



QUAD

NUMBER FOURTEEN

The
Fantasy Role-players
Fanzine

No, you haven't missed an issue, for those of you who were superstitious, there is no **Quad 13!!**. So here is **Quad 14**, thanks again to those who sent in their adventure reports, we do need more however. Remember if you send a detailed account in character to **Giles** he will pay you **5 Gests** for each report. A special thanks to James (also known as Fenice) for all his hard work in producing the Quads and Rule books. (NO PROBLEM...JAMES)

As most of you know, the Club is now in its sixth year with more sites, more referees, more kit etc etc. Thanks to all of you for helping make the club what it is today.

We could still do with some more artwork, cartoons etc for Quads, also we would like to start a regular feature '**A day in the life of...**' where characters describe a typical day in the Towers for a particular class or race of character.

We are also doing a '**for sale**' and '**wanted**' page if anyone wishes to buy or sell anything in or out of character whether live role playing or not we will include it. As well as this, there is a comments page should anyone wish to put in a comment in or out of character we promise to print it. Question & Answers page will also be coming with regular rules, problems etc that crop up on adventures.

Cheers to the anonymous publishers of the **Mouthpiece** (see enclosed), you had to be there to appreciate most of it, well done those players.

You may notice that adventures are being booked well in advance, so if you wish to adventure on a particular weekend or dungeon let me know as soon as possible. Bookings can of course only be confirmed with a deposit. Write or ring me **Mark Roberts** for more details on any bookings etc.

For details on rules or character applications for cards etc. write or ring **Rick Jackson**

Mark Roberts
14 Grove Crescent
Barnwood
Gloucester
GL4 7JJ
(0452) 610342

Rick Jackson
111A Coldharbour road
Westbury Park
Bristol
BS6 7SD
(0272) 441242

Try not to forget when writing to Keith, to address your letters to him and not various guild leaders !

Quad 15 due out May(ish) 1992 (!!)

Mark Roberts (SFB)

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HEROQUEST IV

At last the adventure is finally confirmed. We are meeting for briefing etc at Carlisle Youth Hostel on **Sunday 21st June 1992**. On the Monday Morning we will drive up to our Scotland site. The adventure will finish some time on the Friday and we will go back to Carlisle youth hostel to stop on Friday night debriefing etc on the Saturday.

The cost will be **£220 to players** (members only) and **£20 to monsters**. I need to know **before June** who will be stopping at the hostel and for how many nights.

If you are intending to monster send a good sized S.S.A.E to **Nick Blewer** with your £20 before May to ensure a place and get you parts etc.

**11 Aaran Close , Woodshaw
Wootton Bassett , Wiltshire SN4 8LZ**

Unlike normal adventure we are not short on monsters so it will be a case of first come first served. The further in advance people let us know the sooner we can arrange transport etc.

NOTES & BITS OF INFORMATION

RING MARK ROBERTS (0452 610342) FOR ANYTHING LISTED ON THIS PAGE

QUADS still available – 1, 4, 5, 6, 7, 9, 10, 11 & 12
Magic and Points/Skill rules also still available.

Latex at £20 per gallon

Gaffa tape: Grey or Black £6.00 a roll. Red or White £5.00 a roll

We now sell **Warlock Weaponry** latex weapons so if you need a weapon any size or shape be sure to let us know.

Lazer tag kit – 2 guns X sensors and a helmet, good condition, leather belts and holsters £175.00 the lot O.N.O.

Is anyone interested in painting minitures in return for free adventures ???????????
Heroquest T-Shirts for sale £3 - £9 all colours and sizes.

Character costumes made ... Interested contact above

Weapon or shield repair service, reasonable prices, latex or gaffa.
Gaffa tape weapons also made to design.

2 Chain Mail shirts – fit most people £125.00 and £75.00 ONO.

We will be ordering some caligen and rods for weapon making, if anyone wishes to order some as well please let me know.

POTION COSTS

After a long period of re-adjustment, the Valley Herbalists have finally managed to rebuild their laboratories and are now in a position to be offering their services once more on a general basis.

Following a meeting of the Herbalists from all three camps, it has been decided that only **Neutral Camp** will be offering Herbal potions for sale on a regular basis. **Delta** will be heading and co-ordinating the sales, so anybody wishing to purchase Herbal Potions should contact **Delta** with their requirements and Gests.

Below is published prices of the potions that are offered at the moment, which must be paid in Gests. Please note, that prices may vary depending on demand.

Type	1	2	3	4	5	6	7	8	9	10	
Cure Disease	5 (Minor)		15 (Medium)			30 (Major)			75 (Deadly)		
Remove Pain	10										
Stop Bleeding			15								
Cure Location or 10 total life points			6								
Strength (15 mins max)	5	10	15								
Damage taken	30	15	0								
Double Strength (15 mins max)					30	50		70			
Damage taken					60	30		0			
Dexterity	4	8	12	16	20	30	40	50	60	70	
Elixir of Life	6	12	18	24	30	40	50	60	70	80	

Anybody wishing to purchase potions should write, sending their **Gests and S.A.E.** to:

Delta (Steve Barns)
114 Broxholm Road
West Norwood
London
SE27 0BT

LEADING CHARACTERS

in alphabetical order

WARRIORS

Alaric	...	R.I.P.
Carathon	...	Hero
Chill	...	Hero
Cosmo	...	Hero
Elthan	...	Hero
Fearon	...	
Kaalraan	...	
Karl	...	
Rock	...	Hero
Scrubber	...	Hero
Sally	...	
Vaynar	...	

SCOUTS

Banner	...	
Brand	...	Hero
Commanche	...	Hero
Delta	...	Hero
Galnin	...	Hero
Garth	...	
Gollum	...	
Jehad	...	
Nishy	...	
Runt	...	Hero
Stealth	...	Hero
Torrell	...	Hero

MAGES

Algae	...	
Aradel	...	
Cequinth	...	Hero
Demonstar	...	Hero
Dhue-noe	...	
Eremor	...	Hero
Finn	...	
Giles	...	Hero
Mordred	...	Hero
Quicksilver	...	Hero - R.I.P.
Solitaire	...	Hero
Starion	...	

PRIESTS

Baron Ulthar	...	Hero
Brother Jon	...	
Cringe	...	Hero
Crumble	...	
Gus	...	Hero
Harry	...	Hero
Jayen	...	
Lathrodec	...	
Little Jim	...	Hero
Melf	...	
Merlin	...	Hero
Mian	...	Hero

IMPORTANT ANNOUNCEMENT TO ALL VALLEY MEMBERS

It is my solemn duty to carry to you news of sad import. Raucus the old head of the Valley, has been removed from **all** his positions of authority within the Tower.

Recently, Lorf Faldor Steel was forced to eject Raucus from his position. I feel that it is important that I reveal to all the reasons behind this move.

Unfortunately, Raucus had been found guilty of manipulating the recent vote over the Thire Tower to his own ends.

