hills very soon, and it will pretty much say the following:

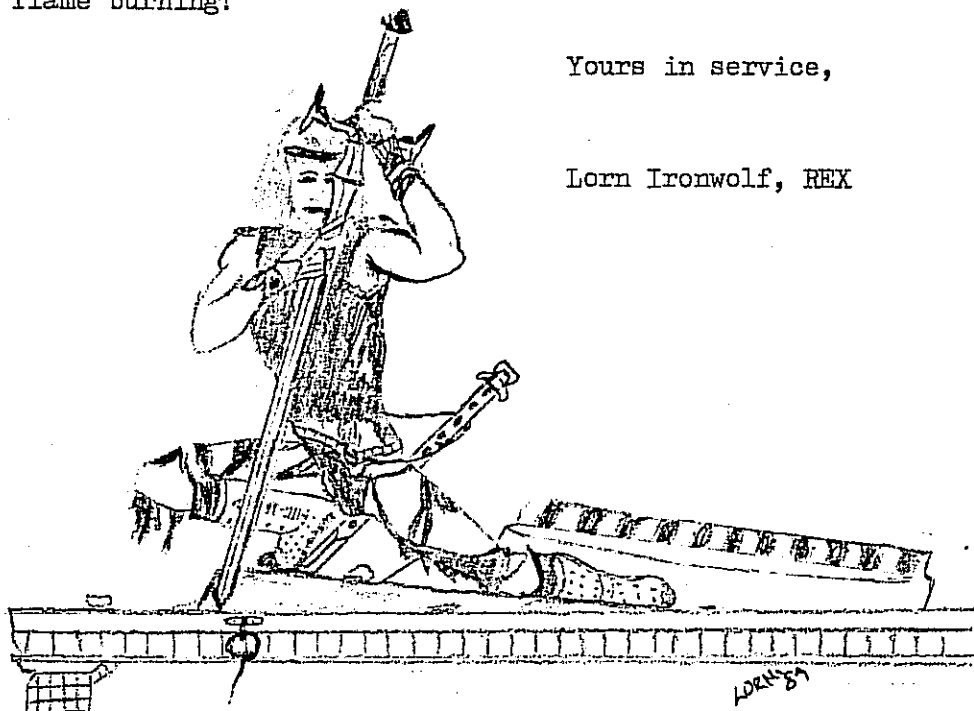
King vs. King - single sword
Champion vs. Champion - florentine
Executioner vs. Executioner - axe
Kings Guard vs. Kings Guard - open class
Jester vs. Jester - flail & dagger
Populace vs. Populace - 1 flag battle
1 total annihilation battle

and possibly a juggling tournament. Although our own war strategies are being discussed behind closed doors (for the time being) with my generals.

I would also like to inform you that I plan on our group making many road trips this reign to the Land of the Midnight Sun, Darkenwood, the Clan Gathering, the Kingdom of the Burning Lands, the Celestial Kingdom, etc. If we all band together as a kingdom instead of relying so much on company pride and get a little more kingdom unity going, I know we can pick up our face out of the dirt. Let's keep the flame burning!

Yours in service,

Lorn Ironwolf, REX



Greetings to the Populace:

As Princes Consort of the Emerald Hills I would like to thank everyone who voted for Lorn & I to take the ruling positions of this Kingdom, and as a word of confidence to the populace, we plan to bring Amtgard back to life and change things back to the way they are suppose to be, fun.

