

Echoes from The Hills



Vol. VIII

No. III

King Lorn Ironwolf
Princess Tyranny Bathory
Prime Minister Selka Shadowcat
Champion Mosher Decrupt
Princess Defender Nevron Dreadstar
Scribe Nevron Dreadstar
Jester Taldak

Kings Guard

Captain Cain Sin Kahli
Septu
Tunear
Lung Hrog
Tarquin
Kurris

Executioner Latemyvaeh

Princess Guard

Cygnus
Astynn
Kendrik
Exzenon

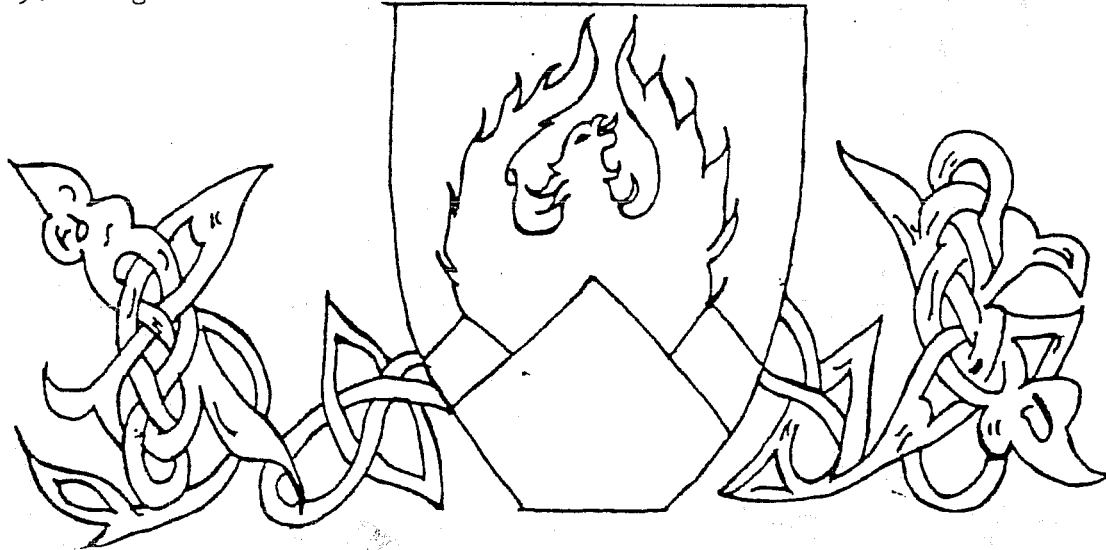
Guildmasters

Anti-Paladin - Nevron
Assassin - Lorn
Barbarian - Lung
Bard - Maximillian
Druid - Cygnus
Healer - Exzenon
Monk - Palladius
Monster - Cain
Paladin - Alessandra
Reeve - Nevron
Scout - Tunear
Warrior - Cain
Wizard - Septu

Art - Mosher
Literature - Nevron
Smiths - Nevron
Sage - Lorn
Herald - Selka
Gladiator - Kendrik

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Unto the Populace:

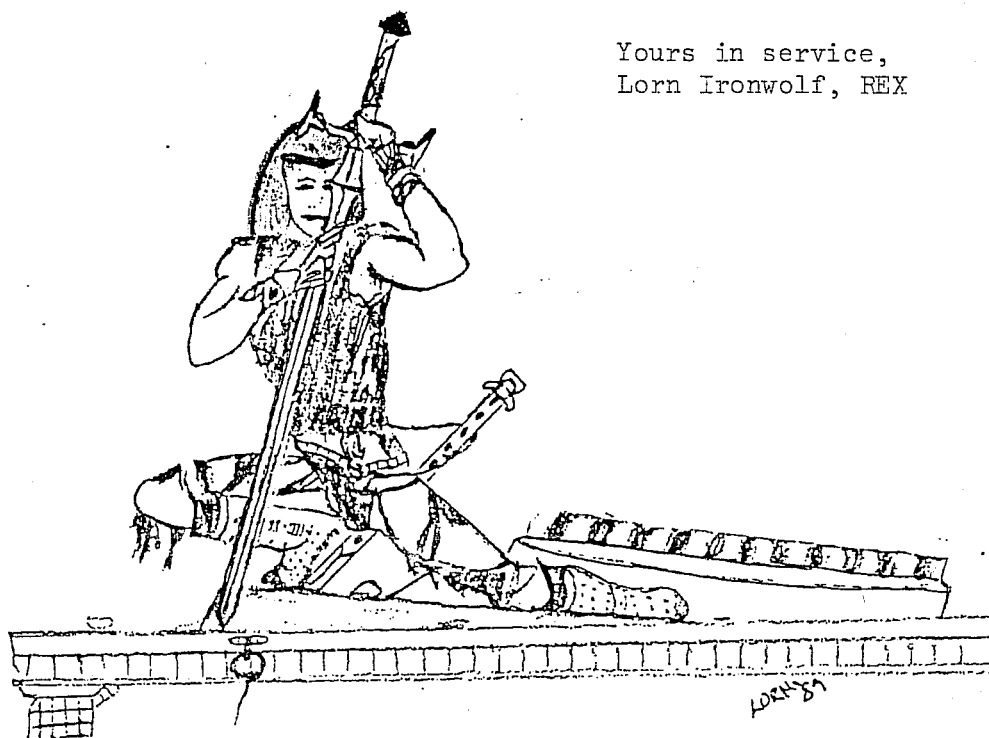
Greetings and Sawlallucinations! It's pretty much mid-reign and all seems well. Right off the bat, I'd like to remind you, the Prime Minister elections are coming up. They will be held at the Mid-Reign Revel, which will still be on the second weekend of September. Other events coming up will be the Golden Plains Coronation, which will be on the 31st of August.

Jumping back quite a few weeks, I'd like to thank everyone again for pulling together for the war. The attendance was outstanding, it's just too bad it took the call to arms to bring everyone out. At this time the Burning Lands has a pretty steady average of 60 to 75 people a week. I'd like to get our attendance to those standards if not greater, hopefully there are those who agree.

On another note, unfortunately I've received a couple of complaints about trash, garbage, waste, etc... There are those who pick up, not only after themselves but others as well, and I'm sure their tired of the latter. At the revel, from what I understand, people will be required to check out before they leave their site. This is to make sure everyone picks up their trash.

As you are reading this, if you actually did read it Saturday, those who went to the Celestial Kingdom Coronation, I'm sure are having a wonderful time, so I can't very well tell you about it. I'm sure you will hear about it soon enough. Till then...

Yours in service,
Lorn Ironwolf, REX



Yo, Populace:
From your absent P.M.

To begin with, I want to thank everyone (especially the fourteen people who were there to vote on it) for having enough confidence in me to allow me to remain in this omnipotent position, even though I have not been present on any given Saturday since sometime in May. I am sure there are some newer Amtgardians who don't even know who I am. Please allow me to introduce myself to those few (or many, as the case may be). I am Dame Selka Shadowcat, the person who keeps track of your weekly credits, dues, sign-in sheets, assists in printing the newsletter, etcetera, etcetera, etcetera. My reasons for being away so long, you may ask? Pregnancy, serious irritation (you really wouldn't have wanted to be in my company), labor, and, finally, delivery of a bouncing baby boy. Now that it is all over, back to business.

In September we will be celebrating the half-way mark of the Corsair Reign, what we will call the Mid-Reign Revel. Details on this event will be forthcoming. At this very special event we will also be voting in our NEW PRIM MINISTER, and I am NOT running for this position again. Anyone who feels they are responsible and diligent enough to carry this great burden should inform Sir Nevron (the GM of Reeves) or myself by August 31, 1991 (next week). You must be dues paid to vote for this position.

Now, about this virgin who will take over the office; let's not run him/her under the executioner's axe after the first month or two. He/she may not be as familiar with your names and spellings and varied classes as I have become over the last year. Please give this poor soul a chance to wade through the paperwork and re-organize my chaos.

