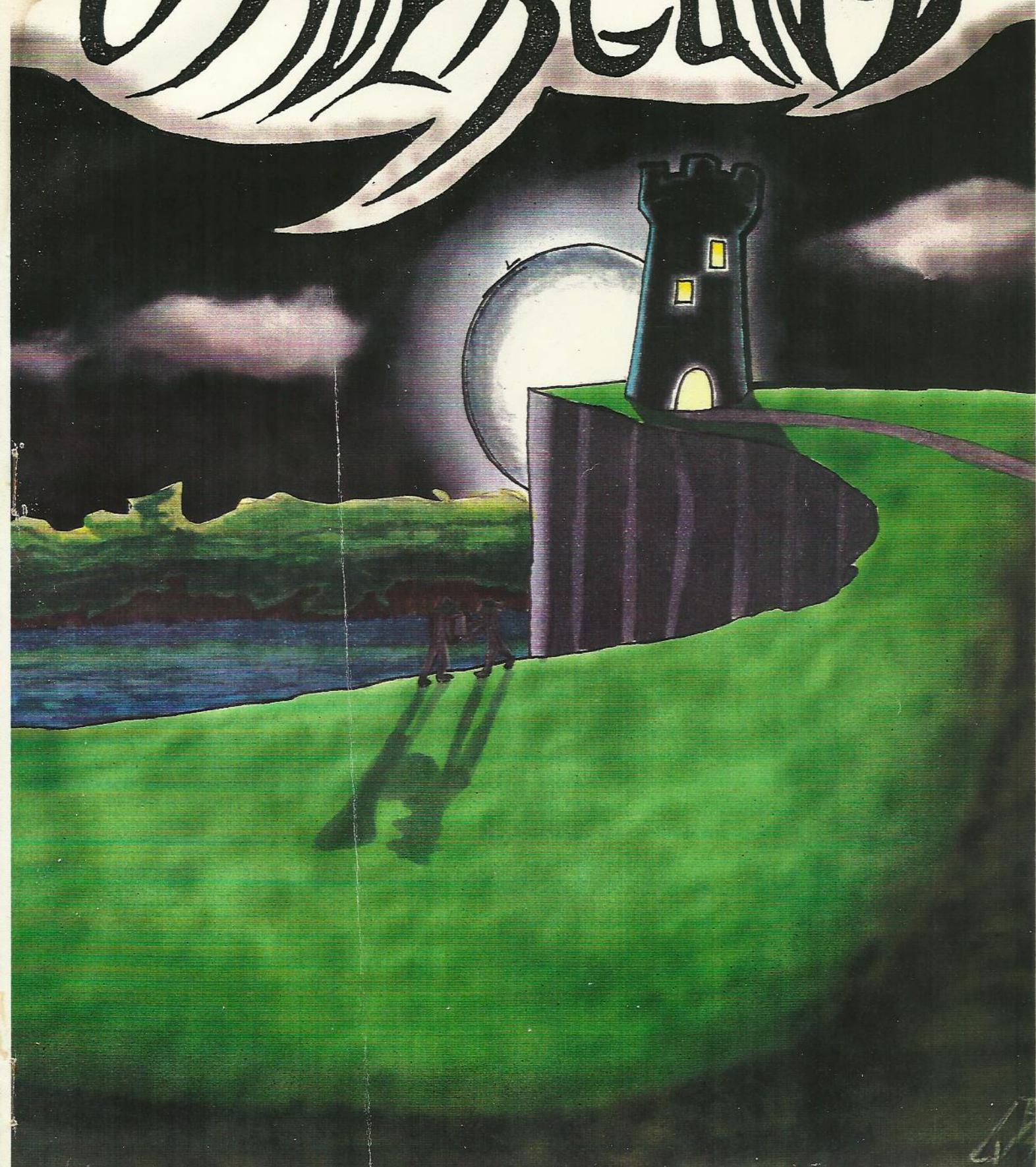


The Underground



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This issue is dedicated to
the First Ten of Barad-Duin.

Ahrmaand	Nithanalon
Thariand	Sylania
Sionnach	Sinjen
Sudakan	Cadeusan
Arioch Monteskaeu	Raven

Editors Note - The material printed herein is strictly
the opinion of those who submit the contribution and
do not reflect the opinion of the editor and staff.

-----PROBLEM SHOOTERS-----

TO: POPULACE OF BARAD-DUIN...

FROM: TREMLOCK

Since this is the very first thing in "Problem Shooters" I thought I should tackle some of the biggest problems we have in Barad-Duin. I know that we aren't going to be able to get rid of this problem altogether. But getting it in the open might let us combat it on more equal terms. The best example I can think of is Champion Koronada & Ambra Leah's Quest, "Adventure Through the Enchanted Forest". All through the quest I heard people complaining. Bitching and moaning about this or that. Now, looking back at the quest let's explore what was wrong with the quest. Ask yourself what was wrong with the quest.

The number one problem was the heat. Koronada and Ambra Leah did everything they could to insure that there would be water, and first aid available if needed. That was the best they could do in that area.

Number two reason was that we didn't fight that much. Well, considering that both teams either tried to bribe, or talk the monsters into not fighting our teams curbed most of the attacks by monsters. Also cliff areas were too dangerous to fight in. As it was, people were still climbing the cliffs (which they weren't supposed to, as stated in the rules.) Which again Koronada and Ambra Leah had no control as to where god placed the cliffs, and they didn't force anyone to bribe, or talk to the monsters.

Number three reason was that there were so many holds. This was a problem indeed, even I was complaining about this one. But look at it, did they have any choice? People were getting lost, hurt, confused and forced the holds. The heat was forcing people to get impatient and thus the problem. So again it wasn't Koronada or Ambra Leah's fault.

I heard so many people bad mouthing this quest it was unbelievable. I asked several people "Well, do you think you could have done better?" And I always heard , "Yeah!" In all respect my friends, then why haven't you? You have a job? So does Koronada & Ambra Leah. And what is really sad is that they haven't gotten the credit they deserve for their fabulous deed. They got a pretty large scale quest off the ground and it worked. They didn't really limit anyone as to where they had to go. It was basically, here, find the princess and come back. Which to my knowledge is one of the few that have been that way. Most of the time I have heard that it is usually like a railroad track where you are lead somewhere and you can't deviate from that course. I say that everyone should think about what they say. And that their actions should speak for them. Koronada and Ambra Leah TRIED! They WORKED on this quest FOR US TO HAVE FUN!! When was the last time you did something for all of Barad-Duin? I yell for three cheers for Koronada and Ambra Leah! I drink to them, and I pray that Barad-Duin learns from their example. I pray that we all try to make Barad-Duin that place where we all dream of.

Greetings to the Populace of Barad-Duin....

As (I hope) all of you know, Lady Sylaina and Baron Sionnach held a competition to determine the Ranks of the Ducal Guard. The selection was a **very** difficult process as the populace performed well above any of our expectations! There were more than **twenty** contestants competing for the six open positions on the Ducal Guard. After much thought and more debating the six guardsmen were chosen. As Captain of the Guard, I would like to take the honor and the pleasure of introducing to the populace the **Ducal Guard of Barad-Duin...**

Myrmidion - (Co. Blood) a veteran warrior who *thinks* he has finally gotten a desk job....

Tremlock- (Co. Phantom) Last warrior of a paranoid elven tribe... from the world of Dreblon....

Dorrian - (House Dragonhold) Squire to Nithanalorn and a wiz with woodland magic...

Raederle- (Co. Phantom) She is passive no longer....(and any who wish to contest that will answer to the Guard...)

Drakknar- (Co. Thunder) a menace on the field with daggers or fireballs... watch out for this Leaping Wizard...

Penumbra- a Drow healer with a tortured past...as to her motivations on the Guard...who can really say?...

Captain of the Guard-

Aganar Ky'Saron- (BLUE MEANIES) the uncommonly good... And I would like to acknowledge my two bosses, let's call them...

Consort Defender-

NightStalker- (BLUE MEANIES) Feared shadow of the Under City.

Champion of the Realms-

Drakken Shurar- (Co. Thunder) Dragonlord and Valheru...

These, ladies and gents, are the Ducal Guard of Barad-Duin. We would like to thank Sylaina and Sionnach for all the hard work in the selection of the guard. We would also like to warn--ahem-- inform the populace that for the reign of Sylaina we will also be fighting as a Battlefield Company...(much to the dismay of Dehugh and my own Blue Meanies) Also, I want to add that I personally want to thank every member of Barad-Duin for their enthusiasm and support for a great event on Selection Saturday.

Yours in service
(and beaming with pride),

Aganar Ky'Saron

Captain of the Guard

INTERVIEW WITH -----THE DUKE

Undergrund - What did you think of this reign?

C - Oh I liked it! I had a really good time! I thought it was a pretty good reign. I think the duke should be knighted and given the title of Arch-Duke immediately! And I would like to say that I thought the duke did an exquisite job, and certainly better than any other duke we've ever had, definately! Definately! Truely!... Hahahaha! No, truthfully I thought it was a very positive reign, I thought the club, speaking as duke, I thought the club did very very well, I think that we started the reign with a serious sence of unidentity, of not knowing who we were and I think we've really overcome that very well. I think we have some good new memebers. I think that the costuming situation is improving, I think that the court situation is improving, which is to say that there are more people in more costumes, and better costumes. There are more people attending court which is good. And the courts are better and they are running faster.

H - Do you have any suggestions for the upcoming Duchess?

