



Artigen subdues Jesterling menace

Longstanding Valley member and champion of the Rangers Guild, Artigen has once again proven his mettle in dealing with some troublesome Jesterlings.

The Jesterlings had escaped from a box in which they had previously been trapped and rendered powerless. Following their escape, the creatures celebrated their freedom in an enthusiastic, if somewhat destructive, manner.

Aided only by a small group of Valley members, Artigen was able to bring the chaotic beasts under control.

Blame for the escape of the Jesterlings has been laid at the feet of one Elfrin, late of the Valley Tower, whose whereabouts and circumstances are currently less than certain.

Spheres in flux

Sources close to the Valley temples have reported major upheavals in the organisation and influences of the Spheres recently.

Invocations and their effects seem to have been affected with all Sects reporting some degree of change.

High Priests from all three Valley Alliance Towers have stressed, however, that there is no cause for alarm, provided that caution is exercised in the periods of greatest change.

All users of Power (especially Priests and Acolytes) have been urged to familiarise themselves with the current situation before calling upon their chosen Sphere(s).

Trade talks end in bloodshed

Trade negotiations between the Valley and a leading Dai-fa-dyne emissary were brought to a premature close recently. At a crucial point in the negotiations, elements of a group calling themselves the Goblin Anarchist Society (GAS) attacked the ranking Dai-fa-dyne with a cake.

Vombassa, the Dai-fa-dyne ambassador-merchant, was one of the few pro-Valley voices amongst his people and was attempting to negotiate a reopening of large scale trade in a mutually profitable arrangement. Rednow Ffuts, the meeting organiser and leading light in Valley trading circles had been encouraged by the progress made at the meeting until the incident occurred.

Whilst Vombassa was taking refreshments he was hit in the face by a pie wielded by Fern Redberry, a pixie who recently arrived in the Valley. The sprite shouted a message of support for GAS as he struck his blow. A shocked silence followed and Redberry was then cut down by bodyguards in the employ of the Dai-fa-dyne. No Valley members moved to intervene. The Dai-fa-Dyne left shortly afterwards.

Later that night, it was announced that as a direct result of the insult proffered to Vombassa that many Valley members visiting the Dai-fa-dyne Tower would not be returning alive.

GAS is a secret organisation devoted to the furthering of the rights of goblins and sprites. Its members, GAS claims, are repressed and discriminated against at all levels in Valley society. A spokesman, calling himself Nobby, warned that this was only the first blow to be struck in their campaign.

Rednow Ffuts was unavailable for comment but was described as highly distressed at the night's events. It is generally held that the trade negotiations were unsuccessful in the extreme.

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All the news as it happens from our dedicated correspondents

Editorial

Welcome to the All-New, Even-Later-Than-Ever-Before QUAD! After much deliberation, we have finally got off our backsides and produced something. Firstly, we would like to thank all former producers of QUAD for setting the high standards that we hope to meet and eventually surpass.

The most important thing for any issue of QUAD is material from you: The Readers. We can only print what we are sent. SEND US YOUR ARTICLES! They are worth 5 Gests each whether they are published or not. Many thanks to those who have already contributed. (Details of where/how to submit your material is on this page.)

We hope that you will like the new-style QUAD although we are sure that not all the changes will be universally popular.

To give the readers and contributors a chance to say what they wanted to see in each copy, we circulated a questionnaire. I would like to thank the one (and only) respondent whose opinions we shall wholeheartedly ignore. After all, would you follow the advice of a man who custard-pied a visiting dignitary?

It is our intention that the whole of QUAD should be produced in a clear and legible fashion. To this end, we will try to ensure that articles and items are typed up directly by ourselves where possible and thus minimise the amount of photocopied material.

The most important omission in the new format is artwork. We felt that, since we cannot guarantee a steady supply of quality art, we would be better off not using any until a good source can be found. If you feel you can provide such material on a regular basis, please contact us.

Well, space here has just about run out, so relax, enjoy the rest of this edition and keep those contributions coming!

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Contributions

(Or How To Get Your Article Printed)

The best way to get your submissions printed in QUAD is to send them to us! We guarantee that we will use ALL material of suitable content and adequate quality. Send us anything and everything! We want write-ups of quests, notices, adverts, letters and, of course, scandal!

Please send all material to:

QUAD
c/o Mike Short
276 Dyas Road
Great Barr
Birmingham
B44 8TE

We will be continuing the policy of awarding articles of any substance with a five Gest payment to the author whether they are published or not. We will also undertake to speed these payments through and eventually contributors should get their payment before seeing their article in print. An SSAE guarantees swift delivery of your Gests and the return of any valued material where appropriate.

We will try to produce an issue of QUAD for each Theme Weekend. There will be a deadline for receipt of material for each QUAD which will be 14 days before the expected date of publication (normally the next Theme). Material received after this time will be included where possible or kept for a future issue.

NOTE: Priority will be given to material supplied on disks readable by IBM PCs and compatibles. We are able to import from almost any source, but please try, if possible, to include versions in both the format of your choice and plain ASCII. We GUARANTEE to use all submissions of sufficient quality in whatever form they may be provided, but those which are already computer ready can be processed more quickly. Disks will be returned if you provide an SSAE.

Right to Reply

If there is anything you would like to take issue with in this issue of QUAD, please write to the above address. We would also be only too pleased to receive any comments, criticisms, queries, questions or suggestions.

Remember: If you don't tell us, we won't know!

What a GAS!

Rednow Ffuts, an alliance merchant, had called together a large group of valley members to help provide support during his negotiations with a sultan from the Dye-fy-dyne. One of the goblin chiefs was known to be trying to sabotage the event in order to show the towers that goblin kind needed to be recognised, against the wishes of some of the other goblin chiefs. A small group were to take a message to this goblin chief, Mr. G. to persuade him against such action.

The group that volunteered consisted mainly of sprites: Sizzle a very fiery sprite with bright red hair; Fern who looked like he gone through a hedge head first; Thirst a softly spoken but fit sprite and Rowena who looked a bit green from overindulgence. Hope provided some further scouting ability in the party. Grimbold and Cryogenix provided the dwarven fighting front line. Rek as the only acolyte was worried that his skills would be wasted on healing party members until Salomon, a ranger was chosen to lead us the way to the goblin forest. The stealth of the party was occasionally hampered by the high pitched voices of the sprites. A hearty breakfast stopped the party members from devouring the message which was in the form that only goblins can comprehend - a large chocolate bar.

