

You are the world's last hope. Will you join the fight?

The reign of Aragorn, son of Arathorn, King of Gondor and his Elvish Queen Arwen brought peace to Middle Earth after the defeat of the great evil that was Sauron.

And in that golden age, the might of the sword bowed to the cannon, and the cannon to the missile. Great horns bellowing messages to the far corners of the realm gave way to the drone of the telephone and then the modern marvel of Email. The time of magic bowed to science and technology. The history of that ancient age became seen as no more than a children's story.

But it was no story.

Much as the Dwarves of Moria dug too greedily and too deep, releasing an ancient evil that would be their doom, so too did modern man. They destroyed entire mountains to mine their coal. They burrowed deep into the ocean to extract their oil. But their lust for power warmed the earth too quickly, and an ancient evil trapped for thousands of millennia in the mountainous glaciers began to thaw.

And a terror beyond imagination erupted from the ice.

The most powerful pistol proved no match for the dark alchemy of the Great Eye of Blood. The fire of its dragons and the magically-tempered steel of its Orc army reduced the gleaming metropolises of men to ash. Men and women were engulfed in The Eye's gaze, becoming its unwilling slaves. As evil engulfed the world, the Age of Men was at an end.

The only hope lay in the birth of the Age of Children.

For while adults were doomed by their flawed faith in their mechanical marvels, the girls and boys saw that salvation lay in uncovering the mystical weapons used in ancient times.

Now, you are that last hope. You must join Gus The Gray and his band of young wizards, witches, and warriors to unearth and master the lost secrets of Middle Earth. Then, you must make one final, desperate effort to free our world from ultimate darkness.

The quest will begin at Four in the Afternoon. If the forces of good prevail, we expect the war to be over at approximately Eight in the Evening. Young male wizards and warriors are invited to spend the night and return to their castles at Ten in the Morning on June the Seventeenth.

Please use the Horn of Gondor or Email to *RSVP* for this adventure. Do indicate at that time if you intend to stay the full eve. Questions may be sent via raven, Email, or by calling Sir Scott and the Lady Kirsten.