C - A few, continue to work on the group identity, and continue to improve our rulebook and corpora. Um, I don't know, I think they will do very very well. I think Elizabeth will make a great Duchess, she's been guildmaster of several guilds, she was the first consort we had, she is also effectively the mother of our group because she is the one who introduced Nithanalorn and Ahrmaand to each other, and so she's the one who brought our group together ultimately. And Sionnach was our second duke, and I think he will do a good job as consort. And I think they both have enough experiance and I've spoken to them at length several times and I know what they are planning on doing and I think that they are going to do very, very well. I think they are going to have a very good and reproductive reign. Something we always have are good dukes, gee, I don't know, I want a bad duke damn it! But yeah, I think they they will be a very good duchess and consort, they have some very good ideas and clear plans.

H - What do you plan to do this reign?

C - Kick back and relax, watch alot of football. And kill people! Tremlock especially, yes!

H - Oh Yeah, Hmm. Well, what do you think of the new HFS rules?

C - I don't know. I saw one copy of the proposed rules and that copy is six months out of date. I haven't seen any of the playtesting or anything. So I know zero! All that I have heard has been good and constructive. As far as implemented, what I hope will happen is if Barad-Duin accepts the rules it will take over the current rules. I think it will be good, I feel very positive about it.

H - Is there anything you wish to say?

C - Yeah, keep up the good work and we'll see you next reign!

INTERVIEW WITH-----THE REGENT

Undergrund -How did you like this reign?

Berrydlus-I wasn't, like, incredibly satisfied with it.

H-What do you think was wrong with it?

B-We lost something. We were going pretty well, but, partially because of the problems related with seperating from the Burning lands, there was a residual lack of energy that was waiting to come to fruition and it did. I think people quit doing things is what happened in the long run, because there was confusion, there was some resentment, and there was also less recompence for effort. So, I don't think it was utterly the fault of the reigning officers. I think that helped, but, I don't think that it was completely.

H-Is there any advise you have for the upcoming Consort/Regent?

B-Be prompt, be on time. People like that kinda thing. That's something I learned ages ago. Be decisive. Make decisions and stick by them. Also, make sure you are in touch with the populace. Always ask, always keep an open door. I did that during my reign, I did not do that during my period as regent, I don't know why, I guess my effort ran out or something. But that is a very important thing, if people feel they have an input, they will respond well to you.

H-What do you plan on doing this reign?

B-Well, it's kinda funny, I plan on doing alot more work than I've done this past six months. I look forward to seeing the land system finally do something. Also the monetary system, I want to help with that, I did the original one ages ago. And after it floped like a dead fish, I know a few things, I learned a few things, I think that could help. I want to help the club grow, I want to see membership drives. And more organization than we've got so far in terms of a phone number for the club, a post office box, stuff like that. People are already working on that but I would like to help if I can.

H-What do you think of HFS?

B-The HFS rules are difficult to put into a crystaline word, they're great or they're horrible, or anything like that. I personally think that they're a very good system, right now they have alot of rough edges that need to be sanded down. And some things need to be filled out a little bit more. But that's just a matter of time and effort. And I think that in the long run if we adopt them, I think we will grow as a club because it will add alot more color, and just in the battlefield alone because our people will have alot better concept of their characters as they fight on the field and as they take them into court. I think Koronada is a wonderful example because he's a samurai, and samurai are bowmen originally, but as a warrior class he cannot play a true samurai because he can only use a sword! And so I think that once it's (HFS) finally done it will be great, it'll be tremendous. It also has a great capacity to disappoint people because people expect too much, then obviously they can be disappointed. It's also a kinda hot issue, so I can see arguments.

H-Do you wish to say anything?

B-Well, I think that I appreciate this interview, I think that it's a very good thing. I've had it threatened to me many times by more than one person and it's never happened till now, and I think that's a wonderful thing. That's a sign in itself that we are about to get into something really big with the club. I think we are going to get into a big spurt of growth and I hope to encourage that as much as possible. To the new club members, I say hang in there, if you have a little trouble with it, talk to people, they'll help you out. To the old club members, hang in there, look to the younger members because they have a new perspective, and you need that for growth to continue, you have to have a new perspective constantly. So, HANG IN THERE GUYS.

INTERVIEW WITH -----THE CHAMPION

Undergund - What do you plan to do this reign?

Koronada - Well, basically what I'm going to try and do this time is to put a lot of my thoughts down on paper, and put a lot of the games we've done in the past that have been successful on paper. Ah, basically for future champions to be able to look through and maybe get ideas from and make it a little bit easier on them now. Ah basically it seems that all the champions, either myself or in the past, we've basically tried to come up with new games that people would like, which is not an easy task. It would have been nice for myself I'm sure if all the champions previously like that had had something that we could fall back on when we really couldn't think of another game to play. Basically what I found this past reign, after a while people get tired of flag battles. There nice, there a good thing for when I really can't think of anything else but they get old kinda quick because they really don't have a real purpose. Per say in the beginning, when I did the dragon egg hunt which everybody loved because it had more than one purpose. There was a lot of varying terrane, there was something to go for besides a flag. Basically we had all these little eggs to look for. You didn't just sit there and just run at each other and beat each other over the head with swords. That's basically what I'm going to try and do this time is just put a lot of the stuff I did last reign on paper.

H - Which of the past champions was your favorite?

K - Ahrmaand! He is the most ingenious of all the champions I've seen in the past. I try and emulate myself after him as much as possible because it seemed like every time a holiday came up he would try and think of a special scenario just for that particular holiday or he was always trying to find a new battlegame or a new twist to a battlegame, to make it more fun, both for himself because at times it is fun being a champion, um, when you come up with something new and you can see that it's working and that you can see other people are having fun with it. It's a really good feeling. And I think that is what he strove for also was trying to always think of something new. There are a lot of things that I took that he did and I tried to use them. Yeah, but um, out of them all it was definitely Ahrmaand.

H - Is there anything special you have planned for this reign? Special Quests, etc...?

K - I don't know, Quests, they're hard. If we try for another quest this time it's not going to be just me and Ambra Leah. We will probably try and involve a little more people as far as the design of it. We learned a lot from this past quest. That's what I figure is that we learned a lot from it as far as communications, we learned a lot as far as breaks and temperature, there's a lot of things that we did wrong in this past quest that we could probably pass on to other people so they can do a better job. Uh, most likely we will probably leave quests to other people. I think we've had enough of quests for a little while. But as far as anything special for this reign, like I said, mostly try and put a lot on paper and get as many games together, and take other people's ideas and put them on paper as well, so that way we can go through a book of games and every weekend maybe have a different game or two or three different games. So mostly this reign here for me is mostly going to be a lot of writing.

H - What do you have to suggest to newbies and seasoned veterans alike on the subject of armor and weapons?

K - That's a hard one. For myself I always watch for new ideas. People coming out with new ideas because that shows progress. If you see ten people out there and one person makes a sword and everybody else emulates him, that's good, but it's always better to have somebody out there that are always trying to work on new ideas. Basically to take the same idea and remake it and remake it and remake it again like that is more stagnation than progress, yeah, it's nice the effect, the designs of armor and equipment that we already have, but it's a lot more joyous when somebody comes out with a new idea and that idea works. Basically when I started that's what made me unique was the fact that I did take a lot of the weaponry that we had and put my own twist to it instead of making the same thing. I mean, like before we had all these round swords, but the only way we could tell one sword from another was the color of the blade, basically the most ingenious thing anyone had done at that time was put their name on the blade. I did a couple of things and they stood out for a while and now they're pretty much common place because you know again they're starting to be imitated. But I'm starting to see now that people are starting to make new designs in the blades themselves, and that shows progress.

H - To you, what are the safest armor and weapon?

K - Again that's a real hard one. If you want to give a weapon to somebody to be really safe with

because you weren't sure just far as how they were going to play it on the field as far as if they throw wild shots like that, definately the round sword would be the safest. Because the flats you take the chance of hitting someone with the flat side of the blade. Basically the flat swords are for someone more advanced and used to fighting and has better control of their blade, versus, if you were going to give a sword to somebody on the field it would be a round sword for somebody new, because as I said, a flat blade is for somebody more advanced. And as far as armor, I would say something along the lines of leather because it's soft, it bends real easy, it gives somebody some protection, the only drawback is it's expense, you know, it's not exactly cheap. Right now I would not suggest walking around in 85 pounds of steel. That is something that definately takes some getting used to. The other armor I would suggest is the brigandine. I don't see any problem with it. It seems pretty good for the point value, it seems to hold up real well, basically we have to see how well it works all around because it is still fairly new. It seems like it would be a cheap way to go for the armor and get the point value up. So I would say that it would be a toss up between the leather and the brigandine.

H - Is there anything you have to say to everybody about field play or anything you wish to see changed.

K - Well, something that everybody says in the past is basically watch your temper. The thing to remember is that we are all out there to have fun. We aren't out there to hurt each other. And that means feelings too. There's been many a time when I've accidentally hit someone in a wrong place and I don't care who it is, if I hurt someone, I'm going to put my weapons down and go and make sure they are ok. Sometimes saying sorry isn't quite enough. You can say you're sorry to anybody, but if you go over there and make sure they are ok, it shows a little more concern. Mostly it's arguments out there that I see that really turn me off the most. A lot of times it's over something very petty, I mean, I've had many of my shots from my bow or my sword to where I know they've landed, but it's not my job to tell them that that shot landed. We work on an honor system out here, and the main thing is for people to remember that it is honor, I mean, it's nice to sit there and be one of the best warriors out there, and hack and slash your way through hoards of people, but for me it's not the same if you know that out of 20 people, 19 have had killing blows on you that you haven't counted. For people like that if you get hit, even though it may be the worst day you've ever had, if you get hit, count the hit. Don't argue with people saying no, you didn't get hit. On the same token, that if you hit somebody, and you know you hit them, don't argue with them saying yeah, I know I hit you, it's up to the person, it's their honor, if they don't want to have the honor to say yeah, you struck them, then they have no honor, and that's just the way that is, it'll be known by the rest of the people who has honor and who doesn't. But again it always comes back to the main problem is basically argument. Arguments between people is the number one way to get other people in the club turned off. You know people can have a totally great day, having fun and all that, it only takes one or two people to have arguments that day and ruin the day for everyone else. So basically everybody should take that into consideration that yeah, you may be having a bad day, but don't take the rest of the people down with you.