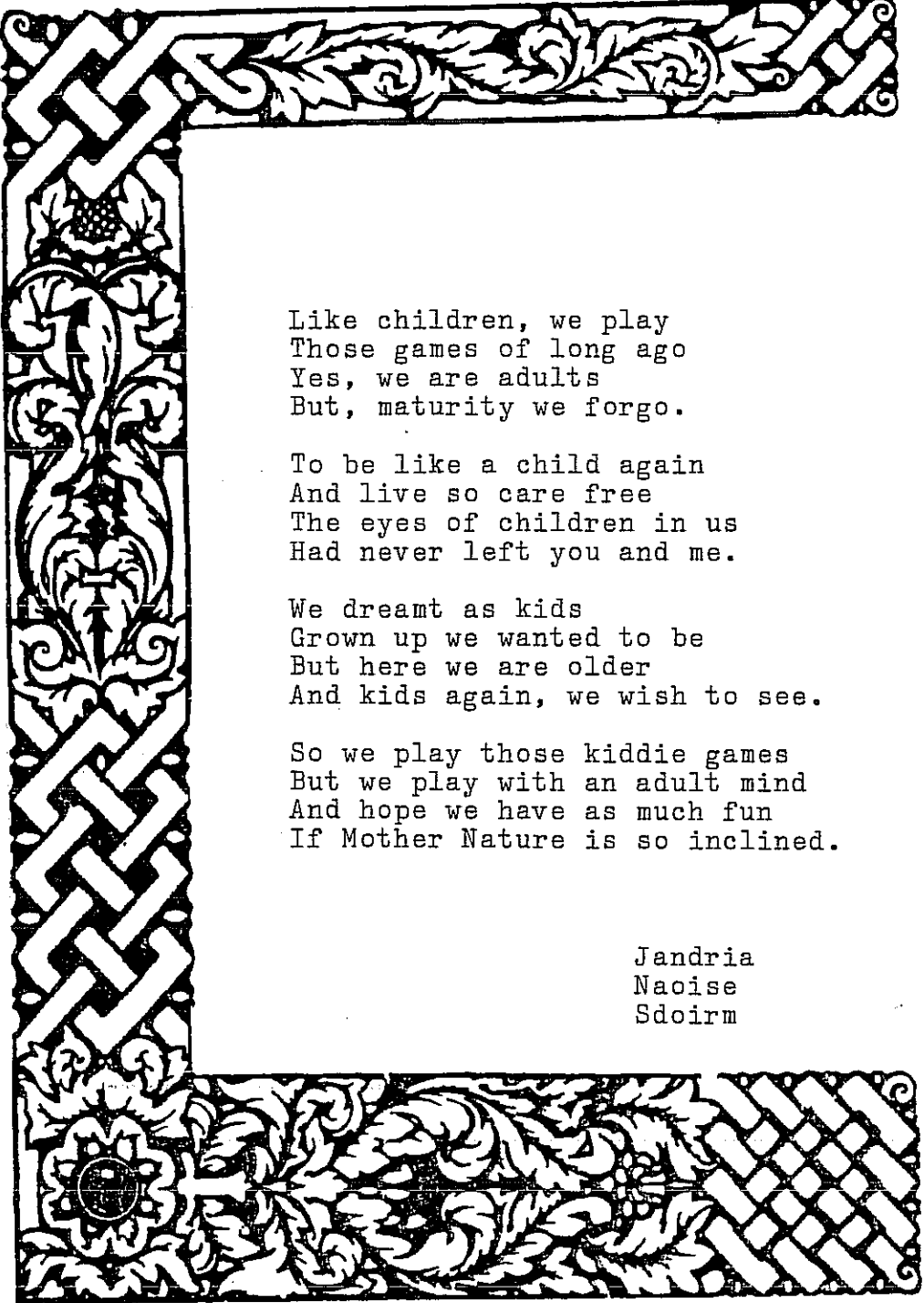
I would also like to put more emphasis on the cultural areas of Amtgard. I realize that there are many non-fighting members in this club and I think it would be a great opportunity if there were more cultural oriented event for such members to participate in. I think this will be a good way for all of the populace to participate in the club and hopefully become more unified.

I am very proud to be the new Consort of this Kingdom and I am looking forward to a successful and productive reign. If you have any suggestions for an event or wish to sponsor one, or if you have anything you wish to submit to the Arts & Sciences Guilds, please feel free to approach me or our Guildmaster of Art - Mosher Decrupt - or the Guildmaster of Literature - Nevron Dreadstar - and we will be happy to discuss it.

Sincerely,

Princess Tyranny Bathory





Like children, we play
Those games of long ago
Yes, we are adults
But, maturity we forgo.

To be like a child again
And live so care free
The eyes of children in us
Had never left you and me.

