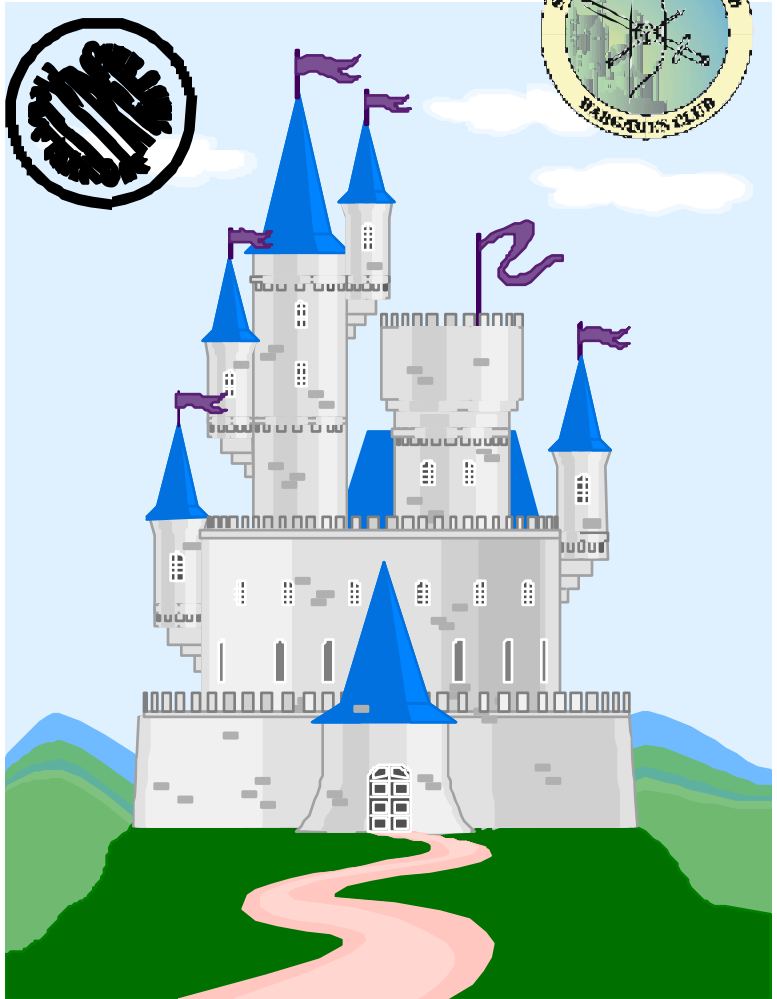


CLUB NEWS

Newsletter of the SASRA Roleplaying and Wargames Club

Probably the least imaginatively named newsletter in the world...



Another Club News Competition!

See pages 23 & 24 for details.

Issue 52

November 2003

CLUB NEWS

SASRA Roleplaying and Wargames Club

The Club holds regular meetings in the function room of the Falcon Club, Egremont starting at 7:30pm on Monday evenings.

Anyone is welcome to turn up and play. If you want to, you can just watch, but be warned: Roleplaying is a participation hobby and makes dull viewing.

The Club's activities include:

Table Top Roleplaying The Club runs D&D 3rd Ed, AD&D, Shadowrun, Vampire and Werewolf games on a regular basis. Other systems, including MechWarrior, Warhammer FRP, and other D&D & White Wolf settings are also run from time to time.

Live Roleplaying The Club is currently running two High Fantasy campaigns, Teolvar and Arath. We have also run Horror, Futuristic and Dark Fantasy Events

Wargaming The Club runs Battletech and Warhammer 40K games from time to time. Other wargames have included Roman, Napoleonic, Medieval and Futuristic armies.

Play-By-Mail The Club runs an En Garde PBM game.

Computer Network Games The Club runs network gaming sessions every 3 months or so. Games run include Quake III Arena, Unreal Tournament, Crimson Skies and Diablo 2

You can contact the Club through and of these people:

Barry Lace (Secretary) Tel: 01946 592 210

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CLUB NEWS CONTENTS

Acknowledgements

Thanks to all of this issue's contributors, who are:-

Steve Proud
Reg
Kate Wilmer
Liz Dixon
Christine Lincoln-Brown

Contributions

To put your article in Club News, give it to Geoff Brown at the Club.