INTERVIEW WITH -----THE NEW DUCHESS

Undergrund - What do you plan on doing with this upcoming reign?

Sylania - Get everybody working together more, by having more events, courts, revels, etc. To get everybody closer.

U - What do you think of HFS and how do you plan to implement it?

S - Well, HFS I've heard a little about. I'm trying to stay out of the down and dirty work so that when it does come out I have a fresh perspective on it. That's basically been my goal. So, it sounds like a really neat system, and it sounds slightly complicated as far as I know right now but does seem pretty interesting. As far as implementing it we'll just have to see what people want, and what people like. And see how they all mesh together, I know that everyone has different ideas right now. We just have to sit down and see what will work best, but I'm looking forward to it.

U - Do you plan for anything special this reign?

S - Oh yes! I want to have some camping events, because people have been asking about those. I want to have things with a theme or a reason for doing it, Kris (Sionnach) and I have talked about this a lot. We want to create things with more fantasy, instead of just showing up in costume and saying "Oh! Here we are! We're in costume! Oh Boy!" We want to have a harvest fair. Instead of having just a party at Christmas we want to have a midwinter celebration or something. I would like to look up actual different historic and fantasy cultures to see what events they celebrated.

U - Is there anything you wish to say?

S - I think one thing is everyone should realize is that there are a lot of different reasons that everyone chooses to be in this club, and a lot of different reasons that attract them, and I think one of the things that attracts me is its placed different from the real world, which sometimes is missing things like chivalry, honor and a sense of myth, which this fantasy place provides, and its really nice to come out and create a place with these things. But we have to be careful not to become so emersed that the "real" world becomes secondary. We need to approach Barad Duin with a sense of fun and adventure.

Undergrund - What do you plan for this upcoming reign?

Sionnach - I feel my main role in the upcoming reign is to support Sylania more than anything else. The real focus of the Consort position according to the copora are the guilds of Arts and Sciences. So we plan on doing a lot for the crafts. Rearrange the Crafts guilds into perhaps one guild. I would even like to get rid of the name "guild", myself, because that implies selling things, and we don't really sell things. But we'll handle the arts and crafts stuff. We're going to try to rearrange some of the awards. Try to make them a little more than they are now. And have a good time and promote fun! And look good in court!

U - What do you plan on doing when HFS comes up, implementing it etc...?

S - That's a big question because technically speaking HFS is a separate society. It's completely different from us. I've been a part of working on the rules. And I think that once a few bugs get worked out of it, it should be pretty workable. So far as I can tell, the plan right now is to bring the rules out, give them out to everybody, let them play it for a while, see if they think it's ok, probably play both rules at the same time, I'm guessing, and if the populace decides the HFS rules are better than the Amtgard rules then switch over completely. But that's up in the air, that depends on what people like ultimately, because it's a democratic decision.

U - Is there anything you wish to say?

S - Get ready to have some fun! We really want to promote role-playing this reign. We want to emphasize personas, emphasize costumes, emphasize courts, and out of battlegame things as well as costumes on the battlefield and persona play on the battlefield. Something that I would like to do is make sure that there is a lot of role-playing on the battlefield too. Make battlegames relevant instead of just arbitrary teams that happen to be fighting each other for flags which nobody ultimately cares about anyways. I'd like to make them relevant. Like a role-playing game instead of a sport. So prepare for that.

INTERVIEW WITH -----THE CHANCELOR

Undergund - What do you plan on doing this reign?

Sparhawk - I plan on getting the office of chancellors very well organized such that it will be a smooth transition to whomever gets it next. And such that we can have everything organized well, have all the records of awards, and weeks and divisions there of based on Amtguard weeks, Brightlands weeks, Barad-duin weeks, so that for purposes of playing in other lands and such we can get all that straightened out. And pretty much try to get everything organized for a smooth transition.

U - What do you think of the last reign?

S - I think it went pretty well. I don't think everything was accomplished that was started out to be started. There was a lot of things that I think will take a long time to get all set up, like getting everybody out in the park in garb and in persona. Public relations for the club, right now they're working on that. And a lot of things that are pretty universal as far as what each monarch is working on but really isn't happening due to the logistics of the problems.

U - Is there anything you wish to say?

S - Yeah, quit bitching about the weeks in the sign-in sheet!

U - Heh. Anything else?

S - Yeah, If you can remember what awards you have, I'll be coming around to record them. Then I can get everything organized and everything will go smoothly.

NEWBIE

GUILD

NEWS

-----NEWBIE GUILD NEWS-----

As of the Court on the final day of Ducal Qualifications the Newbie Guild has been opened to newbies. Headed by Booga, and as of now it has one member named Terwin. When asked what he thought of the enactment of the Newbie Guild Terwin had this to say, " Well, the benefits seem nice. Garb, Weapons and all." Terwin was referring to Booga's idea to give newbies garb, weapons, and spell components until the newbies can either make or buy their own. Speaking of this Booga needs all of the populace to support the Newbie Guild. If you have skills that would help, please contribute them to the Newbie Guild. If you make weapons, garb, spell components, make a few for the Newbie Guild. But you could contribute more than this, if you happen to be a great role-player, teach the newbie's how to role-play. If you want you might want to "Adopt a newbie". By this I mean take a newbie under your wing. Teach them the ropes of Barad-Duin. I personally have seen an improvement in Terwin since Booga took Terwin under his wing. Agreed, he still has a way to go, but he is improving.

When I talked with Booga he told me that the newbie guild was under construction and that they are in an organization process. They have a lot of ideas that they are trying to decide how to implement. In addition they are thinking of new ideas every day. One of their (Booga and Chandra's) ideas include making a persona book filled with everyone's persona histories.

I personally wish to see all of Barad-Duin help with the newbie guild. This isn't just Booga and Chandra's task alone. Everyone needs to pitch in somehow or another. If you have an extra weapon, donate it to the newbie guild. If you have extra cloth, donate it to the newbie guild. If you have an extra something Barad-Duinish, DONATE IT! Even if it is taking a newbie under your wing and teaching them the ways of Barad-Duin. (This would be great!) please do it. Because by helping the newbies out, we gain new members, we gain loyal members, and we improve the atmosphere at Barad-Duin. And probably most of all, we share the dream.

The Storyteller's Billboard

For People's Stories, Poems, Artwork, Etc...

"Sinjen, I don't know what has become of him. I spoke with Ahrmaand and Thariand. Ahrmaand didn't remember him, but was curious that he should. I guess when his mind was destroyed and put back together, certain memories of his sojourn in hell were edited. Thariand however was an excellent source of information. He it was who explained that Fahrinaie was the chief torturer as well as a powerful lieutenant of Mephistopheles. We surmised that he supervised Ahrmaand's torture sessions and there found out about Barad-Duin. I must admit that he sounds like a thoroughly disreputable scumbag, but I can't help thinking that he really did want to live in Barad-Duin. Sinjen, if you see him, give him a chance and you may be surprised. He knows of our friendship and of you. In fact, I suspect that he knows everyone so well, that no one but you could suspect him. That is why I give you this information."

Sinjen pondered this long into the night, for Pebyr talked like one that expected to die and welcomed it. He knew that Pebyr had had problems in the Burning-Lands but the only impression he had got was that it was female related. Why anyone could let women get to them like that was beyond him. But then he remembered one with steely eyes and how low that had brought him, and it was easier to empathize. So with half forgotten pain searing an empty heart he went to sleep for the night, leaving Sparhawk and Aurendir having a quietly animated discussion.

"Ok sparhawk, try and remember, will you? It's rape the women and pillage the cattle. The women of the burning lands are too fine to ignore like that. They might kill you just for the hell of it if you do.", Aurendir said remembering a few, including one who had written him only recently. "Running deer, I'm not as stupid as my brother YOU, he would rape the cattle and forget to use protection. I would remember to do so. I don't want what happend to Daddy on Accident to happen to me.", Sparhawk said punching Aurendir playfully in the jaw. "Who? Oh, you mean DOA, yeah that was a real hassle for him wasn't it?", Aurendir said, rubbing a sore jaw, and at last understanding why Barbarians were all so bullish, "But try to remember. Not the cattle but the women, and try a little foreplay this time? Alloran has been complaining of headaches from being hit on the head and dragged into the bushes.", Aurendir laughed. "But Aurendir, I thought that was foreplay?", Sparhawk softly replied, looking completely confused.

"Gods above Sparhawk, you're hopeless. On another subject, are we lost yet? It's not that I don't trust Pebyr's sense of direction, but I don't. He's a bard not a scout. I only know that we aren't traveling in circles and are traveling in a generally westward direction. Beyond that I don't know for sure, since I haven't travelled these roads near as often as he has." Aurendir said. "We're traveling well and fast. I think that we are going the right way. Morale's good and Mandrac hasn't sang the song about bricks yet. What more could you ask for? There are even edible weeds as well as plenty of strange plants growing about with many spiked leaves. I caught some of the men smoking it the other day. It smelled like medicine herbs.", sparhawk said.

"Uh oh, I better tell Sinjen that we might expect an attack by corsairs. That sounds like Indian Hemp. With that stuff around they might be able to survive without food out here. Of course nobody knows for sure just what they live off of anyway. But if they do attack, we could be in for trouble. They are some of the toughest fighters around and could give the lot of us trouble if they surprised us.", Aurendir said.

