

Echoes
of the
Hills

Volume IX, #2

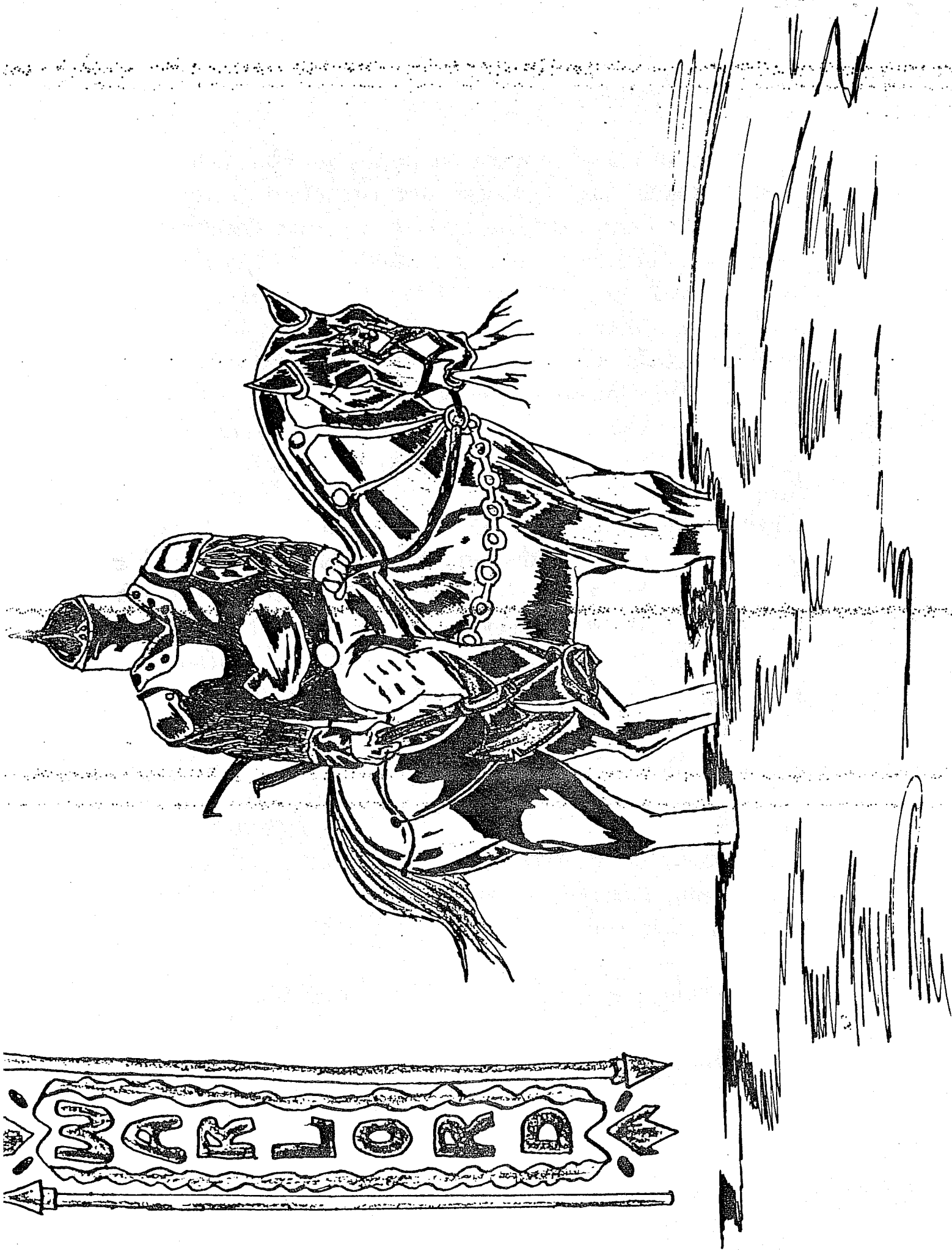
November 1992

Unto the Populace,

Well, this reign is going by pretty quickly. We've just celebrated our Midreign and Coronation is right around the corner. And as you know when Coronation is here, qualifications are right along with it, and so are the elections. So start practicing for the war events and writing, drawing, sewing, and crafting for the cultural events. I'm sure you've noticed that we're growing, both in the number of people who play and the number of parks we play in. Because of this, we are going to set aside two full weekends for qualifications (info. in the following pages). I would like to thank Merth, Iherin, Phruque, Prometheus, and Surat for helping me fulfill our commitment to Campfire Boys and Girls Inc. to teach 6-11 year old children the arts of pottery and leather crafting. I would also like to thank Sable Pride for providing the feast at Midreign, and both Ozzy + Mallore for letting us use their land. Last but definitely not least, I would like to thank everyone who made it to Clon. We may not have won the war, but we showed the Burning Landers that the Emerald Hills is a force to be reckoned with, not looked over. For those of you who missed it, you missed some outrageous fighting and one helluva party. Oh well, maybe you'll make it next year.

P.S. To vote by proxy or if you have any questions about anything call me at (214) 330-8068 9a.m.-9p.m.

See you next time,
Prince Regent Astynn



Qualifications X

Saturday, November 21 (Tanglewood @ 2:00 p.m.) :

- | | | |
|----------------|------------------|---------------|
| ① Single Sword | ② Sword & Shield | ③ Open Class |
| ④ 2-man teams | ⑤ Flourine | ⑥ Polearms |
| ⑦ Archery | ⑧ Quelin Joss | ⑨ Dagger Joss |

Sunday, November 22 (Mirkwood @ 2:00 p.m.) :

- | | | |
|-------------------|---------------------|---------------------|
| ⑩ Dagger Duel | ⑪ Flail & Shield | ⑫ Wigard Duel |
| ⑬ Weapon Scramble | ⑭ 3-man teams | ⑮ Arm Wrestling |
| Archery (cont.) | Quelin Joss (cont.) | Dagger Joss (cont.) |

Saturday, November 28 (Tanglewood @ 2:00 p.m.) :

- | | | |
|-----------------|----------------|------------------------|
| ① Weapon Const. | ② Armor Const. | ③ Cooking |
| ④ Storytelling | ⑤ Court Yarb | ⑥ Fictional Literature |
| ⑦ Poetry | ⑧ Instrumental | ⑨ Chess |

