



KING MICHEL LIVES

After many years of speculation as to the fate of the semi-legendary inspiration of the Michelinier Order, it can now be revealed that Michel Rol-Dantigh is alive and well and apparently residing at Halmadons Heights! In a recent much lauded expedition on behalf of the Heights a group primarily of the White Retreat quested into the Abyss in search of a powerful artifact of the Good Sphere. Whilst engaged in the service of Law and battling a powerful Arch-Hepath they encountered the enigmatic White Seers, whose wherabouts have been the source of much speculation. They also met with King Michel himself. It is reported that the Seers had summoned the famous champion across the very mists of

time themselves. They had been reported as to having left the Valley to sustain him following the mortal injury to his physical form in his ultimate battle with the Arch-Hepath of Chaos in the Chaos Wars. Speculation as to the final fate of King Michel have grown over recent months and it is believed to be the reason why the paragon has chosen to reveal himself to representatives of the Valley at this time. Although there are bound

to be calls for him to take over leadership of he order named after him, King Michel has made it clear that whilst honoured by and proud of the Order of King Michel, he is content to remain amongst the bulk of the White Seers at Halmadons Heights and that he will remain in contact with all of the Fellowship of Twelve. More information as to the full story of his time amongst the seers will be distributed as soon as it is made available.

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Editorial

Another Quad drags itself sluggishly into the light..... This ever-late edition sees the first part of the long awaited potion rules make their appearance. The wonders of herbal potions form the major part of this edition's goodies. At last the secret of Blade Venom and other such delights are here to offer the most jaded characters new possibilities. Many thanks to the wondrous Steve Barnes for his hard work. Please note that like all rules additions printed in Quad these are for playtest purposes only and subject to subsequent, even sudden amendment or change. The Crusade, this year's mega-event is over and many thanks to Tarry for his write-up of it. Just for that, this issue's edition of the Mouthpiece's references to Merlin have been purged of all "fat" jokes!. Next years mega-event will be Heroquest VII and speculation is already rife as to its content is already starting to grow amongst the intersted parties. Who will be the Featured Villain? Will it be the Brotherhood? Evelyn Black and her Skeletal Dancers? I'm sure that the unfortunates who are signing up for it will not be disappointed either way. Thanks also to Barf for his write-up. A half-orc literary masterpiece, if such a thing could be said to exist. I thought that I was on that adventure, having read the write-up I'm no longer so sure... This is the last Quad for 1995 - at least I heavily suspect that it is - so best tidings of the Yuletide season to all. Remember a goblin is not just for Christmas.

Regards
Martin

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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

Elven Glade Saved!

In the new offensives by the Dark Brotherhood, the area known as the Elven Glade, recently established by Valley Alliance elves was threatened by destruction by the Cult of Hate and Pain. The aforementioned cult have a long-standing enmity with devotees of the Sphere of Nature and it is believed that the recent renewal of the Alliance's access to the sphere has threatened their plans. Fortunately it was discovered by a group of Valley adventurers that the Cult intended to destroy the Elven Glade by summoning something called a Dark Vortex. A group of gallant volunteers, lead by the dryad Rowena, successfully disrupted the cult's control of the entity, which appears to be a manifestation of pure hatred. Simultaneous to the commando action of the Valley adventurers a group of Valdemar mercenaries, the redoubtable Team Ironfist, won a minor victory against the Brotherhood. This, coupled with the effects of the Dark Vortex, caused some confusion within Brotherhood forces in the area, with old enmities surfacing and skirmishing between various factions within the Dark Brotherhood. This victory seems to have relieved pressure upon the druid Hunter Greenshield, whose forces were under pressure during this time. It is believed that he has safely withdrawn his forces and allies from the threatened region. The Elven Glade is now safe for at least twelve months, likewise the Valley's links with the Sphere of Nature. Whether next year will see the Cult of Hate and Pain attempting to repeat this ritual, remains to be seen.

A Tower Falls!

Initial news from this year's Time of Reckoning indicated that the Tower of the Sun has been lost. One of only three known towers dedicated to the Good Sphere on Orin Rakatha, the fall of this tower is bound to have long-standing repercussions upon the balance of power. In recent years the Kalid have made strong attempts to remove the Tower of the Sun, the most noteworthy being when only relieving forces from Halmadon's Heights and the White Retreat managed to break a siege. The fall of the Tower of the Sun now leaves the Kalid with the upper hand throughout that area. In recent years the White Retreat would have been quick to offer assistance to their enigmatic colleagues in the Good Sphere and undoubtedly will even now be quick to give what assistance they can. Unlike the Tarranor, who were invited almost wholesale to join the Valley Alliance, the Tower of the Sun are unlikely to be so invited. Recent compacts with the other towers of Orin Ratha would mean dire consequences if the Alliance were to interfere with the balance of power with such an action. Any support to the scattered peoples of the Tower of the Sun seems likely to be more tacit than anything. Undoubtedly the forces of the White Retreat will be anxious to offer as much support as is politically viable and feasible. Given the strategic position of the peoples of the Tower of the Sun in relation to the Kalid towers there is a possibility that the Alliance in general may see fit to offer at least tacit support.

Announcements

An Important Announcement From The Fellowship Of Twelve

The Crusade:

Recently thirteen persons of high status from the White Retreat and Valley Alliance Towers undertook a mission of great import to further the long-term aims of the Alliance. In close co-operation with Halmadon's Height we were able to demonstrate our commitment to the greater cause of Good on a trans-planar level by bringing to Orin Rakatha the artifact known as "Moragar's Inheritance", believed to be the ashes of the great healer Moragar who lived upon the old Valley plane during the Time of Legends.

In order to achieve this feat the group in question journeyed to the inhospitable plane that is the Abyss and there battled with great dedication against the forces of Chaos. In addition, they were able to obliterate a powerful Hephath of Chaos, named Krasharg, and assist several orders of lawful knights, with whom Halmadon's Height is now hoping to form formal ties, and from whom the group received a number of valuable gifts of gratitude. They also discovered much knowledge of value and interest to our peoples, and were able to return with all of their number intact.

In acknowledgement of this great achievement the Fellowship of Twelve wishes to formally and publicly thank and congratulate all those who took part, and who so unstintingly gave of themselves in the higher cause of Good. Well done! The "Crusaders" were:

Sir Narnia, knight of the Knights Marshall. Boltac, Crusader. Bracken, Crusader. Carl, Crusader. Sky, of the Yellow Guild. Wolf, Crusader and Humacti. Paulandis, Paladin of King Michael. Little Djim, High priest of the White Path. Melkeron, High priest of the White Path. Merlin, High Priest of the Neutral sphere. Braemor, Priest of King Michael. Paris, Priest of King Michael. Silverheart, Priest of Humact.

Moragar's Inheritance:

When the "Crusaders" returned to Orin Rakatha with Moragar's Inheritance they gave it first into the hands of the Fellowship of Twelve. It was, however, subsequently agreed that the Inheritance should be kept within Halmadon's Height, and this is where it now resides. Nevertheless it has been decided that the success of this mission and the giving of the Inheritance into the keeping of Halmadon's Height should be officially recognised. Therefore, at the Time of Reckoning on October 28th, the Inheritance will be formally given over to representatives of the Height. All are invited to be present to witness this event and, for those who so choose, to pledge anew their allegiance to the cause of Good. We hope that some of the "Crusaders" will also be able to attend.

It has already become clear that Moragar's Inheritance is exerting its benign influence upon us. Many have already noticed that the casting of Good power no longer inflicts damage upon the caster, even in the absence of a talisman (though a talisman is still required for ritual and cosmic invocations). In addition, it is no longer necessary to dedicate permanent power to cosmic resurrection invocations.