Sinjen took the warning seriously, as the Corsairs were reknowned fighters. Every night heavy guards were placed about the camp perimeters. He also had a small fort of dirt and stone built nightly. Enough to give some sort of defensible shelter, if they were, gods forbid, attacked. As they travelled, Aurendir led a party of scouts, to give whatever warning that was possible. Sinjen made it a point to serve on guard duty every night. He felt that he couldn't ask of the others what he wasn't prepared to do himself.

The next week went by uneventfully, since not much really goes on in the middle of the desert. And a week later as they were sitting around the fire telling stories and singing songs, someone, probably Arthon, asked Mandrac if he would sing a song. "oh no.", Sinjen moaned, "He's gonna sing the Brick song again. I just know it!". Sure enough Mandrac got up and in his best voice, began singing the "Brick" song. Completely oblivious to the fact that everyone was also reciting one of the best known songs in Barad-Duin. But that night the gods must have smiled kindly on them, because just as Mandrac began, A resounding cry of "CORSAIRS!!!", echoed through the night and the infamous Corsairs of the Burning Lands launched a vicious attack against the horrified force. Luckily the corsairs's mission was a simple hit and run raid, and not an all out attack. They were to hit hard and fast, taking as many prisoners as possible.

If possible they were to capture Pebyr, as he was suspected as being their main contact with the partisans, as well as one of their guides. He never had a chance. He was woken up out of a sound sleep, by Sir Hellspawn, who said, "Sorry poohbooh, but we got orders", and subdued him. With Grimlock's help he carried him back to their horses. The rest of the corsairs soon followed, after first pausing for a few random acts of destruction.

"Everybody, to me! To me! Damn where is Pebyr when I need his voice. Mandrac, use that voice to rally the troops.", Sinjen shouted, grabbing Mandrac by the tunic and forcing him to listen. Mandrac nodded his understanding and, grabbing the banner, he waved it high in the air and crying out at the top of lungs, "To arms! To arms! Rally to the flag of Barad-Duin". It took little time to gather the troops after this, but by that time the Corsairs had retreated into the night. Leaving only dead corpses and burning supply wagons.

"Sparhawk, give me a report. Aurendir, you and Dracnar check to see if they are still in the surrounding area. I don't want to get caught with our pants down again.", Sinjen shouted furiously. Sparhawk ran up to sinjen saying, "Sinjen, we lost few people, thanks chiefly to the fact that most people couldn't sleep during the "Brick" song. It may sound weird, but we were helped by that song. Alot of people retreated to their campsites and where their weapons were. That lessened the effect of the surprise. But there is some bad news, Sinjen. They got Pebyr."

"Shit, this means they know we're here. I hope Pebyr can keep from telling them the whole plan. They must be using spells to keep track of us. But maybe they don't know the whole plan. Gods above, I hope

Pebyr can last. It's bad enough that they captured our main contact, but he was our guide too. I hope you know the trails well enough to get us there Sparhawk. At least I know the leaders of the underground almost as well as Pebyr. We might still be able to pull this off", Sinjen said, "Now post additional guards, and tell everyone to grab what sleep they can. We ride on in the morning".

A week later around dusk Aurendir came riding up to Sinjen, informing him of a strange rider approaching their position on an obvious intercept course. "I don't know who he is, but he appears to be alone. He rides a large black stallion and is dressed in black and red. Also he is wearing a hooded cloak and we don't know who he is. He didn't see us, I am sure of that".

"Let's make camp and let him come to us. But when he gets here, surround the camp, so he can't get away.", Sinjen said. Aurendir rode off to carry out the orders.

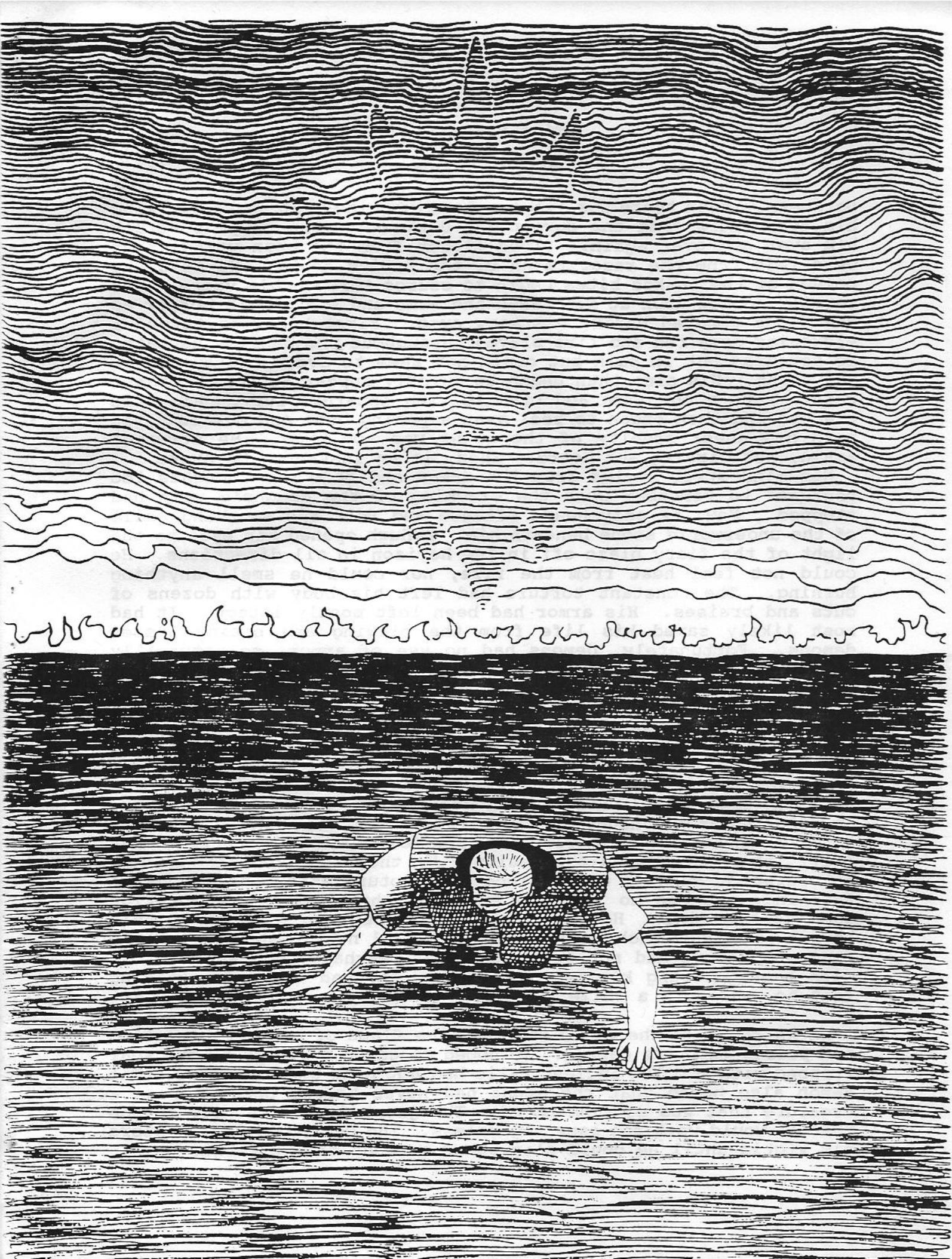
Two hours later as they were eating their meager rations, Arthon ran up to Sinjen, informing him of the presence, in the vicinity of the stranger. "He's all dusty, like he's been on the trail a while. And he looks like he may be injured. He still has the cloak on, so we don't know who he is".

Arthon left the fire, just as a shadowy figure loomed up out of the darkness. A muffled voice quietly spoke out of the inner reaches of the huge cloak, "Sinjen, can you help me get off of this damn horse. I barely escaped from the Corsairs with my life. I don't want to break my neck falling off this horse". Sinjen hesitated a moment, but leaped to the horse as the figure fell. He and Sparhawk eased Pebyr down to the ground. He had many injuries, including an arrow in his arm and numerous sword cuts on his arms and legs. He looked like he had been through hell. "What happened, we thought you had been captured by the corsairs", Sinjen said.

"Yes, but I managed to escape. I was tortured to get information and was lucky to get out alive. While killing the archmage interrogating me I did manage to steal his staff. It is very powerful, but I don't know how to use it yet. Let me show it to you". When Pebyr pulled the staff off the horse, Sinjen's blood went cold as ice. It was the staff of Fahrinaie, that Pebyr had told him about. The same Fahrinaie that was the first lieutenant of Mephistopheles. He hoped very much that his service to the Lord of Lies was over, for the person before him pretending to be Pebyr could be none other than Fahrinaie himself. Remembering Pebyr's admonition to give Fahrinaie a chance, Sinjen said nothing. He realized of course that Fahrinaie would not be an ally of the Burning Lands, and therefore not an immediate enemy. He might even be able to help. Also there was a good chance that he would know the trails and contacts as well as Pebyr.

* * * * *

Cont..



Time Passes...
by
Rolf the Sage

Darkness...then there was images of a lightning fast snake striking him everywhere from the surrounding darkness. The serpent struck him over and over again. Blood flowed from the open wounds that were left from the razor teeth of the biting snake. He felt the poison of the snakes bites begin to course through his veins. The warrior looked down at his hands and arms and watched in horror as the flesh decayed before his very eyes. First his skin turned a sickening rosy red and fire played throughout the muscles beneath. He screamed out in pain but could not seem to avert his eyes from the sight. His arms then began to quickly appear as a tree branch thrown into a hot fire and crackle with internal fury. His skin cracked and then began to peel away exposing bone and muscle. The pain and sheer cruelty of the sight was too much. He screamed again, not caring who heard. Then, in an instant. He awoke.