We dreamt as kids
Grown up we wanted to be
But here we are older
And kids again, we wish to see.

So we play those kiddie games
But we play with an adult mind
And hope we have as much fun
If Mother Nature is so inclined.

Jandria
Naoise
Sdoirm

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.

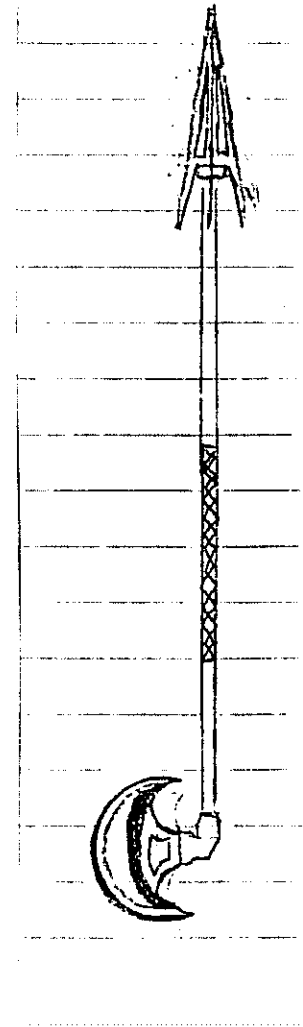
Suddenly lo and behold, before him appeared,
Scores of peasants who jeered.
They jeered not at Se-Mack,
Or their heads he would surely crack,
Nay, they jeered at a defeated Knight.

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.

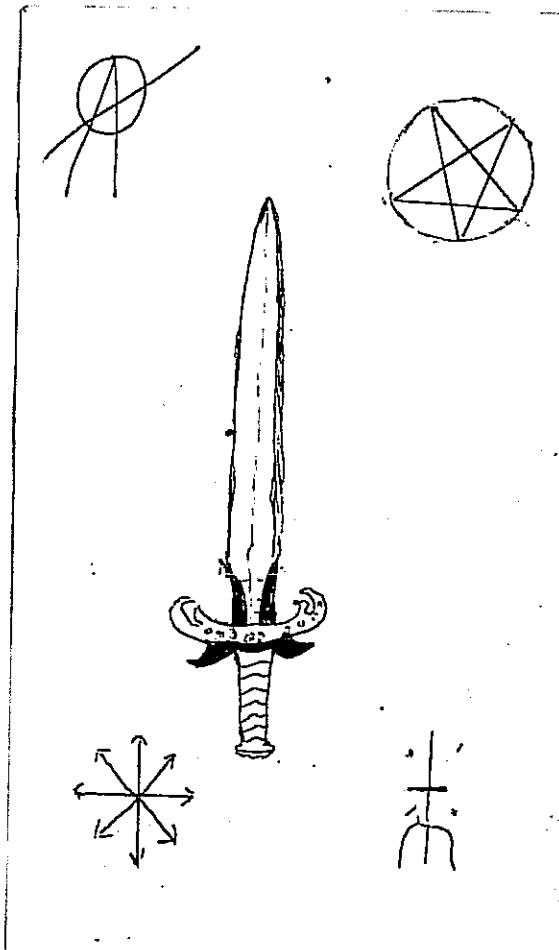


On his long voyage to return,
He came upon a castle fit to burn.
His horses and he laid seige by themselves.
If you don't count the army of 1/2 elves,
Who really did most of the work.

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



A Great Barbarian

Long ago there was a young teenage boy by the name of Rocklar, who was the son of a great barbarian named Hebgar. Hebgar was known for destroying many great monsters as well as many evil people. Rocklar also wanted to do these things. His father was his hero and also his idol. Rocklar's dream was to follow in his father's footsteps, but his father refused to train him.

One day a messenger came to the door while Rocklar was home. It was a message to his father from a peaceful family nearby. The family had been threatened by evil warriors and required the help of Hebgar. This was Rocklar's great opportunity.

Even though Hebgar refused to train his son, Rocklar had watched his father train many times. Once or twice he had even seen his father in a real battle.

Rocklar relayed the message to his father. A few hours after Hebgar left for battle, Rocklar ran away from home. He too was on his way to battle.