Consequently, a meeting of the Village Council had agreed that if Raucus did not attempt to interfere in any way with the issue of a Third Tower or the distribution of status, then all that need occur was his own resignation from position as Head of the Tower. Unfortunately, Raucus went beyond his word and held a meeting to discuss a Third Tower. Present at this meeting were several dignitaries of the Valley who were unaware of Raucus' promise. These included **Prince Sardonyx** of the Red School, **Benson Sure** of the Grey Wardens, **Giles** of the Yellow School and **Eremor** of the Balck School all who were deemed free from the blame.

It was hoped to avoid unnecessary scandal for Raucus, as he has served the Valley well over the many years but undisputable evidence has been discovered by members of the Valley Camp that Raucus has manipulated the vote to his own personal end. **Faldor Steel** (Rangers guild leader) **Kleinwort Ironfist** (assistant Sect Head of the Grey Gauntlet) **Galadrin** (Sect Head of the Grey wardens) **Benson Sure** (assistant Sect Head of the Grey Wardens) and **Apshall Farlight** (Whitepath Sect Head) all gave evidence of corruption.

Lorf Faldor Steel feels that such a move against the democracy which so many people have given so much, for can not be tolerated.

We hope that the people of the Valley will support this move and continue to maintain their confidence in the Village Council and ask for your support.

Derlin

Scribe assistant to Faldor Steel

For:

**Faldor Steel, Lazarus Steel, Prince Sardonyx, Avalon, Galadrin,
Njord Forgeson, Tarn Gurrack, Sequinth, Gilliard Greyarm,
Martha Holmworth, Rednow Futts, Mathias Cooper,
Garth Deathstalker, Ushiro, Old Wise Bob**

ORC - BARBARIAN THEME WEEKEND JUNE 5 - 7

This will be run as a normal theme weekend with a few exceptions. The adventure takes place at **Welsh Bicknor Cottage** in the **Forest of Dean** from **Friday 8.00pm until Midday Sunday**. As with normal hostels, no smoking inside and bring a change of shoes. The difference is that all monsters and players must be **Orcs, Goblins, Barbarians** or similar. Also monsters will need tents. There are only limited spaces on this weekend and we are trying to keep it low level (rank 2 - 20). A good chance for new characters who have not tried this type of thing before. I do need to know character details before the adventure. There will be a **banquet on the Saturday night** which, unlike the normal weekends, will be an **in character banquet** ... bring a bottle (nothing 20th century - cans, bottles etc).

COST FOR THE WEEKEND

Members	Players	£60.00	Monsters	£30.00
Non-Members	Players	£75.00	Monsters	£35.00

Prices include banquet.
Normal discounts apply for players

MAY BATTLE WEEKEND

Friday evening to Monday afternoon, cost **£15.00**, discounts available. There are still some spaces on the weekend however, it is filling up rather quickly, so if you wish to take part it would be a good idea to contact me A.S.A.P.

72 HOUR-EASTER 17-20 APRIL

There are very few spaces left on this adventure so if you wish to do it contact myself or **Mike Short - (021) 325 0492**.

ON BEING GOOD

When I petitioned the **Council of Twelve** for Membership in the White Camp. **Galnin** posed the question! "**Why do you want to join the White Camp?**"

My answer was based on the fact that I have always tried to do the right thing. Anyone who strives to be a good man or woman could not even consider joining any other camp. Those who have joined the White Camp for some benefit should reconsider either their decision or their self-centered outlook.

Members of the **Dark Camp** have tried to coax some of my brethren and I into denouncing our ties to the White Camp. They offer personal gain as an incentive. They say "**We have abilities equal to yours and we have the advantage of being able to cheat.**" By this they mean that they do not require themselves to act in an honorable way. Personally, I have set this temptation aside with the knowledge that the challenge of accomplishing a mission in an honorable way is one of the things that makes the mission a worthwhile undertaking.

Where is the challenge in being a member of the Dark Camp? They would fall upon themselves more quickly than we would. but they are protected from each other by the Treaty. Therefore, the challenge of prospering, (even surviving!) in a friendless den of murderers and thieves has been removed.

The challenge of acting in a way which brings the approval of one's peers and superiors is diminished because of their evil ways. If a man says he is evil and commits a few evil acts, who will contest his announcement? In the White Camp, we must always question our own actions and those of our comrades in order to ensure that none would challenge our belief that we are good men and women.

To those of you who are just beginning your adventures: Beware of the promises of the Darh Camp. They actively recruit because they hope one day to defeat us by sheer numbers.

Even if you believe that they will keep their promises to you, YOU must consider that they live only to promote death and destruction in combat. If you believe that combat is all there is to life in the service of the people of the Valley. then you are missing out on much of the joy of living in the Valley.

Take the challenge. Strive to be good.

Jogun of Hobart
H.O.P.E MEMBER

WARRIORS ON THE PLANE OF THE FORMORIANS

I have recently read Starion's report on an adventure entitled "Plane of the Formorians". I would like to add a few things, particularly from the warriors view point. I was also slightly concerned that any followers of the one True Path might be alarmed by the apparant death of nearly all the Good Camp adventurers on this Valley mission.

I will firstly draw attention to the enormous contribution made by **Brother John** and **Gus**, without the excellent support of their White Power healing we would not have survived. Few things bolster the morale of the warriors in your party (and their life expectancy) quite like the constant flow of healing into them whilst they are fighting in the front rank. At risk of stating the obvious, the lack of healing during the fight may require even more Power afterwards, if you win, to mend broken limbs etc. I will also take this chance to thank all of the Mages, Wizards or Sorcerers who cast their many protective spells upon me during the adventure.

The Warriors on this mission were: from the Good Camp **Wolf, Dec, Alaric, John Balard** and myself, Neutral Camp **Gellix** and **Fearon**, Dark Camp **Kaalaran**. We made an excellent fighting team and only once in three days and nights did we fail to hold the enemy and that was during **Erelan's** surprise counter attack. For those of you who may not know, **Alaric** has since been killed whilst bravely fighting a most foul and hideous undead creature. Another comrade from many missions falls and he to will be greatly missed and difficult to replace. I will again mention **John Balard** there are few more noble ways to die than fighting to defend a fallen comrade and I am sure he will continue to do great service to the Order to which he belongs.

The success of this mission was for me overshadowed by the sad loss of **Quicksilver**, he was worth any number of **Erelan Black**. I was priviliged to call him a friend and a comrade on many missions for the Valley, Quicky is sadly missed by myself and many others and will not easily be replaced.

I think **Starion** mentioned all the other adventurers, many apologies to anyone who we might both of missed, some time has now passed since the mission and my memory is not what it once was. One thing that this mission demonstrated was the great strength of a Valley group all working together to overcome a formidable foe.