His mind still reeled from the dream and made his thoughts too confused to remember when the cracking of the demons's whip had stopped. Now, he only heard silence and felt the soothing chill of the underworld stone beneath him. DeHugh opened his eyes to the light of the fiery blaze off in the horizon in all directions. He could not feel heat from the fire, nor could he smell anything burning. The constant torture had left his body with dozens of cuts and bruises. His armor had been left mostly intact. It had most likely saved his life from the clawing and biting lesser demons. Fortunately, demons had no use of armor, so naturally they had little concept of what it was for or that it was removable. They only knew that some upper world animals were harder than others.

DeHugh examined his surroundings, he saw that he was in a vast featureless plain. Even with all the mysterious flames all around it was not enough light to penetrate the thick vale of haze above and reveal the inevitable stone ceiling. He had never before seen a cavern this large. For lack of strength DeHugh could not stand, and looking at his hands he noticed that they were whole and still in fair condition considering the past few sessions of torture, but still, they shook with exhaustion. He then realized that he had not eaten or taken a drink since his capture after the rescue of Armmaand. He had no idea how many days had passed. A question came to his mind. How would he ever manage to survive in this barren landscape much longer? He had still not given up hope that the world above had not forgotten him. Perhaps they were at war with a neighboring kingdom or some tragedy had occurred requiring that he wait just a while longer.

Ak'kelron held the misty gem over the flame of his birthing fire and peered into its depths. He hoped to catch a glimpes of the soul trapped within. The ancient relic had not been used in years. The demon also noted that the stone had never before been used on a creature that was non-demonkind. The great demon was sure though that it would work the same regardless. The gem would neatly store his victim until he could plan other methods of amusement.

"To Be or Not To Be?"

By: Tremlock / Greg Burrow

To be is not to be
The question answered itself
Himself undone,
No one mourns
The thought is lost through the time
This peril tossed adventure ours
Pain is great, love is plagued
No matter what you do
You fall... further and further
The pain is overcoming?
Death is in sight
A rope is thrown in the pit
The monster is clawing
Pulling you further, further, further
You grab the rope and climb
But the monster is ripping you apart
The pain so great you buckle and yell
You are fighting the monster,
But it won't let go
Another rope is thrown
The monster gets bigger
You grab the other rope
You tie the ropes around you
The ropes are going up
But the ropes are unraveling
A rope breaks, the monster grins
It bites, you yell again, in agonizing pain
You climb desperately
You see the light, and the monster shrinks
It claws relentlessly
The pain is sooooo great
But you realize, to be is to be.
And not to be comes too soon
The monster burns
It yelps in pain
Tens of robes are thrown
Hundreds of ropes are thrown
The ropes knock the beast off
The beast falls deep in the pit
You crawl out
And you seal up the pit
Depression is in the past
Let's hope the beast doesn't dig it's way out
And pull you down again
The stars are bright
The wind is cool
And life goes on.

The Diary of an Elf

By: Tremlock The Elf

Today is my first day away from home. I think I will reflect why I am here to try and put my mind at ease. My elven home of Dreblon forest was viciously attacked and destroyed by the evil Kobolds of the western desert reaches. I am the only survivor of my tribe. I lost my true love in that combat, Greenleaf. She was the shining light to my existance. Now everything seems bland. I wish I could join her in death but that is not a viable solution to my problems. I stepped through the dimension door to this land to escape the kobolds. After stepping through the door I found a keep of sorts. I entered the keep and met a man called Baron Krillstone. He seems like a nice and fair ruler so I guess I will stay here for a while. He has given me a room in one of the towers. It is a small room with a cot, chest, table, chair, lamp, and a window looking out into the distant horizon. I can make out a castle in the distance. The castle seems to be on a towerlike mountain in the middle of a lake. It is a beautiful scene to behold. I am in a land called Brightlands, while that castle is supposedly in a land called Barad-Duin. Greenleaf, I wish I could have saved you. Maybe one day I can find a elven healer to come back and resurrect you. I hope you can forgive me. Believe me when I write that I am going through hell.

I am sorry that I haven't had time to write in this diary for quite some time. I have been very busy. Baron Krillstone has made me Captain of the Guard. And I have met many friends here. Most of all is my friend Malikor, we are like brothers. Lately we have been discussing a disturbing subject. We have noticed that there is not much honor in the Brightlands. There are just a few of us who are not dishonorable. At least by my standards. The great Aurendir Aeren'l has just come over to the Brightlands and that should bring more honor into the Brightlanders. But even he can't face such a challenge. It is inbred into the very souls of the Brightlanders. Only a select few have not become dishonorable retches. Because of this, Malikor suggests that we leave Brightlands and join the ranks of Barad-Duin. I don't know what I should do. Because I am Captain of the Guard, it is my duty to stay. But my duty is to defend alot of people who treat me like second rate garbage. Baron Krillstone has been very kind to me. But one or two men can't upset the whole. I think if I am to keep any sence of decency I must go to Barad-Duin. Greenleaf, guide me on the right path. For I wish not to make any enemies. But I believe that this is the only way.

Last week Malikor and myself moved to Barad-Duin. It wasn't as bad as I thought it might be. We are helping Baronette Dehugh start a company. So far we are naming it Phantom Company. We are hoping this company will serve as a guiding light to newcomers and the great ones alike. We stand for honor. Our Company is alot more than just a company. We are like a brotherhood of honor. We stand by our company members. Only a select few may enter. The truely honorable ones, the ones who stand for everything Barad-Duin means. Of course our path is a hard one. We cannot seem to gather the support of the great ones. Most of them are already in companies of their own or are splitting off and making their own. Such as Koronada is making his company Thunder. And when Koronada speaks, people listen. Most of the people on our list refuse to be any part of our company, simply because we are just starting out. And I partially believe that it is also because of me and Malikor. We are new compared to the others, so they don't respect us quite yet. But that is the bane of any gathering of people. So I hope to see things take off, but we'll see.

THE GARB SECTION.

The Garb Section

For All Garbers New and Experienced

By: Sylania

A COSTUMING GUIDE FOR THE BEGINNER

Achieving a realm of fantasy is one of the things I enjoy most about running around in Barad Duin, and costuming is an integral part of achieving the fantasy. In an effort to help others acquire costuming skills, I've written this article for the beginner costumer. Just the basics will be discussed to give a general idea of what costuming is all about.

FABRIC

There are basically two types of fabric; natural & synthetic. Cotton is the most prevalent natural fabric. Others are wool, silk and linen, all usually more expensive than cotton. Polyester, nylon and acetate are some of the more common synthetic fabrics. Rayon falls in between, being made from wood fiber but having many of the characteristics of a synthetic. When special effects are desired some striking things can be done with lames, velvet, fake furs and synthetic leather. The fabric you choose depends on what you are going to do with it. For everyday battlegaming its best to choose something tough and simple. Fabric made from natural fibers is usually what I recommend for costuming, especially for summer costumes. Most synthetic fabrics do not "breath," which makes running around in the heat uncomfortable. Cotton is the best all-purpose fabric. If you are making something for court then the synthetic fabrics give more variety and sparkle.

The other variable in fabric shopping is the finish, or the way the fabric looks. Almost all fabric has been dyed. Some of these dyes may not be color fast or may need special care, ask when you purchase the fabric. If there is a pattern it may be woven in or printed on. You can tell by looking at the back side; if the colors of the design have the same intensity on the back, the design was actually woven into the fabric, if the colors are lighter on the back the design was printed. Usually woven designs are more "period" and therefore may lend themselves better to achieving a medieval/fantasy look. There are many fabrics available with a nice subtle sheen to them. A "sateen" is woven in a special way to give it a sheen. This won't wash out. Cotton sateen and "Sundance" are fabrics to look for if this is what you want (some nice cotton sateen or satin weaves can be found at upholstery stores such as Calico Corners on Anderson Lane). "Polished" fabric are also shiny in appearance but these have been finished at the mill by pressing, and when washed the sheen will eventually disappear. "Velvets" and "Corduroy" fabrics have had the nap brushed and cut to form a pile. These fabrics have an appearance of depth and elegance.

When shopping in a fabric store, the end of the bolt (the cardboard core the fabric is wrapped on) will have content and care information. The person cutting the fabric should be able to tell you about the care of the fabric. They also have small care labels that you can get (for free when you purchase the fabric) and sew right into the costume you make. Before you cut out your costume the fabric should be washed to preshrink it and remove excess dye. If you plan to dry clean your garment you should have the fabric

drycleaned instead.

Fabrics are either woven or knitted. Woven fabrics are composed of lengthwise and crosswide yarns. The long finished edges are called the selvages. The warp and weft yarns are stable and have little give and will only have a lot of stretch on the bias (diagonal) (see diagram 1). Therefore they will require fitting for seams, darts, and tucks. Knits are made from continuous yarns knitted into a series of loops. These fabrics will stretch in all direction and will not ravel.

Some basic fabrics to consider are: "broadcloth", a plain weave one color fabric. It is light-medium weight and is good for general costumes. "Weaver's Cloth" is a plain weave, somewhat textured, and has a more hand-woven look due to irregularities in weaving and thread dying. "Trigger/Sportsweave" is a very tough medium-heavy weight fabric, and is good when sturdiness is needed. "Sundance" is a nice weight for court costumes and has a nice subtle shine. Woven Brocades are very nice; look in the upholstery sections (carefully consider the weight of the fabric, since some upholstery fabric will probably be too heavy to use). If you go bargain-hunting try thrift stores, Goodwill, and the Salvation Army, but be careful if you buy old drapes for fabric. Some drapes are rubber-lined, making for a very hot, uncomfortable garment, and others are lined with fiberglass, which is not a good thing to have next to your skin. If you can't resist drapes with either of these linings, plan to line the fiberglass fabric and consider using the rubber-backed stuff for a waterproof cloak.

