



Price: £1.50

Issue 20

Goblin King gets seat on Primus

After a long and occasionally bloody campaign, the Goblin King has been granted a voice on the Primus (the Alliance Tower governing body). Many have welcomed the move as allowing fairer representation of goblinkind in the running of the tower.

GAS spokesmen commented favourably on the appointment but felt unable to commit their organisation to any cessation of violence.

Speculation is rife about the possibility of representatives for other racial groups being put forward. Rumours of elven, dwarven and half orc candidacies abound and have given rise to fears that such an enlarged Primus might lack the force and decisiveness it has fought so hard to obtain.

Traders overjoyed at signing of treaty

At the Time of Reckoning, a new trade treaty was agreed between the Valley towers and those of the Dai-fa-dyne.

These moves were unreservedly welcomed by Valley merchants and will benefit many Valley citizens as previously hard to obtain good once again come into supply. "There are good times ahead for all of us" said Rednow Ffuts when asked about the agreement.

Assassins at each others throats

With vacancies being reported in the upper echelons of the Assassins Guild of Wolfhold, there has been a flurry of activity from Dark camp scouts of all ranks.

Sources in Wolfhold predict that "a short and decisive power struggle" is under way and members of other Guilds are advised to avoid becoming involved if at all possible.

Anti Alliance plot thwarted

Valley adventurers reported to have smashed anti-valley coalition

Valley members were stunned by the news that a group of its doughty adventurers lead by that redoubtable hero Sky - elven warrior - had saved the Alliance from a hitherto unknown threat. This evil cabal, composed of some of the Valley's most deadly enemies of recent years, had gathered enough status to form a tower, a potential dagger aimed at the heart of the Alliance.

Acting on information gathered over a number of months and several near-fatal excursions into some of the most dangerous parts of Orin Rakatha, Sky led a small group of hand-picked adventurers right into the midst of the enemy staging grounds.

Several desperate struggles followed, the former Dimwan tower leader Dymtharis is reported as slain, as is the Mind-Flayer, a former Valley member. A Kalid general, thought to be high-ranking in the Valdemar legion was also involved, as was the Dai-fa-Dyne renegade, Maddas Hassan, who was captured with the co-operation of that tower. The Rank 10 Death Knight Erelan Black is known to be still at large.

Sky and his brave companions also managed to solve the mystery of the Void Magics and thwarted a plot to place a Kalid sympathiser amongst the high echelons of the Shadowsfall Tower. Leaders of the towers have described the activities of all involved as "quite heroic".

In this issue

Proposed Rule Changes 9 & 12
Potential amendments to Magic and Power rules

Write Ups Galore 5, 10 & 13
All the news as it happens from our dedicated correspondents

Contributions

Welcome to the first QUAD of 1994.

We would like to apologise for the delay in bringing you this issue. It would be fair to say that this is almost entirely due to the failure of Heroquest's staff to provide their promised input without which we do not feel we can go to print. One set of information arrived on a corrupt diskette the day before we were due to publish! (And, boy, but we were grateful...)

We would like to thank those who have sent in adventure writeups and articles. Our special thanks must go to Clive Bambury, Martin Dennys and Mike Hornung. It is hoped that you will accept our apologies for the delay in their publication. If anyone has not yet received the promised 5 Gests per article, please contact either myself or Mark Roberts.

Recently there has been a shortage of material arriving from players, so could you please send us articles, writeups, ideas, suggestions and so forth as soon as possible. We have commitments from Heroquest staffers to provide their material as necessary, so we really NEED your stuff and we still guarantee to print any and every item of sufficient quality.

We are also interested in character profiles, so if you fancy writing a potted history of your character's past and achievements we will receive it gratefully. We would particularly like to get profiles of as many heroes and high ranking characters as possible, but anyone's profile will be published as soon as we have the space.

Of special interest would be black & white artwork that we can legitimately use. If any of you have (or would like to produce) illustrations, cover art or squiggles for us please get in touch.

Once again, space is running out, so I'll wish you all a good years adventuring and let you get on with reading the interesting bits.

Copyright © Michael D Short & Martin C Howard 1994

All rights reserved.