Further, it is possible that, as Moragar's Inheritance becomes acclimatised to Orin Rakatha, other beneficial consequences of its presence may arise.

Michael Rol-Dantigh:

During the Crusade Michael Rol-Dantigh, known also as King Michael, made himself known to those upon the quest. Although it is almost 1,000 years since Michael was king of the lands which include the old Village and much of the surrounding area, his name is remembered and revered among us. Despite the fact that his physical form was mortally wounded during the Chaos Wars when he gave himself to overcome a mighty Hephath of Chaos, he has been brought forward into this time by the action of the Valley's White Seers, who left the White Retreat several years ago to undertake the task of sustaining him. He now lives as an advisor and master of both Law and lore within Halmadon's Height, where the bulk of the White Seers also reside.

Although it was originally Michael's intention to remain apart from, and unknown to, the Valley people and the Order which is named after him, he recently became aware of unpleasant rumours concerning him, and had already decided to reveal the truth of his condition. The request for information concerning the Old Valley and the Chaos Wars, made during the Crusade, represented the ideal opportunity to clarify the situation. Therefore, Michael Rol-Dantigh spoke briefly to the Crusaders of his life and death, of the Chaos Wars, and of how he came to reside in Orin Rakatha and is now sustained by the commitment and devotion of the White Seers. This story will be told in detail elsewhere.

The Fellowship of Twelve remain in contact with Michael, but he has made it clear that he is no longer a leader of men and does not wish the man that he is now to become confused with the Order that bears his name. For guidance and leadership all Micheliners should continue to look to the heads of the Order. Nevertheless, Michael is very proud of the Order of King Michael and wishes it to continue from strength to strength, yet while it is founded on legends of his life and deeds, it has become something more with objectives and ideals of which he is not a part. Therefore, while Michael intends to continue his work within Halmadon's Height, sadly, he feels that it would be inappropriate to visit the White Retreat or to further meet with its members. It is, however, hoped that our ties with the White Seers can now begin a slow renewal.

Let all members of the White Retreat take heart from the above, and return unto their duties and their toil with a new sense of vigour and of purpose.

The Fellowship Of Twelve.

The Crusade

A millennia ago, lived a man called Moragar, a holy man, a healer who aided all. From that time came to us something known as MoragarÆs Inheritance, an artefact, a relic of Good. Something that was said to aid good upon whatever plane it was. A century ago was an order of knights on the Shendai plane, called the Order of the Broken Arrow possessed MoragarÆs Inheritance. This Order led by Tamishan Sho-Tai summoned up their full strength and they travelled into the Abyss, to recover their honour. Since that time nothing has been heard of either.

The White Retreat had been in contact with Halmadons Heights, and sought to bring about a closer alliance, and so they asked Halmadons Heights for them to suggest to us a task that could prove our worthiness and devotion. They suggested that we might undertake a crusade into the Abyss and attempt to recover MoragarÆ Inheritance, lost a century ago. Those members of the Valley Alliance who undertook this mission are listed elsewhere.

Halmadons Heights enchanted an amulet that would take us to the Nexus, and 120 hours later return us to Orin Rakatha. They also equipped us with a pouch where by we could send a message back to them to request aid, if there were something we could not do ourselves.

We emerged into the Nexus just as night was falling. We travelled through the growing gloom, over the next couple of hours we had some encounters with Lizardmen and other Chaos creatures. We fought and defeated these creatures with little difficulty, as we had many amongst us skilled in their various arts. Their powers were a little different from normal, but not unusually so that we could not cope with them - obviously the twisting effect of chaos at work.

Later that night we encountered a man and a woman, Kestler, and his daughter, Primrose. He questioned us as to why we were not in our encampment and why we were out annoying the chaos gangs? We expressed bemusement and confusion at this and told him that we had just arrived and were a little lost. He offered us food and shelter, which we gladly accepted and led us to it. In the course of the discussions on the way there he revealed that we were on an island called Nexus in the Abyss, and that the Nexus was surrounded by a barrier (the physical manifestation of which was the sea), that kept out most of the Chaos creatures, and that there were several groups of knights on the island in encampments. Eventually we arrived at the encampment, Kestler and Primrose, promising to return in the morning.

In the morning we awoke, and prepared ourselves for the days questing. We had some minor events, a couple of fights and traded with a half cat-half human creature called Whisper for a scroll, that contained a new (to us) set of runes - these we called Nexus runes.

Kestler and Primrose arrived, and we spoke with them. It transpired that the scroll we had gained from Whisper was in fact KestlerÆs and had been stolen from him by the Quarg (Lizardmen). In return for his hospitality we agreed to hunt down the Quarg and return the items they had stolen from him. He said that he would return later.

Wolf following KestlerÆs directions, discovered the Quarg presence, on the beach, at the bottom of a very steep climb. We prepared ourselves (invoking etc), then attacked, we met with stunning success, easily defeating the Quarg. We recovered the items they had stolen, including many parchments (in common and Nexus runes) and some gold and gems.

Returning to the camp we investigated the contents of the scrolls. They were journal entries, of about 100 years ago. They spoke of citadels here on Nexus and the orders of Knights who manned them leading the fight against chaos. As the chaos forces became organised under a great Chaos Hephath these citadels one by one fell. This investigation was briefly disturbed by an attack of scarecrows, which was easily defeated.

As night began to draw in, Kestler returned to the camp, alone. He spoke of how his daughter had been kidnapped for sacrifice by Syphonian Cultists and asked us for aid. We bargained for aid in deciphering Nexus runes, which he gave us. Following his directions we travelled to the ruined citadel held by the Syphonian Cultists, and assaulted it. We fought our way into the castle, and after several battles, which were beginning to grow difficult and caused us to use several elixirs we finally had possession of the castle. However of Primrose there was no sign. We discovered that there was a way through the back of the castle through a set of bent bars. The gap was too narrow for myself, Little Djim and Melkeron so we went around the castle looking for another way in. Meanwhile the others penetrated in, and successfully disturbed the ritual.

However the Synphonian cultists were invoked for this ritual and used their invokes upon us. The Questors had to retreat back up the hill. In the course of this fight Silverheart and Bremor were unfortunately slain. The party rejoined, and attacked again. A long and difficult battle ensued in which several elixirs were used, but Primrose was saved and the cultists were defeated. We recovered some items of treasure, and many scrolls, including several written in a new set of runes, a variant on Power runes (easily translated). We travelled back to the encampment with Primrose where we rested for several hours. Kestler was overjoyed to see his daughter Primrose was alive and well. He showered us with thanks and invited us to his house, where he fed us and provided us with cool delicious ale. We talked at some length and he permitted us to keep the papers as we were beginning to make some headway in translating them. The papers gained from the Syphonians were translated, mostly they dealt with the various rituals used to summon a powerful Hephath.

Following Kestlers directions to the other ancient citadels we travelled for several hours, with only minor encounters to slow us down. At last we came upon a functional and occupied castle, on an island several hundred yards out at sea. We took a boat to the castle. We were met by the Deputy Steward and asked us if we had the plague. We avowed that we did not. He expressed great confusion as to why we should be there if we did not have the plague. Nevertheless whilst he had deep misgivings about our somewhat irregular arrival he allowed us entry into the castle where we were given rooms to rest in. This was the castle held by something called the Thorne Coalition. The knights of the Coalition were meeting that night, and feasting, they agreed to let us join in the feast.

