

TANGLEWOOD FOREST NEWS

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Inside this Issue

Greetings

Land Work Schedule

Project Projections/Wish List

Progress Report

FAQ

Greetings From The Land of Tanglewood

If you are reading this at Mid-Reign, WooHoo, glad you're here. Thanks to Kitten for the Lore and Dame Selka for permanently taking on the Progress Report section of the newsletter.

FOREWORD:

While at the event this weekend, take some time to look around at the improvements to the land thus far. Remember when the land was just a tangle of forest so thick you could barely walk through it? I do. We have certainly come a long way.

This hotter-than-hell Texas weather seems to actually be cooling off a little. That will certainly make for more friendly weather to work outside in. Hope to see many more people come out to work the land during the cooler weather. There is still so much to be done.

LAND WORK SCHEDULE:

The next scheduled land work weekend is October 2 & 3rd, 1999.

Plan to arrive as early as possible. As always, if you can, plan to camp over at the land Saturday night. There is usually a cook out and general good time had by all who stay over ©

For those of you not able to provide physical labor, don't let that keep you away. Come out, see that the workers are provided drinking water/Gatorade and food. Your role is just as important!

OCTOBER 2 & 3rd WORK PROJECTS:

1. Continued clearing/cleaning of Campsites
2. Clearing path for installation of electricity poles.
3. Finalization of parking lot
4. Raise/widen roads to permanent company campsites.

Tanglewood Forest Provided to the Emerald Hills Courtesy of McFadden

PROJECT PROJECTIONS/WISH LIST:

Below is a partial list of land improvement items along with estimated* costs:

Priority	Cost	Item	Project	Description
1	\$ 3,000.00	Sand/gravel	Trench/pavilion	Raise and bed trench field and pavilion area
2	\$ 332.00	Power pole	Electrical	Power base hook-up
3	\$ 699.00	2.0 wire	Electrical	Run wire from power pole to pavilion area
3	\$ 117.00	2 inch conduit	Electrical	Run wire from power pole to pavilion area
4	\$ 159.00	Breaker box	Electrical	Secondary power pole for trench field and pavilion
5	\$ 60.00	Light poles	Trench field	16 foot 4x4 posts(times 4) treated
6	\$ 80.00	Lights	Trench field	Exterior flood light kits

Specs are currently being put together for our pavilion, shower/restroom facilities, septic system and kitchen, look for future updates.

* Thanks to Thoron Underhill for putting the above list together

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PROGRESS REPORT:

A Report to the Populace

It has been a long time since I have written anything for a newsletter, so bear with me. My simple task is to report to you the progress of the work on the land, and at this, I will try my hand.

Below is a list of goals printed in the last Land Newsletter. They are general, with no time set to be done, just as soon as we can. We have tried mightily to achieve as much as we could from this list.

ARTICLES/LORE

Folk and Fauna of Tanglewood Forest

I detail here a number of the notable denizens of the Tanglewood Forest which might present a help or hindrance to our settlers in that country. While portions of the forest have previously been settled, enormous stretches have never been disturbed by the footfalls of humans, and thus are still populated mainly by the forest's original habitants, many of whom may be less than hospitable.

I hope that this guide may prove of some assistance in the pacification of the forest without undue loss of life. Good health and fortune to you, my countrymen.

Baronet Darkangel

BANSHEE

One unfortunate fact of the high Elven population is the corresponding number of Banshees. They are still a rare occurrence, but even one is not rare enough for my liking.

CENTAURS

Tanglewood Forest supports a healthy population of these folk. Quite barbaric, they excel as archers. The Centaurs of this forest have had few dealings with humankind, and most of what they know is from the Elves, and thus perhaps unflattering. The Centaurs are not necessarily hostile, but are likely to be suspicious, and will strongly resent settlers taking over the fertile meadows of the forest, which they consider themselves the caretakers of, by delegation of their Elven friends and mentors.