The colors you choose depend on what effect you wish to achieve. Basic earth tones and greens are usually associated with a lower/middle class. If you wish to avoid a modern look, avoid highly-saturated, bright colors. Many striking colors could be achieved in other eras but they should have somewhat of a "muddied" look, not clear like modern dyes. Prints should usually be avoided. Look in costuming and period art books at libraries, and the fantasy section of a local bookstore to get ideas of what fabrics go well with different styles.

SEWING MACHINE

Sewing can be done by hand, but for most purposes a machine provides a way to achieve faster results, so that is what will be discussed here. Knowing what your machine can do is important. The diagram shows a typical machine (dia. 2). Yours may not have everything in the same place but will probably have buttons or levers that correspond. Most machines around today will at least do a straight stitch, zig-zag stitch and have a reverse gear.

Basic operation of a machine involves taking two pieces of fabric you want to sew together, placing them under the presser foot, pressing on the pedal to make the machine sew and taking your foot off the pedal to make it stop. That's it! There are many variations and settings and ways of doing things that achieve different effects, but almost all involve that basic process. If you have never sewn before, draw some straight and gently curved lines on a piece of paper. Put the paper under the machine and practice following the

lines.

Some of the more important parts of the machine include the presser feet. There are many differnt specialized presser feet but for the most part a majority of your sewing will be done with one or two of them. Straight-Stitch Foot: usually only on older machines; has a small hole the needle goes through. Caution: do not use these when doing a zig-zag stitch; the needles will break. A Zig-Zag Foot is much the same except it has an oval opening for the needle in the zig-zag stitch. There are many other time-saving presser feet that can help save time on a variety of sewing task. By all means if you have these, experiment them and find out what they can do and how they work.

Presser Foot Pressure: The presser foot exerts pressure against the fabric when sewing. Heavy or very thin fabrics may need a different adjustment. Try lighter pressure for heavier fabrics and more pressure for thin fabrics.

Tension: There are two areas of thread tension; the upper thread tension which is controlled at some point before the thread reaches the needle, and the lower thread tension controlled in the bobbin. If you have a bobbin that has a tension screw you must first make sure it is adjusted correctly. Loosen the tension by turning the screw counterclockwise. The tension should be loose enough to allow the thread to be pulled out without any drag on the thread. Suspend the bobbin case in the air by the thread. If the bobbin and case slip down the thread the tension is too loose; tighten it until the thread holds the weight of the bobbin and case. Then adjust the top tension to get a balanced stitch as illustrated.

Needles: Change your sewing needle once a garment. This will prevent many problems such as skipped and irregular stitches. Woven fabrics need sharp needles. Ball-point needles should be used with knit fabrics. There are other specialty needles for sewing leather, decorative stitches and extra-dense/thick fabrics.

Stitch Length: This is the main control on any sewing machine. There are usually two different scales used. Some machines will have numbers from 0-4; this indicates the length of the stitch in millimeters. A setting of "1" equals stitched that will be 1 mm long. Other machines will have a scale of 6-20; this indicates stitches per inch. If set on "6" there would be 6 stitches per inch. If the fabric puckers as you sew, shorten the stitch length. If it ripples out of shape, lengthen the stitch length.

Stitch Width: Setting this control on 0 gives a straight stitch. A setting of 1 will give the stitch a width of one centimeter, while a 4 would be four cm wide (see diagram 3).

Reverse Lever: This puts the machine in reverse. One of its main uses is to back-tack when you start or finish sewing a seam. To back-tack take a few stitches when starting the seam, then put the machine into reverse for a few stitches. This locks the end of the seam down so it won't pull apart under stress.

OTHER EQUIPMENT

Scissors: There are many types to choose from. A 9" bent-handled scissor is a good all-around choice. Buy one pair of

scissors only for fabric cutting; using them for other purposes causes them to dull quickly which can cause problems. Mark them with a ribbon or permanent marker.

Pins: Once again there are many different types. I like the longer pins with a glass or plastic bead on the end. They are easier to see and don't get buried in the fabric. If sewing something delicate use lighter-weight pins. If sewing leather or vinyl, don't use pins at all. They will leave holes. Use paper clips or tape.

Thread: Get a good quality thread (don't buy the cheapies offered at Wal Mart and Fabric stores). Quality is important, and makes the project go much faster. Cheap thread can cause a number of problems including uneven tension, skipped stitches, breaking easy, and fraying. Thread should look smooth with no unevenness or roughness. If you are having trouble with an all-cotton thread, put it in the refrigerator overnight and it will absorb moisture, which will make it easier to work with.

Iron and Ironing Board: Although these are not essential they are highly recommended. If you diligently iron every seam after you sew, it makes a world of difference in the way your garment looks when you're finished. It also makes things go so much easier and smoother. I never really believed this until recently when I was sewing for the Zilker Summer Musical and found out what a difference it really makes. The proper way to press a seam is to iron it flat first (the way you sewed it) and then open it up and iron the seam allowances apart. Use plenty of steam instead of a lot of pressure, and pick the iron up and place it on the next spot instead of moving it back and forth directly on the fabric. If you use pressure and move the iron back and forth on the fabric it will leave shiny marks. Test a scrap before you start ironing because a lot of synthetics will melt at high heat (talk about a mess!). Use a press cloth on delicate fabrics. Velvet should only be ironed with a special velvet board. Otherwise, you will crush and matt the pile of the velvet.

Other Helpful Items: You'll need a large flat surface to cut the fabric on. Fabric store sell folding cardboard sheets that are marked in inches. These can be used on a flat surface such as a dining room table or the floor. Hand sewing needles will come in handy for finishing touches. Chalk or a fabric marker are good to have for marking the fabric. A tape measure or yardstick will come in handy. Unless you are perfect, get a seam ripper. It is a small sharp tool that will allow you to rip out mistakes without accidentally nicking the fabric. Safety pins are also handy for pulling drawstrings through casings.

PATTERN

There are many different ways to get a pattern for a costume. You can buy ready-made patterns and adapt them. Women, check out the bridal section of the pattern books. Also the craft section of the pattern book will have some Halloween costumes that will work. With a little figuring you can change the hemline there and a different sleeve here, put some decoration there and come out with a period or fantasy costume. There are also patterns made that you don't have to adapt at all. These include "Folkways", "Medieval Miscellanea" and a

costumes would not work, you might find one or two stores
offer ready made, according to size and shape. If not, there's
a score of others. Look in the back of sewing magazines such as
Threads and Sew News for ads. You can also find patterns in theater
books. A good one is by Katherine Strand Holkboer called Patterns
for Theatrical Costumes. I found this book at the University Co-Op
on Guadalupe. Or the most complicated route is to draft one
yourself. There are many books on this subject or you can take a
class at ACC or continuing education or some of the fabric and sewing
machine stores like Sew Much More also on Anderson Lane.

There's the basics. The next article will cover laying the
pattern out, cutting and beginning to sew.

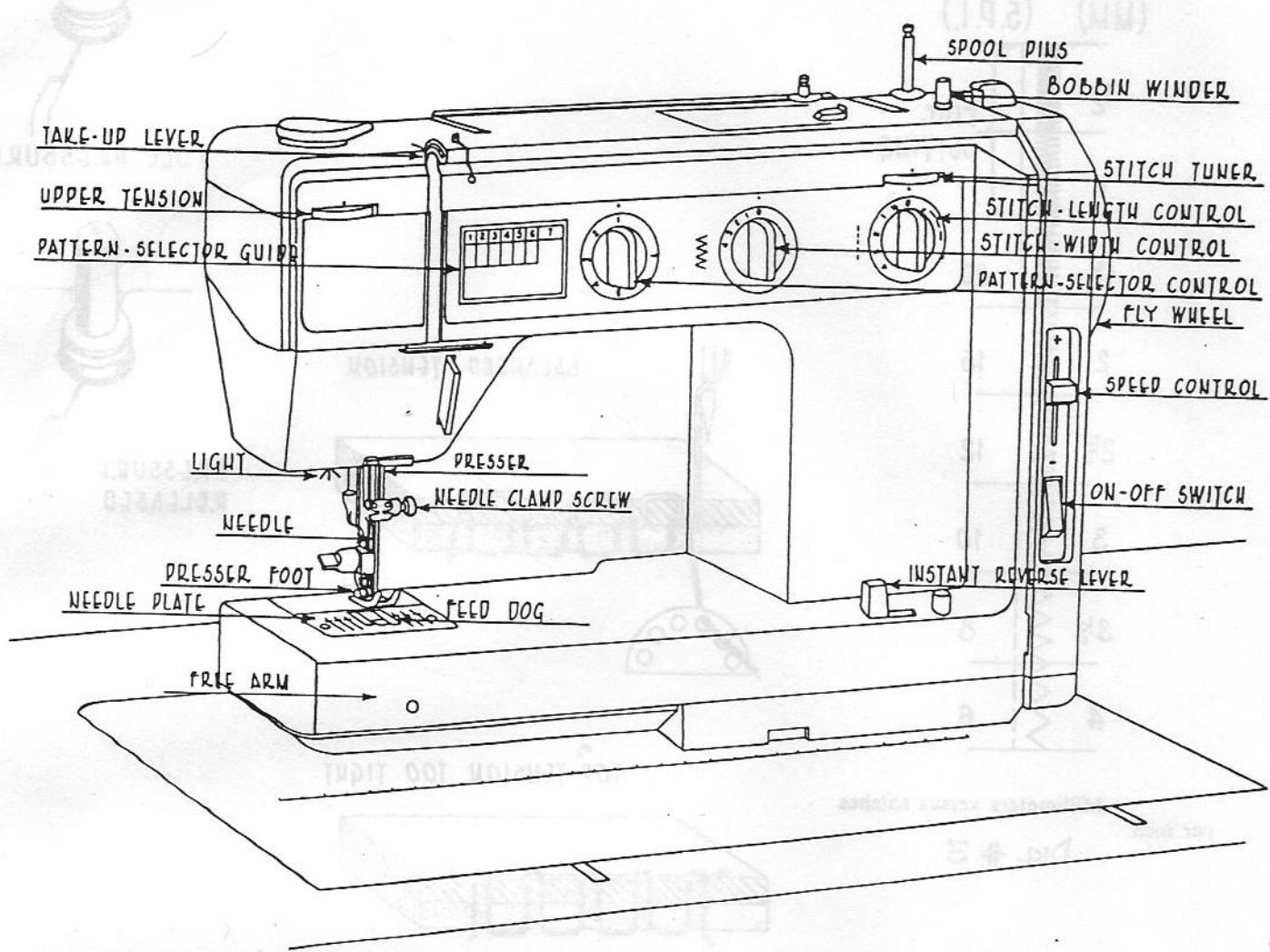
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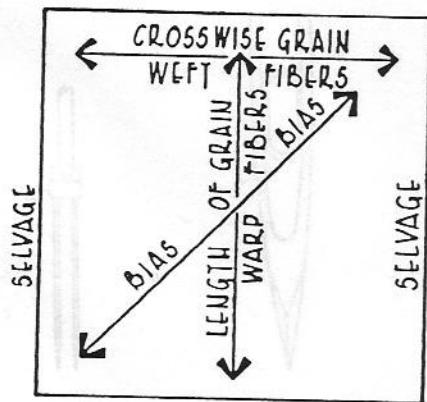
QUESTIONS