The party's entrance to the woods was slightly hampered by some hungry rat creatures before being challenged by a couple of goblin guards. The guards insisted that the party at least verbally support the problem the goblins had been facing by supporting the GAS group - Goblins Against Suppression. The only condition to the party entering the woods was that Rek was to be blindfolded as the only person considered a human and not to see the path in the woods. The group was directed to a meeting hole that the goblins used when doing

business. Here a shadows fall assassin was discovered who had apparently wondered off a cliff (and survived) after being blinded in a fight against hordelings. The party were in a charitable enough mood that they did not kill him (although ideas of taking him back to the alliance were considered). A group of Bethelum were fought off who had also come to deal with the goblins, one of them being slain. The assassin was hidden until such a time when the party could return to 'help' him out of the woods. The goblin the party was originally dealing with returned to direct them to the next meeting point where the search for Mr. G could continue.

On the way the party met some more goblins who seemed to be high on some multi-coloured herbal pills. After some careful negotiation the nature of some of the pills was distinguished and few curative ones were bargained for. Later, while trying to fend off more hungry forest creatures in the form of boars the party was troubled by an imp which only the sprites could see, probably because they had some of the goblin's herbal pills. The imp did its best to try and upset the party which in the end took its frustration out on the boar creatures that kept whining about their starving bellies, so the party opened them up to check. A long and fairly fruitless running battle was then started with some other goblin guards who left the party alone once they had tasted, i.e. understood, some of the message to the goblin chief.

The imp was still annoying the party when a group of three from the Wizards Concillium approached. The imp was stupid enough to tease the wizards at which point they performed some form of group ceremony around where they thought the imp was and managed to kill or dispel the imp permanently. A little while later the group was accosted by a

group of goblin security guards who knocked Rek unconscious and searched most of the party for illegal items. The now armless party was escorted back to another meeting hole of the goblins to await the arrival of Mr. G. After Mr. G finally arrived the message was handed over so that he would understand what was required of him by the other goblin leaders and Rednow Ffuts. Mr. G. eventually accepted the fact that the party members would not actively help or hinder the goblins and would honour the valley treaty, though Fern did offer his own active support for their cause.

The party left the goblin woods having accomplished their mission. Fern proved to be true to his word and later custard pied the Dye-fy-dyne sultan, and died for the privilege. The goblins did not appear to be satisfied with the disruption caused to the dealings of the merchants and they kidnapped some of the people in the building used as the trading post. This prompted a huge excursion to a temporary corridor in the mists where a huge fight ensued to regain the unconscious bodies of those kidnapped. This proved very successful apart from the death of Dale an elven fighter who had been adventuring with other members of the group Red-no-Ffuts had organised. The corridor started collapsing as the groups returned to Orin Rakatha.

Why the goblins were dealing with Bethelum is a mystery and should be stopped where ever it is found to be taking place. The impact of the loss of trade with the Dye-fy-Dyne has yet to be felt in the alliance towers, but no doubt it will have far reaching consequences. The occurrence of members of the wizards concillium travelling through the goblin woods raises more unanswerable questions as to their nature.

Rek the Reaper

Wolfhold

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Shitty's Bit

Hello everyone. Firstly, a big 'Thank you' to Mike Short and Martin Howard for taking over the running of Quad for us.

Dungeons are going better than ever and I cannot remember having so many people talk about best ever adventures as we have this year. We aim to keep this standard up and as always attempt to improve it even more.

I think one of the main reasons for this is players are beginning to book quests themselves. This always being a good idea as it gives the referees more to work with beforehand.

On a slightly sour note, due to the increasing number of problems these last six months I will be bringing in a charge for the following two occasions:

1. Late Payments.

There will be a 10% charge for paying for an adventure late and a further 10% charge for every full month that this remains unpaid.

2. Cancellations.

There will now be a 20% charge for not giving at least one weeks notice to cancel your place on an adventure.

I'm sure you will understand the necessity of these charges and how easy it is to avoid ever having to pay either of them.

We now have a minibus which is available to be driven by anyone who has insurance allowing them to drive other vehicles with the owner's permission. Contact me for more details. Please remember to send an S.A.E. with all letters.

Come to
NOB THE GOB BAKERIES
for the fastest moving pies in the Valley. Get
your lovely fresh pies at Nobbies. 1 Gest in
every 100 supports GAS.

POWER RULES PLAY TEST

Very soon (yes you've heard that before) we plan to produce the Power Rules Book. Before we actually set the rules down in printed black and white, we want to play test them to make sure. The club has been running for some eight years and the power rules have evolved at various rates over this time. Recently we have decided to make a few changes to these rule in order to make them fit in better, as a whole, with the rest of the system.

Below we have included a brief description of the rules relating to Sects and a summary of the major proposed changes to the rules. All we ask is that players who are so interested consider these changes and see what they think. We intend that these rules will now come into effect immediately and that we will play them for some few months, probably until June, when we will make final decisions and print the rulebook.

DELIVERING TOUCH INVOCATIONS

Time allowed after vocals, dropped from 30 seconds to 5.

A caster has, after completing the required vocal, 5 seconds to touch his victim and so to deliver the invocation - unless specifically stated to the contrary in the invocation description. During this period the caster may speak no other words or sounds, but sustaining damage will not disrupt the invocation. The touch should be a deliberate lunge and if the lunge misses - e.g. shield grabbed instead, then the invocation is discharged anyway.

To count as a successful two-handed touch, both hands need to touch the victim as a result of the same lunge and practically simultaneously.

BUY SPHERE

Firstly the character must learn and gain contact with a sphere through the skill 'Buy Sphere'. This creates a contact between the sphere and the character. Note that it is normally NOT possible to create a contact with BOTH the Good and Evil Spheres.

The sphere in which a caster has his highest casting ability, is referred to as his primary sphere, and if two spheres are equal then the sphere first learnt to that rank is his primary sphere.

The spheres themselves are not named, other than as Good, Neutral and Evil, but often a portion of a sphere forms a material shape and form which is referred to as ASPECT of a sphere and by whose names followers call upon the powers of the sphere. Examples of this include Ushaz, Aspect of Evil; Athena, Aspect of Good; etc. These aspects are myriad and a player may create their own to follow, use one existing already in the system or follow none.

CASTING RANKS

After the initial contact with the sphere then the character must be trained by a Sect to cast invocations using his power. This is accomplished through learning to cast progressively higher ranks of invocations.

INVOCATIONS

A casting rank of a particular sphere allows the character to cast ALL the invocations of that sphere and rank which are taught by his Sect. - See Sect Lists.

PURCHASING CASTING RANKS

Joining a Sect costs 50 gold for membership, as standard.

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Although casting ranks could be bought by any character, the actual casting ranks will usually only be taught to a character when he reaches the following ranks:

Invocations Available	Acolytes Rank
Rank 0	1
1	2
2	5
3	7
4	10

Alternatively Acolytes may buy the next rank of invocations in a sphere when they have gained 25 points gaining the last rank - in that sphere.

CASTING RANK COSTS

The costs of learning Casting Ranks from the Sects are as follows:

Rank	Gold
0	50
1	50
2	50
3	50
4	50
5	100
6	100
7	100
8	250
9	500
10	1000

THE VALLEY'S SECTS.