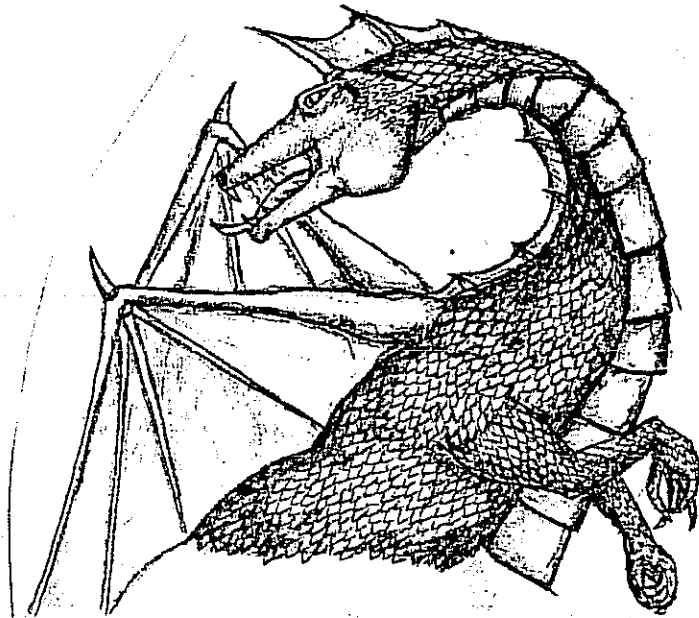
Hebgar arrived at the frightened family's home, and stayed there waiting for the attack of the evil warriors. Rocklar hid close by.

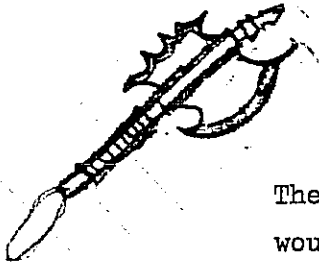
Two days later the warriors attacked. They were a fierce army of fifty men. Rocklar saw his father slay twenty-five men, but then Hebgar was hit by ten arrows and fell to the ground dying slowly.

Rocklar became shocked and enraged. He was a physically strong boy for his age, and he ran into the chaos grabbing two great swords from a dead man. He began hacking at every man alive. In two hours no one around him was left standing. He walked over to where his father lay, barely conscious. Hebgar saw his son's bravery and talent. "I was wrong son. You will make a wonderful barbarian. Continue on my path. You will do well. Goodbye," Hebgar said as he died.

Rocklar carried his father's body home to be buried. All the people were very proud of Rocklar. He went on just as his father wanted, and he became the greatest barbarian alive.

Tyranny Bathory





THE ZOMBIE

The sweet odor of death in silence the battle unswayed by
wounds, the stench of decaying flesh long unburied.

with strength that seems super-human, hearts pound for the first,
the silence has returned.

Like a black wave they swarm unstoppable as the night.
Screams of the despairing cry of a man who knows destiny,
Something almost no one lives to tell about.

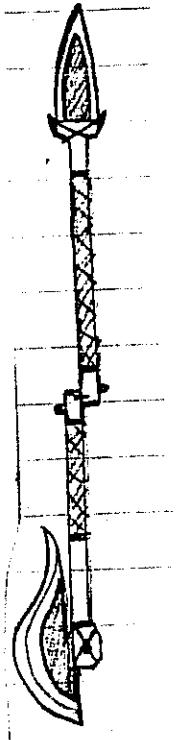
They hate the day, they hate the night, they hate everything
that lives, even themselves.

They wander like the wind, they fight like tigers, and they
can't help it.

Some are scared of them, others are not, but they seem to win
the battle that is never over.

You can't win and they can't lose, the Zombie.

Taldak Darkwolf



RESPONSIBILITIES ON AND OFF THE FIELD

In the last year it has become more and more difficult for the common populace in our club to trust our elected and appointed officers. Some officers have assumed a position without knowing what all the responsibilities are. In most cases, all that is needed is for them to read the section in the Corpora that pertains to their position. It might be of help if a few questions were asked of those who were successful during their time in an office. Being successful means more than just surviving your six months in office.