The right of Michael D Short and Martin C Howard to be identified as the authors of this work has been asserted by them in accordance with the Copyright, Designs and Patents Act 1988.

(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 Gests 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, suggestions or used five pound notes.

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

Other

News

Darkwind blows no good for Halmadonians

The strange wind that has been blowing through the land continues to plague us. Our friends at Halmadons Height report that the wind has forced many but not all of their members to return to the Tower. They estimate that it will take some months for them to restore full operational capacity. The Darkwind, as it is now named, appears to be a limited area 'wind' of power from some evil source. Its passage drains power, but it is believed that this is a side effect to its purpose of driving the Halmadonians back to their Tower through some form of Status affecting Curse.

Any information on this is sought by all the Valley Towers.

Mounting casualties anger Healer Sects

The doubt caused since the death of Raven continues to cause havoc amongst the ranks of the Assassins (and some bystanders). The Hospitallers Guild says that it has performed at least 30 resurrections as a direct stated result of this conflict and expects that many others have been performed without saying the truth behind the cause of the death. Lord Creyn has been raising his objections to the trouble that the internal strife is causing and states that it is contrary to the Treaty. Wolfhold says its internal problems are its own.

Wizards Concillium head protest lobby

The Wizards Concillium are at the front of a group of Towers who are launching an official protest to the Valley Alliance. The complaint is based around the Valley's lack of Tower colours. The complaint is based around the Valley's lack of Tower colours. They state that it is a long standing tradition based on faith and honour and that by not wearing a set of colours we are undermining the system of Towers. They state that it has long been held that the wearing of colours enables Towers to operate on some level of trust and that this has been essential to the whole culture and way of working. Without colours we are as towerless, without faith and must have something to hide, or so it is alleged. Our leaders are at present considering what to do. Not all Towers wear blatant colours but we are the largest and the most active non-uniformed set of Towers.

The objecting Towers are; The Wizards Concillium, The Kalid, The Reader, The Azard-An, The Dai-Fah-Dyne, and The Shadowsfall. At present the objection is only a complaint and not a threat.

Fellowship reshuffle

The White Retreat recently announced changes in the membership of its ruling body, The Fellowship of Twelve.

Full story on page 8.

The Riddler's Riddles

On a recent quest Valley members came across a Hephath who asked them to solve a riddle in 12 parts in order to gain entrance to the Oracle that he guarded. By both wit and trade this group managed to solve this riddle and so I have decided to publish this in order to test the knowledge and wit on the Valley members. I would ask the members of the party that encountered the riddler to keep quiet and let us see who out there can solve this puzzle. Enjoy yourself, (answers published later or obtained by nagging the right people)

DERLIN

- | | |
|--|--|
| 1 When the moon rises and falls
and the seasons begin and end
What comes once a year and
effects the Towers all? | 7 In the black wolf's hall
stand ten chairs straight and tall
how many of these are filled
at the meeting of the council? |
| 2 Who is known as walker
but also as a maker
who risks his life for powers sake
upon each walk he makes? | 8 Shrouded legion in darkness
blue and black and black and white
what reason do they fight
to what do they claim discipleship? |
| 3 What beats with sap and not with blood
which is neither evil nor good
what clothes the countryside
in North and east both far and wide? | 9 The weapon of doom that was lost
a weapon of repute and fame
free from flaw, free from rust
who can tell me its name? |
| 4 with slaves behind and lords before
in ancient times the towers lost
they discovered the lands cruel law
and left none to count the cost? | 10 Upon earth's ancient bones he stands
its elder power he calls to hand
in the tower of the mages he dwells
and teaches to all the land? |
| 5 Who is darkness before this fell
searched and scoured the land
who proclaimed the death knell
and left the blooded hand? | 11 Hordling big, hordling tall
how many sons does he have in all
how many sons does he think he's got
count them all he'll answer not? |
| 6 What renews but destroys
what exists without form
restless, rolling without noise
a banner for the green faced hordes? | 12 Whose is the place of dreams
who owns that lofty spire
who is less than he seems
and than the others is higher? |

As it was in the beginning...

