

War Declared!

Alliance Treaty Shattered At Time Of Reckoning Summit

In a shock announcement made by the leaders of an already shaky Valley Alliance, it was revealed that a state of war will exist between the White Retreat and Wolfhold beginning at the next Time of Reckoning. Many believe that the illusion of solidarity projected by the Valley Alliance has finally been dispelled, revealing the Alliance for what it always was: A group of fair weather friends huddled together against a common foe which no longer divides them.

Unusually large movements of troops have been observed for some days and reports that much of the territory acknowledged to be under the sway of the Valley Alliance is unpatrolled while their armies muster elsewhere are too prevalent to be discounted.

Sources close to the Alliance Tower leadership say that

Raucus was "most disappointed" at the meeting's outcome but said that he was pleased to have been able to postpone the start of what will undoubtedly be a calamitous conflict for the Towers of the Valley peoples.

Speculation is rife about exactly which Towers will war on which and on whether any of them will form alliances with Towers outside the Valley's own. The real

wildcard in the impending conflict is the Alliance Tower itself. Observers remain divided as to whether it will throw in its lot with either of the other parties or remain on the sidelines in an attempt to mediate between it's warring partners.

Negotiations continue as we go to press, with the Alliance Tower reported to be leading conciliatory moves, supported by factions within both of the other Towers.

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Editorial

As another Quad rolls off the presses, it is with some surprise that I realised that this is our fourth edition since we took over publication. I feel that it is the right time to look at some of the promises we made back in Quad 19 to see how well we have measured up to our expectations.

We decided to pay close attention to feedback from the readership. Since we have had very little comment or critique, we have chosen to take this as at least an acceptance of the new style and format.

At first, we committed ourselves to producing issues on a bi-monthly basis. The actual frequency of publication has turned out to be quarterly. This is due to both the time it takes to put together and print Quad and by a need to provide a consistent (and, we hope, high) level of content.

Lastly, we said that we would be using little or no artwork as we could not guarantee a steady supply. With the advent of the Tumdurguls, this is no longer the case. If some kind soul would like to make regular contributions of original art, we would be very, VERY grateful.

I would like to thank SFB, Rick and the other refs for their contributions to this issue. Without their continued support, there'd be nothing in Quad at all. By comparison, you can count the number of articles received from players on the fingers of no hands. Proofreading, as always, was much aided by Heather.

Special thanks also go to Steve Barnes who went to great lengths to make sure we had to stay up till some ludicrous time in the morning to fit in the Monk Rules playtest at the last minute. Cheers, mate!

Happy adventuring!

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(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

Wolf Cult Brought To Heel

Valley continues to hunt down Ravanon Cult

A group of Heroes from the Valley has struck once more against the hated Ravanon Cult that has troubled the Alliance so much in the past. Initial reports indicate that the Cult was dealt another heavy, possibly fatal, blow. Those interviewed claim that several of the Ravanon leaders were killed including its top man, the Na-Serbitar, and two of his lieutenants, the Serbitars.

Both Serbitars were survivors from the group that were crushed in a tense battle during the Wolf Cult's ill-starred attempt to infiltrate the Valley hierarchy. The Valley group also brought to justice Apshall Farlight, former leader of the White Path Sect turned traitor. He was slain in the struggle but has been brought back to the Valley for trial and possible resurrection or execution.

The victory was not without its cost however, as the Count, noted Sorcerer of the Yellow Guild, was slain during the conflict and is believed to be beyond the help of Valley healers. Many have praised his efforts against the Ravanon and agree that he will be sorely missed as the hunt continues.

The mission is said to have been sponsored by Sir Clavados.

Cabal Member Missing!

Foul play suspected

Lord Narcis Fenrack, Black Sorcerer and member of the Council of Ten, has been declared dead by Wolfhold officials, although no details have been offered as to the manner of his death, the location of his remains or the possibility of his being resurrected.

Even though few Wolfhold officials live long enough to retire, many observers have been surprised by the speed with which successors have been appointed to the positions of authority that he had held.

Rumours of assassination abound but no sources, official or otherwise, are available for comment and we have been given to understand that this will remain to be the case.