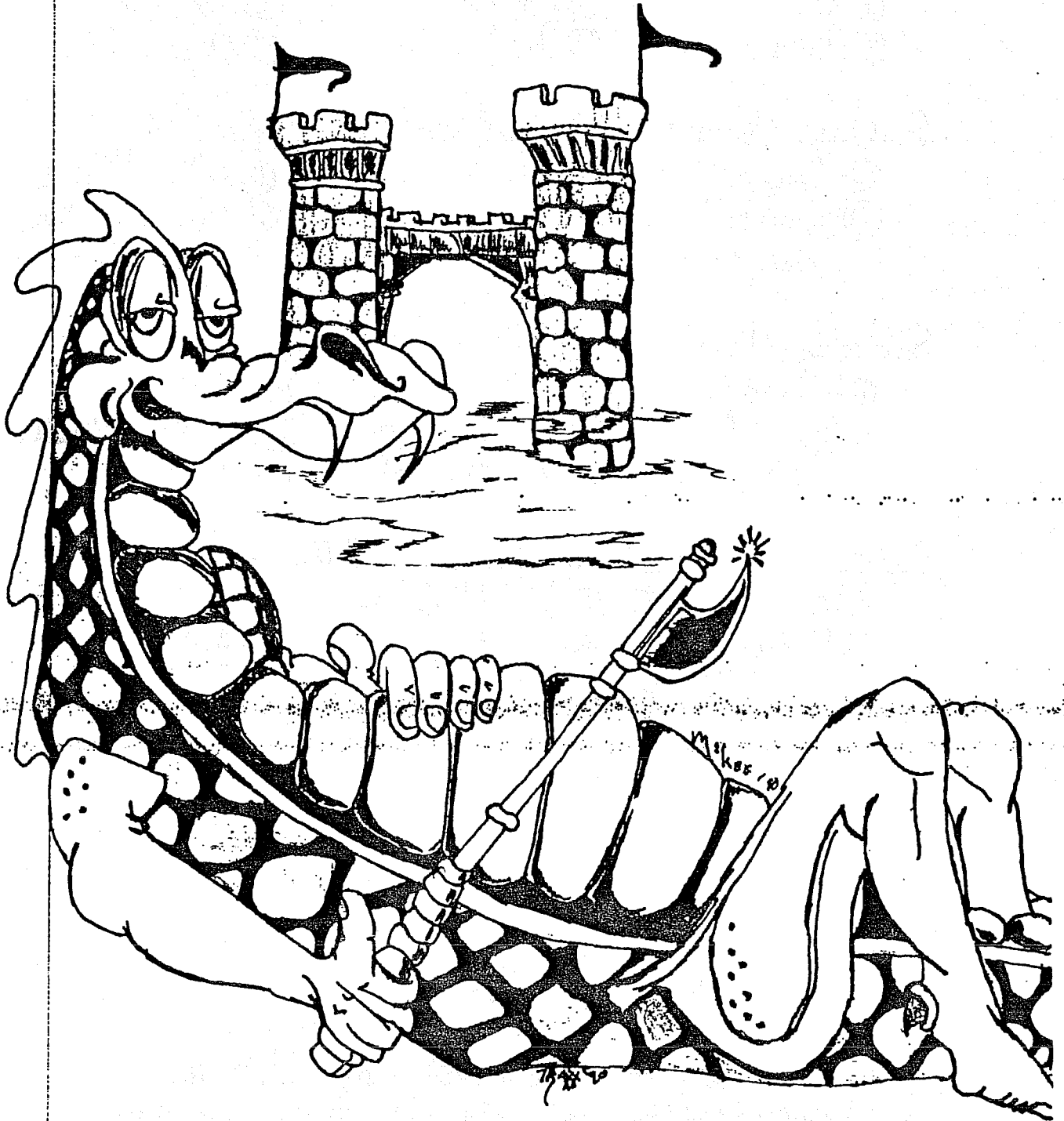
Sunday, November 29 (Mirkwood @ 2:00 p.m.)

- | | | |
|----------------------|-----------------|----------------------|
| ⑩ Passive Const. | ⑪ Shield Const. | ⑫ 3-D Art |
| ⑬ Singing | ⑭ Fighting Yarb | ⑮ Factual Literature |
| ⑯ Persona Literature | ⑰ Flat Art | Chess (cont.) |

Elections X

Elections will be held on Saturday, December 5, at Tanglewood. You may vote only if you are dues paid by Sunday, November 29 (last day of quals). You will be voting for Monarch, Regent, ~~and~~ all of the guildmaster positions. If you can't be there, give Prince Regent Astyrin a call.

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Coronation X

When: December 11 (6:00pm) - December 13 (2:00pm)

