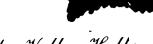
TIMBERS #1, May 1984 - The Newsletter of the Timber Valley Holt, PO Box 10425, Midwest City, OK 73140. TIMBERS Copyright © 1984, all rights reverting back to the authors/artists after printing. ElfQuest and the characters therein are trademarks of WaRP Graphics and are used with permission.

Timber Valley Holt Box 10425 West City, OK 73140



Timbers 1



Newsletter of the Timber Valley Holl

Welcome to all who set their eyes upon this first issue of TIMBERS, the newsletter of the Timber Valley Holt!

This newsletter is designed in purpose to introduce into the Elfquest world a new holt---the Timber Valley Holt. While the number at the top says issue #1, this is really just an introductory issue.

This issue consists mainly of describing the holt's origin, location and current situation. In the next issue, we will be printing the first story in the T. Valley Mythos---the account of Death Flood: the Timber Valley flood which reduced our number of elves from twenty six to nineteen.

We are not a large holt, but we plan on putting out future issues like this one from time to time. Because of the busy schedules in our group, we don't as of yet know how many issues of TIMBERS will go out each year.

Our holt HQ is located on a Timber Valley Road - thus the name. Our street sounded like an ideal name for a holt, so we built a holt around it. See?



Well, I hope you enjoy this issue. We enjoyed making it.

Come now into the valley of timbers. . .

@Mooncrest (Ted R. Blasingame) Here is a list of the tribe members of the Timber Valley Holt:



Dawnwatch (f)	Season (m)
Foxvine (m)	Silverhair (m
Freshwind (f)	Silverleaf (f
Goldenbraid (f)	Sofiwill (f)
Grassy (m)	Twill (m)
Maancrest (m)	Trilight (m)
Nightstep (m)	Two Star (m)
Nightway (f)	Wavesong (f)
Redlace (m)	Windrace (m)
Sandstorm (f)	

***Nineteen strong, we are the Timber Folk. ***

Timber Info ...

"The alliance between the Timber Folk and their wolves is merely on a master-pet level - although the wolves are free and not commanded by the elves. The wolves do have a loyalty to their riders and will fight with and for them, but they are not always in the holt.

"They can and frequently do room the valley. When the proper call is made, the wolves rush to their friends as soon as they are able to do so.

"The leader of the pack is Riftweed, the largest of the wolves and friend of Nightstep, cheif of the Timber Folk." $\frac{1}{2} \int_{-\infty}^{\infty} \frac{1}{2} \left(\frac{1}{2} \int_{-\infty}^{\infty} \frac{1}{2} \left(\frac{1}{2}$

I want to issue forth a special howl to the following elves, who have inspired me with their friendship. . .

Freecloud of the Back Bay Holt Morningstar of the Back Bay Holt Nightscribe of the Back Bay Holt Woodrune of the Timberlake Holt Night Howler of the Timberlake Holt Stalker One-Eye of the Ash Tree Holt