This will be the last time you hear from me while serving in this capacity. I am looking forward to doing absolutely nothing for at least six months. I believe the entire populace will find me a much more pleasant person (at least off the field) to be around.

Yours in completed service,
Countess Dame Selka Shadowcat

Unto the Populace of the Emerald Hills,

Greetings fellow Amtgardians. I would like to capture your interest for a few moments, or at least long enough to breeze through these words. As your illustrious Guildmaster of Reeves I have a few comments on the new and improved Monster Manual.

First and foremost, I think the entire manual itself is very well done, with only a few exceptions. Luckily these exceptions are easy enough to cure and during our next Allthing I will attempt just that, but until then I want to give you all some stuff to think about.

1. The addition of monster levels, while not a totally bad idea, the concept of someone playing a simple minded Zombie for sixty weeks then suddenly picking up the all powerful Dragon is a bit like letting someone play Warrior until they are maxxed out then changing over to Wizard while keeping their same credits. Maxxing out in one monster class should not qualify you to play all monsters at their maximum level.

2. This new manual is stuffed with new monsters. One of the more popular seems to be the Death Knight. While I myself plan to put this class to use, I don't think it would be wise for the common populace to be allowed to play this monster. By it's own description these creatures "are the spirits of Knights", and "undead Knights".

So much for the new manual. Now I would like to touch on one other thing. While speaking to our monarch one day, the idea of requiring those who wish to run for the position of GM of Reeves to pass a 100 question quiz on the rulebook came up. One of our past GM of Reeves only knew about the class he played, and so was in no position to answer questions asked by the populace that did not pertain to his class. A 100 question test would insure that future candidates for this position would know more than one class. Anyone who wants to serve in this office should know the rules well enough to pass a test of this magnitude or the are of no use to Amtgard.

Well, that is it, thank you for taking the time to read this. I hope that the above ideas will set a standard in our club, a standard we desperately need.

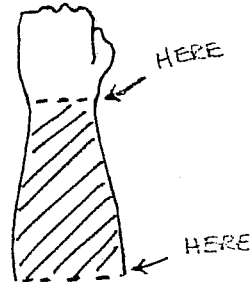
Yours in service,
Duke Sir Nevron Dreadstar
Guildmaster of Reeves



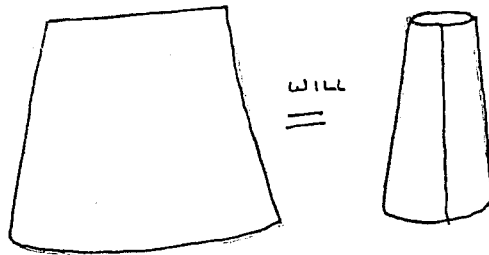
A Grieving Situation

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.

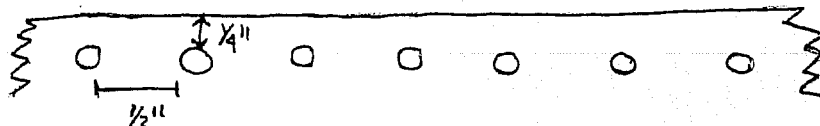


STEP TWO: Mark the leather pieces with your measurements. Once you have made the initial marks you must proceed to draw the basic shape of your grieve. A simple pattern is draw below for your benefit.



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).

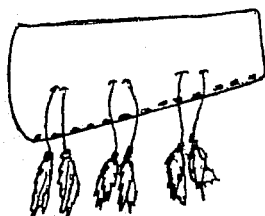
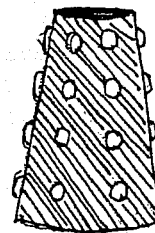
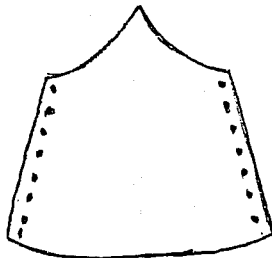
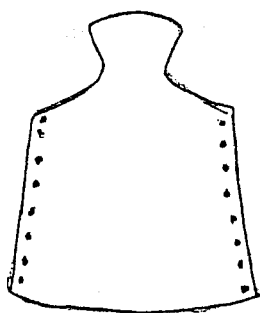
STEP SIX: Your done. Now you can show off your new creation, or if your not the type of person who likes to do this sort of thing then get someone else to do it for you, like Gwindon Blackrose. I've heard he does fine work.