Death of a Drow House

House Morcaraelin destroyed

Sources from Annach Morrananil, the Tower of Drow from the old Valley, indicated that one of the thirteen houses has been declared wiped out. Our own investigations have revealed that this in fact House Morcaraelin, ranked 11th amongst the Houses of the Drow

With the death of the Valley Alliance Drow House Leader, Narcis Fenrack of House Tumdurgul, there are indications that a sweep of change has gone through the drow nation.

Lord Dalvain Spellsword the new Patriarch of House Tumdurgul has confirmed that despite 'some losses' the drow nation had decided, through its ruling Royal Council the Beleg Aratar, to continue the rule that for status to count towards House position all except the Patriarch must spend at least one month in three dwelling outside the Tower.

Rumours concerning the size of these losses were not confirmed but they were said to be significant. Some well placed sources indicated that they were even threatening the Tower itself.

G.A.S. - The Fight Goes On

Message of defiance from Goblin Anarchists

A spokesman for the leaders of G.A.S (Goblin Anarchy Society) said that whilst it welcomed the belated appointment of the Goblin King to the Primus, they would continue to carry out their operations and remain in hiding until such time as full and equal rights were restored to all tribal creatures. The subversive organisation's leaders, known only as Malcolm G and Ice G, have reiterated their demands which include a full public investigation into the source of the solid potions which are now rife within goblin circles.

Tests carried out by the Seekers Guild concluded that whilst the potions seemed harmless, and indeed useful/beneficial, they did contain some form of addictive substance. Further they were concerned about addiction also caused by reliance on the abilities offered by the potions and also about as yet unidentified traces of other substances of purposes unknown.

An Ill Wind Blows

Darkwind continues ravaging Orin Rakatha

Reported encounters with the 'Darkwind' increased during the month of April. The Darkwind manifested itself a a smoke and a widespread draining of power was symptomatic of its passing.

Halmadons Height, against whom the Darkwind was originally summoned, has stated that work to undo the Darkwind's effects is progressing well, and they expect to be able to break its control soon. Once more they expressed their thanks to the the Valley group that managed to disrupt the Summoning site thus making a significant effort towards finally dealing with the Darkwind.

Announcements

Valley Alliance Guildleader Changes Assassins Guild

Source: Anonymous

The Wolfhold Assassins Guild is pleased to announce the settlement of the long running debate over the position of Guildleader which has been vacant since the death of Raven. Attalus (the former Assistant Guildleader) will take up these responsibilities with immediate effect. His first act as the new Guildleader was the appointment of Sin as his Assistant. Lord Blackwolf has stated his approval of these appointments. Details of other internal restructuring of the Guild is taking place but will not be made public.

House Tumdurgul (Valley Drow)

Source: Niathin Widowmaker, Head of the Black Rod

The House Tumdurgul wishes to pay its respects to the late Lord Narcis Fenrack who was tragically killed in a boating accident. He was the guiding force that originally created the House and allowed it to gain acceptance but times move on.

To this end I am pleased to announce that Lord Dalvain Spellsword is the new Patriarch and First Sorcerer of the House. May he lift the House to even greater heights of glory!

Black School of Magic

Source: Guildleader of the Black School

I offer my public respects to the late Narcis Fenrack for his role in creating and leading the Black School in which I supported him as Assistant. I am honoured to have been offered the position of Guildleader and, now that my appointment has been ratified by the Cabal, I intend to make sure that the Black School is once more a fully functioning Valley School for all.

Wolfhold has only one school of magic residing within its bounds and this will provide even more capacity for our growth. I intend to ensure that the School takes full advantage of this situation. I am also pleased to announce that Eremor Shaderiver has agreed to become the Assistant Guildleader of the school.

Blue School of Magic

Source: Sergeant-at-Arms Werdna D'Nall, Assistant Guildleader

The Blue School is pleased to announce the full recovery of Orlon Tenquil from his recent illness. Welcome back!

I am confident that he will be able to lead the Blue School to even greater achievements. He will be immediately resuming his role as the Head of the Blue School. Speaking personally, I am very disappointed that Dalvain Spellsword has chosen to join the Council of Ten. I hope that he has not placed a perceived loyalty to racial origins above his own potential contribution to the Valley as a whole through his role in the Blue School.

