

## **KALID - AZAD-AN WAR**

After the Time of Reckoning it was made official that the Kalid Tower had declared war on the Azad-An. Although the true reason has not been stated rumour has spread that the Kalid intend to become the mercenaries of the Reader. This has caused much speculation in the Valley Alliance as to how the Reader will react as they have close links with both the Azad-An and Valley Alliance Towers, both of which are in a state of war with the Kalid.

### **ANNOUNCEMENT FROM THE MICHELINE SECT**

The Micheline Sect wish to make the following statement regarding the disappearance of Onyx, High Priest and Hero of the Valley.

During July last Onyx was part of a combined White Retreat / Halmaddonian group in the area known as the Elven Glade. This group was ambushed by a large Brotherhood force and was forced to retreat. During the course of the battle several members of the group were slain and had to be carried off the battlefield. Unfortunately, Onyx also fell during the battle under a concerted attack by Brotherhood forces. Sorely pressed the group were unable to retrieve Onyx's body during their retreat. Subsequent investigation of the area has been

unsuccessful in locating Onyx's body. It can only be presumed that Onyx's body has been mutilated and destroyed, unable to be resurrected again. His name will be added to those who have fallen and given their lives during battle for the White Retreat.

### **GREY SCHOOL ENFORCE VALLEY COLOURS**

Giles, Assistant Guildleader of the Grey School of Magic, has announced that all Grey School members will be restricted in the spells that they are taught if they do not openly display their Valley colours. All other schools, sects and guilds are expected to follow this example especially for those Valley peoples who have status.

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# QUAD XXV

## EDITORIAL

*Welcome to QUAD - The Next Generation which would probably not have appeared had it not been for Frazzle camping on my doorstep demanding that his articles needed to be read. In the short term thank Ushaz for Terror, but a non - spriteicidal long term answer was to edit QUAD.*

*I suppose that I will have to thank the previous editors who are going to make life difficult trying to match their excellent endeavours of the past. Thanks must also go to Twilight, Rakshaal and even Frazzle for their contributions without which QUAD would have been very thin indeed. I am sure that there have been more adventures this year than the three five days reported so write them up and send them in. Remember it's only a side of A4 and you get 5 gest for it, whether they are published or not. If you do not feel that your literary capabilities are up to it then at least send in a quick summary (bullet point style if you like) of the action so that the news section can be thicker.*

*Starting with this issue some of the rules which have appeared in earlier QUADs are going to reappear, updated where applicable, so that players relatively new to Heroquest, myself included, have a chance at some of the more unusual character types.*

*Best Regards  
and I look forward to hearing from you*  
**Paul**

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## CONTRIBUTIONS

### AKA HOW TO GET SOMETHING PRINTED IN QUAD

Much like previous Editors of QUAD the best and only way to get your submissions printed in QUAD is to send them to me in the first place. If the material is suitable then it will be used, so send me anything and everything that you can. I want write-ups of quests, notices, adverts, letters and plenty of scandal.

Please send all material to

**QUAD**  
**C/O Paul Evans**  
**Rose Cottage**  
**6 Charfield Road**  
**Kingswood**  
**Wotton - under - Edge**  
**Gloucestershire**  
**GL12 8RL**

The policy of awarding articles of any substance with a five gest reward will continue, whether the article is published or not. I will endeavour to make these payments as speedy as possible. An SSAE guarentees a swift response and the return of any valued material where appropriate.

As SFB states later in this issue QUAD will be published for each of the Theme Weekends in 1997 and the deadline for material to be included is therefore 14 days before the start of the theme. Obviously material on floppy disk is preferred as I am not a good typist and the QUAD will be processed more quickly.

### **RIGHT TO REPLY**

If there is anything that you would like to take issue with in this edition of QUAD then please write to the above address. I want any comments, criticisms, queries, questions and suggestions.

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## THE END OF THE DARK BROTHERHOOD ????

Herein lies my report of a recent mission dispatched by the Valley Alliance. The aim was to aid the Valdemar peoples in their struggle against the Dark brotherhood.

The first phase of our mission involved investigating the exploits of Karriel Lungash. We discovered that he was opening a series of planar gates and decided that it would be prudent to investigate his motives. Our group followed Lungash to the plane known as Kiland and there discovered that he had established a stronghold. His purpose was to use Kiland as a power base, slaying many of the populace and corrupting their spirits with his mastery of the Sphere of Pain. It was decided that our group must attempt to put an end to such activities and thus we attacked his temple, in a somewhat foolhardy fashion. Although we were sorely pressed we somehow managed not only to destroy the temple but also to slay Karriel Lungash himself. His personal diary was recovered, which naturally held valuable information.

