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Issue 21

## Invasion Imminent?

Scattered reports have indicated for some time that an incursion by a race from another plane may be about to take place. Recently, more concrete reports of a people called the Navanti from a plane called Salador are trying to create a portal to Orin-Rakatha with the express intent of founding one or more Towers here.

It appears that the Navanti, whose society seems to share many of the xenophobic attitudes and credos of the Empire which the Valley Alliance fled, is set to continue its purge on this plane as well as their own. Led by their Stalker Sect, a totalitarian police force, they are largely unopposed in their own lands although a resistance organisation called the Society of Free Thought is rumoured to exist.

The Stalkers are suspected of orchestrating a number of seemingly unrelated kidnappings which may have formed part of an intelligence gathering exercise prior to invasion.

## Traitor Caught

Following a long and arduous chase, the Valley traitor Ramp has been returned to the Alliance Tower to face trial on charges of treason.

Ramp is alleged to have spent many months leading trading missions into traps and ambushes that he himself had had a hand in organising.

The capture was the result of a intensive and complex investigation which spanned over a year and involved many Valley personnel. Ramp was finally captured after a bloody showdown, in the course of which at least one Alliance member was slain.

Valley authorities are disappointed that his known accomplice, Kaleef, was not also apprehended but have promised to continue to track him down.

# Clavados Returns!

## Joy in White Retreat at return of missing Sect leader.

Many hearts were gladdened in the White Retreat by the welcome return of Sir Clavados, a former head of the Micheline Sect. Although suffering from severe amnesia on his return, the Hospitallers charged with his treatment are said to be "pleased" with his progress and expect a "near total recovery".

Lord Sebastian, Marshall of the Order of King Michel, has expressed his organisation's delight at the reappearance of Sir Clavados and looks forward to welcoming him back into the order as soon as Clavados' recovery is complete.

Dignitaries from all three Valley Towers have expressed their satisfaction at the news of his safe return.

## Undead Nexus Destroyed

### Necromantic grip loosens

A White Retreat mission returned triumphant from an expedition to the Plane of the Sleepless Dead.

Following information gained at great personal risk by a member of the Humacti Sect, the Order of King Michel sent forth a group to strike at an al-

tar of "unspeakable evil" from which the Necromantic Sphere was rumoured to draw much power.

The Humacti Sect describe this development as a "significant step forward" in the fight against the evil which is undeath.

## In this issue

### Rule Changes and Clarifications

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*Potential amendments to Magic and Power rules*

### Who's Who: Lord Velteyn

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*An in-depth look at the leader of the Yellow Guild*

### The Tumdurguls

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*A tale of everyday underground folk in our new cartoon*

# Editorial

I'd like to start with a round of thanks. Firstly, thanks to Rick and SFB for getting so much quality material to us in plenty of time for publication. With this sort of support we just can't go wrong. Secondly, I'd like to thank Andy Goodman for being our only player-contributor in this issue. Finally, thanks to Heather Listwon for letting us shamelessly steal the idea for our new cartoon strip: The Tumdurguls. We hope you enjoy it.

This is the third QUAD we have produced and we think it is the best yet. We're beginning to get the hang of this now and have been able to take the time to improve and add to the new format.

## New in this issue:

**Who's Who in Orin Rakatha - a new series of articles profiling the powerful and famous of our land.**

**The Tumdurguls - An Everyday Tale of Underground Folk which we hope will become a regular feature.**

The only writeup in this issue is worthy of comment for two reasons. Firstly, it is the only one we have received. Where has everybody been? SEND US YOUR ARTICLES! Secondly, it is written in an unusual style. It is short, succinct and to the point. There has been comment from several people that most accounts of adventures have been overlong and (not to mince words) dull. If you have any views on this please let us know.

As always, we are desperate for your contributions both large and small. We still pay for articles we receive whether or not we print them. We still live in hope.

Well, I've got to the bottom of this column so I'd better let you get on with the rest of the issue.

**Happy adventuring!**

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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 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.

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## 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!