Alternatively, you can send it to:

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SASRA Roleplaying & Wargames Club
SASRA Office
B524 Zone 3
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EMail it to:

ClubNews@sasrafrp.co.uk

Or even fax it to: 0870-164-0866

(Calls charges at national rates – so do it cheap rate.)

All submissions welcome... We support many different formats but prefer Microsoft Word. Artwork is especially appreciated. All materials will be returned if requested.

3. The Usual Blurb
4. Announcements
5. Caption Contest Results
6. Arath Update
8. Vampire: The Update
13. Invitation
14. The World According to Bandit
18. The Arath Songbook
20. Enter the Matrix
23. Competition
24. Wordsearch

YOUR EDITORIAL TEAM IS:

GEOFF BROWN

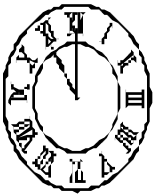
Thought for the Issue:

It's 23:05:27
Do you know where
your player is?

CLUB NEWS

The 2003 Christmas Party will
be held on
13th December
Masons Hall
Food by Barry & Graeme
Start time 7:30 pm.

Could everyone who took part in the



24-Hour Roleplay



Please give their sponsor forms and money to the Treasurer as soon as possible.

Thankyou

Club News Caption Competition

Congratulations are due to Liz Dixon for winning all three prizes in the Club News 51 Caption competition. The winning entries are in bold.



- LST - “It’s all in a hard day’s work”
- LST - “Did you see that lads? I took them all down with a beer bottle and didn’t spill a drop! RESULT!”
- LST - “Any more takers?”
- **LST - “They spilled my beer!”**
- LST - “Who called me Shorty?”
- Barry - “Oh No! Not again...”
- Barry - “If I fart, do you suppose he will explode?”
- LST - “Now whose round is it?”

- **The Jelalabads “playing” with the Minitaur**
-
- “Oh Yeah... This is fun.”
- Phil - Jag “Hold on - there’s a bee in your ear.”
Rammi “Oh. It’s a big one!”
Warren “Not from where I’m lying”



- Johnny G - “Look, just because it’s big doesn’t make it clever.”
- **Johnny G - “Just come on down and hit me. I’m too tired to be bothered!”**
- Johnny G - “Bad boy! Now go to your room.”



ARATH COMMENTS AND THANKS

2003 has been a hectic year for us in Arath. We have run 3 events and the last two being so close together was a real strain. I would like to take this opportunity to thank everyone who has been involved, players crew and ref's. I am not going to thank everyone individually for their part, but I hope this covers everything I want to say.

I want to thank the players, old and new, for their enthusiasm and interest. Without the players turning up there would be no events and without their input we would have no incentive to run again.

I want to thank the crew, who often have to suffer the two extremes of running about like loons or sitting around with nothing to do. Without the crew we would not be able to run events. I would like to thank them all, for what is often a thankless task. I would also like to thank all the players who crewed for the events they weren't playing on, that effort was much appreciated.

I would like to thank Steve Turner for stepping into the breach and Refing the last two events, his hard work made them possible. Without his input the props would have been of inferior quality and some of the encounters would have been a lot less fun.

My special thanks go to Andrew, as he has to put up with me at home as well as in Ref meetings and on the events. I can assure you all, that as I get stressed in the run up to the event, this is not an easy task. These

CLUB NEWS

last two events have been especially difficult due to personal circumstances and illness on my part, so I really need to thank everyone for their support and understanding, this goes double for Andrew.

And finally but definitely not least, I need to thank Jacqui, for her part in buying the food and catering on the events for us. Without her you would be self catering, as I do not have the time or the inclination to cook on events. So, thank you Jacqui for all your hard work, and for battling on, during the last event when you were ill yourself.