DEEP DWELLERS

The midnight-skinned Deep Dwellers are the bastards of the Elven race, twisted by forbidden magic and unholy alliance. Here, in Tanglewood, the Deep Dwellers are rules above as below, frequently patrolling the surface above their underground realms at night for stragglers and spies. Far from the encroachment of humankind, they fear little, not even their Elven kin. They are deadly archers, and have some talent for poisons; more feared are the powers of their master necromancers, diabolists, and priests.

DRAGONS

Tanglewood Forest does not share the problem of many old forests, that is, an abundance of Dragons. However, they can be seen about, and the few in the forest are very old, very powerful, and very intolerant of humans. Most are hermits of their own kind, with even less patience for lesser folk.

ELEMENTALS

A fair number of these can be found in the forest. They have few strong feelings of any kind toward humankind, although Water and Earth elementals have been known to react violently to despoilers of the wilderness.

ELVES

Sworn protectors of the forest, they resent the intrusion of humankind >deeper into these unsullied woods. However, they are not actively hostile, and perhaps even friendly. However, they will not hesitate to kill a human who behaves disrespectfully toward the forest or its innocent creatures; remember, as far as they are concerned, this is their forest. They are powerful magicians and druids, as well as superb archers.

GHOULS and ZOMBIES

These undead creatures were raised by Deep Dweller magic and set loose to spread their curse. Whenever possible, put these creatures to the torch. Burn and abandon any fields they walk across. While the threat of infection is quite small, their simple presence will ruin fertile fields, and cause sickness in man and beast.

GIANT SPIDER

Bold predators. They can generally be avoided, and are quiet enough creatures, but are disconcertingly brave about attacking lone humans or small even war parties when hungry. I personally have not seen one larger than a man, although one Elven scout asserted that some are taller than a horse.

GIANTS

Tanglewood is home to a wide variety of Giants. None are overtly hostile, but they are likely to make meals or trophies of those who annoy them. Most common are Hill or Frost giants, although some Fire Giants have been spotted in mountain caves. The Giants say there are Titans in the forest, though neither I nor any of the Royal Scouts have seen one, and how we could have failed thus far to spot such a creature is a mystery.

MANTICORES

I cannot stress enough the danger these creatures present. Manticores are bitter, dangerous creatures under any circumstances; however, in the deep forest, they are also bold. Thankfully, they usually travel alone. Unfortunately, lone Manticores are quite capable of killing entire parties of armored warriors. Lion-like beasts armed with deadly spikes and human cunning, they are to be avoided whenever possible. If you must contend with one, do not make the mistake of parlaying with the creature; they lie freely, and without a doubt intend the death of whomever they speak with.

ORCS and GOBLINS

The Tanglewood Orcs are a rough lot, far from the easy life of their brigand kinfolk closer to civilized lands. They are hardened by centuries of warfare with Deep Dwellers, Elves, and Giants; they are skilled metalworkers and deadly berserkers. Goblins comprise the bulk of their slave labor and scouting patrols. Remember: where there is one Orc, there are ten more waiting in ambush. The Tanglewood Orcs, in contrast to most, are a disciplined fighting force; although their grasp of tactics is crude, they will not make foolish mistakes, and when you do, they will be quick to take the advantage.

TANGLEWOOD TROLL

Run. Just run. These beasts are seemingly made of rock, but have a healthy appetite for fresh, or not so fresh, meat. They are quite stupid, but have at least grasped the concept of ambush, at which they excel, and military leadership, which they tend to leave to allied Orcs.

UNICORN

I have found evidence of these creatures, but have yet to spot one with my eyes. The Elves say the sensitive Unicorns avoid any cultivated areas by miles. Despite their shyness, and their intense terror of encroachment, they are compassionate, gentle beasts who are said to help those in need with no thought of reward. Incidentally, the slaying of a Unicorn is a crime both against the Crown and in the eyes of the Elves, who do not show a shred of mercy toward poachers. Woe to the poacher so foolish as to hunt this sacred beast. Sadly, it is likely that our own settlement program is likely to displace the beasts, hurting their already depleted numbers.