# Announcements

## Announcement from the Pathfinders Guild (from Lazarus Steel)

Want to know what is happening on the other side of Orin Rakatha? Need something investigating? Desperately want to know whether somebody or something is still alive in Red Fern Forest?

The Pathfinders is now pleased to be able to offer its services as organisers of scouting missions as well as providers of potions. Delta will continue to deal with our potion services and I will be co-ordinating our scouting services. We offer everything from simple solo scouting missions to organised parties of adventurers.

The Pathfinders specialise in what is going on where, who is in charge of what area etc. We can go most places and see what is going on. Fees will be negotiable but start at around 10 gests for a simple solo mission. A random simple request for an investigative mission for a party starts at around 50 gests. Contact me for further help.

## Announcement from the Micheliners Sect (by Lord Sebastian, Marshall of the Order of King Michel)

I am pleased to announce that Sir Clavados has returned to the White Retreat and will hopefully be stepping once more into his role as the Head of the Micheliners Sect. This follows the gallant gesture by Gwydion Mac Arn as he offered to step down as Assistant Guild Leader, a role which Sir Leonidas will then perform after stepping down himself from the position of Guildleader. Of course due to our recent troubles, Sir Clavados will be undergoing extensive tests to ensure that his spirit still has its integrity.

What happened to him? Following the attack by agents of the Ravanon Cult on the White Retreat Reckoning group, Sir Clavados suffered total memory loss at the hands of the Ravanon mind butchers. Fortunately, he escaped from the cultists before their experiments were complete and roamed free upon Orin Rakatha for some time before joining (under the name Vardos) with a Mercenary group called the Valdemar (from the Valdemar race who also formed the 2 Kalid Legions but are not now connected to them). Prompted by a meeting with a party from the Valley Alliance he visited the Oracle and so discovered his past. Sir Volminor has restored a good portion of his memory and we wish him well with a complete recovery.

We hope that his return will enable us to discover more about the attack in the first place. It is also hoped that we will be able to form a working alliance with the Valdemar Mercenaries/Traders and perhaps discover more about the roots of the Kalid groups. Even from trouble will we draw strength. Welcome back Sir Clavados!

Magna est veritas et provealebit!

## Important Announcement from the Humacti Sect (by Sir Loren de Hal)

Fellow members of the Valley Alliance I have great news. A few short weeks ago a member of my Sect called Mountain Klegg spoke with the Oracle of Orin Rakatha. Following the information he received, a group from the Order of King Michel, sponsored by the Humacti Sect, were able to make a major breakthrough in our battle against the evil that is undeath. They journeyed to the Plane of the Sleepless Dead and there destroyed an important altar created centuries ago. As a result of their actions there has been a minor adjustment in the Spheres.

The net result of this is that the invocation Dismiss Undead will now work on double-barrelled named undead. I am sure that I speak for many people when I thank all involved for their efforts. Attached is a list of the group who took part, and I also have the pleasure of announcing that The Champion of Life award has been awarded to Omar of the Seekers for exceptional courage in distracting key opponents at a crucial time. We all wish him a speedy recovery. Lastly, I am glad to announce that Hal Stone has now been promoted to Paladin in the Order of King Michel.

The group members were:

Yeoman Calvert	Crusader, Squire in the Order of King Michel (OKM)
Finarin	Seeker, Deep Woods Elf
Veteran Flash	White Wizard
Hagen	Humacti High Priest
Sergeant-at-arms Sir Hal Stone	Crusader, Paladin in the OKM
Sergeant-at-arms Johann Zharinsky	Michelinier High Priest
Omar	Seeker, Champion of Life
Veteran Pierre du Font	Crusader
Veteran Quinril Feamoth	Humacti Priest
Vrakk	White Path Priest
Sergeant-at-arms Werdna D'nall	Assistant Guildleader of the Blue School
Yeoman Wolfram	Crusader.

# Shitty's Bit

Welcome to Quad 21.

Thanks again to Mike Short and Martin Howard for making it possible. They do need articles from players as well as the refs so try and make some submissions, no matter how small it all counts.