There will be 2 Arath events next year, but we are aiming to put them in summer and autumn, to give us some time off before the build up to the next event. This doesn't mean that we don't want to hear from you. We would like player turnsheets in as soon as you can manage them. We need to have time to read them, ask any questions we may have and take into account what you all think is happening, so we can write the next events. Your input does shape things, even if the world events are moving on whatever you do. You can and do alter things with your actions in game and in turnsheet.

I would like to take this opportunity to wish the Teolvar and , new, Phoenix events well. I hope that they receive the same amount of support and enthusiasm that we do. I am looking forward to playing on Teolvar and either playing or crewing on Phoenix (I have yet to come up with a character idea).

So finally, I hope you all have a great Christmas and Happy New Year and I look forward to next years LRP's with enthusiasm.

Liz Dixon

CLUB NEWS

VAMPIRE - THE UPDATE

Steve Proud

Here's what happened in general terms during the downtime between the end of my last Vampire session at club (ending at sunrise 6th September 1999), Werewolf session (ending on 8th September) and the start of the upcoming next session (beginning at Nightfall 31st October 1999). These events are general ones affecting several or all of the PC's – one way or another. Any events specific to a single character will be given on that character's downtime turn sheet when play resumes.

5th – 6th September

Around midnight, Raymond's Winebar (the Elysium) burns down over the course of an hour. There are no casualties reported and Prince Xavier escapes the blaze unharmed.

Prince Xavier changes his residence, which looks like a war zone, and declares his new hotel suite to be temporarily an Elysium. A new permanent Elysium will be declared as soon as a suitable site is located.

6th September

Shortly before dawn, a coterie led by Augustine Marcello destroys the "sunlight prison" spell that was keeping the Kindred trapped within the city.

8th September

Unknown saboteurs break into the King Breweries factory outside the city, massacring the security guards, trashing the quality laboratory and destroying the fermentation tanks. King's stock prices plunge sharply over the next few days.

7th September

Lexalionis is declared on Carlos Riviera for breaking the first tradition.

10th September (until 14th September)

Malkavian Clan holiday to New York.
Last known sighting of Vincent Price.

7th September

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11th September

Lextalionis is declared upon Vincent Price, the former Scourge of the city.

12th September

Natasha Sexton returns (?) to the city from New York.

17th September

Industrialist Maxwell Sullivan announces a \$1 Million dollar reward for the return of his missing granddaughter.

17th September

Andrea Heywood rejoins Crucible Genefics.

17th September

Fabio Giovanni arrives in town to begin investigations into his cousin Claudio's death.

20th September

A pizza delivery boy "throwing energy charged pizzas as through they were discs" attacks and is killed by Augustine Marcello's bodyguard as he delivers pizzas to the Marcello abode.

21st September

Cang warfare erupts into the open around the city docks area.

22nd September

At midnight, "a being of shadows with wings of night" is seen fighting a vaguely human-shaped mound of flesh in the graveyard of St John's church.

23rd September

Nosferatu report a group of kine with "Supernatural Abilities" hunting them in the city sewers.

1st October

The "Devil's Playground" nightclub is sold to parties unknown.

1st October

A gas main erupts in the city sewers collapsing the tunnels (and roads above them) for a blocks radius around the Devil's Playground".

10th October

The body of an unknown vampire is found beheaded just outside Chinatown bearing a note addressed to the "Prince of the City". All investigations over the next couple of days turn up no leads as to the cause of this.

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13th October

Prince Xavier declares hunting in the Chinatown district to be forbidden on pain of final death if proven.

14th October

Haydn Quinn leaves town after an incident near his motel residence.

14th October

Giovanni ask to stay in order to investigate heavy ghostly activity occurring throughout the city.

20th October

Word begins to filter to knowledgeable parties of a collection of magical texts, belonging to a recently deceased sorcerer, hidden within the city.

23rd October

Kingston Towers is attacked by a large party of Black Spiral Dancers. The attack is repelled but they penetrate the bawn.

26th October

Amy Talltrees returns from an Umbral quest to the Aetherical Realms and asks to speak to all Carou in the city.

27th October

Televangelist Claude Wheeler arrives in town for the first in a series of Rallies.

27th October

Prince Xavier sends invitations out to all Kindred resident in the city that are contactable in vifing them to a ball at the City Ballroom on Halloween.