Before anyone should decide on throwing their hat into the political circle, you should have an idea of what you have to do as one of our club officers. One thing is for sure, if your intentions are to only better yourself then you are getting into the wrong circle. Amtgard needs our officers. What it does not need is another person who is looking for a quick or easy way to receive recognition or titles. Those who would run for one of our offices should not be concerned with what the rewards could be. Instead their thoughts should be on what they can do for the club while in office.

It all comes down to responsibilities. Every one of us has some form of duty to Amtgard. Even the lowest populace members has the responsibility to sign in legibly, mark a class, then going out on the field to play that class. As you position in Amtgard rises so will you duties. Guildmasters Still have it pretty easy. It is up to them to insure those who play in their class do so within the boundaries of the rules laid out so many years ago. This includes proper garb, weapon selection, and, when appropriate, the proper use of any available spells and spell components. It would not hurt any Guildmaster to take the time to watch his guild members during the course of one battlegame. This includes checking up on those who sign in as a class then spend their day sitting in Nirvana. It is hard to say which is worse, someone who repeatedly signs in as one of the fighting classes, gaining levels yet never steps on the field or a magic user who does the same. Then there are those who use the confusion on the field to purposely abuse a class. Let's face it, a warrior who abuses his class is far less damaging than a wizar who would do the same.

Moving up the ladder of precedence, the next stop is the Scribe. This office is usually filled by someone who can work closely with the Prime Minister. Of all the positions described in the Corpora, this is one of the two jobs that requires prior knowledge in secretarial work. Access to a tape recorder with lots of batteries would also be nice. This position is a good place to learn just how much paperwork is involved in the daily grind to keep the Amtgard wheels rolling. Just be careful not to get caught under that wheel.

Next in the climb to the top is the position of Guildmaster of Reeves. In the past this office has been over-looked or down right misused. The GM of Reeves needs to know not only the rules but also how they effect the various classes. Besides that, this office is there to aid the King and Champion to insure the populace keeps playing on the safe side of Amtgard. Just knowing your class is not enough for this position, you need a working knowledge of all the classes. Being in this office does not empower you with the means to change anything. On the contrary, it is your job to keep

the rules the same and to merely clarify on the many vague rules we have played by for so long. Our first GM of Reeves held the office for over three terms. In that time there were more tourneys held than ever before or since and he received little reeving help from the populace. Our last GM of Reeves didn't even bother to look up his job description in the Corpora so he didn't know what he was supposed to do. He didn't even know what it took to remove him from office. Too bad ignorance isn't painful.

Skipping on down to Champion, this position means more than having come in first in the Crown Tourney. You are the extra set of eyes and ears for the Crown. It is your job to insure the Kings' safety at all events. Unless it just can not be done, you should be the first person to the park and the last person to leave. You must coordinate the battle games for the massive hords and maintain a lost and found for the brainless masses who can not keep their ---- together. If the Champion suffers form the infamous Amtgard time, then the whole Kingdom will suffer. There is no room in this office for slackers. If you would rather sit back on Saturdays and have others do the organizing of teams, then this office is not for you.

The position of Princess/Prince Consort is one of the top three positions in the club. A lot of people have looked at this job and said th themselves, "Gee, I could do that.". Even though there are only eight lines to describe this job in the Corpora, it is one of the most under-rated positions in Amtgard. This poor person is in charge of almost all club activities off the field. It encompasses coordinating the Arts & Sciences Guilds and it does help if the person holding this post is at least interested in these areas.

Now on to the most overworked, underpayed, misconceived position in Amtgard, the Prime Minister. It has been said in the past that this office holds more true power than any other office, and without a good P.M., the whole of Amtgard structure would fall down around us. If you thought the Scribe's job was bad and filled with paterwork, take a good look at the P.M. job. Every day this person is doing something for Amtgard, whether it is making copies of newsletters, rulebooks, or sign-in sheets. Then there is the updating of the populace credits, dues list, donations to the club, plus a financial report. Then there are all the phone calls from people who want to know how many credits they have, are their dues paid up, or when was the last time they signed in as a certain class. The list goes on. In one Barony the P.M. took it upon herself to refuse to answer any Amtgard questions on any day other than an Amtgard day. This is not the best way to approach this office. Once again, if you like to leave all Amtgard problems at the park, then this is not the job for you.