The following report from an expedition privately arranged by Sparkee to search for signs of dragons reached us a while ago. We hope that you can make more sense of it than we did.

Once upon a time, long long ago, while Orin Rakatha was still young, and men was men, and half orcs was men and Beth Elim was a woman, and drow was still just elves debating moving into a wet cave, but was a bit scared to, on account of what might be in there and because I had not yet given them my spare sword or told them how to make metal, which meant that the only weapons they had was hopeless stone ones what they had pinched from, firstly the Slith, what some folk call Shargooin, who had blue scaly skin and smelled of fish, till we made them extinct for oppresin everyone and steeling dragons eggs, what isn't a very a nice thing to do except to chickens, and secondly off the lizard men who was already green and was oppressing people too, but was not made extinct by us despite what Gurthang said because they later stopped doin it, in an age when playing with sprites could make you go blind, seein as how they was covered with naked magic, and David Dyne and Terry Nor, who both gave me their marks, was still best mates, because Onyx had not yet warned Terry about how he was going to be "done up like a kipper" by Dave, at a time when the Dim One, who also gave me his mark and was only just starting to smell, was still really a chicken farmer, which probalbly explains why they run about even after you chop their heads off, and should be a warning to Martha Holmworth about what happens to people who get too attached to chickens, and was employing a nice bloke called Ken Alid, who was later, perhaps unwisely, chased and robbed of the shirt off his back by Onyx, to do the gardening in Lurgy Wood, where the undead volunteered for the job and was really quite friendly even after Jihad stared to cut them up, which wasn't very nice of him, no matter what Onyx says, and long before anyone had even thought about building towers, as there was no mists to make you go mad, but only just before when Onyx stroked the Dim One's beard and suggested he put a skull on his tunic, and when I gave Dan Azard the reader a one gest note, there was a sunny age when dragons, what are not self proclaimed sages and recluses what can make themselves look human when they want to, honest, and was not extinx then and was not made extinct by us, on account of we give it its egg back, had real human sages and self proclaimed recluses, what liked chocolate a lot, and was definitely not dragons in disguise, honest, to look out for them, so that whenever there was a small problem, what could not be overcome by a simple show of force from, for example a 30 foot long, 10 foot high, ice breathing, creature, what has metal scales 2 inches thick and a voice that might make lesser men do something smelly at 100 paces, the sage could call on a really reliable group like me, Onyx, Scud, Narnia, Jihad, Hope, Gurthang, who went for a walk in the woods one night and never came back, and Eleanor, what says she don't mind weddin me and is dead nice, to do the business for them, by travellin thru time, despite Pepsi the sprite giving us a fake diamond instead of a real one, rescuing the dragons egg from the Slith, and killing the ravenous man eating beast of Thrall a couple of times, even if it did have a gammy leg, like what we done, before we came back, back to the future so Onyx could says hows he hadn't had a pee for ages an so me an Eleanor can get wed an live happily ever after like in all the good stories.

The end.

Shitty's Bit

Happy New Year (1994) to all the live role players out there. There have been a few changes to the club since Quad 19 came out, and I will try to summarise them all here:-

This year we will be seeing the power rules, complete rules for potions, poisons and possibly a new sphere. Keep in touch and remember to send your adventure write-ups in to claim 5 gests.

The play by mail system is almost ready to start, so if your character is interested in doing things outside adventures, contact Keith as soon as possible at the following address:

111a Coldharbour Rd.,
Westbury Park,
BRISTOL
BS6 7SD
0272 441212

Jon Peck and Simon Medlock are still making excellent latex weapons, armour and props, so if there is anything you require drop me a line and I will put you in contact with them.

I want to thank everyone who helped run last year, including those who wrote in with new ideas, opinions etc. I like to think that as each year passes the game just gets better and that less and less mistakes and/or problems occur.

Remember if there is something you are genuinely upset about then write in straight away. The only way I can help people is if I know from them exactly what it is that is ruining their enjoyment of the game.

Just in case there are still some of you who don't know, I am doing all the cards except potions. My address as always is:-

14 Grove Crescent
Barnwood,
GLOUCESTER
GL4 7JJ
0452 610342

The best times to ring are Monday 4p.m.-10p.m. or Tuesday 2p.m.-8p.m. If you are unable to contact me on the above number try 0453 544313.