Finis

Steve₄ Proud

Prince Xavier

As you requested here is an updated list of the Kindred to be found currently within your domain. They are grouped by clan, if known, along with lists of those who have recently left the domain and those whose locations are unknown. Any others found within the domain have not presented themselves to you and as such are not protected by the Traditions.

Seline Deville
Seneschal

Clan Toreador

Xavier Delacroix - Prince
Seline Deville - Seneschal and
Primogen
Siobhan Gardner - Former
Keeper of the Elsyium
Natasha Sexton
Chester Greenberg
Paul Marshall

Clan Ventrue

Augustine Marcello - Primogen
Natalie Carver
Vincent Iceheart

Clan Tremere

Irene Frobisher
Robert Frost
Jonathan Argyle
Seamus O'Riordan

Clan Brujah

Jurgen Kramer - Primogen
Louis Ch lon
Maria Wilson

Clan Nosferatu

"Julian" - Primogen
"Quincy"

Clan Assamite

Jefferson King

Clan Malkavian

Melissa Summers - Self
Proclaimed Primogen
Robert James
Dawn Smith

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Clan Gangrel
Aaron Dunn

Clan Giovanni
Fabio Giovanni - with Ghoul
"wife" Anna-Maria

Followers of Set
Felicity Price

Of Unknown Lineage
Rachel Warner
"Diamond"
Eliza Donner
"Carl"

The following have left the
domain within the last
month

Haydn Quinn - Toreador
Nicola Taylor - Gangrel. In
the company of Mr Quinn
Drade Ceska - Gangrel
"Tris" - Daughter of Cacophony
Sam Maxwell - Gangrel

The whereabouts of the
following are currently
unknown

Vincent Price - Malkavian.
Under Blood Hunt
Carlos Riviera - Brujah.
Under Blood Hunt
Marcus Swift - Tremere
Primogen. Reported to be
destroyed by unknown
forces
Arakan - Tzimisce Renegade.
Reported to have been
given final death by Vincent
Price

Steve₄Proud

To Whom It May Concern.

*You and a guest are cordially invited to join Mr
Xavier Delacroix and Miss Seline De'Ville at
the Mayor's Halloween Ball. To be held at the
City Ballroom on 2nd Street from 8pm until 2am.*

*Please note that this is a Black tie event and that Nine
will also be present. Elysium will be in force until sunrise
1st November.*

R S V Z

*Seline Deville
Geneschal*

CLUB NEWS

THE WORLD ACCORDING TO BANDIT

(Racoon Shaman, Worlds greatest romantic, serial liar)

Circa 2053

Seattle

Doing a run

Where to begin

I was minding my own business in Scotland after a run that went a little pearshaped (strangely not my fault, well all right mostly my fault). We had had a run in with a helicopter I assume; I say this because I awoke in a strange hospital unable to move. The team had left me there because I was badly injured. The doctors said I would make a recovery in time and in fact it did nearly take a full week. The police were interested in me and wanted to interview me but I managed to hold out and then did a runner after giving a false name.

I made my way back to Edinburgh, to see if I could contact the team. Team..... Hmm well it was an interesting bunch

There was Hot Stuff, very scary lady (although strangely you don't get to find this out until you either know her or fight her). I have got to say she only treated me with

respect and I think that if she was not married then she could have definitely hooked up with me. Very competent with any weapon known to man

Next was Bwock, a female Japanese Troll, man she was fun. Every wacky idea I seemed to have she would be up for definitely my type of girl (if I could have been sure she would not break my pelvis), she was quite possibly the person I have felt most close to in the shadows.

There was mover, human, tech type cold fish but she liked me it was obvious

There was Damon, a boar wild shaman that had never been introduced to a running bath obviously but he was ok.