If a character wishes to learn how to create a contact with a sphere or how to cast invocations, then they must join one of the Sects to obtain this training.

SECT HIERARCHY AND TERMINOLOGY

INVOCATION RANK	POWER TYPE	USER TITLE
0-4	Lay	Acolyte
5-7	Ritual	Priest
8-10	Cosmic	High Priest

SECTS WITHIN THE VALLEY

GOOD SPHERE	NEUTRAL SPHERE	EVIL SPHERE
General	General	General
White Path	Grey Path	Dark Path
Dedicated	Dedicated	Dedicated
Humacti	Grey Gauntlet	Dark Brethren
Hospitaller	Grey Wardens	Reapers
Micheliners		Seers

INVOCATION LISTS

Each Sect has its own list of invocations that its members can use. The Path lists apply to everybody unless given permission by the Sect leader to use the Dedicated List. Acolytes who choose to join a dedicated Sect are assumed to have this permission for their first sphere. Only the Path Sect is available for a 2nd sphere.

The Sect lists are shown later. It is possible to change Sects at any point in a character's life, without points penalty, although the invocations open to that character will change automatically with the change of Sect membership.

GOOD, NEUTRAL AND EVIL SECTS.

The Sects are divided in two ways. Firstly by SPHERE. Each Sphere has its own set of Sects whose primary concern and following is with that Sphere. There are therefore Good Sphere Sects, Neutral Sphere Sects and Evil Sphere Sects.

A Good Sphere Sect has the ability to teach casting ranks to rank 10 of Good Sphere but can also teach Lay power (rank 0-4) Neutral Invocations; similarly, an Evil Sphere Sect can teach Evil Sphere to Rank 10 and also Lay power Neutral invocations. A Neutral Sphere Sect can teach Neutral Sphere to Rank 10 as well as both Evil and Good Sphere Lay power invocations.

GENERAL AND DEDICATED SECTS

The second method of division is by DEDICATION. Each Sphere has a PATH Sect. These Sects are open to all-comers and will teach invocations to anybody who does not use the diametrically opposite sphere - good-evil, evil-good. The character's action are free and no particular emphasis is shown on your use of the Sphere, the Sect merely asks that you show some respect to the Sphere.

The dedicated Sects, such as Micheliners, Reapers, Grey Wardens etc., are quite different. The Sects are each dedicated to their own ends. They have more rigid structures and members are expected to follow the Sect rules and uphold the Sect's aims and beliefs. Failure to do this may result in a reprimand and possible expulsion, which prevents the caster from using their invocation list. Membership of these Sects is mainly limited to characters choosing of the Acolyte table, although other characters may apply to join. It is only after showing considerable dedication to that Sect's beliefs that they may be allowed to use the invocations from the Sects lists.

GOOD SPHERE INVOCATION LISTS RANK 0-4

Summary of changes:

- a Cure Blindness is removed from availability to all sects.
- b Cure Wounds Range now exists at Rank 4 only and cures 20 points Total Life and Locational in an intelligent fashion.
- c Detect Evil/Good/Neutrality shows any connection to the relevant sphere.
- d The Humacti Sect now has Powergift Rank 0.
- e Remove Beguilement is now Rank 3 and commonly available to Hospitallers only.
- f Remove Possession is no longer commonly available.
- g Remove Insanity is no longer commonly available.
- h Remove Pain (Rank 2) is now available to Micheliners.
- i Remove Blight is available to Micheliners at Rank 3. (See Evil Invocations for details of Blight.)
- j Remove Fear (Rank 1) is now available to the Humacti Sect.
- k Repel Evil is no longer commonly available.
- l Repel Undead is now available to the Humacti at Rank 4.
- m Stop Bleeding is now available at Rank 0 and 1, - Touch and Ranged, for Hospitallers.
- n Summon Good Spirit is available for the Michelinier Sect only at Rank 4.

- o The Humacti Sect now have available at Rank 2 and 4, Hand of Humact - equivalent to Power 1 and 2 respectively. This works only on Blunt weapons.
- p Aid of Humact at Rank 3 now only works on a person who has contact with the good sphere, - i.e. bought the skill 'Sphere'. It lasts 15 minutes but more than one can operate on the same person at one time.

NEUTRAL SPHERE SECT INVOCATION LISTS RANK 0-4

Summary of changes:

- a Powersight is now an instant effect - rather than lasting 30 seconds, also items exposed to a Powersight actually glow in the vision of all those that can see them, not just the caster.
- b The new invocation of Commune with Item at Rank 3, is available to Grey Wardens. This acts in the same way as Identify does for Magical items, - i.e. tells some or all of the abilities of a Power item after 5 minutes study.
- c The new invocation of Speed Meditate is available at Rank 2 to Grey Wardens. This self-only invocation allows the caster to regain his power in a mere 10 minutes rather than 30, it does not increase the number of meditates that may be taken in a day - i.e. one.
- d The new invocation of Mighty Blows is available to Grey Gauntlet members at Rank 2 and 4, and allows a number of blows, - 4 and 8 respectively, at +1 physical damage to be struck. Each blow must take place within 15 minutes of the casting and be accompanied by a loud shout of a suitable word. Note, the maximum damage possible with this invocation is Quartz.

EVIL SPHERE SECT INVOCATION LISTS RANK 0-4

Summary of changes:

- a Blight is available at Rank 4 to the Dark Brethren Sect, not Reapers. This touch invocation renders the victim cursed with regard to the use of one stated weapon type, - e.g. swords, such that any weapon, - normal, magical, power or other, will do one less category damage in their hands for 15 minutes.
- b The new invocation Commune with Item - see Neutral Invocations, is available to the Seer Sect at Rank 3.
- c The Seer Sect now has access to Detect Good at Rank 0, and Detect Spirit Strength at Rank 2.
- d The Reaper Sect now has access to Powerdrain Touch at Rank 0-4.
- e The invocation Poison is no longer commonly available.
- f Speak with Dead is no longer available to the Dark Path but it is available to the Reaper Sect at Rank 1. Note also that in the invocation now, the dead are not compelled to answer, but if they do they cannot tell what they know to be a lie.
- g The effects of Cause Disease have been redefined as follows:
 - Minor Disease; Victim loses a Strength category every 30 minutes for 4 hours.
 - Medium Disease; Victim loses a Strength category every 10 minutes for 60 minutes after which he falls into a coma for 4 hours. After this he is fully recovered.
 - Major Disease; Victim feels fever for 5 minutes then loses a Strength category every minute for 10 minutes, when they fall into a coma. After 30 minutes in a coma, death occurs.

Note: A copy of this update is readily obtainable. Just send an S.A.E. to Kieth. Watch out for Sphere of Nature to be playtested soon!