Stamplicker of the Elfquest Fan Club HQ Wendy of the Elfquest Fan Club HQ



Timber Folk

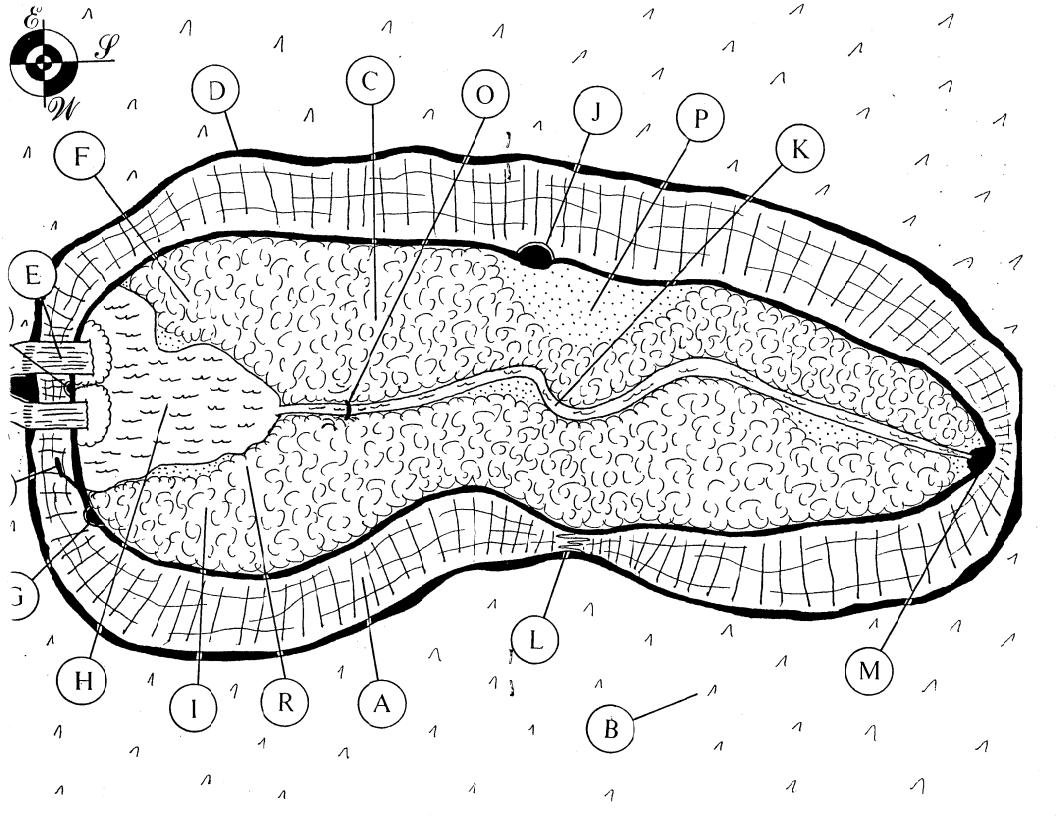
→ Name: Nightstep Soul Name: Fuli Gender: Male Life/Love-mate: Freshwind, Recognized Lifemate. Wolf Friend: Riftweed, male. Dark grey fur. Yellow eyes. Father: Greylock Mother: Joycall Brother: --Sister --Other Relations: Wavesong, aunt. Twill, cousin. Skyfire, newborn son. Eves: Brown. Also has dark eyebrows. Hair: Straight dark brown, hangs down to middle of back. Tied up in cheif's lock with a simple leather thong. Height: 4'0" Date Born: DF-152 Skills: A very astute hunter & an archer. Talent: --Weapons Used: Simple design longbow w/quiver of brown feathered arrows. Long straight twoedged sword in an unadorned black sheath Clothing: Long sleeved tan cloth shirt w/open collar. Light tan wide leather belt with silver buckle. Dark brown breeches laced w/tan lacings tucked into boots. Black moccasin-type boots...without fringe. Jewelry Worn: --Other Information: Has chin beard. He has a great respect for Two Star, the eldest. He can be as fierce as a wolf or as gentle as a rabbit in just a matter of moments. He takes his position strongly and expects his orders to be followed without fuss. He has a short temper with anyone who breaks his orders to stay away from the humans side of the valley--usually it is Mooncrest who gets his anger turned to about the humans. He is Recognized with Freshwind. Their son. Skyfire. will be born two years after the Death Flood.

Timber Folk

→ Name: Freshwind Soul Name: Noai Gender: Female Life/Love-mate: Nightstep, Recognized lifemate. Wolf Friend: Blacklip, male. White for w/ black tip on end of tail and tips of ears. Father: Darkwell Mother: Stormfire Brother: --Sister: Silverleaf Other Relations: Skyfire, newborn son. Eyes: Green Hair: Straight pure white, very long - to the backs of her knees. Height: 3'11" Date Born: Of-98 (3T) Skill: Archeress and huntress. Talent: --Weapons Used: Longrow of her sister's shaping. Small dagger carried in white sheath on her belt. Clothing: Lt. green tunic. Dk. green cloth belt with large ring in front. Lt. green leather ankle shoes. Dk. green cloth band on left wrist. [Cark green cloth band around neck. Jewelry Worn: Small silver chin attached to neck band. Other Information: Although the lifemate of the tribe's cheif, she does not command the Timber Folk in any way. But the elves respect her in her own right as an archeress and hunting. She is most loyal to her Lifemate and will follow his commands without any second thoughts. She is Recognized with Nightstep. Their son, Skyfire, will be born two years after the Death Flood.