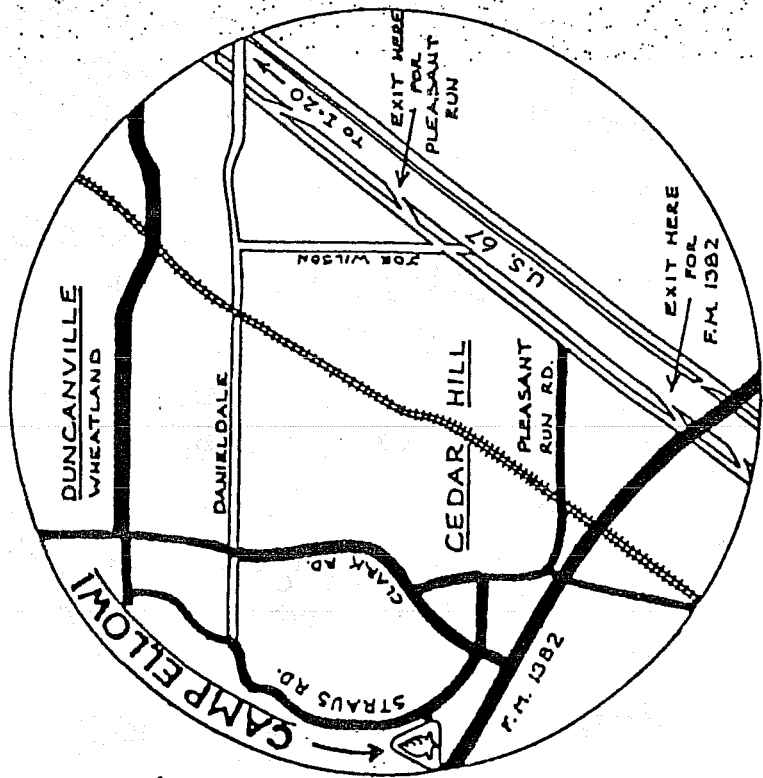
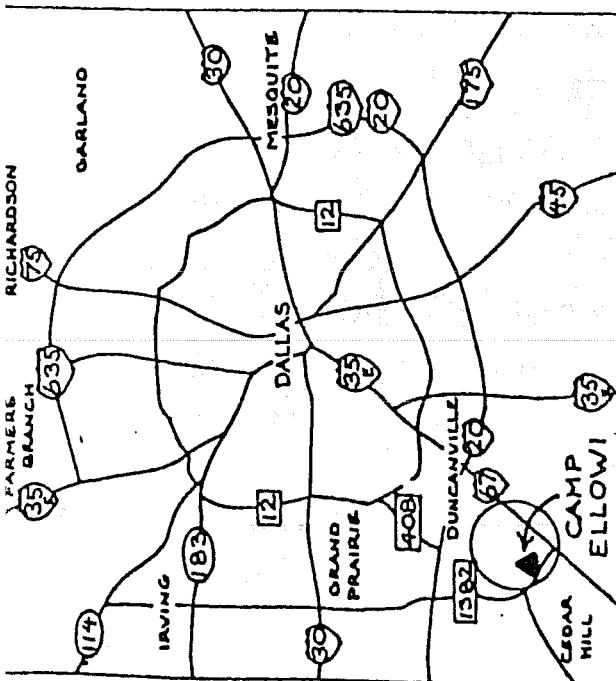