I hope this letter may encourage those of you who have not fallen to the ways of darkness to join the Good Camp. Particularly warriors, the Good Camp currently supply about half of the warriors for very experienced Valley missions (when drawn from all Camps) and would I am sure be very pleased to see their numbers swelled by new recruits. I initially joined and still am a member of the Neutral Camp but the Powers of Light found and directed me to Humact. If you do not feel such a calling, excellent free training, guidance and usually armour will be provided in the **Crusader's Guild**.

If anyone has news of a group planning to encounter the **Crystal Guard**, please let me know. I and many others were slain by them and my sword **Starlight** was lost. I will attempt to join or aid the group, I'll also offer a reward for the return of my sword.

May the Powers of Light guide and protect you, or if this has fallen into the wrong hands, strike you down.

Carl Cloudcaller

Sword of Light

REPORT ON BARBARIAN 24 HOUR 21-22nd March

Party

SabreTooth Tribe

Shadowrac (Tribe Head/Shaman), Firewalker (Tribe Idiot/Shaman), Tonk (Head Overseer)
Orac (Head Warrior), Zograth (Warrior), Jug (Warrior)

Others

Grey Cloud

Thorn, Kezch, Tarin, Soothsayer, Sable, Rogue, Abdul (Daifan Man)

Spent lots of days on Caravan for **Daifan Men** (in Green and Brown) until discovered that was being followed by men we did not know, it had been boring time, the food was crap and I had to share sleeping area with **Firewalker**. Him stink as normal, him never wash clothes 'cept when rain and that not for days. **Orac** and **Zograth** were getting restless and **Orac's** moaning was beginning to grate on nerves, **Shadowrac** kept himself to himself as normal which I prefer as he get in way lots and him stink too. (Perhaps this requirement for Shaman). Leader of caravan decide that reason for following was chest they had. Him think that if take chest on different route then men we did not know would follow caravan and leave us; me not happy as this plan oldest trick in book and if me, would have organised scouts to track forward to see if such trick happen. **Orac** and **Grath** happy, them not care 'cept if fighting and eating anyway, **Shadowrac** agree. We have to follow man in brown and green, him called **Abdul**, not trust, him always walk at back yet him claim to know way and lead us. Chest had precious metals in, could not be opened but it not stink of Magic so me not bothered, but not carry as Tonk not mule to order about, me left to **Firewalker** and **Jug**, as them both stupid and not much good for anything else.

Day drag on and seem that men we did not know were stupid as they not follow. We had many fights in wild lands no thanks to **Abdul** who led us up wrong bloody steep hill, Tonk take long time to climb as me wear armour and have to stay at back. Met Troll on way down and him was dead as soon as saw us, got skin and have to walk back down hill. Kill many Trolls and goblins and **Orac** seem to be enjoying self once he eat with **Zograth**. **Firewalker**, him not stop moan all time and me get fed up and wonder if it better to knock him out and carry as him then less problem. **Jug** carry chest with **Kezch** who me not trust either as him have armour that too clean for true warrior, him also have hair like woman and carry stick like Shaman. Me notice that in party we have Barbarian with elf ears, him name **Thorn** not smell of magic too much (elves never rid of smell) but rest of party not care, me ignore as freak, **Grey Cloud** live up to name as him bring rain. We rest for time and **Soothsayer** who another of group, him want to call ancestors for guidance, him seem to think that throwing bits of metal, a glass bottle and biscuit on floor give him power to talk with ancestors. **Orac** pick up metal as him easily distracted this sent **Soothsayer** in rage as it displease ancestors, me laugh as it all crap and seem him just like attention. **Orac** not understand as him stupid.

Day pass on and me not sure if **Abdul** know where going, me think him lead us into trap, run off with chest, me suggest to **Sable** who seem to agree, him not speak much but seem to have brain and him not stink too much either. Him scout lots for us but not

much use if him not tell what ahead as him stay ahead too much. Him have friend who me not like as him use strange weapons and look suspicious him name **Rogue**, but him help as we meet **Black Magic Men** who me stink from mile, them drip with magic we have to cross their land, me think this ploy for **Abdul** to run of with chest. We warned not to attack **Black Magic men** as them powerful, **Sabretooth** hate magic but not stupid, we know when we up against foe who defeat us easily, so we stay far back and try decide what next. **Rogue** go talk with **Black Magic men** and him stay for many minutes **Abdul** shout at us alot (especially Firewalker who seem to want to get himself killed), Tonk ignore and try for closer look, **Rogue** come out of cave and things seem good as **Black Magic men** let us through, me still suspicious and wonder why **Rogue** not get killed. Me not care and we carry on trail led (from back) by **Abdul**. We meet few more goblins and another Troll, this pretty easy but Tonk get hit by dirty foul smelling magic from goblin in trees, him get power from trees but Tonk work this out and after cutting self free from foul magic, grab goblin and stop him from getting stinking magic, him soon killed but him do something to Tonk which make Tonk feel unwell. Things around seem to get faster, me not able to match speed of anyone, even **Firewalker**! We ambushed by Trolls and Goblins but me use **Magic goblin** as sheild, things happen too fast for me to see, **Firewalker** said him kill Troll on own, I doubt this and **Shadowrac** seem this too as me remember him on floor with legs in air crying for help. Things seem strange for what seem hours, then every one slow down and talk normal. We need rest bad as we tired, we meet **Gypsies** who are loud mouthed and try to contact ancestors, them like **Soothsayer** as them crap too. Them talk too much and we have plenty chance to despatch but **Orac** try to use brain which mean we get caught of guard, Tonk rush about but me not get to hit anything before them all dead. We take tents and camp for night, them not good tents but keep out rain and cold which good for me. **Firewalker** complain him cold. We get fire going as we attacked by ghost wolves who we need shaman to help kill. Tonk get plenty fight and defeat many wolves, Tonk tired and go to rest. Me not hear nothing till daylight, **Shadowrac** say we attacked by men using Bad Spirits, **Zograth** and **Orac** show how they brave them not sleep. **Firewalker** say him scare off blaggards who after chest. It turn out **Rogue** die in night too. When Tonk get up, sun high in sky, **Shadowrac** moan lots. Tonk wonder where most of party gone, it turn out that them run after enemies who get chest, **Grath** and **Ketch** have gash in throat, but **Grath** dead and him need spirits from Daifan man who drink liquid from bottle. **Grath** feel better and mean we go and find rest of party. We meet after another bloody steep hill and it seem that **Grey Cloud** found men with chest, they panic and cast foul magic at him, they run away but have hidden chest in forest. Party take long time to find chest as they crap, but Tonk find chest in few moments, this what Tonk good at. We meet **Black Magic men** again it turn out we doing favour for them, Tonk angry as me not told, we kill men who steal chest. Them have dagger which belong to **Black Magic men**, they let us pass and we meet another Daifan man who help kill **blaggards**, not that we need help as we have **Zograth** and **Orac**. Him take chest off us and swap skin for skin and money which seem bad deal but **Shadowrac** happy. Me think chest full of **silver**, it turn out **blaggards** are **Taranor** who Tonk meet in woods many months before, me not sure about Daifan men but they pay us well so me not care too much.