Announcements

The Time of Reckoning: Immigration and Census

Source: Derlin, Valley Alliance Scribe

Once more the Time of Reckoning has been and gone. The guilds will no doubt be undergoing at least minor alterations and changes. At a recent meeting of the joint Guildleaders of all three Valley Alliance Towers, the subject of the massive growth of the numbers of people wishing to join the Valley was raised. It is well known that in recent years we, the Valley, have been subject to infiltration by enemy forces on a scale that can only be guessed at.

In the last 3 years over four thousand people have joined the Valley from various sources. Whilst the Valley wishes to welcome all these with open arms, it must also look to its own security. Of equal concern is the strain placed upon the providers of training, accommodation and other services caused by such large influxes of people, sometimes at senior levels. In addition to this, the widespread recruitment of all and sundry by the Valley is seen by the other towers as a declaration of expansionist motives. Put in less extreme terms, some other towers have expressed concern over the apparent Valley policy of rapid expansion at the price of cultural identity, a move they see as power grabbing in its most unpleasant form.

At this Reckoning a full Census of people will be carried out by all Guilds and Domestic organisations. Included in the Census will be a study of the origins of individuals. The Valley Alliance intends to tighten its security from now on, so slowly all backgrounds will be looked into. Further to this, all new guild members who are indigenous to the old Valley (or whose ancestors were) and can therefore be easily checked for security will not have to pay for their first Tower Pass or their primary Guild membership. Also, all further Tower passes and memberships will be at the reduced cost of 2.5 Gest.

Finally, it has been decided after some intense debate that, for an unlimited period starting immediately, all Guilds will now positively discriminate on behalf of indigenous Valley members. A policy of preferential 'promotion from within' will occur favouring those who have been born and bred in the Valley above those who were not. This will continue until such time as the joint leaders of the Valley believe that security has been significantly improved. This policy already has the approval of the three ruling Councils and the Cabal.

Valley Alliance Joint Treasury Announcement

Source: All Guilds

Due to a noted decrease in available funds for guilds will all people make a renewed effort to pay off or reduce their guild debts. The Cabal has announced that it will increase punitive promotional measures against larger or longer standing guild debts.

Joint Announcement

by the Crusaders, Rangers, Ironguard and Valley Ensorcellers Guilds

**Sources: Sir Thorlec, Guardian of the White Retreat Armoury, Faldor Steel,
Rangers Guildleader and Bael, Iron Guard Champion**

In reaction to what is seen as unhealthy pressures on warrior guild loyalties caused by 'benefits' offered by Sects and Schools, the three Warrior Guilds have come to an arrangement with the Valley Ensorcellers. In order to encourage concentration on warrior skills and to prevent skill drain to other organisations, all warriors who concentrate purely on warriors skills (i.e. who do not opt to either give their prime loyalty elsewhere or become a priest or wizard) will be given credits that can be exchanged for goods or services with the Ensorcellers.

The level and frequency of these credits will be determined by the Guildleaders in a similar way to that employed in the giving of new spells or invocations by Schools and Sects. Such benefits may be backdated to some extent. As an extension of this policy on increased Warrior Guild participation, several new sub-sections are to be planned and created in the various Guilds, similar in many ways to the existing Orders of Paladins and Anti-Paladins. This will give Sects, Schools or other interested parties the opportunity to establish warrior based interests without taking primary warrior training away from the Warrior Guilds. The first proposal on the table is to be the establishment of an Order or Group of Hospittaler Guards, the creation of which is being actively considered by Lord Crelf and Lord Sebastian.

Shitty's Bit

Here we are again in Quad. Thanks to Mike and Martin as always for their efforts in making this available.

Some of our best ever adventures have been run lately, let us hope this is a continuing trend. Unfortunately a lot of people have been letting others down on adventures lately. Remember that the rule is, if you do not give a full weeks notice of cancellation for an adventure you will be charged 50% of the price. This is without exception and I do not want any bitterness over it. It is not fair to cancel a dungeon when only half the party turn up when they have made the effort so we will run adventures which have a party booked one week before the date, regardless of the number actually appearing.

Anyway, look out for the special offers coming this autumn.

All the best,

Mark Roberts
(SFB)

Information Wanted

Any and all information concerning the Wizards Concilium, their Towers and their ways. Top rates paid for solid information.