Hope you all have a great year's adventuring, monsterring and refereeing.

See you out there.

Mark Roberts (SFB)

Prices and Discounts.

Membership.

Membership remains at £75.00 and runs out on December 31st. 1994. There will be a £5.00 discount per previous year that you were a member in 1995. This means that if you were a member every year for 4 years, then your membership for 1995 will be only £55.00.

Adventure Prices.

	Member	Non-member
8 hour	£20	£25
24 hour	£40	£50
36 hour	£60	£75
or theme.		

There is a 10% cumulative discount for monsterring similar length adventures.

I will also be giving a discount to people who arrange and book whole adventures. Contact me for further information on this.

New players to the system will only be charged half price for their first adventure, so if you know someone who has been saying they wish to have a go, then bring them along.

Cancellations.

Please note that due to the large amount of cancellations last year, we are now charging a 50% cancellation fee, if a whole week's notice is not given. This is so that if half the players still turn up or have booked time of work etc., we can still run the adventure without losing money.

We have had a number of adventures where too many people have attempted to book on, so do try to book as early as possible.

Youth Hostels.

Players will be expected to pay their own hostel costs on adventures, however players paying 1 week or more in advance for an adventure will have their hostel costs paid by the club.

With the new youth hostels' rent-a-hostel system, it is very difficult to obtain a hostel to ourself on a 24 hour, unless we have a few months' notice. Therefore, if you wish to book a 24 hour between September and April, try and let me know as far in advance as possible, so that we can get a hostel, preferably of your choosing.

Right to Reply

Why I custard pied the Dye-Fae-Dyne Ambassador by Fern Redberry

Before I explain why I pied the ambassador I would just like to say that I was most upset to learn that other people were killed as a result of me doing so. However, at the time I believed that I was doing a good thing, as my offer to help the Goblin Anarchist Society (G.A.S.) carry out a non-violent protest to highlight the plight of goblins around the Valley almost certainly stopped our entire party of nine from being immediately slain and seemed likely to prevent lots of other people from being hurt; as was sure to happen if the goblins had tried to disrupt Mr Ffuts meeting themselves.

I am of course aware that some goblins can be quite horrid. However, I also happen to know that lots of them are very nice and well worth talking to. Perhaps certain goblins ideas of oppression are not quite the same as yours and mine and it may well be true that they are not quite as down trodden as the goblin Malcolme G claims but, having personally undertaken a quick survey of npeoples attitudes towards goblins before I took any action, I can assure you that amongst the Valley peoples there is a definite race based bias against goblins. Hardly anyone is prepared to give a goblin the same opportunities that they would extend as a matter of course to members of their own race.

As a member of another very small racial minority I want to be sure that I am treated fairly by Valley people and am not for example,

- A) randomly attacked by Pixie hating bigots dressed in black.
- B) robbed blind by humans who reckon that the money obtained from selling all the treasure found by a Pixie should quietly be stuffed in their own pockets because they think Pixies are too stupid to notice.
- C) prevented from talking about important matters on equal terms with other races. Even in the good camp there are foolish people about who thin that just because someone has a small brain he should only ever be allowed into discussions about small things.
- D) abused just because I have a voice that irritates the inferior human ear.
- E) refused admission to the order of King Michael on the grounds that as a Pixie I probably cant be trusted in a military organisation.
- F) generally intimidated just because I am a bit small and bruise easily.

If all the people in the Valley do not start showing considerably more respect for one another soon the consequences might be to make war with another tower look like a peace march. STOP RACE BASED OPPRESSION NOW.

I am sorry that I got anyone else hurt by my actions.

May all your nuts be big ones.

Fern Redberry (PIXIE !)

Additional note for Valley security people :-

I was greatly helped in reaching my objective because my target was placed right next to a major walkway. If the tables behind him had been moved up to touch his chair and the walkway had been re-routed the other side of them then my chance of getting through would have been drastically reduced. Also, while big swords may scare some people into inaction they are next to useless for proper bodyguard work as they are too slow. A real bodyguard needs to be able to move incredibly fast and ideally should always be aiming to get himself between the attacker and victim as fast as possible and only really worrying about flooring the attacker once this has been acheived.