This summer's Heroquest is nearly upon us, so remember if you are planning to monster, contact John Lowndes as soon as possible to arrange parts etc.

Remember the address for Heroquest is:-  
 14 Grove Crescent  
 Barnwood  
 Gloucester  
 GL4 7JJ  
 Telephone 0452 610342

For those of you who have my Dursley address, I should state that this is only temporary and should really be used concerning Heroquest Six.

Commiserations to the White Wizard Julian played by Martin Wise who permanently died on the Easter 72 hour.

Anyway good luck to everyone, hope the weather improves soon.

See you all soon

Mark Roberts  
 (SFB)

## Coming Soon!

### The All-New Heroquest Long-Sleeved Hooded T-shirt.

Available in any colour you want so long as the colours you want involve a black shirt with white logo.

Price: To Be Announced

Contact SFB for details on this exciting product.

## 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 or theme.	£60	£75

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 yourself 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.

# The Riddlers Riddles Answered.

As promised, here are the answers to last issue's published riddles. Although I do not know to what they all refer I have given an indication where I do. Should anyone have information that further clarifies any of the answers, please pass it on to any Valley Scribe.

## Derlin.

- |  |  |
|--|--|
| <p>1 When the moon rises and falls<br/>and the seasons begin and end<br/>What comes once a year and<br/>effects the Towers all?</p>                            | <p>1 The Time of Reckoning</p>   |
| <p>2 Who is known as walker<br/>but also as a maker<br/>who risks his life for powers sake<br/>upon each walk he makes?</p>                                    | <p>2 Mist Weaver<br/><br/>The Hordling 'Shamans'</p>   |
| <p>3 What beats with sap and not with blood<br/>which is neither evil nor good<br/>what clothes the countryside<br/>in North and east both far and wide?</p>   | <p>3 Greenheart Forest<br/><br/>Huge forest in the North East of Orin<br/>Rakatha</p>  |
| <p>4 with slaves behind and lords before<br/>in ancient times the towers lost<br/>they discovered the lands cruel law<br/>and left none to count the cost?</p> | <p>4 The Shendai Race<br/><br/>The now non-existent race that used<br/>to live in the Alliance Tower, as op-<br/>posed to the Aldonar who lived in the<br/>White Retreat</p> |
| <p>5 Who is darkness before this fell<br/>searched and scoured the land<br/>who proclaimed the death knell<br/>and left the blooded hand?</p>                  | <p>5 Shadowmeet Tower<br/>The ancient name for the Shadowfall</p>  |

**QUAD XXI**

- |  |   |
|--|---|
| <p>6 What renews but destroys<br/>what exists without form<br/>restless, rolling without noise<br/>a banner for the green faced hordes?</p>                  | <p>6 The Mists</p>  |
| <p>7 In the black wolf's hall<br/>stand ten chairs straight and tall<br/>how many of these are filled<br/>at the meeting of the council?</p>                 | <p>7 Eight</p> <p>Number of seats filled in the Council<br/>of Ten in Wolfhold</p>  |
| <p>8 Shrouded legion in darkness<br/>blue and black and black and white<br/>what reason do they fight<br/>to what do they claim discipleship?</p>            | <p>8 Disciples Of The Higher League Of<br/>Archaic Devotion And Stygian Skills<br/>(Dothloadass ) - A Kalid legion<br/>formed in the last few months.</p> |
| <p>9 The weapon of doom that was lost<br/>a weapon of repute and fame<br/>free from flaw, free from rust<br/>who can tell me its name?</p>                   | <p>9 Valthaur Amarth</p> <p>The blade that used to belong to<br/>Erelan Black, possibly a Nazgul blade</p>  |
| <p>10 Upon earth's ancient bones he stands<br/>its elder power he calls to hand<br/>in the tower of the mages he dwells<br/>and teaches to all the land?</p> | <p>10 Braxhaldeim Starkearth -Tapel II</p> <p>Dean of the Brown College of the<br/>Wizards Concillium</p>   |
| <p>11 Hordling big, hordling tall<br/>how many sons does he have in all<br/>how many sons does he think he's got<br/>count them all he'll answer not?</p>    | <p>11 Six</p> <p>The number of sons that Bathelim<br/>'thinks' he has. (We thought it was<br/>seven, one may be dead?)</p>                                |
| <p>12 Whose is the place of dreams<br/>who owns that lofty spire<br/>who is less than he seems<br/>and than the others is higher?</p>                        | <p>12 The Lost Prince</p> <p>???</p>  |