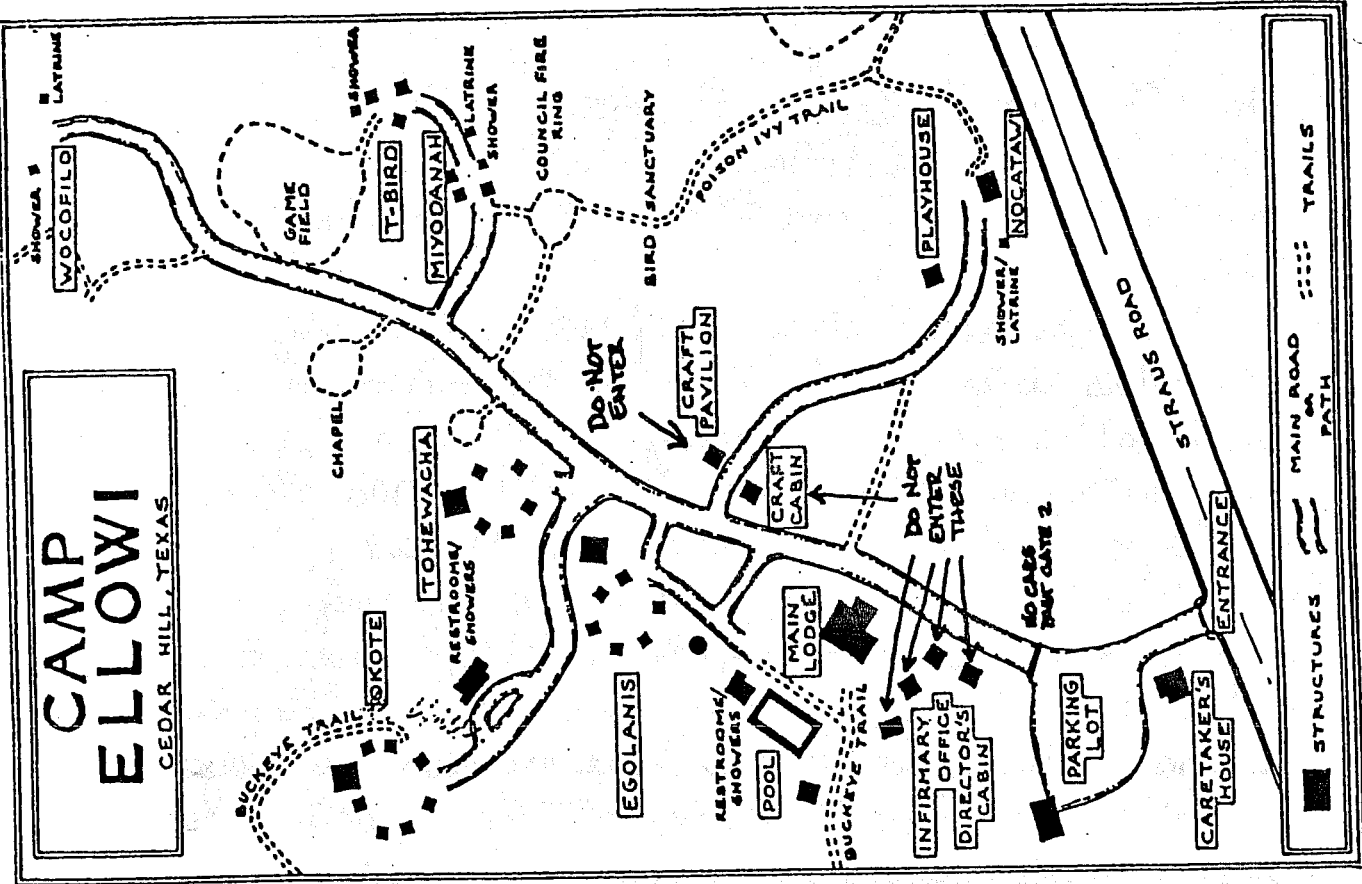
Where: Camp Ellowi (Maps attached)