We joined the the knights (and their retinues) at the table, being sat amongst them. We had a pleasant evening and enjoyed the feast discussing much with the various knights throughout it. The knights were as follows: Sir Owen of The Knights of DragonHeart, Sir Aaron of the Imperial Order of the Murandin Empire (The Empire), Sir Atilla of the Joligan Alliance from Mahindra, Sir [[ElvenFaggot]] of the Order of the Order of the Crystal Amulet from Karillia, and Sir Anton Evening Star from Midkemia, Lady Natasha of the Order of The Amber Plume from Karillia.

[[[Side note - I need to confirm these names

during the week.]]]

Each of their worlds is assailed by chaos and

these orders of knights would fight the chaos

creatures. These orders used to maintain a presence here upon the Nexus and fought the Chaos here to prevent it from entering into their worlds. Some 10 years ago though, some of the chaos beasts began to inflict a plague upon them, the only cure for this plague being death. The outpost here was then turned into a quarantine zone and the knights who were afflicted by the plague came here to fight chaos and die that they might be resurrected and then return home, cured of the disease.

In the morning we had breakfast. The knights came down to have breakfast but were very acrimonious with each other, squabbling over every minor matter, unable to even be courteous to each other. They went apart for their meeting, but it transpired that they could not agree to work together and that they would not be venturing into the Abyss. They agreed to meet the following day to see if they could resolve their differences. They intended to travel to their various encampments and spend the day there. The deputy steward confided that this was unprecedented that the knights should not travel into the Abyss, and that it may spell the downfall of the Thorne Coalition.

On the island we found a small building that had had some sort of a rite set up in it - this we later disturbed. There were more scrolls there, in a further, unknown set of runes, these runes we named Chaos Runes. Too also were found Sir ThornÆs last writing, which were truly inspirational, and a testament to the greatness of the man.

Some time after screams were heard, ConstanceÆs voice, betrothed of Sir Owen. In the upper bar lay Sir Atilla, his throat cut with his own dagger, discovered by Lady Constance. Boltak turned the body over and his hands were covered in the blood from Sir Atilla. He tried to wipe the blood away, but it was too late, he had been afflicted with the plague. He was the first of the Questors to become tainted with the disease, from him over the course of the next several fights it spread amongst the party, being transmitted to healers and from them to others.

At about midday we sent back a summary of items to the Halmadonians via the pouch, containing the following: ancient history and recent history, and what we had done. We also asked for assistance in translating the Chaos Runes that we had found, and a few other questions.

During the search of the castle more scrolls and maps were found. These scrolls provided us with much needed information. They detailed the Broken ArrowÆs arrival on Nexus with Moragars Inheritance and their striking out towards Throne where they would regain their OrderÆs honour. The fight lasted all day, and in it most fell. At the last Tamishan Sho-Tai instructed those who still stood to leave and that he alone would finish the fight with the great Chaos Hepath. Later, scouts discovered that Throne was sealed tight by wards so that none may enter.

During the course of the day, we had several encounters as ancient guardians were summoned as various traps were activated, and Chaos beasts penetrated into the castle; these we dispatched.

As night began to fall a group of Seers arrived from Halmadons Heights. They told us that MoragarÆs Inheritance was not on this island, and neither was Tamishan Sho-Tai, and that there was a malign presence on the island. We should seek behind a dragon banner for further information, a golden dragon on a field of black, the symbol of the Broken Arrow.

As we had our evening meal, the seers performed a Ritual of Summoning. We were shown into the room where the Seers had performed *their ritual, to meet the person they had summoned - King Michael!*

The selfsame King Michael who is revered as the founder of the Order of King Michael from 1000 years ago! The Seers spoke of how for some time rumours of King MichaelÆs return had circulated, and that the time had come to reveal the truth, rather than let the mists of deception cloud menÆs minds. King Michael recited the tales of old, from the time of the Chaos Wars, and of how a Hepath General had been imprisoned in a gem, of how he had been felled in that final conflict with it, sacrificing himself to ensure its downfall, and of how he had been called forward in time by the power of the White Seers. With one last word, that there was something important we should be doing now the Seers and King Michael left. (King MichaelÆs words will be documented more fully at a later date.)

We sent most down to a cave that was accessible only at low tide, whilst some remained. Down in the cave was a great chaos beast. Tricked in conversation by the Questors, they discovered that one of the knights was responsible for the rite of discord - that which we had earlier disturbed - and that another such rite was at that moment being performed. Realising that it had been tricked, the beast slowed the Questors and vanished. Silverheart ran to alert us, just in time for us to engage in combat with figures in black robes and hoods performing a ritual in the upper courtyard. A long and difficult fight ensued in which Paris charged amongst them stopping the rite, but paid for it with his own life. Finally we managed to defeat them, to reveal the traitor - Lady Natasha, who poisoned herself rather than be taken.

After a few hours of sleep to restore ourselves, we broke our fast and then set off to a nearby Island, which I had discovered to be Throne Rock, the site where Tamishan Sho-Tai and Moragars Inheritance had last been seen.

We entered into the fort, after answering some riddles posed by the Guardian Door, to discover that the fort had many Shendai wardings and runes about it. We fought with the various guardians, spirits of some sort, but not undead, for several hours, until Wolf discovered how to slay them, by breaking small Terracotta pots.

We pressed on into the heart of the keep, there after carefully and cleverly activating some traps with our blundering feet we discovered a room warded with Shendai Runes, at the back of the room hung a banner bearing a golden dragon on a field of black - the sign the Seers had instructed us to seek. We took the banner down and it revealed behind it doors from which chanting could be heard. After a few moments indecision, the chanting stopped and a voice called out "Enter knights of law." We entered into the room beyond. There seated in a rune circle was a figure. a ritual of some sort laid out in front of him, a lighted alcove to one side.

This figure was Tamishan Sho-Tai, preserved for laid in the alcove. 100 years ago, he had fought it, had bound it into a Gem laid out before him, kept imprisoned there only by his continual performance of the ritual. We had come just in time for he was weakening and about to die. He asked which of us had come to take his place. But we knew not the ritual to hold the beast imprisoned, and he had not the time to teach it to us. Tamishan suggested another way to defeat the Hepath. When he would die the Hepath would be freed, but his spirit would be drawn into the gem. We were to setup the runes of law around the Hepath and chant "Lords Of Law, Aid Us Now". This would draw the spirit of the hepith into the Gem where it would meet with his spirit and the two would be obliterated. He also instructed us in the lore of the use of Moragars Inheritance.

100 years by Moragars Inheritance, which was the great Chaos Hepath, and unable to defeat

He reminded us of the essence of the ritual, the placing of the stones, and the invocation. Then Tamishan Sho-Tai died, and his body crumbled to dust. Melkeron and Little Djim, High Priests both of the Good Sphere, took up MoragarÆs Inheritance in accordance with TamishanÆs instructions.

We ascended from the dungeon to be confronted with chaos beasts blocking our way out. We fought a running battle with these, until we made our way onto the courtyard, these chaos beasts proved to be powerful indeed, and most numerous. Suddenly Melkeron and Djim pressed forward holding forth MoragarÆs Inheritance high and calling upon the powers of the Good Sphere and of Law. The beasts recoiled a little from them, and would not go close.

We fought a running battle for some time, then a mighty Chaos Beast emerged, at first in the growing gloom we did not recognise it, but soon we all felt itÆs malevolent power. It was the great Chaos Hepath, bound for a century by Tamishan Sho-Tai, now free. We had been informed that, at his awakening, the Hepath was at its weakest, and that there was no better time to set-up the Ritual of Law to deal with it. I directed Wolf to set-up the ritual in one of the rooms, whilst I informed others of what was happening - as I was running round healing them I was in the ideal place to inform most.