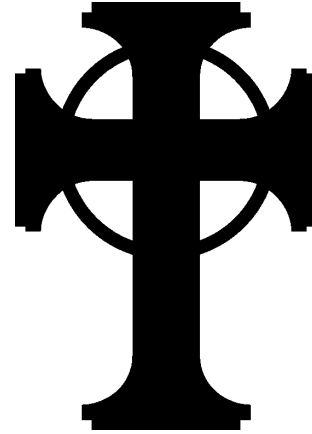
# Dead Klegg Goes to the Oracle (and takes Mountain Klegg with him)

Oracle 36 Hour

Jordans/Kinver 29-30/1/1994

Players:-

Mountain	Boltac
Paris	Braken
Elan	Orlando
Daz	Kilishandra
Polo	Twilight
Gruk	Bremor



We had set out from the towers to visit the Oracle and after some days arrived at the Reader way-station nearest to the Oracle's present position. Before entering, we all had to give oaths not to attack anyone in the building, which we did. Unfortunately some of the other guests were Dymwan, Kalid, Morgoth which caused much friction to say the least. We found out that before you could go before the Oracle you had to answer many questions, of which no group were likely to have all the answers to.

So it was the next day we set out intent on finding as many answers as possible. Unfortunately the road to the Oracle was busy and between Kalid Earthwarp, Ogre Mage, and Bethelim, Dymwan and their undead, we only just managed to get there as night fell. During one fight with the Dymwan and their undead, Orlando was slain, cruelly struck down whilst paralysed by those honourless men of no character.

We eventually got to try and answer the questions of which we got less than a quarter right. So back to the way house where after much heated discussion with other groups we managed to arrange a deal, where between ourselves and a girly puff in a purple robe (Wizard's Concillium) we could answer all the questions. To do this however we had to ask the Oracle 3 questions on the Reader's behalf, for his answers. In return they agreed not to help the Morgoth, Dymwan and Kalid groups. As the Oracle would only answer a limited number of questions we felt this was a fair deal.

So next day we attended the Oracle once more and asked our questions, which I believe everyone has had answers to. For more details speak to Polo or the individual in question.

Translated from the report given by Mountain Klegg.

## Who's Who in Orin Rakatha.

# Lord Velteyn

The following information is a summary of that available in the taverns of the Valley Alliance Tower and is mostly true (probably). Each issue we will try to introduce one or two characters that reside in the Towers (chosen at random unless Rick is requested otherwise).

### **Valley Alliance Tower: Lord Velteyn.**

Guildleader of the Yellow Guild, Member of the Primus. Lord Velteyn's most distinguishing feature is the crescent shaped markings around his eyes common to his race of Tanu from the plane of Mentalia. Tanu have the ability to conjure magical effects by mind power without the requirement for lengthy vocals. He wears a considerable amount of jewellery and has a passion for being shown respect, rumours circulate about a number of incidents when people were 'dealt with' for not showing this respect.

Lord Velteyn is known to be a commander of men, as interested in his warrior followers as his mages. Rumoured to be on the dark side of neutral no official link has been found between him and the Dark sphere. However he is strongly suspected as having grand plans for his leadership.

Under his leadership the Yellow School of Magic was created, and has now flourished. He changed the name of the school to the Yellow Guild, moved to the Valley Alliance Tower and encouraged members of all classes to offer their primary allegiance to the Guild (rumours say that Lord Velteyn was starting to rebel against the leadership of Lord Blackwolf in Wolfhold and was asked to leave).