And a human merc whose name escapes me

So in Edinburgh good old bandit thought I would contact the team and sort out what was going on, good plan except they had all

CLUB NEWS

buggered off back to Seattle. Hmm thinks I well I did a little digging in the ashes of our Johnson's flat (cant remember if it was the bad guys or hot stuff that trashed it) finding nothing I thought I would go back to the states myself. Using my ticket and forged sin I went for a flight and was amazingly arrested. I had to share a cell with a fascinating Scotsman called uncle bob. I was then deported back to jolly old Seattle after 6 weeks and arrested by the star for having a fake sin. Naturally my one phone call went to my fixer to get me out. Unbeknownst to me the good old team had arranged to extract me (using my share of the run money) and they busted me out of a van.

Cool thinks I, freedom again, but I did not have anywhere to stay, fortunately for me Bwock had a spare settee at her gaff so I was not destitute.

We soon got another job, on the team was Hot stuff, Bwock, 2 mages called Dana (very hot) and arsenic or arselick as he became known and an orc called sooty.

We met a fixer called alpha blue who said her brother had been whacked and she wanted us to find out how come. He worked for some Corp (I forget which) so we had a look into it for her (she was

hot)

We went to some scummy pawnshop. When we got there, there was some bodies (not our doing) I had a thoroughly enjoyable half hour going through the contents of the shop and found the most excellent beeping cane (I later found out it was some sort of metal detecting thing, and it lost some of the magical appeal). As it turns out I also found a clue in the shop but his was not apparent because I had sat on a letter and it stuck to my ass and someone else took all the credit although it was blatantly obvious racoon had out it there. I also got 2 boxes worth of the most interesting junk. We did get on slightly better than the other half of the group who managed to blow a building up.

Following my lead (see arse letter) we went to the home of the junk dealer and I manifested in his living room and scared the shit out of him. It turns out that the blueprint (yeah should have mentioned that earlier, we got a blueprint from alpha blue I think which showed some geeky chip style thing and there was something to do with a cyber eye but I had lost the plot by then) Anyway this guy gave us an eye (cyber) and the same blueprint we had already got. He said the eye came from some gang called the something legion (iron maybe). So I sold him back the stuff from his

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shop (pretty good move I thought)

On our way out of the building something strange happened, me and Bwock had got the lift down with Dara and Hotstuff going down the stairs and Arselick and sooty in the other lift. Well we heard gunfire on our way down and the lift opened to an unexpected sight, there was an old lady with two of them little yappy dogs got in. We realised we were not on the ground so went down the final floor, when I had this really good idea I said to Bwock when the lift doors open you fire a couple of grenades from your grenade launcher to clear the lobby so we can exit, good plan says Bwock loading grenades. I still look back on this and wonder what that little old lady made of all this

Anyhow the doors opened and Bwock let rip with a couple of grenades at the only visible target, unfortunately this happened to be Hotstuff. We had a quick conflagration and it was decided Bwock would scuttle downstairs to the parking lot and swap guns thereby we could deny all knowledge of said grenade launcher. In fact we made a pact to never mention the G word again. And because we are alive it seems to me that Hotstuff never did find out

We then could have either gone to find this gang or some programmer

guy who might have something to do with it. (I should point out that I don't normally concern myself with details I just do what I am asked (to some degree) and then blow the money on some interesting items (like my antique violin cost 20,000 nuyen)

So we went after the gang after I had ascertained (I think that means found out I suppose it would have been easier writing that than this explanation but that's the way of the world) that the programming dude was in fact in his house.

Our hunt took us to a mall that was being used out of hours for a party. Me and Bwock (actually Bwock) took 2 case of whisky that made us very popular. The next thing I knew was the star had arrived and it was leg fu time. We tried to keep an eye on where the gang went with me on Bwock's shoulders riding shotgun. At this point it gets a little hazy. I think Arselick went invisible then flew out of the door getting entangled in Dana's dress (little red number I think). Me being an honourable gentleman thought aha magic fingers here could help them and all I would need to do is disentangle arselick from Dana. So I cast it (not a mean feat from a trolls shoulders) and tried to free them, now with magic fingers I though it would be best to grab

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hold and take my hands down her body (to undo her jacket) this unfortunately meant that I touched some delicate parts on more than one occasion but in the end it worked.