By now the fight was growing fierce. The Hepath entered the combat, brave Paulandis placed himself in itÆs path to hold it back. With but two blows it severed first his arm and then his leg, he fell to the floor but we managed to save him from further hurt and death. The fighting grew still fiercer, but it seemed as though the power of MoragarÆs Inheritance was growing as well, for as Melkeron and Little Djim brandished it forth the chaos beasts would retreat further from it. Wherever we were most pressed Little Djim and Melkeron would go to bolster our defences. Meanwhile the chaos beasts pressed us still and we began to run short of Power. Paulandis graciously allowed me to meld most of his power, which I used to keep others alive.

Finally Wolf came and told me that he had finished setting up the ritual. We told others and began to fall back towards the room slowly, for we were still hard pressed in the combat, Wolf assailed from behind dodged away, and fell into the arms of the great Chaos Hepath. I watched in horror, as it tore his head from his shoulders, and cast his headless body upon the ground with a mighty roar of victory and rage.

We fell back into the room but the ritual stones were disturbed in the combat. Boltak holding one door against three of the chaos beasts by himself was slain before reinforcements could come to aid him. The Power of MoragarÆs Inheritance flared and little Djim and Melkeron called upon Law and Good to defend us, the lesser chaos beasts could not stand before this and fled. Sir Narnia confronted the Hepath and it severed her arm from her body but it was driven off. I resurrected Wolf, for he was most familiar with the layout of the ritual (having just set it up), he was at first disorientated, but at my urging began to reconstruct the ritual.

Now things became desperate indeed, trapped deep in the fortress, only MoragarÆs Inheritance held the chaos beasts off. We were almost out of magic and power, our only hope lay in success of the Ritual of Law. As the great Chaos Hepath reentered the combat the lesser chaos beasts also attacked, strengthened by its presence, we withdrew into the room. The Great Hepath taunted us, saying "Send forth your greatest warrior that I might slay him". Sky unhesitatingly stepped forward, and attacked the Great Hepath, he parried itÆs blows aside and began to withdraw, drawing it forward, luring it into the heart of the Stones of Law. As Sky fell back and the beast stepped forward towards the centre of the ritual, we raised up MoragarÆs Inheritance and chanted "Lords Of Law, Aid Us Now". All of the Questors joined in the chant, time and time again we called it out, as the Great Hepath reeled, trapped in the Ritual of Law. Louder and louder the chamber resonated to our cries "Lords Of Law, Aid Us Now". As we reached a crescendo there was a timeless instant, and at the end of it the Great Hepath and Chaos Beasts were all gone. A mighty cheer rang out from the Questors. We had succeeded.

While there are some I have not mentioned in this brief description of the quest and of the final battle, let it not be said that any held back, each one of us performed as best we could, I report here the deeds of greatest valour that I witnessed, but many more deeds were done, by all. All did their best.

We returned to Thorne Island. There the Assistant Steward told us that the Knights had met, and after receiving our intelligence conveyed by him to them, decided that Natasha had been corrupted by chaos, and that she was responsible for this Ritual of Discord that caused so many problems - they had travelled out into the Abyss and so were not there. We told him of the things on Throne Rock, and he was to pass on our words to the Coalition. he thought that Throne Rock might be garrisoned in the future. After resting overnight, we travelled to Nexus, there we sought out Kestler, but could not find him - we left him notes telling him of our actions and advised him to contact the Coalition.

Then the time was upon us to return and the amulet drew us back to Orin Rakatha where we were met by a delegation from Halmadons Heights. We handed over MoragarÆs Inheritance to them, amidst their thanks, and Sir Bell said, "These are the sorts of deeds that alliances are built from".

Finally over the course of the weeks afterwards, the Orders of the Thorne Coalition sent us gifts and thanks for the deeds that we had done. In closing I would like to say that I consider it a great honour to have undertaken this Quest. It is a great and glorious thing that has been accomplished and I will forever cherish the memories of this victory.

"Lords Of Law, Aid Us Now"
Merlin, Priest of the Spheres.

"Lords Of Law, Aid Us Now"
Merlin, Priest of the Spheres.

Shitty's Bit

Welcome to Quad 24, thanks to Martin Howard, Mike Short, Steve Barnes and Paul Evans for making this Quad possible. Thanks also to everyone who sent stuff in for this Quad, please keep your bits coming. If more people contribute we can bring out a Quad every theme weekend which is every two months. Remember five guests for a one page adventure write up. Just a reminder that all rules in Quad are there to be play tested, if this changes your character in any way some respending of points is allowed but check with me first. Note that the power rules are now out and are final rulings on any power rules, notes etc in any of Quads 1-23

Mark Roberts
(SFB)

Information Wanted

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

Please!

Contact: Zenith
Grey School of Magic
Valley Alliance Tower

Prices & Discounts

Membership

Membership this year is £10.00 and is compulsory. It lasts till 1.1.96.

Adventures

	A	B
1 Day Adventure	£20	£25
2 Day Adventure	£40	£50
3 Day Adventure	£60	£75

Price A is if payment for the adventure is received by Heroquest at least 8 (EIGHT!!!) days previous to the date of the adventure.

Price B is if Price A does not apply.

1 day adventures last between 6 and 8 hours from meeting time.
2 day adventures last between 22 and 24 hours from meeting time.
3 day adventures last between 34 and 36 hours from start time.
As 3 day adventures usually cover 2 nights we allow a few hours between starting and meeting time.

Theme Weekends cost the same as 2 day adventures but start Friday night and finish between 2 and 4 a.m. on Sunday whenever the last encounter is completed.

Monsterring.

The credit given for monsterring is as follows:-

8 hour.....4.00
24 hour.....8.00
36 hour.....10.00

Theme weekends: players who wish to monster during the day on Saturdays will be charged half the normal price of a theme and will only be asked to pay for one night at the hostel (where applicable).

Youth Hostels

Where used the charge is £5 per player per night. Monsters are not charged (including monsters for theme weekends).

HERBAL and ALCHEMICAL POTIONS

Following a recent rationalisation of activities in the towers, additional space has become available to expand the laboratory facilities for potion production to the extent that each of the three towers now has a potion making capability. This has led to the ability to provide a greater range of potion making recipes than has been possible since our arrival in Orin Rakatha. These skills include the ability to train in the production of all types of potion together with the availability for sale of a greater range of potions.

HERBAL POTIONS

Skill Costs

The cost in gests of progressing in herbal potion skills is summarised as follows:

Rank	Make potion	Make recipe (home)	Make recipe (away)
1	2	1	1
2	2	1	2
3	2	1	3
4	2	1	4
5	2	1	5
6	5	2	6
7	5	2	7
8	10	3	8
9	15	4	9
10	20	5	10
Total	65	21	55

The cost of the ‘make potion rank’ skill applies to each of beneficial, miscellaneous and harmful potions separately. Thus an individual granted the opportunity to make two types of potion would have to pay the points and money costs twice.

The cost of making a recipe refers to a single recipe. An individual granted the opportunity to learn three recipes, for example, would need to pay this cost three times. A home recipe refers to a recipe that is beneficial for White Retreat herbalists; miscellaneous for Valley Tower herbalists; and harmful for Wolfhold herbalists. An away recipe is some other combination.