Answers to the questions in the back of each section will follow this list.
1. What are the basic steps in drafting a costume?
2. How do you determine the size of a costume?
3. What are the different types of patterns?
4. What are the different types of fabrics?
5. What are the different types of sewing machines?
6. What are the different types of needles?
7. What are the different types of thread?
8. What are the different types of buttons?
9. What are the different types of zippers?
10. What are the different types of buckles?
11. What are the different types of belts?
12. What are the different types of ribbons?
13. What are the different types of lace?
14. What are the different types of trim?
15. What are the different types of sequins?
16. What are the different types of beads?
17. What are the different types of feathers?
18. What are the different types of feathers?
19. What are the different types of feathers?
20. What are the different types of feathers?

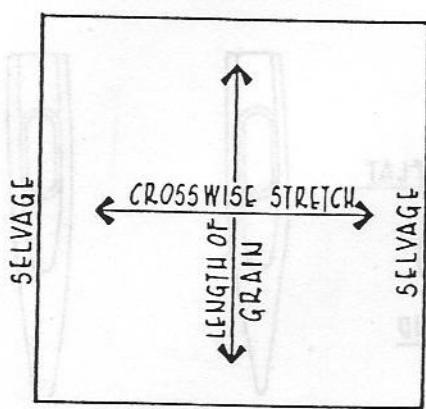


Parts of a sewing machine.
Dia. #1

WOVEN FABRIC

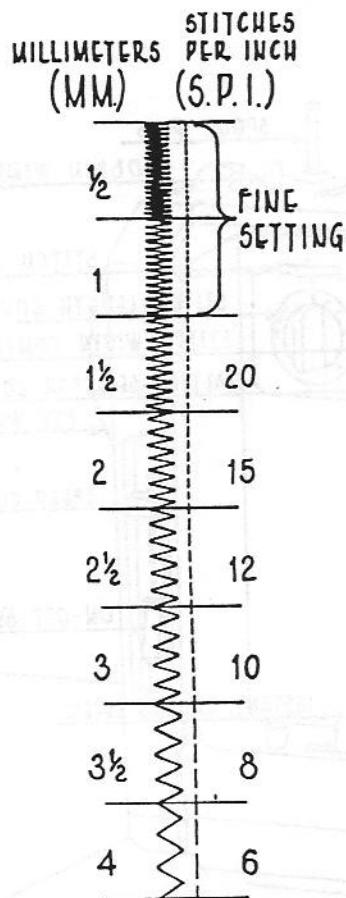


KNIT FABRIC

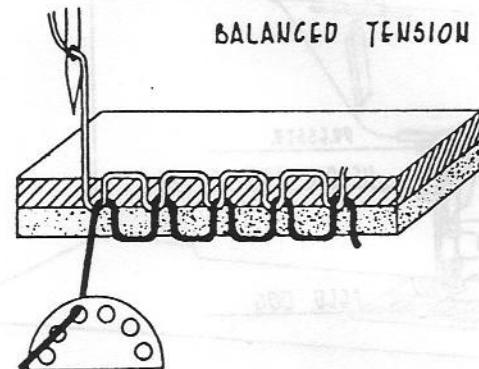


Characteristics of woven
fabric and knit fabric.

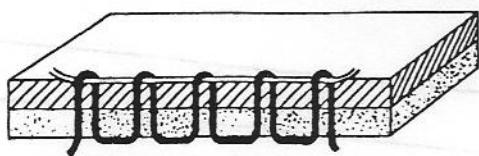
Dia. #1



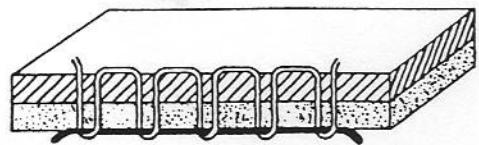
Millimeters versus stitches
per inch.
Dia. # 3



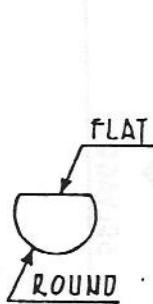
TOP TENSION TOO TIGHT



TOP TENSION TOO LOOSE



Tension.



REGULAR SHARP
NEEDLE



BALL-POINT
NEEDLE



ALL-PURPOSE
NEEDLE



WEDGE-POINT
NEEDLE



TWIN
NEEDLE

type of fabric		machine needles			thread			presser feet	
		U.S. Size 15 x 1	Eur. Size 130/705	Style	Mercerized Cotton	Cotton- covered Polyester	Polyester	Nylon	
KNITS	LIGHTWEIGHT Tricot	White Golden Ball 11	70H	All-Purpose	YES	YES	NO	YES	Teflon/Metal
	MEDIUM WEIGHT Interlock, Qiana, Swimsuit fabric, Power Net (Spandex)	Super Needle 14	75 - 90 H - S	Stretch	YES	YES	NO	YES	Teflon/Metal
	HEAVYWEIGHT Double Knit, Velours	White Golden Ball 14	80 - 90 H	All-Purpose	YES	YES	YES	NO	Teflon/Metal
	FAKE FURS & FURLIKE FABRICS	White Golden Ball 14	90 - 100 H	All-Purpose	YES	YES	YES	NO	Roller Foot
WOVENS	VERY SHEER Lace, Net, Chiffon, Voile	9	60 H	All-Purpose	YES	YES	NO	YES	Teflon/Metal
	SHEER Qiana, Lawn, Taffeta, Gingham, Crepe, Organdy	9	70 H	All-Purpose	YES	YES	NO	NO	Teflon/Metal
	MEDIUM - Wool, Linen, Pique, Brocade, Velvet, Velveteen, Terrycloth, Nylon (outer wear)	11	80 H	All-Purpose	YES	YES	NO	NO	Teflon/Metal
	HEAVY Denim, Corduroy, Sailcloth, Duck	14	90 H - J	Sharp	YES	YES	YES	NO	Teflon/Metal
LEATHER	EXTRA HEAVY Canvas, Upholstery, Awning, Drapery Fabric	14 - 16	90 H - J or 90 - 110	Sharp or All-Purpose	YES	YES	YES	NO	Teflon/Metal
	VINYLS	Leather 16	NTW 90 - 110	Wedge-point	YES	YES	YES	NO	Roller Foot
	LIGHT TO MEDIUM WEIGHT Leathers & Suedes	Leather 14	NTW 90	Wedge-point	YES	YES	YES	NO	Roller Foot
	FURLIKE FABRIC WITH VINYL BACKING	Leather 16	NTW 90 - 100	Wedge-point	YES	YES	YES	NO	Roller Foot
DECORATIVE	HEAVY	Leather 16	NTW 90 - 100	Wedge-point	YES	YES	YES	NO	Roller Foot
	MACHINE EMBROIDERY	Golden Ball 11 & 14	80 - 90 H	All-purpose	YES	NO	NO	NO	Varies/Embroidery
	TOPSTITCHING WITH HEAVIER THREAD	14 - 16	Topstitching 90	All-purpose Large Eye	NO	NO	YES	NO	Teflon/Metal
	TWIN NEEDLES	Dist brown, needles	U. S. Eur. 2.0mm 2.0mm 2.7mm 2.7mm 4.0mm	All-purpose					Embroidery/Pin Tuck Foot

THE ARENA

New Battlegame & Related
Ideas

Announcement

From : Col. Hogen

Subject : Nightbattle!

When : Saturday September 22, 1990 At night, not dusk.

Where : Peace Park

--- From the Druidic High Council of Albiana..... ---

"We are sending this message throughout the known worlds in the hope that we will find someone, and find them quickly, who is willing to aid us in this our darkest hour. The two greatest relics of our world, the 'Javelin of Thunder' and the 'Wand of Total Restoration', have been stolen by the rebel forces of Rhashandur the Mad, and have been taken to another plane. The exact whereabouts of these two treasures is unknown, though they are thought to be on the second plane of the region known as Olympus. If there are any who believe that they have the skill and power to recover these heirlooms for us, speak so to the representative who bears this message to your world. In the name of the Lady, we beg for your help....."