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GOOD SPHERE

Invocation	Sects and Ranks of Invocation				
	White				
	Path	Hospitaller	Humacti	Michelinier	
Aid of Humact	-	-	3	-	
Befriend	-	0-4	-	-	
Bless	0-4	0	0-4	0-4	
Cure Disease	0.2.4	0.2.4	0.2	0.2	
Cure Wounds (T)	0-4	0-4	0-4	0-4	
Cure Wounds (R)	-	4	-	-	
Detect Evil	-	-	-	0	
Detect Primary Sphere	3	3	3	3	
Detect Spirit Strength	-	2	-	-	
Discern Undead	1	1	0	1	
Dismiss Undead	0-4	-	0-4	-	
Hand of Humact	-	-	2.4	-	
Invoke Sphere	4	4	4	4	
Neutralise Poison	-	2	-	-	
Powergift	0-4	0	0	0-4	
Protection from Evil	-	-	-	0-4	
Protection from Undead -	-	-	0-4	-	
Regeneration	-	4	-	-	
Remove Beguilement	-	3	-	-	
Remove Blight	-	-	-	3	
Remove Curse	-	3	-	-	
Remove Fear	1	1	1	1	
Remove Pain	-	2	-	2	
Remove Paralysis	2	1	2	-	
Repel Undead	-	-	4	-	
Stop Bleeding	0	0-1	-	0	
Summon Good Spirit	-	-	-	4	
Total Rank	0	6	6	7	7
	1	6	6	5	6
	2	6	6	7	6
	3	5	5	6	6
	4	6	6	7	6

NEUTRAL SPHERE

Invocation	Sects and Ranks of Invocation		
	Grey Path	Grey Wardens	Grey Gauntlet
Commune with Item	-	3	-
Control Undead	0-4	0-4	-
Cure	0-4	0-4	0-4
Detect Neutrality	-	0	-
Detect Power	0	0	0
Detect Prime Sphere	3	3	3
Discern Undead	1	1	1
Enhanced Reflexes	1.	1.	1.3
Function 0 Power (self) -	-	-	4
Halt	0-4	-	0-4
Invoke Sphere	4	4	4
Meditate	0	0.2	0
Mighty Blows	-	-	2.4
Powerhammer	1-4	-	1-4
Powermeld	0	0-4	-
Powersight	0	0	0
Powerweapon	2.4	0.2	2.4
Prot. Power	-	0-4	-
Spiritshield	-	0-4	-
TOTAL Rank	0	7	10
	1	6	7
	2	5	7
	3	5	7
	4	6	7

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EVIL SPHERE

Invocation	Sects and Ranks of Invocation			
	Dark Path	Reapers	Seers	Dark Brethren
Attract Good	-	-	-	4
Blight	-	-	-	4
Cause Disease	0.2	0.2.4	-	-
Cause Fear	2.	-	2.3.4	2.3
Cause Wounds	0-4	0-4	0	0-4
Cloak of Ushaz	3	3	3	3
Commune with Item	-	-	3	-
Curse	0-4	-	0-4	0-4
Detect Good	-	-	0	0
Detect Prime Sphere	3	3	3	3
Detect Spirit Strength	-	2	2	-
Discern Power (R)	-	-	1	-
Discern Undead	1	1	1	1
Invoke Sphere	4	4	4	4
Powerdrain (T)	0-4	0-4	-	0-4
Powerdrain (R)	2-4	-	2-4	2-4
Powersteal	-	0-4	0-4	-
Remove Spirit Prot.	-	3	-	-
Talk to Dead	-	1	1	1
TOTAL Rank	0	4	4	4
	1	4	5	5
	2	6	5	5
	3	6	6	7
	4	5	6	7

A Few Words about Letters

Rick Jackson
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BS6 7SD

Dear Player,

I would like to canvass your views on letters. Recently we are having some difficulty in doing all the paperwork that a complex campaign calls for.

About three years ago we introduced the letter system to add depth to the campaign and this has taken off such that it is now a required part of the action (applying for High spells and Talismans etc.) and is used by many people to further their knowledge and character's influence.

Whilst this is useful for characterisation and involvement we have found that it drains our resources and stretches our capacity (due to time and financial pressures we have to fit it around our core activities, running adventures and writing plots). To this end we are considering introducing a level of play-by-mail into the system.

Basically we will start to charge a small amount (region of £2-£3) for letters that are not directly, and only, to do with applications for Talismans, Focuses, High Level Spells etc. which will still be free OR may be phased out and replaced by a system where character ranks are monitored and guilds contact them when additional spells etc. are suitable.

In this system it will also be possible for characters to actually do more things 'off screen' so to speak and to actually find things out, question people, go and look at places etc. This may include a small amount of points - a handful at most, being awarded to characters who do things right.

An example of the type of thing that might be done might be to attempt to explore a known region of Oriin Rakatha and find out the depth of Kalid activity and which legions are there. Any activity would be possible but if it was judged too dangerous for basic work then there would be no result and an adventure would be required (i.e. no direct death on paper). It would also be possible to obtain more campaign information or direct questions by speaking to people, e.g. Can I find out from the Seekers Guild, who is the leader of the 4th Drow House etc.

Anyway, we are interested in what people think of this and whether they personally would be interested. The aim is to use the cash raised to allow this fun part of the system to work better.

Please let me know what you think A.S.A.P.

Thanks, yours

Rick

WHY I AM HAVE MOVED TO THE WHITE RETREAT.

by
Fern Redberry

My granny recently fell sick and my family are her only surviving kinsfolk, so we felt obliged to take her in and care for her, even though she is a grumpy old soul without a good word for anyone. Anyway, she looks like being sick forever and the tree-house was very crowded so I agreed to move out. I thought that I would go and live in the Valley Tower, as it is very close to our wood, and went along in the company of an old dryad friend of mine called Rowena. A few days after I got there, we decided to go to a big party and that is where the trouble started.

Unfortunately, I got there a bit late, entering the party house at about the same time that some nasty people and a scarecrow did the same thing. In the chaos that followed I was upstairs helping out my Valley friends in a fight when I was amazingly mistaken for a scarecrow by a man in black, who later claimed to be on my side. He came out of a side door and tried to cut my throat. But another man in black, who was supposed to be on his side, killed him for doing so. Having had my throat repaired, I went downstairs, where I thought it would be safer, but yet another man in black accidentally tried to cut my arm off when his back swing went back further than he anticipated. So having got my arm stuck back on, I discovered that all our group were now downstairs. So I returned upstairs, on the grounds that it was probably safer! There I found one of the nasty intruders, who was inevitably dressed in black, and hit him in the back with my trusty dagger. He turned around and grabbed me and the lights went out...

May your berries never shrivel,

Fern Redberry

From this point, I have only the word of the other people who were there as to what happened next. I was diagnosed as dead and dragged into a nearby room for safe-keeping. Later on when people returned to the room my head was found to have been chopped off. I strongly suspect it was done by someone dressed in black or a semi-cannibalistic cat.