The definition of the tower to which a herbalist is associated, for potion making and purchase purposes, relates to that tower in which his/her guild of primary allegiance resides. This represents the scout guild, warrior guild, power sect or school of a primary colour for the respective character classes. (Thus, at the time of writing this summary, Dark Path Sect herbalists and Hospitaler herbalists both pay home rates for miscellaneous potions and away rates for others.)

The cost of a recipe that exists at only one or a few ranks, rather than at all ranks, is equal to the cumulative cost between the current rank of purchase and the previous rank of purchase. Thus, a herbalist from the Alliance Tower with the appropriate skills wishing to learn rank seven cure disease (cure major disease), already having the rank four version (cure medium disease), would pay 18 gests, being 5 for rank five plus 6 for rank six plus 7 for rank seven, on the away recipe table. Similarly, a Wolfhold herbalist wishing to make a sleep blade venom at rank six would pay 7 gests to learn the recipe.

Making Herbal Potions

Herbalists may progress in making potions up to rank five without reference to the guild for specific permission. Making beyond rank five potions, however, is only permitted upon submitting a successful application to the relevant scout guild for their tower. Herbalists will be allocated appropriate herbal laboratory membership for the relevant tower which must be submitted on all subsequent applications and upon each request for laboratory time to make potions. In addition, if the request is granted, cards for potion making skill and or recipe skill will be provided, assuming that the relevant skill cards are included for the lower ranks already attained.

Upon submitting a request to make potions, all relevant potion skill, recipe and laboratory affiliations must be submitted. This applies equally to herbalists wishing to make a full batch of potions at the appropriate price, or those seeking to use ingredients collected during an adventure (see below).

Officially, requests should be lodged with the guild-leader or assistant guild-leader of the relevant scout guild, and practically, by mail to Delta Potion Services at the usual address. If all relevant cards stated above are not included, together with appropriate money and sae, the request will not be fulfilled.

Potion prices

The prices for potions are listed below.

If herbalists apply for the purchase of potions that they are able to make, it will be assumed that they are used to assist in the process and they will be charged only 90% of the normal price (rounded up).

The price for a herbalist buying a full batch of ten identical potions that he is capable of making is 80% of the listed cost as he is assumed to make the batch himself.

Herbalists collecting ingredients during an adventure will be granted priority for use of laboratory time whilst their ingredients remain fresh. Thus a herbalist with appropriate ingredients may make a batch of potions of his choice and within his ability, of which he may keep two. The other eight potions are retained by the tower as payment for use of the lab and provision of additional ingredients. (Ingredients must be collected during the adventure, regardless of the distance of travel after the adventure is completed.)

The ingredients collected must be of an appropriate volume, depending upon the rank of potion required. The volume (not weight) for a batch of potions up to rank five is approximately 'one bag of sugar', whilst a batch of potions from rank six would be 'two bags of sugar'. Herbalists must show evidence of ingredients collected to the dungeon ref. who will award an appropriate potion ingredient card. This must be submitted with the request to make the relevant batch of potions. The dungeon ref. may be in a position to provide the two potions immediately, if the herbalist has all the relevant skill cards with him.

Herbalists should not consider collecting random ingredients for sale to tower laboratories as the relevant scouting guilds perform this task routinely, and the ingredients collected may not be appropriate or required.

Recipe lists and Research

Herbalists may apply for any recipes they wish from the price lists below. All these are readily available, although allocation may be dependant upon recent performance, politics or other factors.

Potions not on the following price lists are not readily available within the Alliance and will not be taught. Consequently, herbalists may wish to research a potion recipe. This is an imprecise art that is performed essentially by intelligent guess work and the application, brewing or otherwise by distilling the essence from possible combinations of ingredients into some concoction. The cost of achieving this highly variable and the results unpredictable. Further information may be obtained from Delta Potion Services.

ALCHEMICAL POTIONS

The initial stage of producing an alchemical potion involves making an alchemical blank, to which the alchemist subsequently incorporates a spell or invocation into the alchemical blank to produce a specific alchemical potion. These skills are taught to alchemists who learn the 'make alchemical potions' skill. Learning this skill costs the same for the various ranks as making herbal potion ranks.

The 'make alchemical potion' skill differs from the 'make herbal potion' skill in the way it progresses up the ranks. An alchemist learns to make magical or power alchemical potions up to rank four can make magical or power alchemical potions of any colour or sphere that they are able to cast. Therefore, alchemical blanks up to rank four may be used on any colour or sphere. Conversely, the 'make alchemical potion' skill above rank four is specific to a particular colour or sphere.

For example, a human sorcerer able to cast red and brown magic up to level seven takes make alchemical magic potions up to level six by spending 60 points. He is then able to make alchemical potions in any of his colours up to rank four and in his choice of red or brown magic up to rank six. In order to make alchemical potions in both red and brown magic up to rank six he would need to spend a further 20 points progressing his general alchemical magic skill from rank four.

There are three known types or recipes of power alchemical blank above rank four, one corresponding to each of the spheres, good, neutral and evil. Other power blanks may exist but are not currently known to the Alliance. Similarly, there are eight types of magical alchemical blank above rank four, one for each colour of magic.

There is no cost associated with charging alchemical blanks, the cost relates only to making the blank.

The 'make rank zero alchemical potion' skill does not exist and alchemists wishing to make alchemical potions for level or rank zero spells or invocations must use or make rank one blanks and incorporate the lower level or rank of spell.

Alchemical skills up to rank four can be learned without reference to the guilds. Permission is required for learning alchemical potion skills above rank four. Nevertheless, potion skill cards must be requested from SFB at Barnwood as these must be submitted with alchemical potion production requests.

Alchemists wishing to make a batch of ten identical potion blanks may do so at 80% of the listed cost.

Scroll Ink

Ink for writing scrolls can be made by alchemists who have scroll writing skills. The alchemical skills and scroll writing skills must be of a rank equal to or higher than the required ink. Alchemical recipes exist and must have been learned for magic or power ink.

Ink is classified according to the type of scroll required and to the rank or level of invocation or spell to be scribed. Ink discerns as magical or power ink of a particular rank to identify alchemical magic or identify alchemical power skills, respectively.

Ink for single-use scrolls is referred to as 'single-use' ink as it can be applied to any paper to create a single-use scroll. Ink to be applied to re-usable scroll paper is referred to as 're-usable' ink. Clearly, such ink can only be used once and these names are designed for ease of reference. Re-usable ink applied to normal paper is wasted. Single-use and re-usable ink exist at all ranks from one through ten for producing scrolls of the relevant rank or level.

The 'write scrolls' skill is required to enable scrolls to be written, as well as the ability to cast the spell or invocation being written. Writing scrolls of up to rank or level four can be performed by use of the 'write grade 0 scrolls' skill; from ranks/level five to seven by using the 'write grade 1 scrolls' skill; and rank/level eight to ten requires the 'write grade 2 scrolls' skill.

General spells and invocations can be written onto scrolls by those with the appropriate skills and materials during adventures, taking 10 minutes per level or rank (including zero). Certain specialist spells and invocations, however, as well as those above rank or level seven, require considerable additional time, preparation and special materials to produce and cannot be performed on adventures (check with the ref).

In order to write a scroll not on an adventure, the relevant inks or money, paper and skill cards must be submitted to SFB at Barnwood.

The cost of producing ink is included in the attached price list. Alchemists wishing to make a batch of ten identical inks may do so at 90% of the listed cost.

Ingredients

An alchemist who collects ingredients during an adventure will be given priority in the use of laboratory time for the production of an appropriate blank. The benefit to the alchemist of collecting such ingredients is that an alchemical blank of the alchemist's choice (that he is able to make) can be produced at half the listed cost.