Contact: Zenith
Grey School of Magic
Valley Alliance Tower

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 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.

Council of Ten

Source: Derlin, Valley Alliance Scribe

I have been asked to publish a revised list of the Guildleaders of Wolfhold. What follows is the official list as supplied to me by Geran sal Beridan the representative of the Dark Path Sect on the Valley Primus and also the Senior Controller of the Wolfhold Ambassadors.

The Council of Ten

1	Lord Blackwolf	CAMP LEADER and Dark Path Sect Head
2	Zanac Scorpion	Iron Guard Guildleader
3	Snarlow	Seers Sect Head
4	Baron Ulthar	Dark Brethren Sect Head
5	Mian	Reapers Sect Head
6	Vetzlar	Wolfhold Alchemist
7	Dalvain Spellsword	Patriarch of the Drow House Tumdurgul
8	Attalus	Assassins Guild Leader
9	Unnamed	Black School Guildleader
10	Eremor Shaderiver	Assistant Head of the Black School

Assistants

1	Darkheart	Assistant Controller Wolfhold Ambassadors
2	Rath	Assistant Sect Head of the Seers
3	Lensal Blackbone	Assistant Sect Head Reapers Sect
4	Mothac Storm	Assistant Sect Leader Dark Brethren
5	Sin	Assistant Guildleader of Assassins
6	Bael	Iron Guard Champion (& Assistant Leader)
7	Termigan	Iron Guard Assistant Leader

REWARD

5 Gests

For articles and write ups from
players (dead or alive).

These people are missing,
presumed dead.

Doesn't anyone go on adventures
any more?

Who's Who in Orin Rakatha.

Raucus

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: Raucus.

Raucus holds a number of positions of influence in the Valley dating back to the time when the people of the 'Valley' lived in the village on the old plane (now conquered by the Empire) from which we fled to Orin Rakatha.

Raucus is the Head of the Valley Alliance Tower and bears its status to the central isle at the Time of Reckoning. He is also the Head of the Valley Congress (tower ruling council), and stands on the Primus (executive body of the Congress) representing the Neutral Power Sects, as well as being the chairman. He is the Head of the Grey Path Sect, is a senior Sorcerer in the Grey School (and was its guildleader for a time), and is also the Village Elders leader. (the Village Elders being those who look after the non-adventuring folk of the Valley and other domestic affairs such as catering etc.)

Raucus is an accomplished Sorcerer, but his main area of expertise is in Power use. He is the head of the Grey Path Sect but is also regarded as the honorary head of both the Grey Gauntlet and the Grey Wardens, with the respective guildleaders both looking up to him.

Raucus is a large man with long hair and beard. Despite his various positions he wears simple robes normally of brown, green or grey. He rarely wears jewelry yet is rumoured to possess a massive collection of items, spawning the rumours of the infamous 'Raucus's Warehouses'. Certainly he has several items of significance attributed to his personal ownership that have been lent to Valley groups in the past.

As far back as records go Raucus has been the Valley leader; first the Village and then the Valley Alliance. No one can remember a time when he was not leading in his own fashion. At the time of the War with the Dark Brotherhood he was an inspiration and formed a war council that was the forerunner to the present guildleader system. He was supported in this by Rol Syrith the White Wizard and the 'Valley Druid' both now dead, and also by the Steel Brothers (Faldor and Lazarus), Avalon, and Galadrin (all now Guildleaders), as well as several other well known Valley figures.

It was during this war that Raucus was possessed by the Neutral Sphere and for a short period became the Grey Oracle representing the Sphere of Law.

His leadership style is very much that of a man of the people, getting right down to the level of 'the public' and never assuming airs and graces. Raucus has the ability to get on with people of all levels and backgrounds and uses this to arbitrate many disagreements. Despite his widespread popularity he has had his hard times. Charged with manipulating the voting system and underhand dealings he was forced to flee the Valley. Here his habit of dealing with people personally came to use and he called on new friends to shelter him, staying in one of the larger Reader Merchant Houses.