Both myself and the man in black who had tried to cut my throat were resurrected. Then, while I was discovering what had happened to me, the man in black went off and, using some magic generously provided by a sprite, killed the other man in black who had previously killed him. I think there are too many men dressed in black in the Valley Tower and that everyone else should go out for a few days and leave them to their own psychopathic devices.

Anyway, I don't care any more because I have taken the advice of a nice Michelinier called Paris and move to the White Retreat where I have got a cosy room in the Seeker's Guild. In the White Retreat even the few people who are dressed in black are careful enough not to chop big bits off you as you walk past them, besides which there enough people dressed in white to stop them if they do something stupid, and lots of other people who are dab hands at sticking severed bits back on. Also, I get to go scouting with Polo and people in the White Retreat are much nicer and don't run away when my friends and I have a sing-song.

Move to the White Retreat today, you know it makes sense.

Editor's Note: The above missive was received prior to the recent 'Custard Pie Massacre' at a Valley Meeting. The Fellowship of Twelve have asked us to point out that they have no connection to the so-called 'Goblin Anarchists Society', and they are reviewing their connection to Fern Redberry.....

Of Artigen and Jesterlings

Memoirs of a confused lad in a strange land:

After my ineffectual efforts in an otherwise successful expedition to Elf lands to resolve an internal squabble, I, Agelo was most surprised to be allowed by Dale, a member of the Rangers Guild, to join a search party for their champion, none other than Artigen who was looking for a researcher called Elfrin who had allegedly wandered off with a box that he had been investigating. Piece of cake, particularly with this fine suit of chain lent me by a chap called Anzak.

Dale introduced the party, there was a shifty looking type called Nowhon, a shy sprite called Thirst, a giant with rippling muscles beneath his chain mail called Rek who brandished a club with a huge stone head. Dale's right hand Dwarf went by the name of Grimbold who bristled with arms and armour, dressed in green and also a Ranger, was a moody elf who occasionally responded to the name of Silveroak, a friendly contrast was the portly figure of the Professor, who even before we started was offering to demonstrate his miraculous healing powers. Pilgrim and Caradoc rounded off the group's warriors both dressed in plate and chain, last and not least only in stature was a little firesprite called Sizzle.

With Nowhon and Thirst out scouting, we set out for the Star Bound Cross but before long the scouts alerted us to the approach of two figures. An Azard-an Mystic and his bodyguard, they spoke of being turned back from their travels by Sprites warning of dire danger, laughing at their cowardice, we continued on until we found Thirst deep in conversation with a blue sprite. Nowhon was nowhere to be seen but had obviously slipped past this sprite who put to sleep any who tried to pass. She warned us to turn back for our own safety, using the fine reason that if we continued on it would be dangerous for us. Corroborating evidence was not far behind, since she said she had her 'orders' but would not reveal who from.

Dale, Thirst and her formed a girl's conference which threw up the news that the sprite didn't want us to be on her conscience but no progress was forthcoming and I was on the verge of suggesting we form a distressed sprite's counselling centre when Thirst broke the impasse by taking off down the path behind the sprite, Blue sprinted off after her and 200lbs worth of armour rumbled off in pursuit, Blue realised that if she slept us all she might well be crushed under the falling weight and wisely disappeared into thin air.

Further excitement was not far away, since up ahead we could see Nowhon harassing a shambling mound of rotting vegetation, rather than get out of range of its stench, we lured it out into the open so that we could harass it some more, a process made far more effective by Sizzle causing my blade to sprout fire, after the stench of burnt putrescence lost its appeal, we let the thing shamble off and barely had time to check that neither no one nor Nowhon was hurt before we were beset by a group of four wolfmen.

When the attack came I was quickly separated from the party by a group of Humans role-playing a futuristic location archiving team for some sort of mass media information service (But their Ok Yaa accents and brainless dialogue wasn't fooling anybody). I dodging the incoming wolf's sword and found my loyalty severely torn when it continued to brain the one role-playing a presenter with a single blow [Upper Quad ouch!].

After some judicious throat-slitting by Dale and Nowhon, the fight was over and we surveyed the damage, Rek was lying prone with his rib cage shattered through chain, by two mighty blows and a distressed looking Thirst with her left forearm hanging at an impossible angle.

Whilst the professor tended to the injured I attempted to aid Thirst but required Pilgrim's and Grimbold's help before I could reset the bone and splint the arm. Next Caradoc and I attempted to sort out which of Rek's ribs were vital and which were spare. I didn't think he would walk again but the Professor worked a miracle and within minutes a heavily bound-it Rek was back on his feet.

It was only at this point that I realised in the fight the party had been joined by another Ranger and a Mage, Valley Dwellers, they had also passed the Blue Sprite and more excitingly they had seen Artigen fit and well not 3 days previously.

The party marched on into deep ravine and despite my attempts to scare off all the natives by stomping noisily through the wounds Nowhon befriended a Green Fairy called Greenleaf. Whilst Dale and Thirst chatted to this cheerful creature who's one aim in life seemed to be to own a big axe, we set off towards the end of the defile.

Suddenly shouts arose from the slope ahead and fearing Nowhon was in trouble, Pilgrim,

Grimbold, Silveroak and I set off to help. By the time we had travelled 50 yards it was quiet and Dale ordered us to wait to prevent the party getting strung out. A good thing, since a 50 yard sprint in full chain had me on the point of collapse. As the rest of the party came up, 2 huge spiders with 2 creatures in support came out of the woods. Silveroak skewered one with an arrow and they hung back, then Nowhon showed up and they decided to try and eat him. Sizzle grabbed my sword and waves of flame burst forth as I charged a spider, but I had time only to sear a leg before thick strands bound me to the spot, engaged from all sides the spider sought to bind others. I struggled in vain until a hand was laid on my shoulder and after an incantation, I felt my strength surge. The strands parted like thread and Sizzle's magic inflicted grievous wounds as it cut through sinew, bone and exoskeleton alike.

Too quickly it was over but it had cost us an arm and a leg. Nowhon's left ankle and knee were crushed beyond repair of any bonesetter's skill and Grimbold's arm was severed. I was able only to bind the wound as he stoically tucked the arm into his jacket and waited in line for the healer.

After the battle Greenleaf got his hand on an axe and gratuitously started to attack a tree. The tree was showing signs of distress but quite surprisingly actually voiced them. After some communication, Thirst discovered the Tree was Elfrin and the open box at its foot contained Jesterlings, Creatures of the Chaos Jester who had escaped and turned Elfrin into a tree. At this point one of these creatures happened by and Dale demonstrated her conversational skills, by tactlessly showing it its reflection and commanded it into the box.

An argument then developed, with half the party wanting Nowhon left behind, and the other half wanting much the same, pausing only to find crutches, argue over which way to go and butcher a wolf trying to eat more of Nowhon. We set off, with Nowhon literally hopping mad because the presence of the party spoilt his 'Little-old-Lady-with-one-leg-on-her-own-and-completely-harmless disguise' and quickly met up with a Brown Fairy who spent his entire time looking for stones, polishing them and replacing them in the same place. We were all surprised to find out that his name was 'Pebble' and that he would take us to his leaders.