Well until next time this is

Count Squire Master Gwindon Blackrose
signing off.....

Additional Grieve Designs by Gwindon:

*Gwindon
Blackrose*



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 think 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



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 ny bed,
it's dark again
ideas running rampart inside my head.

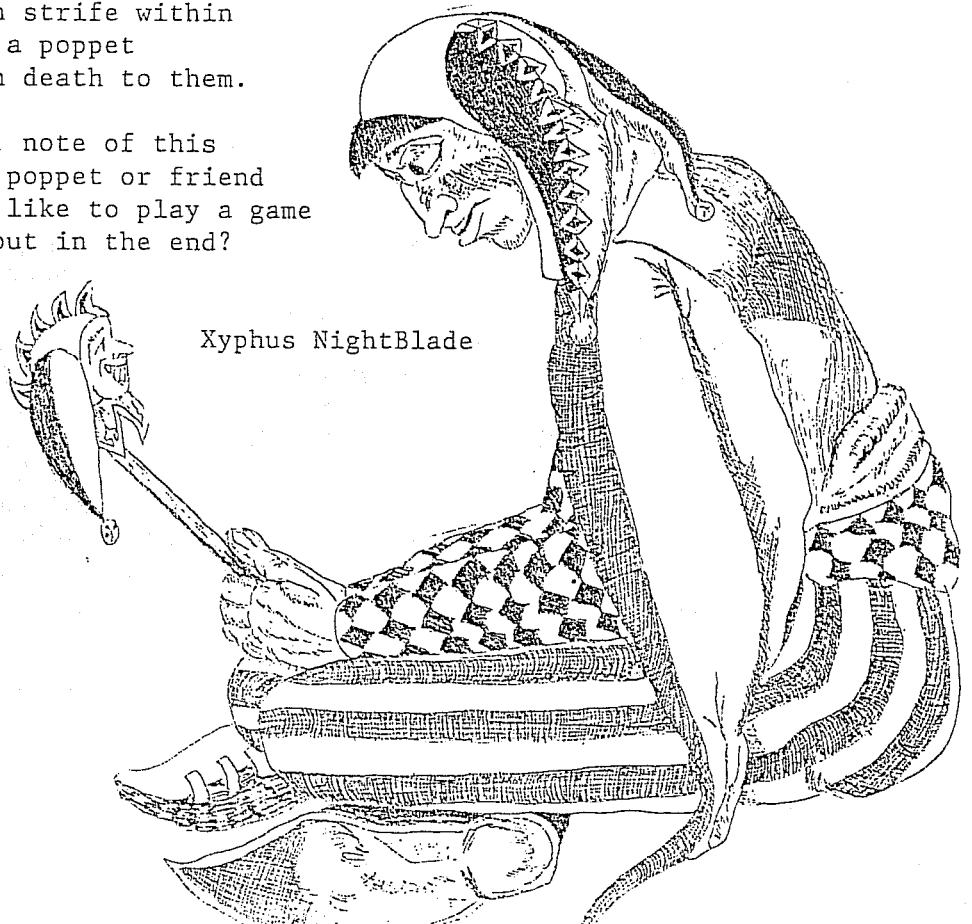
The reasons are clear
as sharp as a knife
my enemies lives
ending in death and strife.

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?



Xyphus NightBlade

ADDITIONAL USES FOR YOUR SWORD

This article is either going to enlighten the masses or pose more problems than we can deal with, but I have always wondered just how many people really read these how-to articles that are printed in our newsletters. In the past I had opened a few eyes on the do's and don'ts of the deadly Madu. Keeping up with the times, I decided to take a stab at the most popular weapon on the field of battle; the trusty sword.