The Yellow Guild is now huge, being the largest guild in the Valley Alliance Tower (apart from the Rangers Guild but it is well known the Rangers do not have the first allegiance of a good number of their members.) It has strong connections with the Blue School via an alleged 'pact' with Dalvain Spellsword, and also with the Hospitallers Sect via its Guild head Lord Creyn, a fellow Tanu whom it is said can be twisted around Lord Velteyn's finger.

Lord Velteyn was first encountered, together with Lord Creyn, when a Valley party slew his superiors ( the Tanu High Table). Lord Creyn fled Mentalia some years later and Lord Velteyn, attempting to bring him back, was slain by a similar party on the Old Plane. Rumours say that despite his instant Teleport ability his death was caused a single blow from an iron weapon, iron said to be fatal poison to Tanu, certainly that has not been tested since. Once resurrected by Hospitallerman (the title Lord Creyn adopted) he was somehow unable to leave the Plane and so settled with the Valley and moved to Orin Rakatha with them, founding the Yellow School.

Since then it is he has re-established links with Mentalia, and for a brief period had as his Assistant Guildleader the vicious Tanu Aldrag Mindburner (who has now been dismissed). He now sits on the Valley Primus representing all the Schools of Magic in the Tower.



# Status: Facts and Fallacies

(or Ten things you always wanted to know about Status!)

- 1 Status is a kind of measurement of inner strength that is recognised by spells, invocations and, most importantly, whatever the unknown 'Central Powers' are on Orin Rakatha.
- 2 Every person automatically has their first point of Status when they reach 200 experience points and they get another one for every full 100 points after that.
- 3 The Central Powers on Orin Rakatha use Status as a method of deciding who should have a Tower (the only safe place to support civilisation). A secret amount of Status points are required to be allowed a Tower to live in and the Status must be presented on the Day of Reckoning which may occur at any point once per calendar year. In some exceptional circumstances the Central Powers grant new-comers to the plane an individual audience and a chance to present Status. A single individual must hold sufficient Status to claim a Tower by himself to succeed (see below as to how this can be achieved).
- 4 Status can be transferred to any other individual by a spoken vow and can only be withdrawn by a similar spoken retraction to the person holding the Status. However, the vow must be renewed after each Reckoning. (Yes, this does mean that if you can't find the bloke with your Status you can't get it back until after the next Reckoning).
- 5 Status can only be given within a period of 2 months before the Time of Reckoning (it can be taken back at any point). Although verbal agreements are usually made before this they are worthless unless you swear it in those two months. If a Reckoning is called with less notice than that, it is just hard luck.
- 6 It is not possible to split your Status donation, except that a single point may be diverted to a recipient other than that of your main donation.
- 7 Once passed, on the new recipient of Status can be pass it on again as if it were his own (i.e. if 10 people give a bloke (with 2 Status already) 1 each then he has an effective 12, which he could give either as 12 or as 11 and 1). This passing on can occur any number of times, and should you want to retract you must find the final recipient.
- 8 All characters are automatically assumed to give their Status to the Guild leader of their main chosen way unless they specifically tell Rick Jackson otherwise. This is the way Valley Guilds generally work, with the Guild leader then able to use his amassed Status to contribute to the Tower. This ensures some level of safety should anyone person be killed as it may take some time to re-swear Status if that person had Status direct from many individuals.
- 9 Guilds usually take the swearing of Status very seriously as the amount of Status the Guildleader has to 'wield' is a rough measure of his influence. Certainly all Sorcerors and most Wizards are expected to support their Primary School with Status and if they choose not to without a good reason then it is likely that their training will be slowed down relatively. Similarly for High Priests and Priests of Dedicated Sects, while the Path Sects are more lenient. The Warriors Guilds are generally indifferent, although each have factions within that wield collective Status (i.e. the Order of Michel in the Crusaders), while the Scouts Guilds expect the Status to be sworn to them, but not with the same vigour as the Sects and Schools of Magic.
- 10 The reason that the amount of Status needed for a Tower has never been calculated is that firstly all Towers are usually healthily over qualified as you would look pretty stupid presenting yourself at the Central Isle to find yourself a few short. Secondly it is rumoured that the real worth of Status is actually calculated to some degree according to how many 'Res. Chances' (i.e. Spirit Strength) the source individual has. Hence the idea of a Shadowsfall Status contract to remove Status by killing a number of people but not necessarily permanently.