Much delayed by the Pebble polishing service we walked (or hopped) off in the opposite direction and as night fell ran into some more wolfmen. Rek was determined to mess up my nice restructuring work and two blows later suffered from two problems: One broken chest and Two death.

Luckily Dale was on hand to administer an elixir, meanwhile the second wolf was demonstrating a remarkable unwillingness to die. After nearly as many comeback fights as the Carthaginians, we got smart and stopped it regenerating with some fiery blades from Sizzle.

Further down the murky path we bumped into a female Jesterling who alternately inspired laughter and sleep, however, she was not the only comedian around as Dale and Grimbold put together a nice slapstick routine as they tried to get the box out, eventually the Professor lent Grimbold the hand he was missing but the Jesterling had the last laugh since being only a projection she was unaffected by the box. Reaching the end of the party the Jesterling decided that Nowhon was even more comical and teleported off with him. Clearly, she refreshed the parts that don't exist since the next we saw of him he was growing a new leg.

Starting to climb a cliff, we were beset by Jesterlings that teleported in and out in a quite bewildering display, somewhere along the line Grimbold was given a demonstration of fire shaving and Dale, with me holding the light, tried to get a couple of them into the box but one of them unsportingly melted the box with a single word and the one we had trapped, escaped.

After another disappearing act by the Jesterlings, we found the usual sight of a crumpled Rek (alias Yo-Yo) this time only asleep and soon after Silveroak found the Brown Fairy that Pebble had been taking us to. With her was Artigen, unfortunately he was stoned. After a severe telling off from the Brown Fairy for the damage done to her wood, she persuaded us to take refuge and we teleported to her cave by pressing our hands to the floor.

After a nervous meal, in sauntered Artigen, so depressed that it was hard to tell if he was still stoned or not. He filled us in on a few details: that the box, although repaired by Silveroak was now useless and that the Brown Fairy had a plan. Furthermore he was sure he would be returned to granite shortly, that he would not be released for years and, possibly the most astute comment of all: that there was nothing we could do about it.

The Brown Fairy soon appeared and after tales of woe of the depredations of the Jesterlings, she told us that the only chance was to lure the Jesterlings to a Circle of Standing Stones and summon her to bind them and remove their power.

The next morning we were teleported back to the surface but the forest was gone and the entire land was shrouded in mist. Before

long we were beset by two more wolves but under Dales's command we were able to them dispatch easily and marched off to be confronted by a gate with attendant keeper. Apparently we were about to enter 'The land' from 'The nothing' and in his best schoolmaster tone explained that the Shadow should go over the gate and human over the stile. Nowhon went over the gate and collected a Darkstrike. The method of teaching worked and with surprising readiness, even the elves agreed to be temporary humans as they scrambled over the stile.

Across a stream and up the bank left us face to face with some shadow creatures who threw an assortment of Darkdarts and blasts, thankfully absorbed by the skin of fire given to me by Sizzle. As we hacked them to pieces and relieved them of some goblets we were attacked from behind by the gatekeeper. I was shocked to find the Professor out cold but surprisingly Rek was still standing and together with Caradoc and Pilgrim, we moved out to attack the Gatekeeper with looks of vengeance.

The bluff worked and the Gatekeeper beat a hasty retreat. Unfortunately I forgot that it was a bluff and yelling a war cry charged straight into a Darkstrike that ripped through Sizzle's magic. Luckily my companions had no care for health and we mobbed the Gatekeeper eventually bringing him down. We were relieved to find the Professor was only taking a nap, but before the healing process could begin a Zombie staggered out of the mists. Somebody discerned its strength and pronounced that a retreat was in order but with a slippery slope behind us there was no way that I was going to turn my back on death (un or otherwise).

This turned out to be a rare good move since the first blow was a cure light wounds and after that we made friends instantly. The queue forming was only interrupted by the arrival of three more shadow creatures. Telling us they had no quarrel with us, they piled into the Zombie, we reciprocated our friendship by hanging back indecisively but the Zombie tipped the balance by handing out a Cause Serious and a few minutes later we were receiving Cure Mortals for any

scratches we had received. I was just preparing a leash for the Zombie when Grimbold finally worked it out and collected the ultimate 'hand'-out, finally draining the Zombie. Next up was a Warrior with a War Troll in tow who agreed to take us to the place of power. Fully armed again we returned to find another Gatekeeper at the gate. We sent Nowhon over to collect the Darkstrike then proceeded to climb over the gate this time. Fifty yards later the process repeated itself but this time the Gatekeeper kept swapping it over. Nowhon collected two this time and my Confused-and-totally-hopeless disguise finally failed as I collected one for having a big mouth. With Pilgrim directing operations we got over without further event and Dale led an attack on our tormentor gallantly striding through a Death spell that would have slain most of the rest of us. After the fight the usual carnage was increased by the sight of Silveroak's arrow sticking out of... yes, Rek's chest (friendly fire) and Nowhon accusing Caradoc of cowardice. Dale reminded all of us who the enemy was and we set off to reach the next gate.

Nowhon went last this time but by all agreeing to enter the land of the Jesterlings (now the Six Princes) voluntarily we escaped further harm. We managed a full 200 yards before the next gate and during the conversation I couldn't help noticing the number of Princes fall from 5 to 3 and that the mists were starting to clear. Dale ordered us to hurry and stop them all disappearing which is odd because I thought that was what we were trying to make them do. Soon we met the (now 2) Princes and were more than happy to let them join the party.

Thirst and Nowhon whilst seeing off a shadow scout who was annoying us discovered the place of power but the Jesterlings were less willing to stay in the party but an impromptu Karaoke Dance competition was too much to resist and by forming a ring around them Dale was able to summon Pebble (with a detoxed Artigen in tow) who bound the Jesterlings and stripped them of their power. Immediately the land changed and we were back in the forest by a Ring of Standing Stones. Taking the powerless Jesterlings we accompanied Artigen back for rewards and treasure.

SUMMER SOLSTICE PILGRIMAGE

Departs from the Valley Tower on the evening of June 19th. If you care about the well being of the woodlands, why not come along and join in the solstice celebrations with fellow forest lovers and dwellers?

Contact: Fern Redberry, The Seekers Guild, The White Retreat.

Or: Rowena, Brown School of Magic, Valley Tower

An Open Letter

Over recent months I have heard a number of players complaining about various aspects of the current method of paying for adventures. Complaints fall mainly into three categories. The first of these are to do with the fact that it can sometimes take months for cheques to be cashed and that when they are finally surrendered to a bank they have often been made over to someone totally unconnected to the original payee. It can be most alarming to see a cheque for a large sum register on your bank statement as being made out to someone you have never heard of.