The Fellowship of Twelve

Derlin has been requested to obtain and publish an up-to-date list of the leaders of the White Retreat. He has forwarded this information on to QUAD and we are only too pleased to include it here.

Members of the White Retreat Fellowship of Twelve:

1	Lord Crelf	TOWER LEADER, White Path Sect Head
2	Lord Sebastion	Marshall of the Order of King Michel
3	Sir Vanderloss	Crusaders Guildleader
4	Taraman	Seekers Guildleader
5	Helios the Luminary	White School of Magic Guildleader
6	Sir Gilraine Hardwicke	Red School of Magic Guildleader
7	Alorn Verithis	Assistant Guildleader Green School
8	Leonidas	Micheliners Sect Head
9	Sir Loren de Hal	Humacti Sect Head
10	Sir Thorlec	Guardian of the Armoury
11	Galnin	
12	Rachek Drummond	

Assistants:

1	Melvin Manypage	Assistant to Cringe
2	Sir Arren Hardwicke	Adjutant to Lord Sebastion
3	Gelithian Nommass	Assistant Head Humacti sect
4	Dunstan	Assistant Head White Path Sect
5	Gwydion Mac Arn	Assistant Head Micheline Sect
6	Sir Volminor	Assistant Head Hospitallers Sect
7	Sir Kelro	Crusaders Guild Administrator
8	Cerestan Thorne	Assistant Guildleader Crusaders
9	Reoff Kyrandor	Assistant Guildleader White School of Magic
10	Werdna D'Nall	Assistant Guildleader Blue School of Magic
11	Gilbert Oathtaker	Blue School Administrator
12	Lightfoot Flame	Assistant Guildleader Red School of Magic
13	Kronos	Assistant Guildleader Seekers Guild

Spell and Invocation Adjustments.

High Level Spells and Invocations.

If you feel that your character is due more spells or invocations or that next rank or level, then write and tell me. For me to be able to help you have to tell me your rank, what spells and invocations you already have, and when that character is next adventuring so we know which players need sorting out first.

We are also re-vamping our current list of high level spells and invocations from 5-10, so if you have any new ideas or you think you can improve any of those existing, then again write in as soon as possible.

Control/Dismiss Undead

It has been pointed out that control undead is far more powerful than dismiss and that a necromancer fears a neutral priest far more than a Humacti, which seems slightly wrong.

Any suggestions on how this could be changed? One such suggestion we have had so far is that dismiss should effect 2 named undead, but that control shouldn't.

What are your thoughts?

To the Land of the Elves

At the request of the Humactis a group assembled at the Valley's new Tower and set off to meet a pair of warring Elf tribes to try and mediate their dispute. We were led by Narnia, a chain-mailed Humacti and apart from myself, Agelo, hopelessly ill-equipped and even less experienced, there were two Elven mages, one called Harkonnen, a swarthy warrior named Igraphan, two acolytes called Anzac and Rek, in full chain. Yet more magic and mysticism was added to the party by the presence of Sareth and Daglin, mage and acolyte and the party was rounded off by two barbarian pathfinders called Greycloud and Thorn.

After a long march Greycloud came back to tell us that he had at long last found the Elves so we advanced to meet two leaders, one a brown Elf and the other a green Elf who each had a retainer in tow. Harkonnen as the senior Elf present became our SpokesElf and soon discovered that the dispute was over a fertile area of land that had once belonged to the green elves but now belonged to the brown. The brown had not used it for some years but now there was a famine in the land both nede to hunt the land and grow crops to survive. They were consulting us because of the recent efforts of the Humactii in destroying the huge many tentacled creature that had ravaged their land.

We produced suggestions but they said they would only accept them if we received the approval of the ancestors, so we were led to a cave and told to enter to

meet these ancestors. We crawled into a cave which opened out into a vast cavern system and were attacked from both sides by skeletons and zombies, after they had met their redeath a ghost came amongst us which we were powerless to resist and paralysed us all except Harkonnen who hid. When we could move again Harkonnen insisted that we leave the cave for we were in grave danger. Greycloud boldly continued exploring but half of us went back to the opening and although the Elves were still there could not see us and walked straight through us.