It was later revealed that many of the charges against him were in fact set up by the traitor Prince Sardonyx in his attempt to split the Alliance and take over the Valley Tower leadership. Sardonyx had singled Raucus out as a king pin that held the Alliance together but the underlying fact revealed was that Raucus would go to great lengths to protect what he perceived as the Valley System, through its Alliance.

The Goblin King holds Raucus in high regard and in recent times has looked to him to uphold the goblin rights issue, which Raucus did his best to do. However as the Alliance grows it has been noted by many that Raucus is finding it hard to keep on top on the work that is being created. His style of personal dealings do not lend themselves to delegation and this has allowed others to exert more of their influence over issues in the Valley Tower.

The Valley

A Brief history of the Valley before the exodus to Orin Rakatha

A peaceful community used to exist surrounded by a Wall of Power designed to protect it from the Chaos beyond. This is what the inhabitants believed was left of their civilisation after a great Chaos War had destroyed most of the world and its records. From time to time chaos creatures would break through this wall and ravage the land and this tendency was increasing. To combat this volunteers were trained and sent on a one way trip through the Wall to fight Chaos. People were sent gradually and constantly for many years and the creatures no longer came, but no word was ever received from these volunteers.

On the 'other side' of the wall the volunteers found themselves in a hostile wooded environment. To their surprise they found that they were in a large valley that was situated near the unbreachable Wall of Power. In this valley existed the Village; the name given to a community that was based in a stockade, but also comprised numerous outlying farms and huts and other small domiciles. The total Village populace was hard to calculate but about three thousand people lived in the stockade itself. The community was not aligned to a sphere and had leaders who were from all backgrounds, but the populace tended towards neutral with good streaks. Nobody knew how the Village was formed but it is rumoured that the first volunteers found it already there.

In later years the Dark Brotherhood was formed led by The Dark One or the Black Wolf (now known as Lord Blackwolf) and this group sought total domination of the valley and thus fought against the Village. Also within the Valley were other races; there lived the Goblin King in the wilds with his many tribal followers; underneath the valley lived the Drow with their myriad caves; in a magically hidden/removed forest lived the Deep Wood Elves; and in a small fortress called the White Retreat lived the Order of Saint Michel.

The death of the 'White Wizard' Rol Syrith brought the Wall of Power down and beyond it was no trace of the community left by the original volunteers. Instead Valley scouts encountered a huge Empire that now desired to conquer the new land that had been made available to it.

The invasion of the Empire Legions was what caused the diverse races and groups to join together in what was to become the Valley Alliance, (most of the Drow and the Deep Wood Elves refusing to join). The Alliance reorganised itself into Camps, the Dark Brotherhood forming the core Dark Camp, the Village forming the core Neutral Camp, and the now quite large Order of King (no longer Saint) Michel formed the core of the White Camp. Thousands that had formed the outlying small groups rushed and joined the new alliance. The Cabal was formed from the senior Sorcerors of each colour so that people from all Camps could have access to magical training.

Together these groups fled the valley through a gate and thus entered Orin Rakatha. The various camps now formed the basis for Towers, but were still held together by the signed Treaty, the Cabal and their increasing interdependence on each other in the harsh political climate of their adopted homeland. Each of the towers opened its doors to new recruits and groups and individuals from many different backgrounds joined the Valley swelling the numbers massively. Now the Valley Alliance (or Valley as it is still commonly called) has a population of nearly 15,000 and occupies starkly different Towers; Wolfhold Tower, the Valley Alliance Tower (or Village Tower), and the White Retreat Tower.

The Monk Character Class

An Update

The following represents an update to the monks character class drawn from playing experience over recent years. This represents a proposal for further play-testing and is not, yet, the definitive monk table.

Currently, the Order of the Middle Way is the only monastic order present within the Alliance. Those wishing to train in the monastic arts, therefore, must subscribe to this order. Rumours exist, however, that other Orders representing the ways of both good and evil do exist although not openly. Characters of a good or evil nature who feel that they are more suited to a monastic existence should initially join the scout guild of the appropriate orientation and ensure that the guild hierarchy is aware of their feelings. This provides no guarantee that such characters will be accepted into other monastic Orders, so don't hold your breath. Rumours suggest that one in twenty five such applicants do receive additional training at some mysterious location.