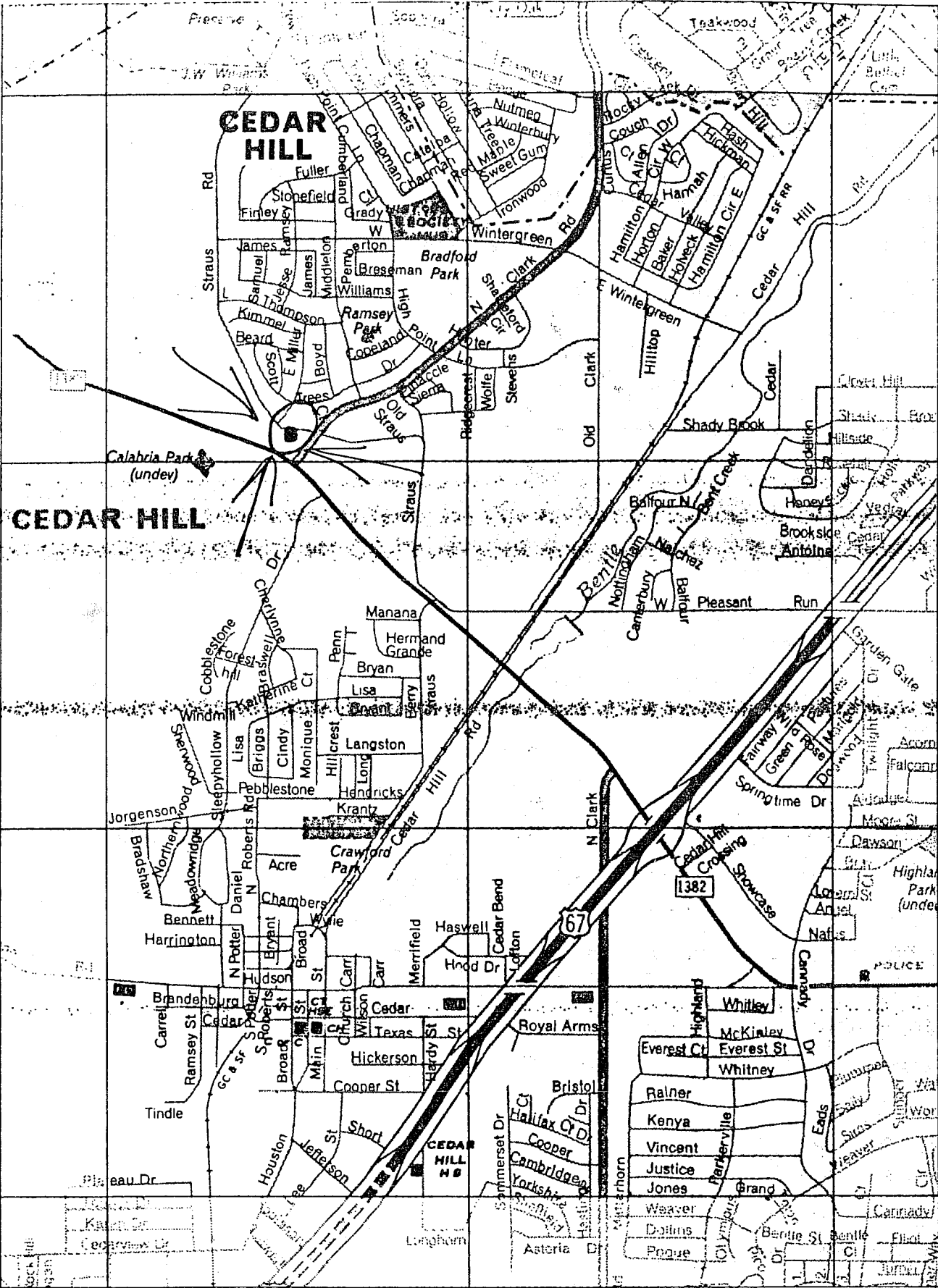
How Much: \$10 for the weekend. \$3/night plus \$4 for the feast
Info:

There are 3 large cabins with fireplaces, electricity, refrigerators, sinks, and cots. These are each surrounded by small cabins equipped with only cots. There are privies and showers with hot water. The kitchen has plenty of pots, pans, plates, and silverware. You are welcome to cook your meals there (just clean up after yourself), when it's not being used to prepare the feast, however, it will be kept locked. So if you need in, come see Prince Regent Astynn or King Lord Kay. There are also grills by the cabins and fire pits throughout the campsite. Alcohol is not allowed on the site, so don't carry it openly. There are other buildings on the site as shown on the map that we aren't allowed to enter under any circumstances. There are trash cans all over the place, so use them. This is a Campfire Boys and Girls camp and they don't appreciate finding cigarette butts all over the place, so either put them in the trash or in your pocket until you're near the trash. You will have to pay at the second gate, where you will receive a favor. You must have this favor to eat the feast. We have all 96 acres to ourselves. You may bring your vehicle to your cabin to load and unload your belongings, but you can't leave them there. You must park up front. You will be responsible for cleaning up after yourself. We would like to get our deposit back and keep Campfire nice. happy. Trust me when I tell you that there aren't any sites out there that are this nice at this price, I looked for one for Midrign.

CAMP ELLOWI

CEDAR HILL, TEXAS





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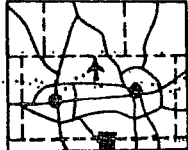
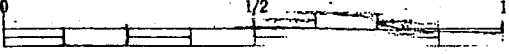
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MAP 661

SCALE IN MILES

1/2



THE MOST POWERFUL FIGHTER

The warrior looked at his opponent's headband, confused. Gold with a thick black stripe. He didn't recall that headband from the rules. Had he recognized the class of his opponent, his heart would have known fear. His opponent belonged to the most powerful class on the battlefield. He was an Anti-Reeve.