The second type of complaint concerns the fact that there is no longer any benefit in paying in advance. It is now May and to date I have not yet come close to persuading 10 people to pay for an adventure. So many people always seem to want to pay using referees or monster credits or do a barter with SFB that the 10 pay 1 goes free idea is a non starter. As a result players are being increasingly tempted to say "I'll let you know how I feel on the day". This is obviously hopeless for organising dungeons. Also, Heroquest is suffering from too many people saying that they will turn up and then not bothering to do so as there is no financial penalty involved. It ought to be in everyone's interest to make adventures run smoothly and avoid these kinds of problems. My personal view remains that everyone should be expected to either pay in advance or at least have to pay a non refundable deposit. This would avoid people running off owing Heroquest large sums of money as seems to currently be commonplace.

The third type of complaint concerns the actual amounts of money being charged for adventures and the way people are asked to write cheques out to diverse payees. Ever since I started playing with Heroquest I have been listening to people complaining about the prices being charged. The volume of complaints has increased since the change in pricing policy was introduced in January. At a time when most peoples pay has not increased much over a number of years the 25% increase in membership costs seemed excessive. But the effective 20% increase in charges, resulting from the impossibility of getting 10 people to hand you a cheque in advance and the fact that you no longer get discount for just having 12 people turn up, seems to have been ill advised giving as it does the impression of someone grasping for cash.

This impression is reinforced when you go on to look at the widespread confusion as to whether Heroquest is a club or some kind of profit making company. Since all clubs are run for the benefit of its members and are supposed to have elected posts one has to conclude that in the accepted use of the term Heroquest cannot legitimately be called a true club. However, if it is a company, how can it be that players are being asked to make cheques out to so many diverse payees and how come the company does not appear to have its own bank account. Anyone care to comment?

Dale and Company and the Beastmaster

A low level group of adventurers were hired by the newly established Village Tower to investigate the disappearance of a recent Valley hunting party.

The little information we were given was supplied to us by our guide Tarlon. Tarlon claimed to be the sole survivor of the ill-fated hunting party from the previous week. The hunting party had been pursuing wild boars, and their chase had led them into the depth of the forest. Tarlon warned us of a ferocious beast that had viciously slain or chased off his companions. We were to track the party and return any survivors and bodies we could find.

Our party was mainly made up of scouts, rangers and bowmen who were predominantly of a neutral bias. The party was led by myself, Dale an elven ranger originally from Thranduil.

We set off into the dark woods with our guide retracing the path of the hunting party. The woods seemed strange and all of us experienced trepidation about entering. No sooner had we entered the woods, when we encountered a small group of savage half-man, half-wolf, creatures. Our bowmen soon proved their worth by mortally wounding the creatures, ready for our fighters to finish them.

As we proceeded on through the woods, we met several types of unusual woodland creatures; wood-sprites, a troll, dark-sprites and boar-men.

The wood-sprites warned us about dark-sprites in the woods which were led by one they called "Red-Cap". They also warned us about a large beast. The dark-sprites were a little more of a problem, they taunted us and cursed our bowmen, but eventually we saw to them. During the fight, the dark-sprite leader called Red-Cap, was holding what appeared to be a red egg ! - after the fight we searched their bodies but could not find the egg, unbeknown to us, this was to be of significance later.

Throughout the day our party Acolyte and Physician, Freud, noticed Tarlon's pallor to be somewhat gaunt in appearance. Whether Tarlon lacked a sturdy constitution or whether he was ill we were unsure.

Again pressing on with our search, I sent our

two scouts ahead to report of other creatures on the path. Thirst, our spritely party scout quickly found and reported of boar-men up ahead. At this time we were worried for our dark camp scout No-one, as he had not reported back to the party for some time. The boar-men gave us some problems but we managed to kill them without serious injury to ourselves. On the body of one of the dead boar-men was a rather unusual snake bracelet which appeared to have a magical aura. After this fight we decided to rest, heal and eat, whilst two party members searched for No-one. Eventually No-one was found and rejoined us.

Our guide Tarlon now visibly appeared sickened. Whilst he rested with us, he experienced strange night-mares which compelled him to move onwards. Tarlon had to be physically restrained, to stop him blindly walking on without the party. We were very suspicious of his true identity and of what was happening to him. I feared we were being led into a trap.

The party moved on out of the woodland, to find a strange monument guarded by a serpent-man, which was surrounded by impenetrable briar thickets. No-one stealthily approached the snake-man, to ascertain what it was guarding. Unfortunately, he lost his foothold on the slippery ground, and the snake-man magically blinded him. We all rushed to his aid, making sure we remained out of magical range. As we studied this creature and attempted to talk to it, we were joined by an errant knight and his travelling companion. Meanwhile, Grim, our stocky dwarf, managed to out-wit the snake-man and obtain a small box of powder and another snake bracelet. We fought the serpent-man, although it seemed only to be harmed by magical means.

The knight called himself Sir Galient. We introduced ourselves and our Tower, but Sir Galient would not reveal from which Tower he hailed. Sir Galient told us of his mission, to seek special components for a potion or spell, which would aid the demise of the Beastmaster. The components he required was a powder (just obtained by Grim), and also a red egg

! We discussed the nature of the Beastmaster and his guardians, and gave Sir Galient

directions on where to find the slain dark-sprites, who were last seen with the red egg. As the powder was of little use or value to us, we gave it to Sir Galient, and bid him good day.

Our guide Tarlon, - now very ill and looking like a walking dead man, led us through the briar and down the hill. We came across a winged beast who we believed was the Guardian of the Briar, but it did not appear ferocious, and the terrain was so ill-suited to fighting - being a muddy quagmire, that we left it unharmed. We left the briar-circled hill, monument and beast-guardian.

We moved into an open field, where Freud rested and I attempted to magically identify one of the snake bracelets. It revealed itself to be of Serpentine magic, which allowed the wearer of both bracelets to use such magics. On moving on, we all sensed feelings of gloom and anxiety. Thirst and No-one scouted on ahead and caught a sighting of a very large beast creature on the top of the next hill. We tiringly climbed the hill, meeting and despatching some rat-men along the way.

At the top of the hill, we found the Beastmaster's undead guardians - Sir Galient had told us of the legend of combat about these guardians. We knew they could only be defeated by a certain number or even single combat. We all feared this place but reluctantly continued. No-one, myself and Silveroak the archer, were the first into fight, Grim the dwarf found his way blocked. It was up to just three of us to defeat it. We succeeded, but we injured badly. There were several of these guardians surrounding the Beastmaster's lair, all of which were slain.

We reasoning that the Beastmaster was not in his lair, when Tarlon let out a terrifying scream. The Beastmaster came forth and the body of Tarlon instantly appeared at his side. The Beastmaster approached us, we knew this would be the final fight for all of us, if we did not succeed. I decided to risk the effects of the Serpentine magics, and I put on the snake bracelets. Instantly my skin appeared scaly, like the natural scales of snakes.