With the party reassembled amidst the oblivious Elves we soon discovered an injured Elf (green variety) whom Anzak healed, he offered to take us to a place of safety, en route we met first 3 brown Elf earriros demanding the Elf for sacrifice (outflanked and killed) then an elf scout who resisted even Anzak's biggest Halt spell (mobbed by the entire party after an hour) a selection of nondescript Elves led by a Mage and a Ghoul (fearlessly cornered and dispelled by Narnia).

After some two hours skirmishing we at last met a Human, whom the Elves seemed to hang back from, he offered sanctuary from the endless attacks which seemed a good idea given that the mage now had a following of some 6 or 7 Elves whom he seemed to be powering up. As we wavered indecisively Greycloud attacked and a huge battle developed from which the party eventually emerged victorious but exhausted. We followed the

character whom we speculated to be a hermit whose body like the Elves we had first met had no substance but, possibly because he had been chewing on some weed, he could hear, see and speak on the plane we currently were. Whilst the party rested and meditated we tried to work out what had happened.

When the party was ready the hermit departed and almost immediately the attacks began again. After further skirmishing the party was caught unawares by a large group that attacked and soon decimated us, with the more powerful characters paralysed I could only watch as I lay with useless sword arm and crippled leg as they withdrew at this point but as the party began to recover shaking off the paralysis they charged back in and I watched sick with disappointment as they slaughtered the Elf who, just before he died gave Harkonnen a symbol of some sort.

At this point the scene faded and we found ourselves lying back in the cave where we had been paralysed, despite some of the party being dead and non being unwounded we were all mysteriously unhurt. Mystified we left the cave and were relieved to see the elves recognise us. Harkonnen showed the leaders the emblem that he had been given and immediately the Elves agreed to hear our ruling. We held that the land had to be shared and that each tribe should take only what they needed. Then a council of twelve (six from each tribe) be appointed to manage and distribute the remaining resources of the disputed land for three years. In this way the two tribes would have to learn to work together to prevent famine, starvation and further bloodshed resulting in peace in the area around the new Tower.

Official HeroQuest Products

T-shirts

We have T-shirts in many sizes and colours ranging from £4-£10. If you are interested, let me know and I can arrange for a selection to be brought along on your next adventure for your perusal.

Latex Ears

Drow and elf ears with a pot of appropriately coloured latex are now available. £3.50, or £2.50 without the latex.

All available from Shitfer at the usual address and phone number.

WANTED.

Someone to make and/or mend monster costumes. Dungeon credits available.

Contact Shitfer as usual.

Proposed rule changes.

We are very likely to be playtesting some new rules this year. If you have any opinions on the following, or on any existing rules, be sure to write in and let us know. If we don't know what you do or don't like it's hard for the adventures to be perfect.

Meditation and Mnemonic Enhancement.

It has been pointed out how, particularly in the winter, half an hour may be too long for the above skills. Therefore we are thinking of bringing in mastery and advanced mastery in the skills. This is likely to half and quarter the time needed to meditate or mnemonic. Initially mastery will probably only be available to priests/wizards and enhanced mastery to sorcerors/high priests.

High Level Spell Casting.

Again we have had a number of complaints from wizards and sorcerors that most of their high level spells are unusable on adventures and their slots only get used in non-combat situations and mostly on skins. We are proposing a skill where the character can by levels of attunement to his primary element. What this would mean is that after the initial casting mat and vocals etc., were done, players could reduce the time to cast further spells but only in their first colour.