Amtgard swords come in various sizes ranging from the lightning fast toothpicks to the huge, overstuffed tree trunks. One thing they all have in common is their ability to cause wound after wound, death after death. In addition, they all suffer from that unpleasant trait of being destroyed from time to time, then need to be mended. As a sword wielder myself, I know that of all the Amtgard weapons used on the field today, the sword is by far the most versatile of them. Most weapons have only one area of attack: flails and maces smash, arrows jab. Few weapons have more than one point of attack. Some daggers offer two modes of destruction, jab and slash, yet not many people feel comfortable going into battle armed with only two daggers and fewer still would be able to wield two gloves, which offers the same mode of attack, but almost everybody at one time or another has used a sword or two.

Most people who use the sword have never taken the time to study the spells that are available to be used with this weapon. After a few hours of flipping through the spell list and spending a solid hour on the farspeaker with an in-the-know Amtgardian of the lands that burn, it became apparent that there were a few more useful spells to us sword slingers than the Wizards' Bladesharp and the deadly Enchant Weapon. Both of the before mentioned spells can come in darn handy. Yet with a little imagination and resourcefulness, swordslingers could cause all the death and destruction that we want to, plus cast our own form of confusion upon enemy spellcasters.

The spell that comes to mind is the Wizards' Protection from Magic. Most people who are the recipient of this spell have it cast upon themselves so they can run around jumping in front of spellballs. The only problem is the first time the recipient gets caught up in a Dispel Magic spell then the protection is lost and he/she becomes normal once again. Also, the spell only protects that which it is cast on, either your gear or you. However, should this spell be cast on your sword, well that's an entire different story. Your sword (or any weapon, for that matter) becomes immune to all other spells except the dreaded Dispel Magic. Immunities include Heat Weapon, Iceball, Lightning bolt, Fireball, Pyrotechnics, and most important, Sphere of Annihilation. That's just the spells cast by the Wizards. Under the Healers spells, only the spell Curse Weapon will be blocked, and under the Druid spell list the spells Heat Weapon, Warp Wood (should your weapon be made of wood), and the 4th level spell Shatter will be ineffective on your sword when you have a Protection from Magic cast on it.

Once you have received this protection upon your weapon you may run around the battlefield blocking all of the above mentioned spells. You may never feel the need to hide your weapon from those little magical annoyances that could render your weapon useless for up to a 300 count. You will have to avoid the one bane to this protection, that being Dispel magic. But it's a lot easier to remove your weapon from the spellcasters' sight than it is to remove yourself. You'll still have to avoid those arrows or your weapon will be destroyed. Should you suffer from an arrows destruction on you weapon that carries this enchantment, the weapon will be destroyed. Protection from Magic will block all mending spells, so you may have to return to your base and replace your weapon, then start all over again. Luckily, most mages can cast up to four of these per battlegame.

About the only thing that will protect your weapons from the arrows' destruction is the Wizards Harden spell. This spell will protect your weapon from the power of those nasty arrows and the spells Pyrotechnics and Shatter. You can also block Fireballs and Lightning Bolts.

So there you have it. I hope I helped a few of you out. If you have any questions pertaining to this subject or any other just give me a call on my farspeaker and I will be out on my Nightmare. Or, you could wait until you see me on the field, it's your choice.

Yours in service,
Duke Sir Nevron Dreadstar
Guildmaster of Reeves



A MAGIC-USER'S SURVIVAL GUIDE

by Sir Tawnee Darkfalcon, Guildmistress of Wizards

In my four years of Amtgard membership, I have spent sixty weeks as a Wizard and twenty as a Healer. After having invested this much time in my magic-using career, I have learned quite a lot about how to stay alive. At fifty feet, a magic-user is the most dangerous player on the battlefield. At five feet, you are nearly defenseless. Remember, you can't parry with a spell. You can carry a sword, but it costs a lot of your spell points, and unless you're good with it I'd recommend against carrying anything other than your free dagger. Its best advantage is that it allows you to parry, to honorably dispatch certain opponents, and to suicide before subdual.