Returning to Orin Rakatha gave me time to examine the diary at some length. The most important references were to Azlin, leader of the Heartless, the second Valdemar Team, who were acting along with Lungash to bring about the genocide of the Valdemar. By good fortune we happened upon Lord Kleinwort Ironfist in meeting with Azlin and the Heartless command group. Under the pretence of carrying the news of Lungash's demise we gained a private audience with Lord Ironfist and presented the relevant evidence from the diary; the details of Azlin's plan to assassinate Lord Ironfist being particularly pertinent. With Azlin's treachery revealed melee soon ensued. Surprisingly the Heartless were quickly defeated, only Azlin escaping, fleeing desperately from the field of battle.

Again referring to the information gathered from Lungash's diary we informed Lord Ironfist that Ragnor's bull trolls were going to attempt the destruction of the Valdemar Village, slaying many innocent women and children. In eventual realisation that we could not defeat a Son of Bethelim in combat, a rather creative diplomatic plan was undertaken. We located Ragnor and with great difficulty managed to convince him that Lungash had been using him as a pawn, the words written by Lungash's own hand proving decisive.

The most important news was yet to come. Joining with Lord Ironfist we returned to a Valdemar outpost where we met with a representative from the Beleg Aratar (the ruling council of the Drow Tower, Anach Morannanil). He announced that the Drow and the Duergar would have no more part in the activities of the Brotherhood, doubtless fearing that his people would face countless deaths in fighting for a weakened cause. He also told us that Azlin planned revenge by ambushing us on the morrow. Since Azlin was a Zart (a traitor to the Drow), the ambassador arranged to give us advance warning of when this ambush would take place.

We were prepared. In an epic battle we fought Azlin and his group for many hours but it was to be a strange twist of fate that finally resulted in Azlin's death ..... I shall not

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bore you with details but suffice it to say that 'luck', although I consider it an illogical concept, was on our side.

Of the original contingents of the Dark Brotherhood only the Shark Cult remain an open threat. Thus let the names of the group I accompanied be recorded in history:

Squire Jeff, Acolyte of the Humacti Sect  
Baru, Warrior of the Ranger's Guild  
Eric Badgerhead, Ranger  
Sargon, Wizard of the Temple of Earth Magic  
Chorley, Assassin  
Tanada, Priest of the Reaper Sect  
Mordar, Priest of the Hospitaller Sect  
Barf, Warrior of the Ranger's Guild  
Slimey Git, Warrior of the Iron Guard  
Scrope, Sorcerer of the Black School of Magic  
Brains, Priest of the Grey Gauntlet Sect  
Porto, Wizard of the White School of Magic

I can claim credit for employing my scholarly skills to the benefit of the adventurers here mentioned. Such knowledge, however useful, is worth nothing in practical terms without those willing to act on it. I experienced bravery I have not seen before, especially on the part of our warriors. I commend them all. Karriel Lungash was responsible for the deaths of many of our Valley's people who I know will now rest avenged. I was little more than a humble healer in the many battles fought, surely however, the bravery of those with me shall be remembered.

Twilight.  
Scribe and Historian of the Neutral Temple.  
Assistant Librarian to Benson Sure.

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## PRICES AND DISCOUNTS

### Membership

Membership for 1997 is £25.00 and is compulsory. This includes 6 issues of the magazine QUAD which will be published bi-monthly. The first issue will appear during February 1997.

Membership expires 1/1/1998.

### Adventures Cost

8 hour	£20	or	£25
Theme Weekend	£40	or	£50
36 hour	£60	or	£75
72 hour	£120	or	£150
Heroquest	£200	or	£250

The lower price is for payment received at least 1 week before the start date of the adventure. Please note that this is not 6 days or 5 days or 4 days etc.

### Youth Hostels

Note that for adventures where a Youth Hostel is used there is an additional charge of £5.00 per night.

### Monster Credits

The following monster credits are gained for monsterring.

8 hour	£4.00
Theme Weekend	£7.50
36 hour	£10.00
72 hour	£20.00
Heroquest	£30.00

### Theme Weekends

It is possible to monster during the Saturday on a theme weekend and adventure the rest of the theme at a reduced cost of £20 (plus Youth Hostel charges where applicable).