The ingredients collected must be of an appropriate volume, depending upon the rank of blank required. The volume (not weight) for a blank of up to rank four is approximately 'one bag of sugar', whilst a blank of rank five and above would be 'two bags of sugar'. Alchemists must show evidence of ingredients collected to the dungeon ref. who will award an appropriate alchemical potion ingredient card. This must be submitted with the request to make the relevant alchemical blank. The dungeon ref. may be in a position to provide the required blank immediately, if the alchemist has all the relevant skill cards with him.

Ingredients collected cannot be used to reduce the cost of inks as inks must be brewed, distilled and matured negating the importance of fresh materials.

Potion Price List - Alliance Tower

Prices in Gest

Herbal Potions

Prices subject to change

Miscellaneous Potions

	1	2	3	4	5	6	7	8	9	10
Strength (15 mins max)	10									
Double strength (“ “)					20		30		40	
- damage on expiry of double strength potion						40		20	0	
Dexterity	4	8	12	16	20	28	36	44	52	60
Elixir of life	6	12	18	24	30	40	50	60	70	80

Beneficial Potions

	1	2	3	4	5	6	7	8	9	10
Cure disease	5			10			20			40
Remove Pain		5								
Stop bleeding			5							
Cure 10 locational		5								
Cure 10 total life		5								

Harmful Potions

	1	2	3	4	5	6	7	8	9	10
Blade venom	8	16	24	32	40					
- character life damage inflicted										
	6	12	20	30					48	
- monster hits inflicted										
	3	5	10	15	25					

Alchemical potions

Cost of making alchemical blanks	1	2	3	4	5	6	7	8	9	10
Home magical blanks	7.5	10	12.5	15	20	25	30			
Away magical blanks	7.5	10	12.5	15	25	30	35			
Neutral power blanks	7.5	10	12.5	15	20	25	30			
Good/Evil power blanks	7.5	10	12.5	15	25	30	35			

Cost of buying...

Ink

	1	2	3	4	5	6	7	8	9	10
Ink for single-use scrolls	5	10	15	20	25	30	35			
Ink for reusable scrolls	5	7.5	10	12.5	15	17.5	20	22.5	25	27.5

Potion Price List - White Retreat

Prices in Gest

Herbal Potions

Prices subject to change

Beneficial Potions

	1	2	3	4	5	6	7	8	9	10	
Cure disease	4			8			16				32
Remove Pain		4									
Stop bleeding			4								
Cure 10 locational		4									
Cure 10 total life		4									
Venom antidote	2	4	6	8	10	12	14	16	18		20
damage negated	5	10	15	20	25	30	40	50	60		70

Miscellaneous Potions

	1	2	3	4	5	6	7	8	9	10
Strength (15 mins max) 15										
Double strength (“ “)					30		40			
damage on expiry of double strength potion				40			20			
Dexterity	5	10	15	20	25	35	45			
Elixir of life	6	12	18	24	30	40	50	60	70	80

Alchemical Potions

Cost of making alchemical blanks

	1	2	3	4	5	6	7	8	9	10
Home magical blanks	7.5	10	12.5	15	20	25	30			
Away magical blanks	7.5	10	12.5	15	25	30	35			
Good power blanks	7.5	10	12.5	15	20	25	30			
Neutral power blanks	7.5	10	12.5	15	25	30	35			

Cost of buying...

Ink

	1	2	3	4	5	6	7	8	9	10
Ink for single-use scrolls	5	10	15	20	25	30	35			
Ink for reusable scrolls	5	7.5	10	12.5	15	17.5	20	22.5	25	27.5

Potion Price List - Wolfhold

Prices in Gests

Herbal Potions

Prices subject to change

Harmful Potions

	1	2	3	4	5	6	7	8	9	10
Insinuitive venom										
Blade venom	6	12	18	24	30	40	50			
- character life damage inflicted	6	12	20	30	48	70	100			
- monster hits inflicted	3	5	10	15	25	35	50			
Sleep			10	20	30	40	50			
Slow							50			
Ingestive venom										
Sleep					20					
Slow						30				
Paralysis							40			

Miscellaneous Potions

	1	2	3	4	5	6	7	8	9	10
Strength (15 mins max) 15										
Double strength (“ “)					30		40			
damage on expiry of double strength potion					40		20			
Dexterity	5	10	15	20	25	35	45			
Elixir of life	6	12	16	24	30	40	50	60	70	80

Beneficial Potions

	1	2	3	4	5	6	7	8	9	10
Cure 10 total life		6								
Cure 10 locational		6								
Cure disease	6			12			24			

Alchemical Potions

Cost of

making alchemical blanks

	1	2	3	4	5	6	7	8	9	10
Home magical blanks	7.5	10	12.5	15	20	25	30			
Away magical blanks	7.5	10	12.5	15	25	30	35			
Evil power blanks	7.5	10	12.5	15	20	25	30			
Neutral power blanks	7.5	10	12.5	15	25	30	35			

Cost of buying...

Ink

	1	2	3	4	5	6	7	8	9	10
Ink for single-use scrolls	5	10	15	20	25	30	35			
Ink for reusable scrolls	5	7.5	10	12.5	15	17.5	20	22.5	25	27.5

HERBAL POTION DESCRIPTIONS

Beneficial Potions

Cure general: This rank two potion cures ten points of total life damage and must be consumed by the recipient of the cure.

Cure locational: This rank two potion cures ten points of locational damage only when applied to a damaged location. This potion takes the form of a poultice or cream.

Cure disease: This potion will cure an appropriate disease if consumed by the diseased individual. The effect is otherwise identical to the cure disease invocation, as follows:

Potion rank	Disease cured
1	Minor
4	Medium
7	Major
10	Deadly

For cure minor, medium and major disease recovery is achieved within seconds of consuming the potion. The cure deadly disease potion must be massaged gently down the throat of the victim within five minutes of contracting the disease. Recovery from the disease and unconsciousness occurs five minutes after the potion is administered.

Remove pain: Consuming this potion relieves all pain for a 15 minute period, effective in a matter of seconds and whether inflicted prior to the consumption of the potion or during its effect. This does not allow a broken limb to be used normally but does allow casting.

Stop bleeding: Consuming this potion accelerates the blood clotting process such that all wounds on the recipient stop bleeding within seconds of consumption, regardless of the severity of the wound. The effect of this potion is almost instantaneous, affecting those wounds already inflicted, but not affecting any wounds not yet received.

Poison antidote: This potion provides general antidote against damaging poisons, specifically blade venom. The antidote must be consumed prior to venom damage being suffered (being 30 seconds after venom is introduced to the body). It is not necessary to consume adequate antidote to completely negate the effect of the poison for it to have a beneficial effect. Venom antidote can be consumed prior to venom being introduced into the body, providing protection for the following 15 minutes. This duration cannot be extended. Poison antidotes can be stacked, and can operate against higher ranks of blade venom than the rank of the antidote. For example, Roger the Ranger encounters a group of assassins who he knows use blade venom. Before entering combat he drinks 3 rank 3 poison antidotes, providing 45 points of venom protection for the following 15 minutes. In the fight, Roger takes hits from 2 envenomed blows, each carrying rank 4 blade venom, totalling 60 points of venom damage. The net effect of the poison and antidote, therefore, is that Roger suffers 15 damage.

Miscellaneous Potions

Strength: This potion confers strength on the drinker for 15 minutes. The recipient's strength can still be further modified by various other spells and effects.

Double strength: This potion confers double strength on the drinker for 15 minutes. As the potion wears off the drinker suffers a certain amount of kick-back damage, depending on the rank of the potion.