Why play a magic-user? After all, its a real effort to make sense of the complex system, memorize a dozen spells, and prepare all the materials. Getting people to take your damage is a constant hassle. But it does have certain benefits. Wizards are usually first or second pick, if you're into ego trips. If you're interested in kill ratio per life, this is the class for you. And no other class will give you the power trip of breaking a charge, holding out against a dozen opponents, or killing the entire enemy team in one fell swoop. You just have to look mean at grizzled veterans and they run away. And you may never have to buy a roll of duct tape.

Magic-users can generally be broken into two tactical categories; "Fighters" and "Supporters". "Fighters" choose mostly direct assault type spells such as "Fireball" and "Entangle". They prefer their verbal spells to be short, easy, and usable on the move. "Fighters" sometimes view themselves as a warrior who has some magic, and spend most of their points on weapons, buying only one or two of the most useful spells. "Supporters" choose to spend most of their points on spells such as "Mend" or "Ressurrect". They prefer their verbal spells to have a fifty foot range, and often buy numerous enchantments. This type of magic-user frequently carries no weapons at all.

Both types of play are valid. While the "Fighter" deals death directly and can cause major shifts in the tide of battle, they are also often killed out quickly. The



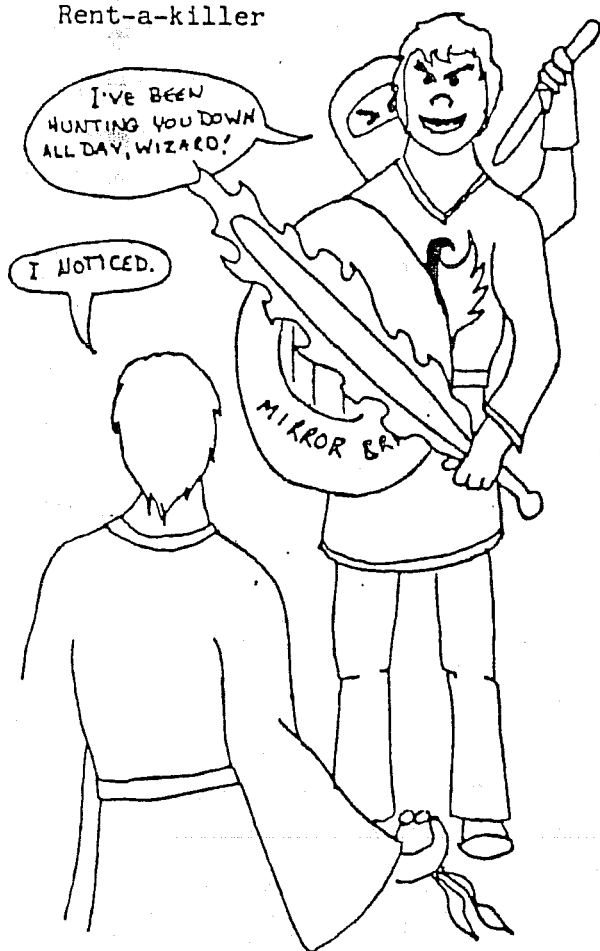
Shieldman: A Wizard's Best Friend

"Supporter", on the other hand, can send waves of unbreakable shields and enchanted weapons while remaining safe and alive behind their own lines.

It is a natural inclination to view a Wizard as a "Fighter" and a Healer as a "Supporter", but this need not be the case. Either class may be played from either tactical position, despite their predisposition. However, if you choose as a Healer to spend your points on weapons and attack spells, you should not expect to be well loved. To use healing magic to maim or kill is not only antithetical, many find it personally offensive.