I should mention that we met another person here I think he was a rigger and he had a van which was cool so we took him along even though he was unconscious (cant remember how that happened)

Somewhere along the line Hotstuff lent Bwock a minigun, which she had to promise, would not be damaged. It was a tight fit in the back of a stolen pizza delivery van with a troll with a gyromount and an orc and a few others. Some gangers did want some fun but the sight of a troll with a minigun getting out of the van scared them out for some reason.

The gang (remember them) told us they got the eye from a ghoult hunt in the sewers. So off we goes down the sewers to see what we could find. Me being a shaman conjured a city spirit that was comprised almost completely out of waste and shite. We called him Mr Pooh he concealed us for our journey by surrounding us. We did find some ghouls who told us that they get bodies dumped by someone for some reason. They showed us

where and it was a van from a morgue dumping bodies.

At this point we thought, (by that I mean the rest of the team as I had lost the plot some hours ago) how come a cyber eye from a guy who worked for some Corp that was probably connected to alpha blues brother ended up in a city morgue to be dumped in the sewers. The guy in question (cyber eye guy) was allegedly killed in a motor wreck some weeks ago so he was in fact doubly unlucky as he was then eaten by ghouls.

And here we are now, with no idea what is going on either going to see a programmer (I have just remembered we did go to his house and talk to him) (was his name Donovan?) and he told us about his Corp (name escapes me), and that somehow tied up with the blueprint (remember that)

So in summary we have wandered the length and breadth of Seattle and haven't really got very far (is that rhetoric or metaphoric). The positives are Alpha Blue (Hot) Dana (Hot) Hot stuff (hot but scary) Bwock (cool but if I was a troll hot) and two boxes of junk and a beeping cane and the very fact we have not been stiffed by our Johnson (Alpha Blue)

Bandit

(Aka Benevolent Chairman Reg)

CLUB NEWS

Our Town - an Ode to Mor

Dedicated to Draco, Justing & Morgon

1. Up the street under the flickering torch light
Is where I used to drink on a hot summer night
My mate was the 'tender and I'd order a beer
It's almost a year and I'm still stuck here

Chorus:

Can't you see the sun's sinking fast
And just like they say nothing good ever lasts
Well go on and kiss your lover goodnight
But hold on to you memory 'cause your heart's gonna die
Go on now and say goodbye to our town
To our town
Can't you see the sun's going down on our town
On our town goodnight.

2. It's where I met my baby and I had my first kiss
I've walked down the mainstreet in the cold morning mist
Over there was where I bought my first horse
It's burnt to a crisp now and won't go of course

Chorus:

Can't you see the sun's sinking fast
And just like they say nothing good ever lasts
Well go on and kiss your lover goodnight
But hold on to you memory 'cause your heart's gonna die
Go on now and say goodbye to our town
To our town
Can't you see the sun's going down on our town
On our town goodnight.

3. Sat here on the porch I see the lightning bugs fly
I can't see too well for the tears in my eyes
I left yesterday but didn't want to go
Oh I love you my town, you'll always live in my soul

Chorus:

I can see the sun's sinking fast
And just like they say nothing good ever lasts
Well go on and kiss my lover goodnight
But hold on to my memories 'cause my heart's gonna die
Go on now and say goodbye to our town
To our town
Can't you see the sun's going down on our town
On our town goodnight.

I can see the sun's sinking fast
And just like they say nothing good ever lasts
Well go on and kiss my lover goodnight
But hold on to my memories 'cause my heart's gonna die
Go on now and say goodbye to our town
To our town
Can't you see the sun's going down on our town
On our town goodnight, goodnight, goodnight.

Aliehna
Bard of the Aldan

The Matrix

We wait ... time slows ... When will it be? Where? The phone rings - at last, the meet is arranged. We sit down, lay back and plug-in.

We go to see the Oracle!

The team: Geoffrey Brown, Paul Caughy, Ben Cottrell, Steve Hastewell, Barry Lace and Christine Lincoln-Brown were all directed by Andrew Dixon for this mission.

We are to meet at the Lotus Blossom, a Japanese teahouse. We drive there and go in, but what looks like a normal building on the outside is an endless corridor of pillars with a row of tables and chairs on the inside. Suddenly five Ninja appear, draw ninjatos and approach - ready to do battle. We happily comply.