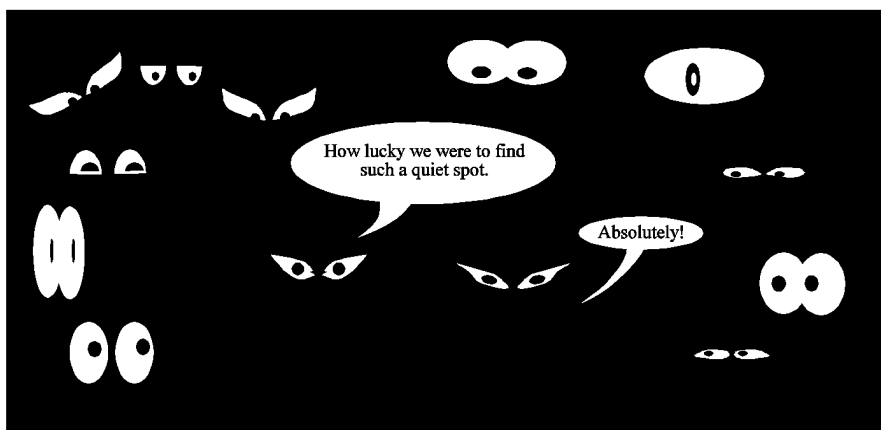
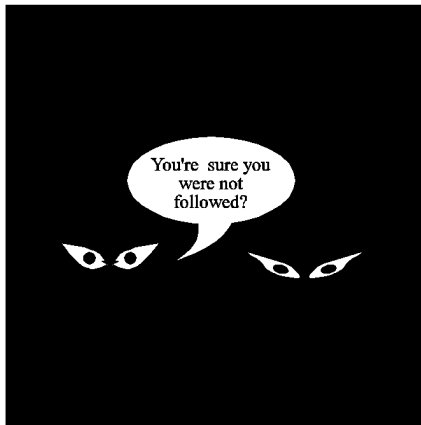
## Power Rules Changes and Amendments.

- 1 Halt Invocations.  
Duration still 10 seconds or until damaged but now it requires but a single line of vocals at any rank 0-4.
- 2 Mighty Blows.  
Still does +1 damage and Max Quartz but now the number of blows you get is increased to 8 at rank 2 and 20 at rank 4.
- 3 Dismiss Undead.  
See the article elsewhere from Sir Loren de Hal of the Humacti Sect. Basically Double-Barrelled named Undead can now be dismissed but not controlled.
- 4 Cause Disease.  
Now is none fatal and merely causes increasing weakness over 3 hrs, at which time it passes and the victim is restored to his normal usual strength.  
Minor Disease: Victim loses one strength category every 30 mins.  
Medium Disease: Victim loses one strength category every 8 mins .  
Major Disease: Victim loses one strength category every 2 mins.  
Additional invocations do not stack, but the effect can be extended in the normal way.
- 5 Cause Mortal.  
If you only take a one handed Cause Mortal, you take only twelve (12) damage, minus any relevant power armour class.
- 6 Talismans.  
Transferring power to or from a talisman takes three (3) seconds for every point of power and can only be done by the character who made the talisman.
- 7 Power Meld, Powergift, Powerdrain and Powersteal.  
Power Meld and Powergift both work on a talisman, but only with the permission of the character who made the talisman, who must be conscious to enable this to work. Likewise Powerdrain and Powersteal also work on a talisman, with or without the consent of the owner.
- 8 High Rank Invocations  
All touch invocations above Rank 4 are two (2) handed, unless specifically stated otherwise.