Timber Folk

→ Name: Mooncrest Soul Name: Dair Gender: Male Life/Love-mate: Newfur, lovemate (died DF-1). Wolf Friend: Bushtrail, male. Grey fur. Has blue-grev eyes. Father: Silverhair Mother: Dewdrop Brother: Trilight Sister: --Other Relations: --Eyes: Hazel, very expressive. Hair: Soft chocolate brown, straight & hangs just below shoulder blades. It tends to be a little unruly. Height: 4'1" Date Born: OF-31 (GI) Skill: Fisher, hunter, prankster Talent: --Weapons Used: Large wide double-edged sword, "Twosharp". Small throwing dagger, kept in boot. A sling and a pouch of stones. Clothing: Grey sleeveless crossover tunic w/black-speckled white fur trim. Thin white longsleeved shirt, worn under tunic. Soft grey breeches. Black leather belt w/silver buckle. Black leather moccasin-type boots. Jewelry Worn: --Other Information: He is still hurting from Newfur's death, but he has started a close relationship with Nightway. . . not yet lovemates. He is mischeivious and likes to have fun if it does not hurt anyone. He likes to spy on the humans at the risk of getting caught by the tall ones or by Nightstep. A very good swordself. He loves the valley forest immensly and will scold anyone who suggests even exploring outside the valley walls. He loves dreamberries and will often carry some with him in a small pouch. He uses a sling and stones with wellpracticed accuracy. With a very convincing tongue, he sometimes is able to hire Grassy as an accomplice in his mischeiviousness; something that Grassy has not been able to figure out how he gets talked into so easily.



TIMBER VALLEY MAP PEFERENCES

- A "Sheercliff" walls surrounding valley. Very high and unclimbable.
- B "Upper World". This area is mostly grassy plains with scattered trees and brush.
- C Floor of Timber Valley covered in soft grass and thick forast of trees.
- © Edge of Sheercliff. Not sturdy on edge. Occasionally crumbles into the valley.
- E Two-falls. River above splits just before going over the edge and into the lake below. Many rocks at the bottom.
- Small encampment of Humans. Usually keeps to themselves, but will kill an elf on sight if in their territory.
- G "Troll Caverns" main entrance. King Grubmoss's domain.

 Bartering system set up with Elves. Trolls not afraid to
 come out at night.
- (H) "Blue Lake" fed by Two-Falls above. Occasionally floods in heavy rains---once killed many Elves and Humans.
- Timber Folk Elves' territory. Plentiful game. Many hometrees.
 The site of the Timber Valley Holt.
- "Black Cavern". Very mysterious. None have ever returned who have gone inside. Troll Caverns not connected. Trolls, Elves, and Humans all shun that place.
- (K) "The Bend". Swift current here as water in 'Blue River' curves around area. Strong current.
- "Sheercliff Pass". The low part in the sheer walls with a natural pathway permitting a pass from the Upper World down the valley. Winds back and forth up the wall.
- Valley narrows to a point and Blue River disappears into a large hole in the base of Sheercliff. This hole is sometimes referred to as the "Black Hole" in reguards to its depth.
- N Troll's second exit. Under the Two-Falls. Accessible only by way of the main Troll Cavern.
- (i) Rock archway 'shaped' by an elf long ago to gain access to the other side of Blue River. Named "Rock Span".
- P Simply called "The Clearing". No trees there only pale grass and a few flowers.
- (q) "'Fox Perch ". Rock steps leading up to a stone ledge shaped by Clearfox, who is now dead.
- The Oreamberry Patch". The pride and joy of Foxvine, keeper of the precious berries.

The Timber Valley Holt--An Introduction

Long ago, the High Ones - the firstcomers - landed in their palace ship and were scattered over this two mooned planet without a rame by the savage and fearful humans.

Many of the elves took up with animals to learn how to survive in this wild land. Many of the scattered groups of elves chose the wolves. It seemed that the wolves had the best lessons to offer to the strangers.

One group, with their new friends, the wolf pack, travelled and were driven from the Vast Forest into a large grassy plain dotted occasionally by trees and bushes. Once out of the forest, the primitive humans stopped the chase. After many nights of wandering through this area, the elves discovered a deep blue colored river of which they followed downstream.

After half the face of the Greater moon, these wandering elves followed the river and found what is now called 'Two Falls'. There, the river split around a small hill and fell into a small canyon valley that was cut deep into the plain's floor. It was an area sunk down into the ground with sheer cliffs surrounding the entire valley.