We bravely fought the Beastmaster - myself and Grim at the front of the fray, our bowmen surrounded him from high vantage points, to aid the kill, Freud bravely charged in, only to be thrown aside by the creature. Grim also went down during the

melee. Eventually and not too soon for us, we defeated the foul creature. Sadly Grim was fatally injured and required resurrecting, this was a new experience for Grim the dwarf.

We tended to our wounds and investigated the Beastmaster's lair. Freud judged the body of Tarlon to be about a week dead since. We had indeed been lured into a trap. We found perhaps another thirty bodies inside the lair. From what we could ascertain they were of various Towers, we believed the hunting party's bodies also to be in the gruesome morgue. We constructed a carrying device for Tarlon's body to take back with us. As we prepared to travel, dark mists encroached upon us, so we awayed with little delay, glad to that we did not also end up in that fetid lair, as the previous poor souls.

Dale

Ranger of the Village Tower

The Party were:-

Dale Tanith Grimbold Stoneforge Thirst Travis
 Sigil Freud Silveroak Rufus Havar Billy
 Techno No-one

For Quality **SECURITY** Advice

Contact: Fern Redberry

The Little Cupboard Under The Stairs

The Seekers Guild

The White Retreat

WANTED!

Any and all information concerning the Chaos Jester and Jesterlings. Contact: Rek the Reaper, Wolfhold

Re-Organisation of the Valley Alliance Tower Ruling Body.

In recent months the Valley Alliance has undergone significant changes, what with the trouble with Sardonyx, the various traitors revealed in the subsequent inquisition and the newly formed Tower at the Time of Reckoning.

As a result of this it has been decided to re-organise (or some might say actually organise in the first place) the ruling body of the Tower.

The Alliance Tower ruling body is now to be called **The Alliance Congress**, and will be comprised of members from all guilds and various other areas of responsibility within the Tower as follows:

Alliance Congress.

1 Raucus (Congress Head)	Grey Path Sect Head
2 Avalon	Grey Gauntlet Sect Head
3 Galadrin	Grey Wardens Sect Head
4 Faldor Steel	Rangers Guild Leader
5 Lazarus Steel	Pathfinders Guild Leader
6 Geran Sal Beridan	Dark Path Assistant Sect Head
7 Lord Creyn	Hospitallers Sect Head
8 Lord Velteyn	Yellow Guild Leader
9 Dalvain Spellsword	Blue School of Magic Guild Leader
10 Tarn Gurrack	Temple of Earth Magic Leader
11 Goblin King	Allied Goblin Forces Leader
12 Ushiro	Monastery Grand Master
13 Martha Holmworth	Head of Domestic Affairs
14 Rednow Ffuts	Merchant Guild Leader
15 Carras Luck	Farmers Guild Leader

Gilliard Greyarm, Head of the Grey School of Magic, has turned down a seat on the Congress.

The following position changes have occurred because of this rearrangement:

Garth Deathstalker	Now Assistant Guild Leader of the Pathfinders Guild
Leaf	Now Guild Administrator of the Pathfinders Guild
Mathias Cooper	Now Assistant Guild Leader of the Grey Path Sect
Derlin	Now Guild Administrator of the Grey Path Sect
Njord Forgeson	Now joint Assistant Guild Leader of the Rangers Guild and Armoury Head
Sequinth	Extended leave to the Deep Woods
Old Wise Bob	Research
Hemlock Grizzlebeard	Retired

The Primus

Previously the size of the old Village Council, as it was known, had become somewhat cumbersome and so steps have been taken to correct this. Whilst the full Congress has some 15 members it is not envisaged that this group will meet to discuss all matters. All subjects will not be of concern to all members and so sub-Congresses will be called as appropriate.

To act as a coordinating unit and quick response Congress when needed a small group has been elected to govern the daily matters that may need attention. This group will be named **The Primus**, and will consist of Members as follows:

- | | |
|------------------------|--------------------------------------|
| 1 Raucus (Primus Head) | Representing the Grey Sects |
| 2 Faldor Steel | Representing Rangers and Pathfinders |
| 3 Lord Velteyn | Representing the Schools of Magic |
| 4 Geran Sal Beridan | Representing the Dark Sects |
| 5 Lord Creyn | Representing the Good Sects |

Rank 64/32 Rule

After much thought and discussion, we have decided that the Rank 64 rule has proved excellent but the Rank 32 rule would be too drastic a change. We therefore intend to bring the doubling of points costs in at Rank 48. This will come into effect this winter.

If you have any new power rules (or *any* new rules for that matter) be sure to write in. The more opinions we have the better.

Thanks to everyone who has already written in with rules, points etc. Keep the letters coming.

Forthcoming Adventures

For more information on these or any other weekends, write to:

Mark Roberts, 14 Grove Crescent, Barnwood, Glos. GL4 7JJ

Remember to enclose an S.A.E. Alternatively, ring the contact number for individual adventures.

June

18th-20th	Druidical 36 Hour	Clive	0785 780429
26th-27th	High Level 10 Hour and 6 Hour	Derek	0242 241386

July

3rd-4th	High Level 24 Hour - Bath	Alex/SFB	0452 610342
10th-11th	Low Level 24 Hour	Fran	0452 615021
23rd-25th	Mid Level 36 Hour Scathlock Special	Muriel	0785 780429
29th-1st Aug	72 Hour Mercy Mission - Ystradfelde	Clive	0785 780429

August

6th-8th	Summer Theme Weekend	Alex/SFB	0452 610342
6th-8th	Pre HEROQUEST Special	Alex/SFB	0452 610342
28th-3rd Sept	HEROQUEST V	Alex/SFB	0452 610342

September

4th	Low Level 8 Hour	SFB	0452 610342
10th-12th	Theme Weekend	SFB	0452 610342
25th-26th	Basic/Low Level 36 Hour	Clive	0785 780429

October

1st-3rd	Dark Camp/Drow Theme Weekend	SFB	0452 610342
22nd-25th	Low Level 72 Hour	Clive	0785 780429
29th-31st	Halloween Theme Weekend	SFB	0452 610342

For Sale

One Empowered to Rank 0 Re-Usable Scroll Paper
 One Ensorcellled to Rank 0 Two-Handed Sword
 Will sell separately.
 If interested, please mail offers to Box No 1 c/o
 QUAD. (Address as on Page 2)

NOTE: QUAD will accept any and all advertisements for in-character trading. Competitive rates available for advertising by commercial suppliers of LRP goods.

Wanted!

Hardy Adventurers

Experienced Valley members of any camp are invited to help in the retaking of a
 DWARVEN MINE
 from Khalid invaders.

To depart on July 23rd.

Interested parties should apply to:
 Scathlock
 c/o Dark Brethren
 Wolfhold