## Magic Rules Changes and Amendments.

- 1 High Level Spells/Invocations.  
All touch spells and invocations above Level 4 are two (2) handed, unless specifically stated otherwise.
- 2 Freeze: Touch and Range.  
Freeze will only work on living creatures and does not function on Undead or elementals. A person hit by an edged weapon whilst under the effect of the freeze, takes only one (1) point of damage from the first blow if, and only if, the first blow was from an edged weapon.
- 3 Shatter/Mend.  
To mend a shattered and Gust of Wind-ed weapon or item takes fifteen (15) man minutes, to first collect the pieces together, i.e. 1 man 15 minutes, 5 men 3 minutes etc.

### The Tumdurguls: An Everyday Tale of Underground Folk



# A Beginners Guide to Orin Rakatha (or The Mouthpiece Tower Spotter's Handbook)

Upon venturing out from the towers for the first time the would-be hero may be confused by the plethora of other towers and factions that the Valley Alliance calls neighbours. Relationships with all of these parties is at best shaky and the prospective adventurer is well advised to have a good grounding in the state of international politics before leaping into combat. This article mentions only a few of the more common factions that one might meet, and some possible reactions.

## **The Hordlings**

There are two types of basic hordling encounter that the adventurer may commonly encounter. The first is the common or garden variety. These hordlings normally lay claim to a path, piece of greenery, your packed lunch, or some other such suddenly important item of no apparent consequence. They are usually not as smart as your packed lunch and many seasoned adventurers choose to bypass the "Hello little goblin, what have you got there?" phase and go straight to the mindless violence. Members of the White Retreat often feel obliged to engage these creatures in mindless banter, a pastime some would say they are more than adequately skilled for. The second type of hordling activity is the "You haven't encountered much hordling activity for a few days now...." This is possibly even more annoying.

## **Mistweavers**

These are Hordlings who have been exposed to the Mists of Orin Rakatha and have become unbearably smug as a result. They normally have strange skin conditions and are as hard as a very hard thing. Not encountering Mistweavers is strangely not very annoying at all.

## **The Halls of Bethelim.**

These are a group of hordlings who woke up and got out of the rain. Consequently they will beat your packed lunch in an intelligence test at least 7 times out of 10. They wear brightly coloured costumes, presumably to show other hordlings, that they at least have space to do their laundry.

## **The Kalid.**

They wear black with a blue sleeve and are possibly the easiest type of encounter to come to a decision over. Someone in the party will always remind you that they are at war with the Alliance and that they are evil. It also stands a good chance that the Kalid were responsible for the death of the (insert family member here) of one of your party. It is quite possible that there are Kalid who are quite reasonable folk but no encounter has ever lasted long enough to find out.

## **The Tombs of Dymwan.**

These fellows have an annoying habit of sending in their undead to say hallo just when you're settling down for the night. If the Humacti on the party suddenly goes haring off into the darkness by himself then its probably one of these he's chasing. They wear black and often sport a big white skull on their chests as a clue to their profession.

## **The Followers of Morgoth.**

These fellows also wear black, well it doesn't pick up the dirt like white, and are often accompanied by the biggest orcs you've ever seen. You know the type, more life in their pinky than you have in your whole party. They often have wraiths with them that are seeking to work their way up to Nazgul. White Retreat members will point out that they are evil, they wear black, and they hang around with undead, three good reasons for a breakdown in diplomacy. Acolytes of Morgoth often wear the distinctive "Eye of Morgoth" emblem, much like that worn by several important members of Wolfhold. This doesn't necessarily endear them to the Wolfhold branch of the Morgoth Club, probably because as far as Baron Ulthar cares, well he thought of it first.

**The Wizard's Concillium.**

A meeting with these psychopathic scholars is normally a cue for a lecture on "honour" and the wearing of "Tower Colours". Interestingly enough since adopting this stance, the Wizards and Sorcerors of the Concillium have abandoned their practice of wearing robes of their specialist colour and now seem to uniformly wear purple, presumably to make it harder to decide what kind of 'skin to put up when you meet them. Success in dealing with these individuals is largely connected with not falling asleep when they are talking to you.