Finally we come to the office of Monarch. This is the most sough after position in Amtgard, yet once you have obtained it, it loses some of the luster. It has been said that this office is nothing more than a figure head, and without his populace to backhim, no Monarch could achieve anything. Besides being the eltimate ruler (even though this club is based on a democratic system), this office holds other advantages. It is a quick way, and mostly and easy way, to receive a knighthood, should you survive the six month term. You get to oversee all the other offices. It would

even be nice if you could make it to a few out of town events. You will probably end up spending some of your own money for the good of the club, but in the end, then the smoke clears, this is by far one of the more fun positions in Amtgard.

All of this may seem a bit too much for just a game, but when you take that step into politics, then this game begins to resemble a part-time (sometimes full-time) job. By offering your services to the club some sacrifices must be made, hopefully it won't be your sanity. Responsibility is a heavy responsibility.

Humbly yours,

Duke Viscount Baron Baronet
Sir Lord Nevron Dreadstar
Warlord



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BATTLE OF THE ZOMBIE MASTERS - A Battlegame Variant

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DESCRIPTION: Two ancient necromancers meet on the battle field to decide who's control of the undead is greater. While one's magic does not affect the other, both can create and destroy Zombies at a touch.

- RULES:
- 1) Living individuals get all class abilities.
 - 2) Zombies have the following advantages/disadvantages
 - a. Regeneration - 100 count regenerates 1 area
 - b. Undeath - 100 count brings character back to 'unlife'
 - c. May only use 1 weapon
 - d. May use a shield
 - e. No class abilities
 - f. Must listen to orders given by 'master'
 - g. Must wear a black headband denoting 'dead' status
 - 3) Each Zombie Master is given a 'totem' which confers the following:
 - a. Animate dead at a touch (instantly)
 - b. Control undead (any raised by totem)
 - c. Destroy undead (any enemy zombie touched)

NOTE: This removes then zombie from a play for a 300 count and then he/she returns to true life. (counts as one life lost no matter how many 'Fills' were received while undead)
 - 4) Zombie Masters have ALL class abilities and receive all benefits of being a Zombie EXCEPT they may not be destroyed by the enemies totem. A Zombie Master can only be destroyed when it has no Zombies under control. NOTE: The Zombie Master must still be killed while not having any servants. Otherwise it may gain servants and again be unkillable.
 - 5) newly killed previously living people must lie at the place of death for a 100 count. If not animated in that time, the body is removed to Nirvana for the remaining 200 count. The soul then returns as a living being.
 - 6) Zombies may move at normal speeds, and occasional yell of 'Brains!' would be helpful. Zombies do not have to announce who they are working for unless a Master demands it.

- OBJECT:
- 1) Living persons must kill all zombies
 - 2) Zombie Masters must
 - a. Increase the numbers of Zombies under thier control
 - b. Destroy the enemy Zombie Master
 - c. Kill all the living beings

- WINNING:
- 1) The Zombie Master wins when the enemy Zombie Master dies.
 - 2) Living persons cannot win. Everyone must eventually die.

NOTE: Living persons can win a half victory by being alive at the time one of the Zombie Masters win.
 - 3) Zombies cannot win. They can only help thier masters win.

- SETUP:
- 1) Each Zombie Masler is given a 'Totem'
 - 2) Split teams up into 4 equal sizes
 - a. 2 Zombie teams
 - b. 2 Living teams
 - 3) Give zombies black headbands
 - 4) Fight!

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PRETENDER TO THE THRONE - Battlegame Variant

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DESCRIPTION: Two lords battle over an area's rulership. They each gather thier loyal followers and attempt to when by right of default. In other words the rulership of the area belongs to the one left living to claim it.

RULES: Full class ability battlegame with all standard rules.

OBJECT: To slay to the last life, the designated 'lord'. The winner is the lord that is left with at least one life at the end of the game. In the case of a simultaneous kill, both sides lose.