Honor and magic are a funny thing. There are people who will try to convince you that there can be no honor in magic. These are usually people who feel that they can beat you sword to sword, and are insulted that you would deny this natural order of things. They are incorrect. It is no less honorable to kill an armored, well armed and shielded warrior than it is for this same warrior to kill a novice player, or a poorly armed Wizard who is forbidden the use of shield and armor. Magic is altogether honorable when used to neutralize fighters like this, archers, assassins, and other magic-users. Use magic to break a charge or a shield wall. Do not use magic against a lone, crippled opponent, or intrude in an evenly matched combat unless the flag is involved. While it is legal for a Healer to cast a "Sleep" spell then cut the victim's throat, its not very nice. *** (see end of article)

Rent-a-killer



When playing a magic-user, you are a primary target for the enemy team. It is important that you have access to fighter support, preferably someone with a shield. Unfortunately, people often become so caught up in combat that they won't notice you're in trouble until you're dead. One solution for this is to "sell" a high level enchantment to a teammate in exchange for their acting as your bodyguard for that life. "Selling" spells is also a good answer for the enemy who has a lust for your blood or one who refuses to take your spells. Buy yourself an Assassin. Many shieldmen do not need to be bribed to help you. But it is both courteous and in your own best interests to use everything in your power to protect them. Pick a large, slow moving one who'll cooperate, and stay behind them as long as they live. Then run to your second choice. This may seem



a little calloused, but magic-users are important to a team, and shield men are a dime a dozen. Its fun to pick a new player with a big shield and teach them how to keep you both alive. Teaching new players to respect the magic-user on their own team as much as they respect the enemy magic-user is a benefit to your guild.

Don't cheat on the magic. You aren't as unlikely to get caught as you might think. The odds are good that the one who catches you will be a higher level magic-user, who will fry you in your tracks. Try to use the spells you get "per life" first. Then, if you die, all you've lost is a life, and can still use all the "per battlegame" spells you bought. Your most powerful spell is the "pointing finger". To use this spell, you point at an opponent and start one of your spells. You don't really intend to finish it, you are

just scaring them away. This is also known as "the magic duck spell". While it is not specifically illegal to threaten with a spell you do not have, it is unwise. Another magic-user might think you were cheating and fry you. If you did not buy a spell appropriate for this use, try pointing, yelling their name, and "Your shoes are untied" twice. They will almost always hesitate, and usually start to run away. Cadence is scary. Bear in mind that this is a rotten trick, and may not always be received with a sense of humor.

There are some people who are not afraid of your spells. Some are stupid, some are brave, and some are Paladins or Anti-paladins. These knights aren't intimidated by your spells because they are immune to most of them. They carry several weapons, a shield, and many wear armor. They often carry relics or "Protection from Flame", which makes them completely invulnerable to your magic. They usually consider Wizards cowards because they kill people who can't defend themselves. If you are attacked by one, my best suggestion is run for a teammate, preferably a competent one. Don't charge screaming

off into the distance, expecting your team to sprout wings and come save you.

More than any other type of player, as a magic-user you should be a team player. Not only because you are dependent on them for support, but because you have the greatest number of options. You may both create and destroy, move both the enemy team and your teammates from one place to another; alternate attacks between groups of the enemy as much as two hundred feet apart. You should always bear the victory conditions in mind, for you have the most resources to insure their achievement. A magic-user can be the most effective player on the field or the least. Which of these you are is determined by the cooperation of your team and your own ability to utilize your considerable power.



KNIGHTS OF THE GREAT FOREST

One summer some time ago
A dreary night took place
We wait and long for the dawn
Where the key of heavens waits

But a misty moon came a night too soon
And caught us by surprise
You can't believe the dream you see
As it appears before your eyes

Her heart is stained with sorrow
Her crown is filled with tears
She sang her song and held the dawn
The key of heaven disappeared

She seems to know the answer
To what you're looking for
Somewhere in this forest
Is the key to heavens' door

Can't you see the midnight
Blowing through the trees
Or has your mind forgotten
The things you ought to see

Feel her eyes upon you
In the forest of the damned
Watching every footstep
You make across her land

Walking in the darkness
For hours at a time
You look back at the footprints
Not sure of what you'll find

She seems to know the answer
To what your looking for
Somewhere in this forest
Is the key to heavens door

This day your dust has settled
This day your wind won't blow
The darkness is creeping from behind
Casting shadows upon your soul

Now the sun begins to set
In the forest of your mind
You hear the cries of forgotten sighs
Deep in the midst of time

Shadowspawn Killemauf