An Example:-

Shadow the drow sorceror, a primary black specialist (surprise! surprise!) sits down in daylight to cast a level 7 darkskin. He sets up his casting mat and 10 minutes later the darkskin is complete. He now wishes to cast a darkbolt 6 at the monster in the nearby cave. This would normally take another 10 minutes, however Shadow has 7 levels of attunement to darkness so he sits back down at his mat and three minutes later, he runs over to the cave and darkbolts the creature within. He could then return to the mat and do another black magic spell between level 5 and 7 again in only 3 minutes. Had Shadow initially cast a level 10 darkskin taking 15 minutes, he could then have done another arcane spell (level 8-10) in only 8 minutes. (15 minutes minus the 7 levels = 8 minutes) Had Shadow been a white sorceror or had it been at night to cast black, then the initial casting of a 5-7 would only have been 5 minutes and with his 7 levels in attunement he could then have cast further black spells in only 1 minute. All Wizard level would have a minimum of 1 minute casting time. Likewise Arcane 8-10 level spells will never be able to be reduced below 5 minutes.

Let me know a.s.a.p. your thoughts on this idea and we will try to playtest it as soon as we can.

Venture into Fairy Woods

Following an encounter with chaos jesterlings a couple of months ago, several party members who were present then decided to ensure that the Fairylund Forrest had indeed recovered from the distortion of their landscape and loosing several fairy creatures, including some of the fairy leaders. Several new characters came along to help.

The party was very well represented by scouts (mainly from Wolfhold): Nowhon who appeared to be recovering from a few heavy nights and didn't do as much scouting as normal; Havar whom the party lost sight of on a regular basis; Agalo who was out of sight in the other direction; Hope who was under orders to stay with the party in general! and Thirst who didn't roam as far as normal from the party. The party was also well represented by acolytes, from all the towers: The Professor as he was usually called who was furthering his studies into ailments of the mind; Anzak who was looking for hordlings and undead to kill, characterised by his chain gauntlet; Rek who was looking to reap anything that moved in a hostile fashion; and another neutral acolyte on his first mission. Sareth provided the main set of mage skills sporting his new blue cloak. Grimbold a hardened dwarf warrior and Dale an elven warrior did their best to keep the motley crew together in some form of organised party. A half orc warrior provided the last of the fighting skills. The party was also accompanied by a dark sprite called Magic.

After a group of hordlings attempted to stop the party from entering the Fairylund Forrest a sprite with dual personalities chatted to the party. Eventually some useful information was gleaned from one of the two personalities, to the general effect that the fairy woods had not fully recovered from the marauding chaos jesterlings. Unfortunately the professor did not have the time or the equipment to separate the two personalities, so the blue sprite was left behind. The party then had the opportunity to relieve the obvious pain and suffering for the tortured souls from several groups of undead creatures, including a ghoul. The occurrence of these creatures in broad daylight in the fairy woods distressed Magic considerably, but the undead bodies that were left scattered seemed to make him feel better.

The party then attempted to communicate with a precocious blue fairy who slept anybody who accused it of being a sprite and teleported anybody away who it did want to speak with, and was especially rude when asked for its name. The only information that was gleaned from him (I think it was of male gender, but I find it difficult to discern with its associated high voice) was the fact that he had been suffering from stabbing pains in its chest (not from any visible source, and certainly not anybody in our party)! He did entrust the party with some magic rock (the non-edible variety) to drag along which would help in some way.

A few hordlings later we found a badly injured Reader merchant who was looking for herbs and plants to make potions, although none were to be sold to the alliance with the imposed trade embargo. After hiding from a black gatekeeper, who wasn't going to harm us, we discovered that the Reader had been attacked by humanoid creatures in black who used loads of magic. Having helped the Reader the party approached the gatekeeper who welcomed the party to the lands of the Two Princes in Exile (i.e. the two jesterlings presently held by the Pathfinder guild). Nowhon, accidentally, found the gate i.e. portal, at which point the rest of the party decided to follow, in case Nowhon got into any trouble.

Now in the shadow lands, the party soon found itself in a heated verbal encounter with some shadow creatures, who considered all the party as humans, creatures from the nothing. This successfully annoyed the half of the party who were not humans. The party cunningly noticed at this point that Magic was in fact a shadow creature! Further and various meetings with more shadow creatures and with some humans of the land, who are suppressed by the shadow creatures, and a subsequent meeting with the commander in chief and his sidekick jester (who pulled too many strings) we discovered all we really needed to know about the shadow lands.