This written under orders from **Shaman Shadowrac** and **Shaman Firewalker** by **Tonk**, Head Overseer for **SabreTooth Tribe**.

PLEASE REMEMBER THAT YOU CANNOT GET ARMOUR, POTIONS, SCROLLS OR GOOD SPIRITS ETC. ON THE DAY AS THEY MUST BE APPLIED FOR WELL IN ADVANCE.

APRIL

17-20 Basic level 72 Hour Theme Special
24-25 Good Camp High Level, 24 Hour

CONTACT
Mike Short (021) 325 0492
Alison (0452) 529144

MAY

1-4 Battle Weekend Special, Kinver
9-10 Pre-HEROQUEST 24 Hour
16-17 Low level, 24 Hour
22-25 Theme Weekend
30-31 Greenwood, Medium(ish) level two 8 hours

Mark Roberts (0452) 610342
Nick Blewer (0793) 855069
Mark Roberts (0452) 610342
Nick Blewer (0793) 855069
John Lowndes
38 Livingstone Road,
Ellesmere Port, L65 2BE

JUNE

5-7 ½ Orc, Goblin, Barbarian, Theme Weekend
Welsh Bicknor
13-14 Low level 24 Hour
21-27 **HEROQUEST IV – SCOTLAND**

Mark Roberts (0452) 610342
Clive (0785) 780429
Nick Blewer (0793) 855069

JULY

31- (August) 3 72 hour Mid level Special

SEPTEMBER

St Brivals Theme Weekend

OCTOBER

9-11 36 Hour – Welsh Bicknor

NOVEMBER

(October)31 - 1 Halloween Theme Weekend

20-22 36 Hour – Welsh Bicknor

27-29 Ridgeway Theme Weekend

DECEMBER

18-20 Christmas Theme Weekend

(Phew!)

AFTER THE TARRANOR.

It was with some trepidation that I joined a mission setting out to search for some Tarranor. These were not my normal companions, and indeed some of them were mere novices, even in comparison to ourselves.

We were instructed to go to an area where I had been before, that time in competition with the Tarranor. This time we were seeking a group that were being harassed by the Kalid. So we returned to the site of the great battle we had fought with the Tarranor, soon after they had lost their Tower. It had no pleasant memories for me, on my previous visit it had required a number of baskets to carry me home again. For the sake of my companions however, I did not mention this, and we made good and steady progress.

One of the Valley Rangers, **One Rod**, met us and gave us directions. He had found neither group as yet, but had seen some sign. We thanked him, and continued on our quest. The Tarranor it seemed, were in the vicinity of a nearby lake.

The paths that we were following, were surrounded on both sides by deep woods, and soon enough we happened upon some people. They claimed to be the followers of one Selasoss, a strange beast, armed with powerful forest magics. They refused to deal reasonably with us or to give us information regarding our quest. As is common in the wilderness a fight broke out, whereupon the folk and their 'god' were dispatched.

Travelling on we were hailed by a badly wounded goblin. He wished us to rescue his comrade, a sprite, who was caught in the effects of an Entangle spell. Being suspicious of the capricious and eccentric ways of goblins, I was unwilling to commit the party to a possible fool's errand. My comrades also were wise enough to be suspicious of the goblin's motives.

His offer of money however, tempted members of my party to investigate. There was indeed an entangled sprite. Here negotiations seemed to founder, and by the time I rejoined these errant members of my party, the goblin was refusing to honour the deal. Despite my assurances, the negotiations thoroughly broke down when Razenfell pursued him with drawn sword. As the sprite seemed to have no information to give us, and knowing an Entangle spell to be of limited duration, I withdrew the remainder of my party to await his return.

I was not surprised to see **Razenfell** and **Malignant** return without the booty, goblins can after all be extremely nippy, especially when pursued. So once more up to strength we continued.

Here along the edge of the lake, we had our first success. We met a pitiful wretch, whose name it appeared was **Tarry**. Indeed through the wreckage of his tattered garments, it could be seen that he wore what had once been a Tarranor tunic. Unfortunately he was quite insane, and lacking the necessary invocation to cure him, we were forced to attempt to make some sense of his babblings. After I had cured him and assured him of our friendly intentions, he offered to introduce him to his 'friends'.

Tarry's friends were a goblin and a troll, and they were anything but friendly. The poor lunatic was the first to be cut down. The goblin swiftly followed. The troll weakened by

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Chadda's Dark magic was brought to the ground. **Sven the Northman** supervised the grim task of bludgeoning it to death, following it up by skinning it with a small fruit knife. Poor Tarry was beyond my help, and I lead the group on.

Now we met up with a green-clad figure whose magical minions, similar in demeanour to the late Selassos, gave us considerable trouble in combat. Worse, he raised a powerful monster, seemingly composed of the very earth itself. The inexperience of our party was evident here, and we were forced to draw off a way and parley.

I informed this druid of our mission, thinking him attached to this group of Tarranor that we sought. He agreed to ponder our offer of sanctuary to the Tarranor, and withdrew with his beasts. As we licked our wounds, it came to our scout Bats, as to where he had encountered such a being before. "Tis a Kalid Earthwarp Druid," he informed us. We were not pleased to think that we had just informed our enemies of our mission.

Consequently it was no great surprise to see a pair of Kalid awaiting for us upon a narrow path. Realising that in such terrain we would be unable to bring our greater numbers to bear, we withdrew, hoping to lure them to a more advantageous site. They refused to be lured, and soon it became apparent as to why. More Kalid appeared. It was evident that we had narrowly escaped a cunning ambush.

Eventually they moved towards our flank, and we retreated along the lakeside. The druid was with them now, and he announced his presence by casting an Entrapment spell upon our barbaric companion. With **Big Sven** trapped, we had no choice but to fight this powerful Kalid group.

At first things went poorly, **Chadda** and **Nytrus** fell mortally wounded. Indeed had I not used my last remaining bit of Power, they would not have been alone. Unconscious, I am perforce unable to describe the remainder of the combat, save from the words of my fellows.

The Kalid withdrew across a small footbridge, giving our fellows a chance to remove the dead and unconscious from the immediate battlefield. As **Sven the Northman** was unable to fiercely charge the enemy, he was volunteered to guard the fallen. The desperate struggle began again. **Snood** and **Malignant** combined their magics cannily to weaken the Kalid situation, and the enemy were slain or routed.

It had been a damn close run thing, but we managed to retrieve the situation. **Nytrus** and **Chadda** were revived with elixirs, and I soon regained consciousness, just in time to see the end of the pursuit. There was no alternative but to withdraw for meditation and enhancement, a recourse that we acolytes and mages immediately fell to. Thankfully undisturbed, **Chadda** and **Nytrus** were re-invigorated by the grace and mercy of the White Sphere, and we could continue with our mission.

We had been informed that the Kalid were harassing the Tarranor that we sought. Now it was our concern that we find the Tarranor, before we became the Kalid's next victims.