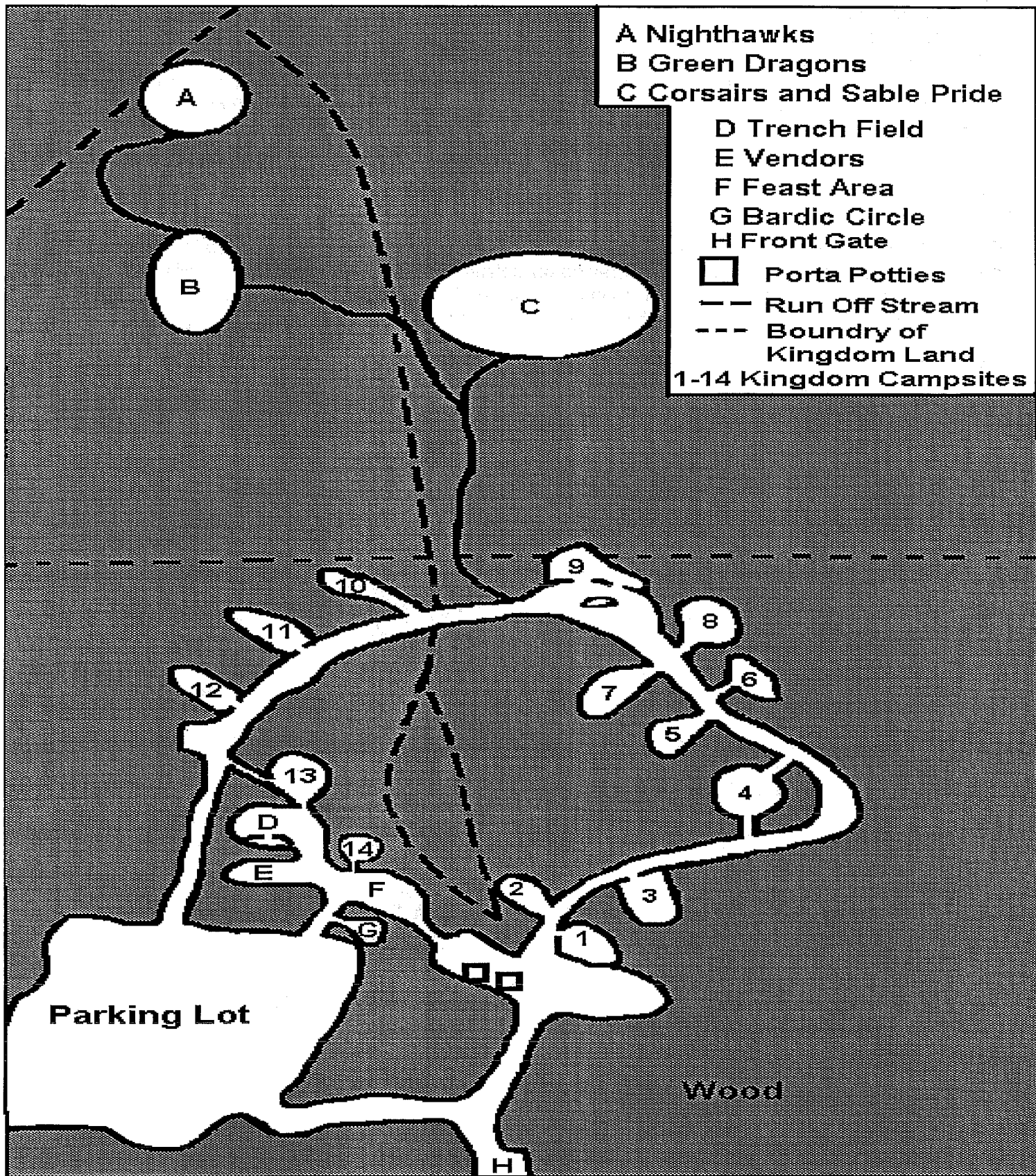
VAMPIRES

Once unknown in the deep forest, a number of these creatures have taken up residence in the deep forest, hoping to elude civilized persecution and preying on isolated settlers. Even the Deep Dwellers kill these dangerous undead on sight. Be careful; some of the recent "immigrants" are quite old, powerful, and capable, and may be more than a match for a single warrior or sorcerer.