Barry and Paul draw guns and shoot. Ben starts throwing things from the tables at the ninjas while the rest of us move in for hand-to-hand combat,

enhanced by matrix manipulation. Steve faces his victim and pulls off an amazing atomic wedgy, neatly ripping his opponent in half. Chris, playing a 3 ft. high midget, runs to and then up her opponent then kicks him in the head, shearing it from his body. Geoffrey jumps up to his ninja pulls back its head and shoves his hand down its throat and rips out its heart. The hapless ninja is able to watch his heart beat as the life ebbs from his body. Unfortunately, Paul's gun chooses this minute to malfunction and blow up, moderately wounding him in the process. Meanwhile Barry drops his gun, runs in and somersaults over the head of the ninja and kicks him in the back. Ben finishes him off with a thrown plate.

The room shivers and reverts into an ordinary tearoom. At the end of the room a door opens and a short man walks out. He introduces himself, "I'm Apollo Raphael. The Oracle has sent me - to make sure that you

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are ready... To make sure that you are the ones. Whose first?"

We look at each other, surprised at the challenge. With a shrug Barry steps up, ready to battle. They both attack but Barry is faster. He manipulates the matrix and performs a Rigid Hand to the heart. His hand enters Apollo's rib cage, but as the hand is removed Apollo's chest just heals around the hand. Apollo nods his head at Barry, who has obviously passed the test, then looks to the rest of us.

Ben runs up, keen to start, and kicks Apollo only to be hit in return. Ben looks around, searching for something to throw at Apollo, when he is kicked hard and sails across the room into a table. Apollo joins the rest of us in shaking our heads in dismay at such a poor performance. Still young, Ben certainly has much to learn.

John is next and the fight begins. Apollo attempts a neck punch, but is parried. In response John manipulates the matrix to produce a sonic wave that pushes Apollo back to the far wall. Apollo replies, "very impressive."

Steve, ever mindful of proper etiquette, bows to Apollo

then says, "Let's begin." Apollo starts with a punch that is dodged. Steve grabs Apollo mid-dodge and attempts to throw him but is unable to keep a grip as Apollo spins from him and attempts an elbow smash. Again Steve dodges, but this time he draws his sword, twirls around and then places the blade upon Apollo's shoulder, smiling. Apollo looks up the blade, "Interesting."

Paul chooses to go next, but is slowed by his wounds. Apollo punches him in the throat and then dodges Paul's attempt to return the punch. He follows up with a series of punches so fast that his arms are a blur then tries to finish Paul off with a Ryuken. Beaten but not finished Paul falls back, then miraculously straightens and attacks with the Picard manoeuvre, scoring a hit. Apollo bows, but it has been too much for Paul and he collapses from his wounds.

Ben tries to heal Paul, but finds that the wounds are too severe. Barry steps in ordering the operator to download the paramedic skill. He begins work, but something goes wrong and Barry cries out, "Arghhh... I'm losing him!" Steve jumps in but sees Paul dead before him.

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Nonplussed he bends over and lays hands on Paul, concentrating on manipulating the matrix. Time slows then suddenly Paul gasps for breath and his wounds heal before our eyes, brought back from the dead.

In the meantime, Geoffrey, seeing Chris calling the operator, steps up and bows. Instead of directly attacking he slowly starts to circle, taking Apollo's measure. Apollo gives a half smile and likewise starts to circle. At some unseen signal they both leap into the air, colliding and spiralling down together both trying to gain an advantage over the other. They hit the ground upright and time seems to slow as Apollo slowly locks Geoffrey's arms in place, keeping him in place but unable to actually attack. Almost without seeming to move Geoffrey slowly curls into himself then suddenly he springs to the ceiling. Apollo looses his grip as he strikes the ceiling and again they grapple as they slowly head to the floor again. Geoffrey manages to rotate above Apollo and concentrates. Apollo hits the floor first, but surprisingly sinks into it, finding that the floor has turned into tar. Geoffrey leaps off of Apollo and lands clear of

the pit, then turns and offers Apollo a hand. Apollo smiles, then elevates clear of the pit, without a spot of tar on him. He walks on air to Geoffrey then shakes his hand.