**Reader/Azard-dan Alliance.**

Strangely enough every time that a Reader merchant is encountered the conversation always seems to get round to the umpteen billion gests that the Valley Alliance purportedly owe them, with a few veiled hints that you should pay up immediately from your personal wedge. They and their allies the Azard-dan wear red and green, though apparently the beer stains are an unfailling clue to the presence of the latter.

**Shadowsfall.**

These harder than a hard thing individuals wear grey and burgundy and black and unreasonably go round bumping folk off, "it's not much of a job, but someone's got to do it". If you haven't got your first point of status, hiding under a bush, bed, other party member, is always good practice. It is said that members of Shadowsfall do upper quad at birth and just get nastier. Members of your party may tell you that these individuals are evil etc., but this is normally not a good enough reason for suicide. It is said that if you meet a Shadowsfall with paint on his face then he is hunting a quarry, if he's just wearing make-up then he's probably on the pull, and if he's carrying a handbag then he's probably shopping. It is well known that Shadowsfall get even harder in the dark.

**Dye-far-dyne.**

These dodgy traders dress in brown and green and are largely believed to have foreclosed on the mortgage of the Taranor Tower, which is why the Taranor now live with us. Nobody trusts these guys and it is a fair bet that talk amongst the party will soon turn to how far one can be physically propelled, if they are encountered. The Valley Alliance have a trading agreement with these folk by which they sell us all the stuff we need to make potions and elixirs and we promise not to custard-pie their dignitaries.

**Halmadon's Heights.**

These goodly fellows have hidden their tower somewhere on Orin Rakatha and have recently recalled most of their folk to the tower just to make sure that they all know where it is. They wear blue with white crosses just like the Micheliners and indeed have King Michel's name in all their underwear. They don't like evil types, are suspicious of neutral types and secretly think that members of the White Retreat are wishy-washy.

**The Tower of the Sun.**

Not much is known of these generally gooder-than-good types. They tend to wear sunny colours like white and red and are said to smile a lot. Notable for their extremely good tans, good dentistry and intemperate attitude to evil.

**The Thessessin.**

These are a tower of lizard-men, they blame the Valley for bringing the Shark Cult to Orin Rakatha, and complain bitterly that it is more exciting than what they already had.

**The Drow.**

The drow wear black (surprise, surprise) though they may wear obscure house symbols that drow members of your party will look all conspiratorially at without necessarily understanding. Not even drow can remember which house likes which at any particular moment, and if you have drow in your party they will normally try and get you to kill any drow you meet and hope not to get caught at it.

# Forthcoming Events

## May

6-8	Hero Level 48 hour	Ystrafeltde	D Vincent	0242 241386
16-20	Thranduil 5-Day	Ystrafeltde	S Barnes	081 670 9956
21-22	Basic/Low Level 24 hour	Bath	SFB	0452 610342
28-30	Time of Reckoning Theme	TBA*	SFB	0452 610342

## June

3-5	Dark Camp Theme	Kinver	B Duncan	081 640 0803
18-19	Pre HQ 24 hour	Kinver	SFB	0452 610342

## July

15-17	Theme Weekend	TBA*	SFB	0452 610342
24-29	HeroQuest VI	Rivington	SFB	0452 610342

Weekends in June and July not included above are available for the booking of adventures. As always, contact SFB on 0452 610342.

\*TBA - To be announced.

STOP PRESS!! STOP PRESS!! STOP PRESS!! STOP PRESS!! STOP PRESS!! STOP PRESS!!

A late breaking report on the recent 14½ day Bristol adventure. Thanks to Jack Rickson for the write up. Sorry we have had to edit it so heavily due to restricted space and time.

"Then Bob ducked left and the troll turned round."

Apparently, you had to be there...

STOP PRESS!! STOP PRESS!! STOP PRESS!! STOP PRESS!! STOP PRESS!! STOP PRESS!!