The shadow lands seemed to be closely related to the chaos jesterlings, to the extent that the jesterlings may well have created the land as a parallel to Orin Rakatha. The main difference appeared to be the rate that time was experienced:- In the two months since the chaos jesterlings were captured, two decades had passed

on the shadow lands. All shadow creatures use magic extensively.

Undead creatures are always warped (to Orin Rakatha's view) as they all appear to have healing qualities (not when eaten, but by them casting invocations). The portals between the lands can only be closed by effectively sacrificing some or all of the fairy leaders and some of the heretics who stripped the chaos jesterlings of their power. These two options were not really viable. The shadow land creatures did not see a problem with the portals remaining open. Shadow creatures use a form of spiritual release spell that is cast by their kindred when they die.

Having discovered all that was needed the party attempted to depart the shadow lands using the portal arrived through, however the way was obstructed by several aggressive shadow creatures. During a frantic pitched battle Thirst was killed and Anzak carefully cast himself to death while trying to heal himself! All other party members took a heavy pummelling. Anzak was elixired in time, but unfortunately Thirst had to be resurrected.

On return to Orin Rakatha the party recuperated some of their powers before provoking some hordlings into attacking them, by shattering their weapons and bashing them on the nose. The hordlings almost took Nowhon with them when they left. A liberal sprinkling and rubbing of elixir into his body revived him. A brown fairy or sprite appeared who was upset that the brown fairy had died because the landscape was dying and unjustly blamed the party for all the ills caused, the party attempted reason until his sudden demise. Thirst was dug out of a weld just in time for the party to release the souls from some more distressed undead. (I'm

sure the brown fairy would have approved.) Shortly afterwards we met the source of the undead problem in the form of more undead along with a necromancer. A brief charge into their ranks to relieve the necromancer of his forth life successfully immobilised the undead of the power that keeps them mobile. A lively discussion then proceeded with the necromancer, who was called Crisanalyx, to find all his treasure and confirm that he was working on his own, and taking advantage of the fairy's problems. His body was then disposed of carefully so that he could not be resurrected again.

After a couple of brief encounters with more hordlings Artigel strode onto the scene. He was rescued by several members of the party from the brown fairy during the last look into the jesterlings a couple of months ago. After a half hour discussion with Dale and Thirst the only response was that the problems with the jesterlings and the fairy's was being dealt with and it was not necessary to look into the matter further. The adventure ended with Artigel displaying his ability to carve hordlings into little pieces.

The occurrence of the portal to the shadow lands and the creatures coming from there has not been fully stopped. The present bane of the fairy woods has been removed. What the pathfinders guild is doing with the two jesterlings they are 'investigating' is unknown. If any alliance members wish to have any further information then they are welcome to write to me care of Wolfhold or contact one of the other party members.

Rek the Reaper

Wolfhold

Your
HeroQuest
Needs
You!

Monsters needed
for Heroquest
VI.

Heroquest VI is running from July 24th to 29th inclusive and we would like interested monsters to send an s.a.e. so they can be given briefs and parts to play on the pre-Heroquest adventures and the Heroquest itself.

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.

February

25th-27th Theme Weekend - Maeshafyn Also Pre Heroquest

March

18th-20th Mid Level 36 Hour - Welsh Bicknor Pre Heroquest

April

1st-4th Mid Level 72 Hr - Dimmingsdale Pre Heroquest
 15th-17th Drow/Dark Camp Theme Weekend - Welsh Bicknor

May

14th-15th 24 Hour Pre Heroquest
 16th-20th Thranduil 5 Day - Ystrafeltde

June

18th-19th 24 Hour Pre Heroquest

July

8th-10th Pre Heroquest Theme Pre Heroquest
 25th-29th HEROQUEST VI

For Sale

One Ensorcelled to Rank 0 Re-Usable
 Scroll Paper

If interested, please mail offers to:
 Box No. 2 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.

Back issues of QUAD
 Available for £1.50 each.

Write or ring first to confirm availability.
 Please send an A4 s.a.e. with your money. Postage and
 packing is 30p per Quad.

Enquiries to:
 Mark Roberts
 4 Grove Crescent
 Barnwood,
 GLOUCESTER
 GL47JJ
 Tel: 0452 610342