The strict nature of monastic discipline provides some limitations on characters that may enter the order and also on the skills that may be learned. However in exchange for these strictures monks have access to a range of unique skills not normally available to other character classes.

While it is generally considered that monks must be human there is no clear reason or purpose for this hypothesis. Ushiro, Grand Master of the Middle Way, suggests that it is the nature and attitude of the individual that is important in developing the monastic way of life rather than the individual's race. Monks are serious and dedicated individuals who require the appropriate mental discipline to develop the monastic skills. It is likely, however, that monastic training may remove any extreme racial behavioural characteristics as well as any specific racial loyalty.

Monks Of the Middle Way are expected to display their degree of advancement by wearing a coloured sash. The sash may be a head-band, arm-band or belt but must be kept in good condition and must always be fully visible.

Ranks	Sash Colour
1 to 19	White
20 to 39	Green
40 to 64	Blue
65 to 127	Black
128+ Master	Red
Grand Master	Red sash, red coat

Monks who demonstrate appropriate dedication to the Order may be invited to follow the Path of the Balance. This honor involves being granted access to various closely guarded secrets of the Order, some of which are indicated below.

Skill Tables (for the Order of the Middle Way)

The points cost of the basic skills for monks (regardless of race) is identical in many respects to the human scout table. The exceptions to this are listed below.

The following skills are not normally available to monks without obtaining special permission:

Skill	Cost if permitted
All subterfuge skills	As human mage
Potion skills	As human warrior
Make talisman	Human scout
Make focus	Human scout

Monks should be aware that special permission to learn such skills is extremely rare.

Additional skills available to monks are as follows, but are also restricted by the monastery as further explained:

Monk Skills	Cost
Ki (per point)	2
Concentrate Ki	10
Meditate Ki	10
Forearm Parry single	2
double	4
triple	6
quad	8
u. quad	15
quin	18
quartz	21

No other monk specific skills are currently available.

Ki

Ki is the essential energy that a monk possesses as a result of the harmony between body and mind and is the primary weapon and defense of the monk. A monk initially starts with 2 Ki points and is normally limited to 200 Ki in total. Ki may be used in five ways and is released by a certain type of shout uttered by the monk in a sharp and audible manner, as follows:

- | | |
|---------|-------------------------|
| 1. UHMN | - Curing |
| 2. EHY | - damage enhancement |
| 3. TOH | - damage resistance |
| 4. YAH | - invocation resistance |
| 5. SHY | - spell resistance |

In order to be effective the Ki shout must be of the correct type and must be used at the correct time (see below). Each point of Ki expended inflicts one point of damage to the monk. Such damage is avoided completely when the skill 'concentrate Ki' is learned.

Normally, a monk is able to expend up to a maximum of five Ki upon a single expenditure. Monks of the Balance, however, are able to spend five minutes preparing the mind and body to expend up to eight Ki in a single expenditure in the 15 minutes following such preparation. In this time the monk may resist a single spell or invocation between levels or ranks five to seven that may be cast at him. Such preparation requires uninterrupted concentration on the part of the monk and expends one point of Ki. The monk's sash is an integral part of the mental and physical preparation and such preparation often involves a series of physical exercises as well as mental concentration.

In order to learn the skill meditate Ki the specific permission of the monastery is required.

The Ki abilities are as follows:

Curing. This cures damage at the rate of five points locational and total life per point of Ki expended (as the standard rank zero neutral cure invocation). The location to be cured must be touched. The Ki shout is a short hum emitted at the time of the cure.

Damage enhancement. This increases the physical damage inflicted by a single blow with a weapon by one category per point of Ki expended. The maximum damage that can be achieved in this fashion is quartz. In order to fully understand (use) this skill, the monk must have enhanced mastery in the weapon being used. It is not adequate for a monk to be magically granted enhanced mastery, rather the skill must be innate. The damage enhancement shout is emitted immediately prior to the strike and the Ki is expended regardless of whether or not the target is hit.

Damage resistance. Physical, power or magical damage inflicted by an opponent's weapon (claws, etc.) is reduced by one category per point of Ki expended. The damage resistance skill may only be fully understood (used) once the monk has learned four ranks of dexterity. Again, this dexterity must be innate and not provided by herbal or other sources. The damage resistance shout must be emitted as the weapon or claws etc. contact the body. Further, in order to utilise the resistance abilities the monk must be able to see the attack.