The water fell down the cliff wall into a small lake, also the deep blue of the river. At the far end of the lake, the river started again and flowed to the other end of the valley and then disappeared into a great hole in the "Sheercliff's" base.

The floor of the valley was covered in a rich green grass, and a thick forest of timber nearly covered the land below. These elves, overcome by the beauty of the valley decided that this was where they would live. They named the place 'Timber Valley' and called themselves the 'Timber Folk'.

They wandered around the valley rim looking for a way to descend. Then after a couple of nights, they discovered that the upper grass plains sloped to a low point in the rim on the western side. There, they found a natural pathway winding down along the Sheercliff wall to the valley floor.

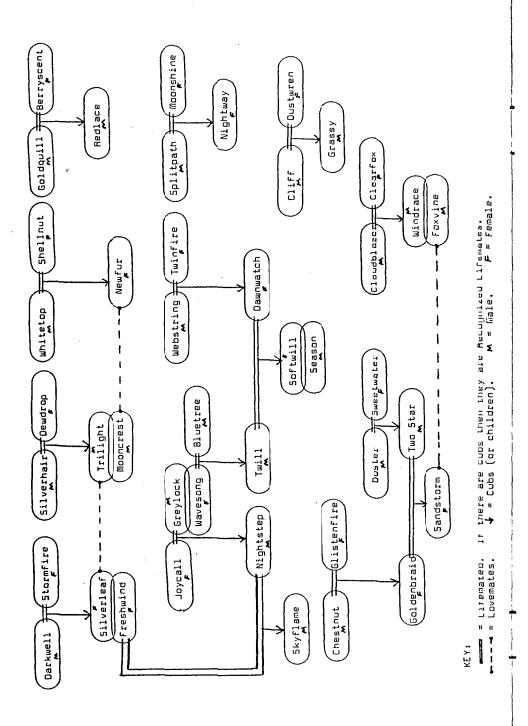
They then travelled back to the lake they had seen above and set up their holt nearby, with treeshaders doing their task of making hometrees. After a brief scouting trip throughout the valley, it was discovered that a small group of humans lived on the far side of the lake.

After a short skirmish, the elves of Timber Valley formed an uneasy truce with the humans. The humans here did not really mind the elves in the valley with them much, for it was big enough, but they warned the Timber Folk that any elf seen in their territory would be killed with no reason given. So, the two tribes lived with little contact, but occasionally an event would rise up and someone would be killed. But that was not often.

After almost six moons, they discovered that near their holt was a large cavern sealed with a large boulder. Further investigation revealed a second cavern opening between the walls of water from the Two Falls. They soon found them to be entrances to some Trull Caverns. Jords were spoken and gifts were made to the trolls, and almost immediately a bartering system was made between the elves and the trulls. These trulls were not afraid to venture from their caverns at night and were occasionally seen near the holt.

The Timmer Fulk had found and established a home in the valley and have now been there over four thousand years, content with their way of life.

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Then recently, mighty rains issued upon the valley and the Upper world (the land outside the valley walls) and a devastating flash fluor swept through Timber Valley, reducing the elves number nearly by a third.

Many humans died also, but the trolls had managed to survive

without any losses to their people.

Now, the small number of elves continue to survive despite the threatening world around them. They knew that other elves must exist elsewhere, but they are content with the knowledge that they, at least, still live.

For more information on the Timber Valley Holt, write to this address below.

> THE TIMBER VALLEY HOLT c/o Ted R Blasingame FU Box 10425 Midwest City, SK 73140

→This first issue is free of charge. Upcoming issues will run at 75¢ each to cover production and postage.



**.cl:, we hope you enjoyed this first issue of TIMBERS. Sarring troll wars and zwoot stampedes, TIMBERS #2 should be out within the next three moons. (Anything can happen though. . .no promises!)

Next lime, we will meet Foxvine, Sandstorm, and Silverleaf of the Timber Folk and see the first part of the T. Valley Mythos, "Death Flood".

I want to issue a special note of thanks to frank "freecloud" Strom. He drew the beautiful artwork of our Timber folk and you will be seeing more of his stuff here in the future.

"Thanks, Frank! Your work is appreciated!" **

Bright Starlights Shine on You All!

Mouncrest