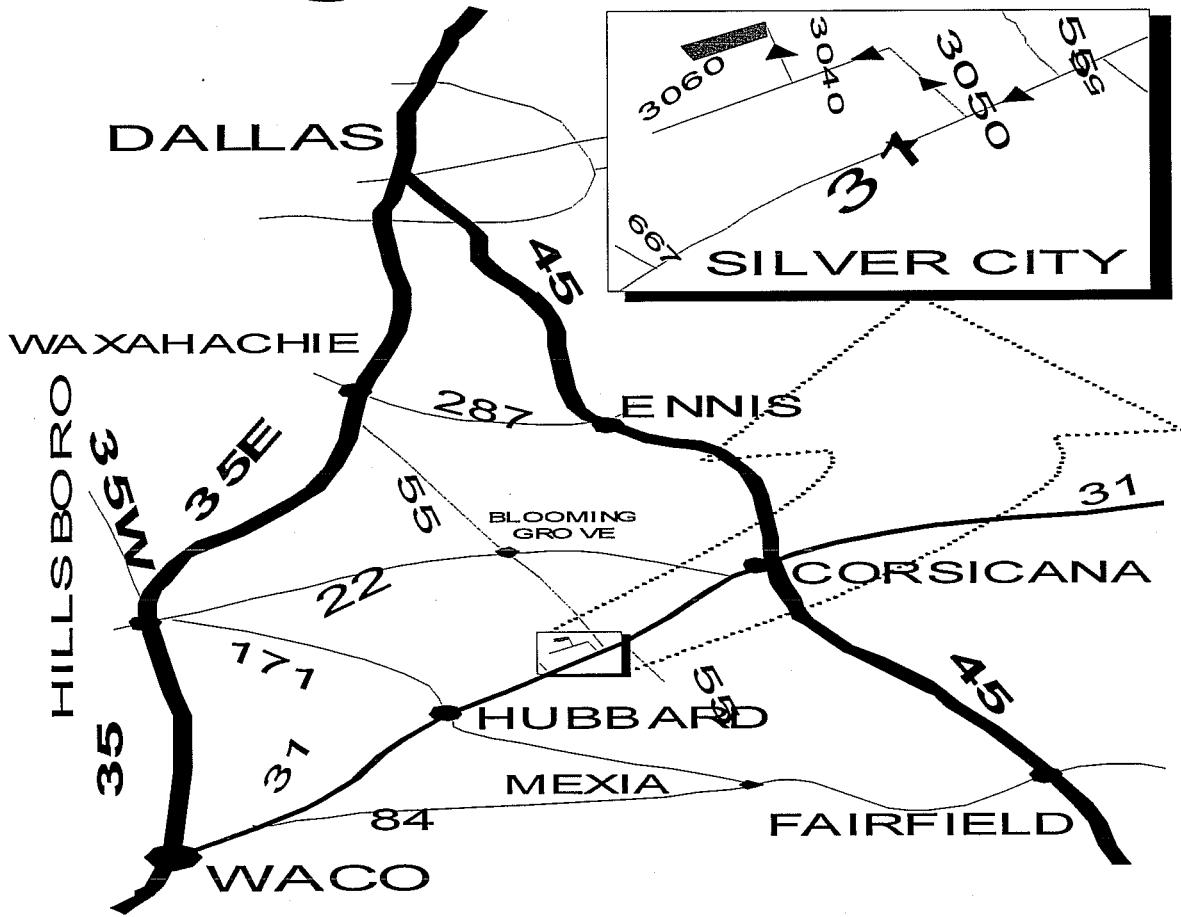
WRAITHS

Dangerous, predatory undead, Wraiths are all too common in the deep forest. Some were unleashed by careless Deep Dwellers, others made their way through the rifts at the edge of the deep forest and wandered, and many more were spawned from the suffering of human settlers murdered by Orcs, Deep Dwellers, Trolls, or other humans. To be avoided.

MAPS



Tanglewood Forest



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