Invocation resistance. To resist an invocation requires the expenditure of one point of Ki per rank of invocation. If the monk has insufficient Ki to achieve this, the invocation takes full effect and the monk falls unconscious for 15 minutes, as if overcast. The monk is only able to resist invocations that affect him directly and cannot resist an invocation on behalf of another. Range invocations are resisted at the rank of the equivalent touch invocation (if any) and area-effect invocations are resisted at the rank of the effect. Examples include:

1. curse rank three, if resisted, expends four Ki;
2. cause mortal wounds (touch or range), if resisted, expends five Ki
3. mass harm (being a rank eight invocation), could not normally be resisted. However, having prepared as described above, a Monk of the Balance could resist the invocation by the expenditure of six Ki (as if a priest had touched the monk with a normal harm invocation).

The invocation resistance shout must be emitted as the invocation is released. Further, in order to utilize the invocation resistance ability the monk must be aware of and able to see the attack.

In order to learn and use the invocation resistance ability, a monk must be able to cast invocations to the rank he is seeking to resist. A Monk of the Balance will be informed of the special requirements to enable the use of this skill.

Spell resistance. To resist a spell requires the expenditure of one point of Ki per level of spell. If the monk has insufficient Ki to achieve this, the spell takes full effect and the monk falls unconscious for 15 minutes, as if overcast. The monk is only able to resist spells that affect him directly and cannot resist a spell on behalf of another. Range spells are resisted at the rank of the equivalent touch spell (if any) and area-effect spells are resisted at the level of the effect. Examples are:

1. trip, if resisted, expends one Ki;
2. bind, if resisted, expends three Ki;
3. slow (touch or range), if resisted, expends five Ki;
4. fireball level seven, if resisted, expends five Ki (because it performs an effective undodgable level four bolt);
5. thunderclap at level seven) could not normally be resisted. If a Monk of the Balance had prepared as described above, the spell could be resisted with the expenditure of eight Ki.

The spell resistance shout must be emitted as the spell is released. Further, in order to utilize the spell resistance ability the monk must be aware of and able to see the attack.

In order to be able to learn and use the spell resistance ability a monk must be able to cast at least one spell to the level he is seeking to resist. Monks of the Balance will be informed of the special requirements to enable the use of this skill.

Forearm Parry


The forearm parry skill enables the monk to deflect weapons or claws by catching them on, and deflecting them with, the forearm. This is done in such a fashion as to reduce the damage inflicted by the weapon by the category of the forearm parry skill learned. Thus, a monk with forearm parry quad, who parries a weapon that would inflict quin, takes eight points of damage to the arm. If the forearm parry skill equals or exceeds the damage being inflicted, no damage is incurred (including bruising). Forearm parry functions against physical, power and magical damage.

In order to learn the 'forearm parry double' skill it is first necessary to learn forearm parry single. Therefore, the cost of learning forearm parry double is two points plus four points, being six points in total. Forearm parry quartz, therefore, costs a total of 74 points.

In order to use the forearm parry skill a monk must first learn both ambidexterity and the use of any one size of shield. Further, monks of the white sash are only able to forearm parry up to quad; monks of green sash may parry up to upper quad; blue sash up to quin; and black sash up to quartz. It is not normally possible to parry more than quartz.

The Tumdurguls: An Everyday Tale of Underground Folk

Narcis Fenrack's Bathroom



Hang on!
That's not the
soap!

Forthcoming Events

July

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

NOTE: Due to the immediate possibility of the end of the world, no further events will be announced until we are sure that there will be a future for them to happen in.

HeroQuest Clothing

We are working on a new batch of tops with our logo on. If you wish to order one, contact SFB as soon as possible.

T-Shirt	£5.00
Long Sleeved T-Shirt	£7.00
Sweatshirt	£10.00
Hooded Sweatshirt	£13.00

Sizes are S, M, L, XL and XXL. Note that XL and XXL are 50p extra.

Colours are black, red, navy, yellow, jade green, bottle green, teal blue and cerise.

Our order is going in before this year's Gathering so, if you want to order one or more of the above items, get your order in soon.