Once more we met with **Rod** the'Ranger, who told us that the Tarranor lay beyond a nearby woodline. This woodline however was guarded by a pair of warriors, who informed us that the wood was sacred.

QUAD 14

The warriors would not budge, but our concern was heightened when we saw three Tarranor inside the wood. They were stalked by beasts of the Kalid/Selassos type and begged our aid. The guards attempted to tell us that these Tarranor were in cahoots with the forest creatures, and that it was a ploy to lure us past the Power Ward that entrapped them in the forest.

Shade decided to test this theory by throwing the guards through this ward into the woods. The guards immediately fell upon the Tarranor, offering them in sacrifice to the forest creatures. Although there was concern that we also would become trapped within the wood, I knew that we must take a risk to rescue the Tarranor. I entered the wood, and several brave members of my party followed. Perceiving that I would need the assistance of magic to defeat the creatures, Shade ensured the co-operation of the party's mages by hurling them after me.

The villainous guards were slain, and one of the creatures also. The power of their numbers and magic however sapped the morale of my brave little group. Somehow the creatures communicated that if we would relinquish our longer edged weapons, we would be allowed to leave the wood. It was with no grace or good will that we did so, buoyed only by the fact that we took the Tarranor with us.

They it appeared, were the only survivors. The beasts and other more powerful specimens of their kind had seen an end to the majority of their group. It was soon apparent that the remainder of the Kalid would finish the job. A strong party of them blocked our way, and demanded that we hand over our guests. We had had enough humiliation for one day. The Kalid were slaughtered to a man.

I suspect that these strange creatures are some sort of minion or creation of the Kalid Earthwarp Sect, and would warn others of them. They are highly magical in nature, and I believe they fear edged weapons. If they are yet another sign of the insidious evil of the Kalid, then it is important that we be even more vigilant, especially in that area.

Party:

Prophet Margin, Bats, Malignant, Snood, Flatfondle, Chadda, Shade, Orlando, Sven (the Barbarian), Sven (the Mage), Kell Nytrus, Cload Topaz, Razenfel, Farmer Jareth

Report on Aldonar Fortress Meet 28th February 1992

VALLEY MEMBERS

KARL	JARRYDD	KEL	FELLIX
VEDAR	SVEN	SOULCATCHER	SPARKY
MELDERON	ORLANDO	LATHRODEC	NARNIA
SARATHAN	KLOAD	SNOOD	ELENOR
WOLF	FIL	BATS	SKUD
TOPAZ	DEC	MERLIN	PROPHET
KAALRAAN	ZYIN	GILES	ZENITH
HARRY	BREMOR	SHADE	CATSPAW
SALLY	SPARK	GAWIN	MAX
STEALTH	CHILL	MELF	BUNGO
EREMOR	VAYNAR	FESTUS	DUFGRAT(DIED)
SHIRLEY	CRUMBLE	NISHY	BROTHER JOHN
MALIGNANT	MARGO	BANNER	FEARON
COUNT	GELLIX	CHADDA	JIHAD
ARADEL	NISHIDA	RAZENFELL	WATERLILLY

We arrived on the Friday Night and **Giles** was in charge. There were three missions to be dealt with on the following day with **Giles** going to deal with a **Dymwan Necromancer**, **Brother John** was to take **Zenith** and **Sparky's** groups to meet a dye-fae-dyne ambassador and escort him in. **Shade** was in charge of the weaker group who were to scour an area looking for **Taranor refugees** who had apparently escaped the slaughter by the **Kalid**.

Various notables from both towers arrived to discuss things with their respective guild members. **Sir Loren de Hal** arrived and it seems that **Harry** may be soon a **Humacti High Priest**. There was some harrassment between the Humacti and Mian's followers!!! but this was soon ended!!

The groups went on the following day, the **Prophet Margin** went with the lower group who lost **Bremor** valiantly offering to go with **Brother John's** group so that the others would have a healer. They had problems with **Kalid** and an **Earth Warp Druid** but managed to retrieve three **Taranor**.

Brother John's group escorted the Ambassador to the fortress having further dealings with the vampire that they had previously released!!

Giles' group were marginally successful in that they failed to slay the Dymwan but drove him from the area disrupting his various dealings.

That night further guild meetings were had and a meal was held at which **Raucus**, **Benson**, **Sardonyx**, **Giles** and **Eremor** spoke of the third tower. This unofficial meeting abruptly ended when representatives of all camps headed by **Faldor Steel** arrived releasing **Raucus** of his place as **Grey Path Head**. **Raucus** virtually admitted to 'rigging' status at the last time of reckoning for his own ends! He was last seen leaving the fortress

under the 'protection' of **Steels Rangers**. Not much else happened that night but it appears that during the night, two **Kalid Earth Warp Druids** gained entrance to the fortress via an old underground well. They managed to somehow send valley members to a 'limbo' while they were replaced by 'Golems'. A battle ensued lasting all morning but eventually they were defeated, one slain the other fled. It seems the Golems did not bleed so beware of such creatures.

Mentalia Mission **14 March and 27 March**

It seems that **Lord Creyn** arranged for **Melf** to get a party together to go back to his old **Plane of Mentalia** where the creatures are nearly all **psionic**, **Melf** met the Dye-fae-dyne ambassador at the Aldonor fortress and arranged for use of the world window plane shifting tunnelling. **Melf** at short notice managed to get the following people to help him:- **Brand, Brother John, Chill, Crumble, Carathon, Giles, Harry, Marco, Nishy, Scrubber, Sally** and **Vaynor**.

Before the Dye-fae-dyne would allow **Melf's** group to use the world window they had a task for them to perform. It seemed the Dye-fae-dyne had a problem with an ex Taranor Guild Leader called **Padric** who they wanted eliminated, and also soil from their soil bank essential to plane travelling to **Thranduil** had been stolen somehow and they wanted it retrieved. An **Azad-an General**, a **Reader Merchant** and some **Morgoth** worshippers allied together to commit a theft. **Brand** and **Carathon** waited at the Dye-fae-dyne base in case more information was forthcoming. In the two days leading up to there going to **Mentalra** the party managed to slay the **Reader Merchant** but in two battles with the **Azad-an General** (the second with a **Morgoth** priest as well) they were forced to withdraw, **Melf** dying in the first encounter. The party met **Padric** but decided he was not a Valley enemy so did not fight.

All the truth we're paid to print

Lager Louts smash Kalid Holiday Home.

A pioneering Kalid Help-the-Towerless scheme suffered a major setback recently, when a horde of rampaging lager louts inflicted major damage to one of their hostels. "It was the usual kind of thing you associate with the Valley Tower", said a spokesman, "mindless yobs singing 'ere we go, 'ere we go, and firebolting all the conveniences."

A spokesman for the Valley Tower described the group as a "Training mission" and put the reports of damage down to youthful high spirits and the fact that Feyenor was with them.