Apollo looks at the midget, Chris, who smiles. "Can you dance?" she asks. "Why," he responds. "Well, I can fight you if you really want to, but I'd rather dance," she replies. "Ok" says Apollo with a shrug. Chris concentrates and a racy tango is heard throughout the building. They approach and dance across the room. While Apollo seems unsure of his feet and how to dance with such a short partner, Chris appears to be in her element practically dancing on air. Suddenly she is spinning and gyrating around her partner, elevating higher and higher until she is eye to eye with him. The song and her dance end with a flourish and Apollo concedes the readiness of the last of the team.

"So be it!" he declares as the door he entered through reappears. He steps aside and ushers of in. And the mission continues...

By Christine Lincoln-Brown

Club News

Christmas Competition

Liz has very kindly provided us with an Arath wordsearch to grace the back cover of Club News.

To inspire you all to greater efforts, and to get the Christmas spirit(s) flowing, once again your editor will dip into his funds, and offer prizes.

The person who has found the most names will receive a voucher entitling them to one free drink at the Falcon Club bar.

Completed pages must be given to the Editor by the end of Club on Monday 8th December.

If more than one person has found all 40 names, a winner will be drawn by lot.

The editor and authors of the word search may not enter.



Welcome to the

ARCAH CHARACTER NAME WORDSEARCH

R	E	N	A	J	O	N	A	T	H	O	N	A	Z	A	N	A	E	H	T
A	L	M	A	T	R	A	N	A	L	W	A	Y	L	A	N	D	I	L	A
L	M	A	O	E	A	Z	A	R	A	R	T	H	A	S	R	A	M	W	L
I	V	R	Y	R	K	E	Z	Q	U	I	N	R	A	N	E	R	E	S	M
E	M	A	T	H	G	H	O	U	B	R	N	I	R	B	R	I	A	Z	H
H	G	N	A	F	A	O	G	I	R	A	I	S	T	N	A	T	O	W	T
N	A	Z	I	L	F	P	N	N	A	N	G	H	A	G	A	L	A	R	I
A	L	I	E	H	K	E	E	L	A	N	A	Z	I	K	E	Z	I	R	K
M	I	X	A	M	A	R	A	N	S	H	O	H	R	O	L	F	I	L	I
S	H	C	I	R	E	M	M	E	C	I	D	A	N	E	R	L	A	R	N
D	R	A	D	U	L	A	H	I	H	S	S	H	I	E	H	Y	L	O	V
R	T	T	E	L	L	A	M	A	N	H	E	P	H	I	L	N	O	N	I
N	M	O	R	G	A	D	L	E	I	H	S	H	E	L	D	N	R	N	C
E	F	A	N	J	A	G	R	R	A	I	S	T	L	I	N	A	D	I	T
W	R	E	L	G	A	L	O	A	M	X	S	H	I	H	S	Z	J	T	U
N	I	N	V	O	W	E	N	M	C	R	Y	K	E	N	E	B	A	S	S
O	E	K	O	R	V	I	S	S	W	O	E	W	N	M	H	O	K	U	H
R	N	J	A	G	N	A	Z	S	H	I	H	T	A	N	A	G	A	J	E
B	D	M	O	R	P	H	I	G	A	L	A	R	O	N	N	I	N	E	K
A	M	A	R	A	T	S	H	A	R	P	E	T	E	A	F	L	Y	N	L

ALIEHNA
ARTHAS
BRIN
BRONWEN
CIDANE
DRACO
EMMERICH
FANG
FLYN
FRIEND

GAO
GALARON
HOPE
HROLF
INVICTUS
IX
JAGANATH
JONATHON
JUSTIN
KEELAN

KORVISS
LORD JAKA
MARA
MARAT SHARP
MAX
MORGON
NAZIR
OWEN
PHIL
RAISTLIN

REL
SERENA
SHEM
SHIELD
SHIHALUD
TARQUIN
THEA
TELLAMAN
WAYLAND
WOTAN