Dexterity: This potion enhances the dexterity of the drinker by one point per rank of potion, up to a maximum of five points of dexterity, for 15 minutes. The duration of the effect may be doubled by reducing the effective rank of the potion by one rank. Thus, at ranks six to ten where the enhanced dexterity is limited to five points, the duration of effect must be increased. When making a batch of potions, the herbalist must specify the effective rank and duration of the potions, which must be identical.

Elixir of Life: These potions enable an individual who is technically dead (life points less than zero) to recover without the loss of a resurrection chance if the potion is applied to the individual within the required time limit. The ranks of potion, time limits and negative life points from which recovery is possible are listed below.

An elixir must be administered to the victim by sprinkling the liquid over the his heart.

Potion Rank Life points from which recovery is possible, if potion is applied within:
 1 minute 5 minutes

1	-1 to -5	n/a
2	-1 to -10	n/a
3	-1 to -15	n/a
4	-1 to -20	n/a
5	-1 to -25	n/a
6	-1 to -30	-1 to -5
7	-1 to -35	-1 to -10
8	-1 to -40	-1 to -15
9	-1 to -45	-1 to -20
10	-1 to -50	-1 to -25

After an elixir has been successfully applied the victim is on six total life and one per location. Further, the victim is in a weakened state in which combat, spell casting and invocation casting are not possible and in which the victim requires assistance to move. Recovery from this weakened state can be achieved if the victim rests for a number of days equal to the negative number of life points from which he has recovered. Alternatively, recovery may be achieved by expending ranks of good, neutral or druidic sphere curing on the victim, as follows:

Cure applied	Days of rest averted
Cure Wounds	2
Cure Serious Wounds	4
Cure Critical Wounds	8
Cure Grievous Wounds	16
Cure Mortal Wounds	32
Heal	50
Total Heal	50
Neutral or Druidic Cure Rank 1	
Neutral or Druidic Cure Rank 2	2
Neutral or Druidic Cure Rank 3	4
Neutral or Druidic Cure Rank 4	8
Neutral or Druidic Cure Rank 5	16
Neutral or Druidic Cure Rank 6	32
Neutral or Druidic Cure Rank 7	50

Harmful Potions

Insinuitive Venom: may be applied to a weapon so that it enters the victim’s blood stream through a wound. Thus the weapon must inflict actual physical damage (not just power or magic damage) to the intended victim: bruising is inadequate. Blade venom takes effect 30 seconds after the venom is introduced to the body. Other insinuitive venoms take effect immediately on introduction to the victim’s body.

Blade venom: inflicts the stated damage 30 seconds after the venom is introduced to the body. All the venom damage is suffered at that same instant. The appropriate rank of poison and damage inflicted must be stated when the victim is struck. During that 30 second period, the poisoned creature will be aware that he has been poisoned as the venom in his blood circulates affecting progressively more of the body’s main organs. Venom damage may be prevented (not cured) in a number of ways:

- * The rank 2 neutralise poison invocation negates all damage from venom of up to rank 5 if the invocation is applied after the venom is introduced to the body but prior to damage being suffered. This invocation has no effect on venoms higher than rank 5.
- * The rank 6 neutralise poison invocation negates all damage from venom of up to rank 7 if the invocation is applied after the venom is introduced to the body but prior to damage being suffered. This invocation has no effect on venoms higher than rank 7.
- * Poison antidote negates a certain amount of potential venom damage if drunk prior to damage being suffered.

In the interests of clarity, normal curing (potion and/or invocation) will not prevent venom damage. Normal curing may only restore the venom damage after it has been inflicted.

Sleep venom: lasts 15 minutes and is effective against ranks of character or hits of monster as follows:

Rank of potion	Character Rank	Monster Hits
3	16	32
4	32	64
5	64	128
6	128	256
7	256	512

As with the spell, the victim is merely asleep and will be woken on suffering a minimum of one point of damage (real or bruising).

Slow venom: creates an effect similar to the slow spell and lasting 15 minutes. It may only be removed by a neutralise poison rank six (or above).

Ingestive venom: must be taken orally. All ingestive venoms take effect 5 minutes after consumption. Consequently, all uses of such poison require consultation with the ref. The victim will be unaware that he has been poisoned until the effect takes place or, in the case of venoms causing loss of consciousness, until the effect wears off or is removed.

Ingestive Sleep: Causes the victim to fall into a deep sleep. The victim will be woken on suffering a minimum of one point of damage (real or bruising).

Ingestive Slow venoms have an effect equivalent to the insinuating venom.

Paralysis venom: causes the victims muscles to become set and rigid for 15 minutes.

Neutralising Venoms

In the interests of clarity, all venoms from rank one to rank five can be neutralised by a rank two neutralise poison invocation, and all venoms from rank five to rank seven can be neutralised by the rank six neutralise poison invocation.

Full Alchemical Rules - Next Quad!

TORNADO'S OTHER HALF

More rambling of Barf the Orc down the local Inn translated by Patar (the poor) Scribe.

Walking back from the Elven Glade Rowina says my friend Tornado don't seem to have his sense of humour anymore, anybody want to help me find it. Yeh! shouts Barf, Scrope, Frazzle, Fern, Smeg, Brains and Scitz. "I'll bring my friend Chorly" says Smeg. "What for?" queries Scrope, "I'd better get Sargon to stick us back together" Barf says. Two weeks later the party are camped up roughly in the area Rowina has been informed to look for Tornado's soul!! by THE LAKE, between two towers of the Wizards Concilium in the foot hills of Mount Iron Fist.

Darkness fell and a white thing appeared doing Power Damage, "Its a Nurgle thing" says Brains, "Must be Nurgling us then" said Scrope people just led on the floor power drained.

Later two skeletons with a slow ghaist turned up paralysed Rowina and left a note saying the Night Hag would be visiting us later and don't think of leaving.

While we sat and waited for the imminent arrival of the Night Hag, something strange happened, people got blinded, feared, stunned and generally confused, what was going on?

The Night Hag turned up with her minions her Imp, 'Tic-Tac' and his friends "My Hardest Mate", basically. She wanted us to get some potion ingredients if we did she would tell us the location of Tornado's soul and give us some gifts as well. If we failed to get the ingredient she'd kill us and to make sure we didn't leg it, Tic-Tac would show us round the area to find the ingredients. We told her about the strange effects we had and she said she had noticed these blips herself.

In the morning we set off with 'Tic-Tac' we hadn't got far when we ran into some goblins searching them we found some red bits of paper with words on about Nothing also some voting slips for best witch of the year!? Further up the hills we bumped into a Monk who just wouldn't shut up about her vow of silence and Ethel Derkins the Witch, what had persuaded her to drop it and catch up on 5 years of silence 'help'.

Unfortunately, she followed us. Nearing an old building we spied two Ogre Magi arguing with each other (well they were brother and sister). We eventually persuaded them to fight each other the victor getting to go travelling with the Monk. All of a sudden, a Blip occurred and a Nurgle thing appeared this we dispatched only to be told by the remaining Ogre Magi that it was an Astral Warrior. Taking the dead Magi's horn which was one of the ingredients we required, we ascended into the hills where a goblin was found clinging to a statue. It got very nasty when we asked if we could have it for our potion ingredients Barf smashed it into the floor finding more red words and green voting slips, we moved off.

Suddenly Smeg came running back "Its a Cyclops run away" he screamed, however, rounding the corner we found Fern

sat down having a nice chat with it. Unfortunately Eye of Cyclops was one of the items we had to get, gulp!! Luckily it was a pleasant fellow who informed some of us of our future and seemed to know all our names. (Yes its a seer Barf). After proving our intentions were honourable it gave us its eye!

