## '84:

## **A Feast of Fantasy**



Alfred the Arrogant in a vampire's clutches

## story and photos by Tim Kubash and Brougham Deegan

to watch the brisk trading of items, which the players could find useful in their Quest. After the murchant had sold their wares, the players were assembled at the edge of the playing area and given their objective: to find the missing piece of "The Forever Rainbow and drive the evil forces out of the land of Brecht."

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The players were let through the entrance and quickly disappeared into the forests to find the treasures and assorted creatures (played by hired actors). We managed to stay up with one innovative group of players from Regina, led by the thief Mok All-thumbs, (who later won the best all-around player award). The other players in the group included Dhirmed of Anglesea and the wizard, Take of Lieds.

Some of the more memborable highlights,

Some of the more memborable highlights, of the dayincluded the performance of U of A Dramamajor Sean Smith, who played Mad Peter, the seemingly harmless hermit who lived in a grotto by the river, talking to any travellers who would listen. After revealing

that he was the Prince of Brecht, he would knight all the adverturers who listened to him and calmly poison them. However, the most feared creature in the game was "the Phantom Rider", an eerie figure on horseback who struck like lightening, causing players to scatter into the woods and down gullies to avoid death.

The only disappointing part of the weekend was the feast, which had been heavily promoted in the Dreamquest literature. The food was scarce and the pig roasted on the spit barely made it past the first table. The ale was in such short supply that the organizers had to start rationing it by 7:00. Considering that the players had to pay 30 dollars apiece to take part in the feast, it did seem a little stingy.

stingy.
In all, the whole weekend turned out to be an inexpensive entertainment for the money and the players that I talked to, including the legendary Mok Allthumbs all plan to return to Dreamquest '85 with as many friends as they can find.



Mok Allthumbs caught off guard



The Fool in the stocks



The Invincable Dragon and his treasure.