I Came, I Saw, I Got Firebolted, Druid condemns Valley Yobs.

Local druidic representatives joined with tearful Kalid charity workers in condemning the "yobbish" activities of visiting Valley Tower members. "They just tromped all over the grass, bullying sprites and frightening the vegetation", a spokesman told our overgrown reporter. "I'm afraid that there's just one or two bad apples that spoil it for the majority", he said, "especially the fat red one who looks like a cuddly toy. If I see him again he's muleh."

Valley members described the attack on the druid as a "Wegwetable actident." A thpokethman issued a statement that said, "I wath juth cweaning my thpell thlot, when I wath thuddenwy thtartled by a huge wed marthmewwow and the thpell went of in my hand. The onwy weathon I wath hitting the dwuid with my thord wath to attempt to put the fwameth out."

The druids describe this sort of excuse as "garbled".

Filthy Fil Comes Clean.

Valley herbalists are ecstatic after the field trials of their new concentrated cleanser. Soon to be marketed in a handy refill pack, the new cleanser, they claim, "Cleans right down to the orc".

The guinea pig formerly-filthy Fil said, "I thought it was about time that I had a change of image and got down to the real me. Besides, nobody used that river much anyway".

Valley herbalists describe their new cleanser as "Totally environment-friendly" and thousands of floating river-fish as "just stunned".

"I feel like a new half-orc" said no-longer-filthy Fil. "So do we", said a spokesman for the Dark Brethren.

Wedding Bells for Snarlow ?

Speculation is mounting that the Valley's eligible Dark Seer Head has been mooning after a certain Drow priestess. "She's the best thing since sliced Micheliner", he is quoted as saying. Known for his roguish good looks and bulging money bag, the playboy priest is reported to be sighing a lot and totally off his torture.

As for the prospective bride, she it seems is taking time off to take a breather from this whirl-wind courtship. "We're not even good friends", she coyly told our correspondent.

Rumour says that the Dark One has already given his consent to the nuptials and has decided to be the Best Being. "I think it's a hoot", he said.

An announcement is expected soon.

Faldor - "Recession ending. New Tower Soon."

With the forthcoming Time Of Reckoning just around the corner, popular Valley leader Faldor Steel has made an important speech to an invited audience at the recent Valley Celebrations.

"The end of the Recession is in sight", he told his slumbering supporters, "it's only a matter of time before our overall status increases, and we have that long awaited third tower." He cited recent investments in retraining and figure-fudging as the main reasons for the improvement. "Also", he said, "a lot of our higher level parties have been running away more."

Monastery Sensation - New Monkish Ability Revealed.

The Valley Monastery is in turmoil after the revelation that one of their number had displayed a hitherto unknown monkish talent. The former child star and sometime tap dancer Max, has been seen talking to mid-air. Well known as the monk who is endeavouring to become immune to everything, it is believed that this new ability will allow him to become immune to ridicule, or at least, not notice it anymore.

The leader of the Monastery is reported to be very excited in this exciting new development. Reports are also coming in that the Bloodguard have finally noticed Max, and that Banner has given him a meaningful look.

Quicksilver Look-alike Contest - Great Success.

The first annual Quicksilver look-alike competition, was held before a packed house at the Court of the Goblin King. More than two goblins' hands and toes worth of contestants competed to find the best impersonation of the late folk-hero.

All the contestants were of a particularly high standard, with Bill the Amorphous Blob getting a special credit for effort. Hamish and Donald the etin's, ingenious before and after versions, was disqualified on the grounds of bad taste.

The eventual winner however was Murgatroyd the Midden Goblin, whose spirited rendition of "I ain't nothing but a Hordling", received a rapturous reception from fans of the 'King'. He is now reported to be considering an offer to play the lead in the musical 'Quickie', a purported biography of the late country-rock legend.

Giles Confirms He's AC/DC.

The pro-tem head of the Valley's Yellow School, has finally put paid to the gathering tide of rumour and speculation surrounding him with a public announcement.

A statement issued from the School of Electricity said "There's no way any yellow specialist worth his sparks can afford not to be versatile. During my time as head of the school, I want to make sure all my adepts swing both ways".

Members of the Yellow School are reported to be relieved by the statement, that ends many months of fixed grins and standing in corners. "Now we can all come out of the closet and get on with our shocking life-style" said a spokesplug.

Aunty Skrag's Problem Page

Dear Arnt Skrag,

I am a namsum a verry virryle yung warrior, wiv a grate boddee, but i find gurls tel me to go awai a lott. Wot am i dooing rong ? PeeEss doo yoo fansi cummin to a partee wiv me.

Luv an kissis
Ansum Warrior

Dear Handsome Warrior,
Fiss off Sparky.
A.S.

Dear Aunt Skrag,

My chosen career imposes a life of celibacy on me. However I find that this often places me under considerable physical and mental stress, especially at night. Do you have any advice that might help me ?

Troubled Hospitaller.

Dear Troubled Hospitaller,
Try warming your hands first.
A.S.

Dear Aunt Skrag,

I am a nubile young drow girl with all the usual female needs, but to date the only serious offers I have, have been from a moronic human thug and a huge half-orc. How can I change this around ?

Worried Priestess

Dear Worried Priestess,
Try Marrying the head of the Dark Seers.
A.S.

Tired of Life ?
GET STATUS

A** SHADOWSPALL

Public Service Announcement

Advert

Visit Old Rauc's
Burger Bar
for the finest Trollburger's
in the Land

Advert

Half-Orcs to Prove an Elf can Fly!

Much scientific interest has been aroused by the announcement of the first non-magic assisted elven flight. A crack team of Valley half-orc specialists have announced that their premier test flight is imminent, and that a suitable volunteer has already been conscripted.

"We've got a very big cliff and some handcuffs," spokesperson Shirley was quoted as saying. When asked if he was sure that all the bugs had been ironed out, he replied "Brenda ate most of them and Sharon jumped up and down on the rest."

Speculation abounds as to the reaction of the magical population of ORIN RAKATHA, to this threat to their monopoly. "I'm only the doorman said a spokesmage for the Wizard's CABAL. The Wizard's Concilleum are reported to be offering sponsorship of future experiments, on condition that they get to choose the elf.

More news as it develops

Faldor - IN, Raucus - OUT, Grey Camp - SHAKES IT ALL ABOUT.

In one of the niftiest pieces of political manoeuvring since Sir Vandalous won the Tower's lumber concession, The redoubtable Faldor Steel has ousted Raucus as Head of the Valley Tower. Faldor has already promised a new class-less society, and an Adventurer's Charter to protect the rights of Valley members.

Reactions from the other camps was mixed, "I think it's just dinky," said a spokespaladin for the White Camp. "As long as he doesn't go and spoil anything by trying to actually achieve anything, so what?" added a spokesfiend for the Dark One.

As for old Raucus, the hot news is that the Iron Maybe has quit politics! He's about to open up a chain of fast-food franchises. Friends however describe him as devastated by the sudden turn of events. One close to him said, "It's not the same without Raucus, his special relish makes all the difference.