It left warning us of darkness to come and of a rider who was seeking Scrope

We met some more goblins well a Bull Troll Nilbog and Goblin Berserker to be more for factual after a prolonged scrap we found yet more red words and green voting slips, piecing the words together they started to form sentences to a spell so Frazzle said what would he know.

Looking for somewhere to rest up we spied some caves, unfortunately they were occupied by Elementals of Fire, Air, Water and Earth, yet another one of our ingredients. A huge battle raged in the smoke filled cave with the Elementals eventually being banished by force back to their bottles we defused the traps surrounding them and rested up for a while.

On arriving back at camp we found a red sprite who seemed very angry that we had been going around killing all Ethel Derkins Minions. We tried to explain that we were only defending ourselves not expecting this it attacked us and unfortunately we had to kill it. It must be mentioned at this point that we had let go many Goblins during the day, as there was no need to kill them all?

Tic-Tac left and later returned with the Night Hag, she was very pleased with us for gathering most of the ingredients she needed and handed out many gifts. She supplied us with the remaining words to Frazzles spell and warned us not to read it at night but the spell would release Tornado's soul once we had retrieved it.

We eagerly asked for the location of Tornado's soul, to be informed that it was guarded by Ethel Derkins Minions and that she would send a guide for us with that she left.

As we sat awaiting our guide Ethel Derkins with her minions turned up. She was not happy so we sat her down and very diplomatically explained what had happened while Smeg under Barf's careful guidance kept her minions busy Ethel explained that the Witch Hag was lying and that she had got us to steal her spell ingredients so the Night Hag would have more chance of winning the Witch of the year competition. She also had no ideal what a Tornado's soul was! After much passification she left to go to the Witches meeting and sort out the Witch Hag.

As we sat and munched our rations a Ghost appeared dropping a note on the table from the Witch Hag saying to follow it.

After a while it left us pointing up the hill upon investigation 4 red Demon looking things were found guarding a box, upon seeing us they attacked. A bloody battle raged in the night with us only just getting the upper hand.

Exploring the box, two crystals were found, but which one contained Tornado's soul?

As we trudged back to camp a Blip occurred with another Astral Warrior turning up, weakened as we were, only just managed to send it back whence it came from.

Arriving back at camp, two creature appeared Scrope seemed to know them telling us they were Githyanki. They seemed annoyed with Scrope and PSI bolted him Scrope said it was a personal matter and not to worry. The spokesman of the Githyanki said it had sent his Astral Warriors after us to harvest us for more information and that as we had proven fair in dealing with his Minions he was willing to show us Tornado and a little something else in return for reading our minds to help fill in the blanks of recent events that had happened in Orin Rakath. Agreeing to this Tornado appeared seemingly rocked in pain screaming for someone to release him soon. After reading some of our minds he bade us to hold hands in a circle. Suddenly we were speeding along a long of dazzling colours and soon arrived at his attended destination, there we witness a dark ritual, 5 circles were laid out containing items the others containing. A Drow Female, a Drow Male, Duerger Female and a Duerger Male walking round them áwas a Drow called Maglan Bloodriver they seemed to be trying to control death in someway this the Githyanki, said was what had disrupted the Blue School of Magic spells at the time of Tornado's change. After whisking us back to reality, the Githyanki left saying that we were not to consider them allies, but exchanges of information of benefit to each other may occur in the future.

Morning broke and we prepared to release Tornado's and the other crystal's soul, Rowina prepared to cast an Entrapment Spell in case the other soul was not of a friendly nature!

Suddenly Goblins arrived saying they had a message for us and promptly attacked and fell upon our swords.

Frazzle prepared to read to spell timing it so it would coincide with Rowina's Entrapment spell. The cataleptic spell was read and the crystals released Tornado appeared, but so did a much larger version of the creature that was guarding the crystals. Rowina Entrapped it and us and Tornado ran to the hills.

The fire monster walked calmly out of the Entrapment flicked its fingers and a hoard of its Minions appeared, battle raged with Barf and Brains taking most of the battering while everyone else fired magic past their ears. Tornado healed us using his power and generally seemed unaffected by the magic, finally we took them down and found the fire monster returned to its crystal.

Tornado thanked us, but said he did not wish to meet the other Tornado at this junction in time. We asked him where he wanted to go and he replied Harmadon Heights, thus we packed up camp and escorted him into sight of the Tower taking the other crystal with us to sale to the Red School of Magic for large wedges of beer money.

Yet another interesting Yarn, Barf may be I should go adventuring, there's lots of stories out there. - 'The Truth is out There'!

Now as I was saying about my fee

Ensorcelling and Empowering

The Tower Ensorcellers and Empowerers are now prepared to begin offering their services to the populace as a whole. Each tower has its own Agents but they have decided to co-ordinate prices. Below are the published prices of the services that are offered at the moment, which must be paid in GESTS. Please note that prices may vary and waiting may occur depending on demand. It should be noted that only items of top quality can be ensorcelled or empowered. Therefore anybody seeking to have their armour treated must provide superior armour.

ENSORCELLING

Approximate cost Weapon: Nothing to level 0 = 60 gests
 0 to level 1 = 70 gests
 1 to level 2 = 80 gests
 (2 to level 3) =(90 gests)

Metal Armour: (full suit all locations)
 Nothing to level 0 = 50 gests
 0 to level 1 = 60 gests
 1 to level 2 = 70 gests
 (2 to level 3) =(80 gests)

Scroll Paper: Nothing to Grade 0 = 50 gests
 (Grade 0 to Grade 1) =(100 gests)
 (Grade 1 to Grade 2) =(150 gests)

EMPOWERING

Approximate cost Weapon: Nothing to rank 0 = 80 gests
 0 to rank 1 = 90 gests
 1 to rank 2 = 100 gests
 (2 to rank 3) =(150 gests)

Metal Armour: (full suit all locations)
 Nothing to rank 0 = 65 gests
 0 to rank 1 = 75 gests
 1 to rank 2 = 85 gests
 (2 to rank 3) =(95 gests)

Scroll Paper: Nothing to Grade 0 = 50 gests
 (Grade 0 to Grade 1) =(100 gests)
 (Grade 1 to Grade 2) =(150 gests)

ENSORCELLING OR EMPOWERING

Trollskin (full suit, all locations, based on total A.C):
 A.C. 3 Nothing to rank/level 0 = 50 gests
 A.C. 4 Nothing to rank/level 0 = 75 gests
 A.C. 5 Nothing to rank/level 0 = 100 gests
 A.C. 6 Nothing to rank/level 0 = 125 gests

Shield:
 small - Nothing to level/rank 0 = 50 gests
 medium - Nothing to level/rank 0 = 100 gests
 large - Nothing to level/rank 0 = 150 gests

() Brackets indicate Guild Restrictions in operation or a very long waiting list.

Note that this table updates the one in previous Quads.

Forthcoming Events

DECEMBER

3	8 Hour,	Gloucester
10	8 Hour,	Forest of Dean
15-17	Xmas Theme Weekend,	Street

JANUARY

7	8 Hour,	
13	8 Hour,	
14	8 Hour,	
26-28	Theme Weekend,	

Also Available :

The *Power Rules* are now available, cost 7.50, on A4 s.a.e. to 14 Grove Crescent Barnwood Gloucester GL4 7JJ

We have some old Quads 1-17 still available cost 1.50. Also available Heroquest t-shirts, sweatshirts and hooded sweatshirts, all colours and sizes.