--- From Ganthar Centerwalker, demigod of nature on Albiana..... ---

"Greetings, Barad-Duin. I am the carrier of the Council's message to your world, and I repeat their urgent pleadings for aid in this matter. The aforementioned relics were powerful protectives in our war against Rhashandur, and without them the council feels that our end draws nigh. I believe that Barad-Duin will be the world to lend us the aid we seek, for yours is a realm of great power, as well as high virtue. If honor and valor are not high enough incentives for you, let me assure you that I have much at my disposal to award you if you should choose to take this 'quest'. I am particularly motivated to recover the 'Javelin of Thunder', for it is a construction from my own hands. At the moment, I am being hosted by the Lochlir Romerion Landsinger, and any who feel worthy, strong, brave, and skilled enough to travel with me to Olympus and reclaim what is mine and Albiana's, I refer you to him. He is my eyes and ears in this matter. I thank you with all my soul."

(redacted) In Light,

Ganthar
Centerwalker
(E.T.)

Fame and Glory await you . . . as do damnation and death!

Come and experience the greatest role-playing experience ever witnessed in Barad-Duin. Travel to the land of the gods and wrest from them two stolen artifacts in a setting that will challenge every sense of combat, wit, and willpower you possess!

- Take your chances with the 'Deck of Many Things'
- Match wits with the Riddlemaster
- Cross blades with the Champion of Erysmia
- Play a rather bizarre game of chess with the Gamesman
- ... and face the power of the immortals as they struggle to oppose your intrusion on their fair land!
- AND BEAR WITNESS TO THE AWESOME CONFLAGRATION OF A BATTLE BETWEEN THE GODS TO DECIDE WHAT REALLY BELONGS TO WHOM...

All this awaits the hardy adventurer in a quest unlike any the Grand-Duchy has ever experienced!

(Tentatively for November)

*GARTH
C. Mervin*
(+) 

--- A friendly note to all...

So there it is my tentative "entry" into the questing field. I want this to be a little more than spectacular, which is why I'm advertising early. I'm going to need a lot of help on this one. So, whether or not you want to be a Questor, NPC, or just plain help out, please get in touch with me ASAP. I promise this to be a fantastic adventure, but only if I can get your help. Thank you, and wish me luck.

Yours in Service,

Master Romerion Landsinger
- Lochlir of the Forest

p.s. My phone number is 454-2489

p.s.s. Ask any of your non-Barad-Duin friends if they'd like to participate in this sort of thing- I need all the folk I can get!

Monsters from --"Adventure Through the Enchanted Forest"

*New Revised Version - From Gronk the Dragonslayer

Centaur: Friendly with the elvin type things, unless he does not like them or are otherwise purchased into hating them. Possesses 6th level archery and the ability to pass without trace, unlimited in forest; twice per life outside of forest. Arrows do 4 points of damage to their intended targets. (WE ARE NOT NECESSARILY SAYING THE CENTAUR HAS THE SKILL TO HIT A TARGET) Has 2 points of natural armor and weapons do 2 points of damage.

SMELLY RED DRAGON FROM HELL: Consists of two personages; one portraying the head and the other (CONOR) portraying the end that makes the mess. Friendly with all stone giants and will willingly surrender to them. The dragon has unlimited DWARF FRYERS and two swords treated as white weapons. The dragon has 9 points of armor as well as 9 points of invulnerability. Regenerates limbs in 5 min, and death lasts only 1 min. Dragon can only be stopped by the scream of the wiki wiki wiki bird. Immune to all fireballs, iceballs, and charm spells.

Gronk: The giant Gronk is immune to all fireball and lightening spells. Missle weapons do only 1/2 damage due to his magnificent manlihood. Boulders are treated as white weapons and swords do 2 points of damage.

Assasin: 6th level assasin abilities. BORING ABILITIES. Immune to the wiki wiki wiki bird.

Sorcerer: 6th level wizard abilities. BORING ABILITIES. Immune to the wizard known as THEXDER.

Wraith: This blood curdling creature from the darker realm has 4 heavy duty points of armor as well as the ability to transform it's victims (max of two) into undead creatures who serve their new master for 10 minutes or until killed. The wraith can only be killed by the silver sword, or the beak of the wiki wiki wiki bird. He is a hell of a nice guy and it is this authors hopes that I will soon be once again swimming in his lovely pool.

Siren: A very evil-type person that is a very good source of vitamins A,C, and B-complex. When captivated by this lovely ladies voice she will either poison you or make thee an idiot. Gronk is naturally immune to the latter. Thou will naturally remain an idiot for three minutes except for the messy half of the dragon which it adversely affects and makes thee normal once more.

Dryad: A sexy little bit for the imagination. The poor suckers that are not captivated by her beautiful looks get to run around and act normal. The rest of us get to do her bidding and look stupid. (no sexual favors please, it is a public park) The thing is immune to charm. Her charm lasts 15 short minutes and then you are free to try to escape her 50 foot radius, which she cannot leave. The Dryad is in no way, shape, or form immune to the melodic voice of Gronk The Melody Singer.

Little Red Riding Hood: A very chaotic little girl with a functional impairment. She hops around and gives one of two poison apples to people she has a quirk with, talk about personality shook. The little sweet thing also has the ability to toast thee with a major SPHERE OF ANNIHILATION, unlimited availability and only has to say it three times to charge the sucker.

Imp: Brain damaged little creature that has the ability to get away with acting like a complete nerd, and gets a major kick out of torturing young questors. Possesses unlimited invisibility and suggest once per life. Only silver or magical weapons can affect it. Immune to cold and hot spells kind of like a saran wrap. Has 2 points of armor and the ability to move its lips at the speed of light. If you don't believe the latter, try sleeping with it.

Werecat Type Thing: A real sweet PUSSYcat. Has 2 points of armor. All weapons treated as red. Has barbarian immunities. (We gave it a little bit of class) If confused by a druid, Kitty goes beserk for 300 count on the poor druid that was dumb enough to try it. Cannot be yielded, restrained, or enchanted. NOTE: EXCEPTION OF THE WIKI WIKI WIKI BIRD'S CRY WHEN SQUEEZED BY A 4000 LB. STONE GIANT WITH A TOOTH OF A LAND TROLL PURSED BETWEEN IT'S LIPS.

Loois the Bridgekeeper: Hell of an ability, he makes bridges. HENCE THE NAME.

DUNGEONMASTER: Has the ability to do any damn thing he or she pleases. This includes the anulment of certain types of BOOT ARMOR. Turn any 1st level obnoxious wizards into jellyfish with the command words - YOUR A JELLYFISH - and then determining the size of said creature. If there are any complaints of foremost 3B's then OH WELL.

**ALL CREATURES ARE BY-PRODUCTS OF BARAD-DUIN AND
ARE NOT INTENDED FOR HUMAN OR BOOGA'S CONSUMPTION.
SO DO NOT FEED OR EAT THE ANIMALS!**

Tri-Flag Battle.

By: Greg Burrow / Tremlock "The Elf"

Version 1.01

Game Items:

3 "Blue" flags

3 "Red" flags

Object:

Team blue's leader hides the two blue flags in the battle area while team red and team blue wait. When team Blue's leader comes back, Team Red's leader hides two of Team Red's flags. If a leader finds The other teams flags when hiding his teams flags he is not allowed to report this to his team. (As they are "invisible" until the game begins) Once the teams have hidden two of their flags they place the third at home base. Then the game can begin. Once a flag is retrieved and returned to "home" The flag is "destroyed" and cannot be retrieved. The teams must find the hidden flags before they can attempt to get the third at the home bases. The team who gets all three enemy flags to their base first wins.

Variant 1.02

When all three enemy flags are captured the enemy have only the life they are living left until they are dead or they have captured all the enemy flags as well then it will continue on a mutual destruction until their life has expired. Because they don't have the flag to "home" in on when they come out of nirvana. So they cannot come back alive unless resurrected. Then the team that survives is the one that wins.

Flag Hiding Rules:(applies to both variants)

Flags must be able to be spotted (leaning up against a tree, over a limb, over a bench, etc. In no way is the flag to be covered by leaves, grass, or other obstacles that would highly hinder the viewing of the flag.

Celtic "DEMONSTAR"

By: Greg Burrow / Tremlock "The Elf"
Version 1.01

Made of: Silver Demondium Alloy (AKA "Yellow Silver" (AKA "Piss Silver"))

Properties: Silver Demondium Alloy works as a shield from demons.

1 star will protect 1 person (wearing the star) from anything Demonic in nature (demons, demon magic, succubi, etc.) 2 stars worn by 1 person will cast a 10 foot protection radius from demons and anything demonic. 3 stars will still be 10 foot protection from demons and anything demonic. 4 - ?? stars will still react the same as having 2 stars. Cannot be dispelled since it is the metal it is made from that gives it its properties. Lasts forever.

Effect Of 10 Foot Protection: When Demon enters 10 foot radius Star bearer must say "Repell" once and the demon(s) must retreat as in the magic spell push. No protection from the push effect. (Not magical) (After repel is said by star bearer any demon in the 10 foot radius is immediately pushed. Any weapon blows after the star bearer has said repel are not counted as the demon is struck by the power of the Silver Demondium Alloy.)

Usually found : Usually found in cache's full of stars from the demon wars.

DEMONSTAR is ©1990 First Comics (appears in GRIMJACK)

QUOTES

"Austin, you look great in a miniskirt."

Connor

"I want people to sit on me and shit in my mouth."

Austin

"Sinjen is dead, The name is Hogen!"

Todd

(With Entangle ball raised)

"Back Dehugh, back!"

Malikor

"SPARHAWK, I AM NOT A SMURF!"

Tenzelob

THE VERY
PISSED-OFF
"ELF"

If you've heard a funny quote
someone said on the battlefield, or in
court, let us know!!