Modred to bring in Decimation. - New Crackdown in Dark Camp.

In a last-ditch effort to ensure Valley unity, the Big M has turned to history for new methods of enforcing discipline within the Dark Camp.

"Military forces on many worlds, including our old chums the Empire, have used this as a way of weeding out the winps in the legion," he told a dying reporter.

Nine out of ten Dark Camp Members will die in this process, but Modred refuses to agree that this is too drastic. "I have the full backing of the Council of 1," he said.

Sally Appeal - Latest!

Chill reports that the appeal fund launched for Sally's recent fine has now reached 300 gests. He thanks all of their many friends for their kind support, but encourages them to keep up with their donations. "We'll soon be up to 500 gests," he told our partially crushed reporter, "that means only 100 more and we'll have the 200 we need."

Encouraged by her great success Sally is prepared to do it all again, twice nightly plus matinees, in a travelling tour version of the event. "This one will run and run," said our theatre correspondent.

Hospitaller Horror! Brother John has Cold Hands.

Members of the Sect of Hospitallers were reported to be swooning in droves today, as the latest scandal to hit their brightest young star was made public. A statement issued on behalf of Chief Nice Guy the Lord Creyn described it as a serious flaw in his bedside manner. He himself is said to be in tears.

Reports indicate that the matter is due for debate in secret session of the Council of the Good Camp, where much finger wagging and shaking of heads is scheduled.

An official Hospitaller spokesman said, "Oh well never mind Cure Mortal Wounds. However this news, coming as it does on the heels of a report, linking associates of Brother John with mass commodities speculation in garlic, just before a Valley encampment was attacked by a seriously resurrected vampire, is bound to cause new questions. "It'll take more than a pair of mittens to cover up this one" said Baron Ulthar.

The former teenybopper idol was in hiding last night and was said to be reconsidering his future.

Quicksilver Alive?

Reports are coming in that the well-loved Hero, Blue and White Sorcerer, Green Wizard and Country and Western singer is alive and well and living the life of a recluse. After his recent and much publicised demise the Valley's many music fans went into mourning, and his apartments "Quicksland" has been turned into a virtual shrine by devotees of his definitive brand of Country Rock.

He was identified as a customer of the Old Rauc's Burger Bar, by the proprietor Ronald McRaucus. "I'd know him anywhere," said Mr. McRaucus, "he ordered a Big Rauc, (two all troll patties etc.), extra fries, and a Delta Cola to go. Then he cast Stormskins on all my staff and several items of furniture."

This brings to 128 the sightings of the former Valley sex symbol since his supposed death. This latest sighting was dismissed by Sir Kelro on behalf of the White Tower. He read a pre-prepared statement that said, "Someone with Quicksilver's kind of weight problem would never have ordered extra fries."

We and thousands of fans await developments.

Anti-Vampire Serum - First Test Successful.

Valley herbalists are said to be quietly pleased with the results of their testing of a new experimental alcohol-based anti-vampire serum. It was voted a success, after field trials during the recent vampire attack.

"I drank about ten pints of it," said brave guinea-pig Alaric, "and neither of them bit me."

The new serum is expected to come onto general sale later this year, and will be available in all the usual barrel sizes.

Snarlow Refuses Hospitaller Breakthrough.

Amidst all the scandal coming out of the Sect of Hospitallers comes good news for Lord Snarlow. The sect have made a major breakthrough in the treatment of his skin condition.

He personally has refused the cure on the grounds that it could seriously damage his street credibility.

The Hospital however, would like to make it clear that this cure is available to anyone who feels they are in serious danger of breaking out in red and black checks.

Apply Jayen - White Tower.

Congratulations!

The editor and staff would like to take this opportunity in congratulating the Lord Modred upon his accession to the Head of the Assassin's Guild.

The Valley Tower was totally unsurprised by this sudden turn of events. The former officers of the Guild are said to be "Terminally unavailable for comment." One prominent assassin summed up the mood of the guild. "Easy come, easy go."

For all those interested in commercial murder, the Assassin's Guild are doing a special introductory offer. Lasting a limited time only, pay only for mother, father and first two children, rest of the family free. Also a special half-price offer on family pets, and leaving horse's heads on pillows.

Sounds like a bargain to me!

Editorial.

We'd like to welcome all Valley members to their first edition of the world-famous Mouthpiece. Your friends in the other towers have undoubtedly mentioned the part that this humble broadsheet plays in bringing all the towers closer together. In future we hope to bring you up to date news from all the towers, just as we will be taking them all your news.

So if you want to participate in the great work of communication we would be only too pleased to publish your articles, observations, and work, under assumed names of course.

Adverts, gossip, letters to our Agony column Aunty Scrag, it's all up to you.

Just sent your items of news to the newsdesk and we'll will send our reporters to collect the full story. The more news we get the more reporters we can take on. (Applications for positions in The Mouthpiece are open to anyone who can stay alive after the artifice has gone to press.)

HERO-QUEST LIVE ROLE - PLAYING CLUB CHARACTER RECORD SHEET.

Character Name:

Real Name:

Race:

Profession: *Warrior*

Rank:

Skill Points:

Camp:

Guild:

ARMOUR CLASS	Physical		Dexterity		Magic		Power	
Head:								
Body:								
Right Arm (Upper/Lower)								
Left Arm (Upper/Lower)								
Right Leg (Upper/Lower)								
Left Leg (Upper/Lower)								

LIFE POINTS:

POWER:

Total Power:

Sphere:

Invocations: Rank 0:
 Rank 1:
 Rank 2:
 Rank 3:
 Rank 4:

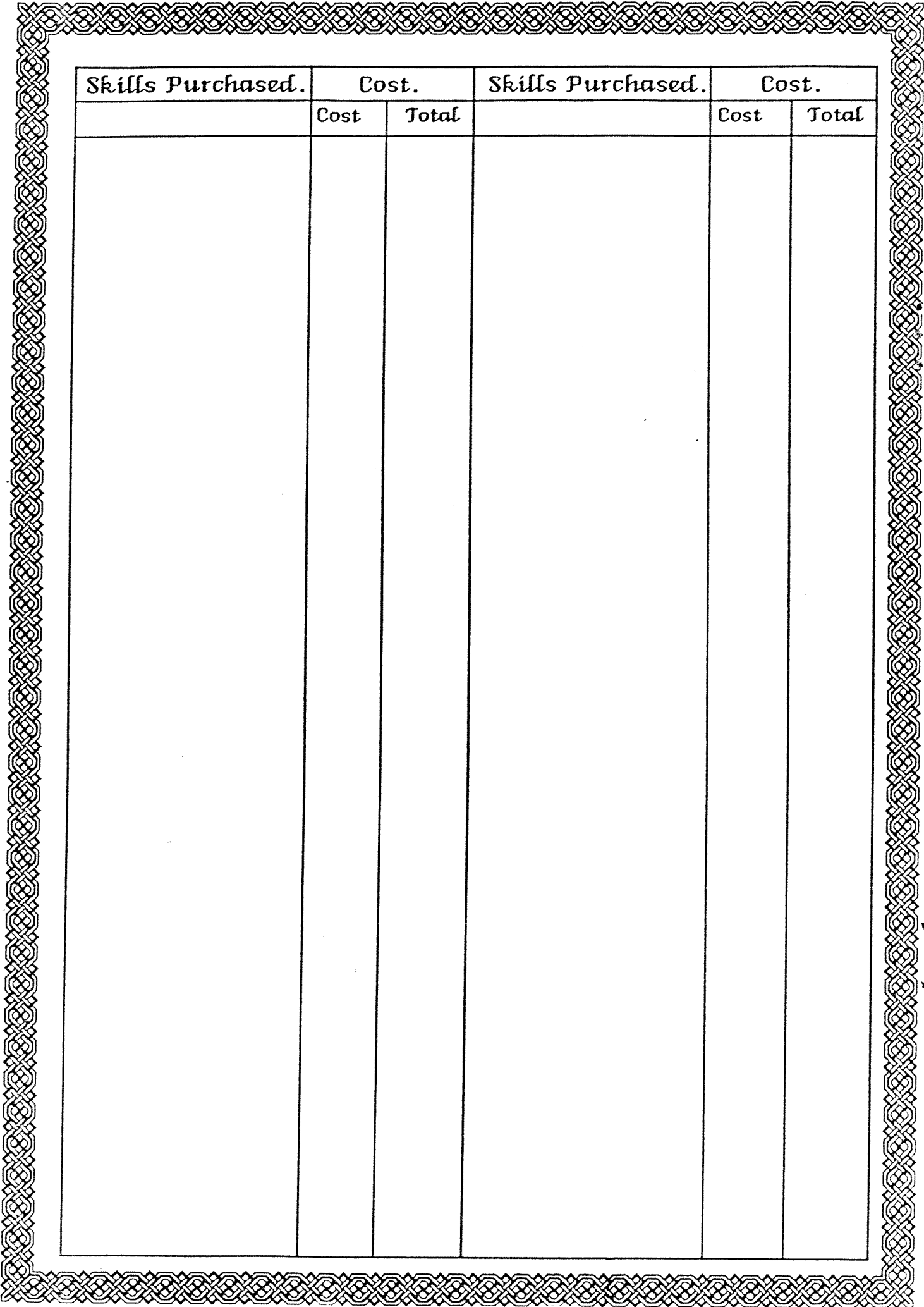
MAGIC:

Colours: First:
 Second:

Spells: Level 0:
 Level 1:
 Level 2:
 Level 3:
 Level 4:

Equipment, Items etc.

Gold, Treasure etc.



Skills Purchased.	Cost.		Skills Purchased.	Cost.	
	Cost	Total		Cost	Total

When

August Bank Holiday 1992

Friday 28th August – Monday 31st August

Where

The Live Role-playing event of the year, named **The Gathering**, will be held at the Drum Hill Scout Camp, near Derby, U.K.

Amenities at the site have been extended to include:

- Increased parking/camping area.
- Pre-arranged camping by Clan or Unit.
- Individual Clan/Unit camping areas signposted.
- Improved parking close by your camping area.
- One-way road system to prevent jams.
- Expanded toilet and shower facilities.
- Toilets and showers serviced regularly.
- Children's crèche with professional staff.
- Regular security patrol through camping area.

The camping area will be permanently Time-Out while the huge LRP arena will be permanently Time-In.

Arena

The LRP arena will take in the majority of the Drum Hill site, most of the camping and parking is off-site.

Within the arena there will be continual LRP events as well as the Trader's Village, the Prison (yes, you could end up in gaol but even then there's loads of LRP activities you can take part in), the Tavern

(evening opening only) and lots of live, professional entertainment – you might even see some celebrities.

Here's some of events you could take part in:

- Champions (several combat style categories)
- Small group champions
- Mass champions
- Archery competition
- Scouting challenge
- Assassin contest
- Mage or Priest duels
- Trollball Onslaught
- Skirmishing
- Entertainers competition
- Banquets
- Metal-weapon instruction
- Plot-tied, in-character adventures

And, by popular demand, there will be the mass fantasy battle on Monday with many special effects organised by experts.

Apart from the participation activities there will be many exhibition events too, so even if you prefer just being a spectator you're certain to have a good time:

- Jousting
- Battle of the Mages
- Medieval Band
- Metal weapon demonstrations

Plot

To make this a weekend to remember we have gone to enormous lengths to ensure that this is a real LRP event. A detailed, but open-ended plot has been devised providing a huge number of NPC's and pre-briefed characters.

Throughout the weekend plots and sub-plots, some planned, some spontaneous, will interweave themselves with the overall flow of the whole event, creating a unique and realistic feel. Every player at the event will have a place to come from and can be a part of the story.

Unlike previous (highly improbable) plots, where two utterly opposed enemies come together to have a jolly party before they (hopefully) slaughter each other on the field of battle, **The Gathering** has been called by a Great Mage to bring many different peoples together to enjoy a Fair and Market, but not everyone is there to do good.

Who

So, who's running **The Gathering**? After the degeneration in perceived quality of other big LRP conventions it was decided that no single company could or should provide the leading event of the year.

To this end the Lorien Trust has been formed, this is a non-profit, charitable organisation run by LRP professionals for the benefit of all LRP players – the money you put into it goes only to running this, and future, events. No other organisation pockets the change – a large chunk of any profit will be donated to charity.

We have spared no effort in trying to make **The Gathering** the most action-packed, value for money and enjoyable fantasy event you could attend.

 THE LORIEN TRUST

The Gathering



Welcome to a new kind of LRP Convention

Friday 28th – Monday 31st August 1992

Wayne Lodge
99 Laybourne Dr., Bestwood, Nottingham
0602 755271

Karin Hilton
19 Albatros St., Deepdale, Preston
0772 828886

 THE LORIEN TRUST

We can use your help, please fill in this form and hand it back.



Name:

Contact Address:

.....

Post code:

Phone:

Company or Organisation:

Area(s) of interest (please tick as needed):

NPC
3D¹
Entertainments

Finance
Gopher
Running events

¹ Props, costumes, scenary etc.

What is your acting/role-playing experience?

.....

I/my organisation can donate the following funds:

I/my organisation have access to and can [lend/hire/sell] these good quality items or can make or supply:

Costumes:

Props/scenary:

Weapons:

Anything else of possible use:

.....

I can entertain with the following skills:

My experience in entertaining is:

I am available to help for these periods around The Gathering event:

Before 28th Aug 1992: After 31st Aug 1992:

I/my organisation can run the following events at The Gathering:

Please give details

.....

Please hand this to a member of the Lorien Trust



the LORIEN TRUST