But our hero had considerable skill with the blade, and faced his foe bravely. A feint for the forearm, a feint for the leg, a quick shot brought straight down on the shoulder. Success.

"Neck shot," said the man with the gold-and-black headband.

Our hero concentrated. A feint for the leg, a twist of the blade and the shot landed squarely into his opponent's heart. Success.

"Chin shot," said the man with the gold-and-black headband.

Our champion focused all his attention. Feint for the arm, feint again for the same arm, a flick of the wrist and the blade slapped into his opponent's exposed flank. Success.

"Too soft," said the man with the gold-and-black headband.

An arm shot and a leg shot. "Glancing."

Into the chest. "Glanced off my weapon."

A shot landed on each arm. "Still too light."

Our hero amassed his strength, focused his aim, and placed the most forceful shot he could manage into his opponent's ribs. The slap was heard all the way across the battlefield. Our hero smiled. Not even this man could argue a glancing blow.

"Reeve! REEVE!" the man screamed. "He hit me too hard. He's fighting unsafely. I want him OFF THE FIELD."

Our bewildered hero wandered into nirvana and sat himself down.

In the distance, he heard his opponent still speaking to the reeve. "We need to do something about that man. Did you see how many head shots he threw?"

ANTI-REEVE

Natural abilities:

Body control: gives the player the ability to inter-change body parts during melee. Chest shots count as head or arm shots, arm shots count as hand shots, pelvis shots count as leg shots, etc.

Second level: Immunity to weapons.

Anti-Reeve spells:

Armor amnesia: Restores wearer's armor to full points between opponents.

Mend weapon: pick up heated or destroyed weapon, quickly say "Twenty-thirty-forty-fifty-sixty-seventy-eighty-ninety-hundred-good-enough."

Resurrect: Go to nirvana when dead, count to fifty or drink glass of water. Announce loudly, "I guess I've been here long enough," scowl darkly at nirvana reeve and return to base.

Dispel reeve: When a reeve comes upon an anti-reeve trespassing the rules, anti-reeve may assume air of innocence and/or wounded dignity as if it is an offense for a reeve to be examining his actions. Causes reeves of limited experience to slink away.

Summon reeve: Shout loudly, "Reeve!" Usually used in conjunction with the spell "Charm reeve".

Charm reeve: Anti-reeve states argument in such an indignant way that, by the end of anti-reeve's statement, the reeve is so angry that he no longer waits to hear both sides. Note: when "Charm reeve" is cast, the spell "Bewilder opponent" is automatically in effect.

Bewilder opponent: Cast automatically when "Charm reeve" is cast. Makes the anti-reeve's opponent so bewildered and angry that he can no longer state his case coherently. As per the "confusion" spell, this spell causes barbarians to go berserk and attack opponent.

Warp ground: When used by a magic-user, this shortens the distance between spellcaster and target to within the spell's range. When used by a target of magic, this extends the distance between the target and the spellcaster to one foot beyond the spell's range.

Bladesharp/bludgeon: Swing any weapon with maximum force. Does normal damage for game purposes but may take an opponent off the field for a few minutes. Works best with unapproved or rejected weapons.

Relic of the anti-reeve:

Shield of invulnerability: The bearer takes no damage from any shots, whether they land on him or not, because he carries this shield. The assumption is, when you carry this shield, all blows glance off the shield. Note: any shield in the hand of an anti-reeve is a shield of invulnerability. Most common relic in Amtgard.

General notes:

Some object that the anti-reeve spells are too powerful. Therefore, for the sake of game balance, the anti-reeve only gets one spell point per battle game. The spells listed above are cost zero, use unlimited. If you see any anti-reeve spells in use on the battlefield, please notify a reeve so that we may keep track of the spell points used.

I'm not sure who wrote this, but if anyone knows, let me know so I can give them credit.

Prince Regent Astyn

"FIREBALL, FIREBALL, FIREBALL"