## SHITTY'S BIT

Hello and welcome to QUAD. First I'd like to thank all the contributors but especially Paul Evans without whom we would have no magazine. Remember if you send in a concise write up of your adventure, preferably one side of A4 (even more preferably on a floppy disk ... Ed) you will receive 5 Gests from the Tower Scribes.

Heroquest continues to remain strong, with three 5 day adventures in 1996 all very successful, and still a 72 hour to come. We also have two Heroquests planned for 1997 and talk of a Heroes Heroquest in 1998 or 1999. There has also been a lot of interest in doing a low level Heroquest where the characters would not necessarily know what they were getting into before they were in the thick of it.

Anyway be sure to let me know anything you want your characters to do and if anyone has any problems then contact me personally and I will do my utmost to ensure that a solution is found.

Happy adventuring

S.F.B.

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## SPECIAL ADVENTURES

So far for 1997 we have two Heroquests and a 72 hour adventure booked. These are where our club excels, and the standard of costumes, plot, etc. are even higher than usual. If you cannot adventure on any or all of these adventures then be sure to come and monster.

In Easter we have the 72 hour Good Camp quest for Humact. A mid to high level adventure to find out how the Humactis began, who was the first Humact and more about what he or she did.

May 1997 sees the running of Heroquest VII, at the time of publishing the party are not 100% sure where the quest will lead - so watch this space. Anyone planning to adventure or monster should come on the January to April adventures leading up to Heroquest VII.

In September 1997 we will be running the Chosen Heroquest, Heroquest VIII. Although mostly an evil group they plan, with their allies, to attempt a mission so dangerous as to be worthy of heroes. In the next QUAD we will be publishing a list of Chosen adventures leading up to their Heroquest, anyone wishing to monster should contact us as soon as possible so that we can give out the N.P.C. parts etc.

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## A SMALL YELLOW SQUEAKERS GUIDE TO

### Orin Rakatha - Part 1

A.K.A. Frazzles 6 & 4 rools of adventurin

- 1) Go out wiv your frendz
- 2) Don't patrol wiv dem evil types (unless they threaten you)
- 3) Take a packed lunch an sweeties
- 4) Remember not to get lost in the woods
- 5) Not all Gobylin is nice like Smeg an Scrope
- 6) Do not eat the green an black berries again! ever
- 6 + 1) Have loadsa fun
- 6 + 2) Wear clean underwear (ya never know when a chariot will run y'over)
- 6 + 3) Do not rust a nasty Trolls weapons ..... again
- 6 + 4) Do not get dead (elixirs is expensive, just ask Fern)

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## THE ALLIANCE IS PRESERVED

It was my recent honour to accompany many heroes of our Valley Alliance on a mission of great significance to the Treaty which binds our peoples in unity.

The group was summoned, at a moments notice, to meet with several representatives of Halmadon's Height. We were informed that the ancient ritual of Tchetzek was to be performed by a faction that was in the recent Dark Brotherhood revival. Using the information I had gleaned from the diary of Karriel Lungash (see my previous report 'The End of the Dark Brotherhood') we decided it likely that the drow were playing a part in such. We were informed that the ritual involved the summoning of a greater hepath and had last been attempted in the old Valley plane by Lord Blackwolf himself. He did not perform the ritual correctly, however, summoning instead a minor sphere of Chaos.

Along with seven other teams from Halmadon's Height and the Valley, we were to travel to all locations on Orin Rakatha at which such a powerful ritual could feasibly be performed. Using a teleport spell, we journeyed far behind Kalid lines but found evidence only of a Crimson Feast ceremony which was unrelated to that which we sought. Incidentally, if you ever encounter a group of wolf-like humanoids on the night of the full moon, bear in mind that they may be impossible to kill.

The next day, we learned from the Halmadonians that one of the teams had disappeared. We were instructed to teleport to their last known location and attempt to discover whether Tchetzek was being performed in the area. On our arrival, we found large numbers of drow who fell upon us without so much as a word. When we had fought our way through, we came upon Sarn Starstealer (leader of one of the Three ruling houses of the drow); almost immediately we were engulfed in darkness as he fled. It transpired that we had been drawn with him on his walk across the plane of Shadows and so, given no other option, we followed on his trail. Eventually, we returned to a parallel plane and there were engaged in a protracted combat with several bodyguards of House Arduval (the First House of Anach Moranannil). It was after the bodyguard fled that we realised we had returned to the original plane on which the Valley peoples had dwelt.

Later that evening we had the somewhat bizarre experience of meeting with 'Raucus'. To all intents and purposes it was Raucus, but not he who has been with our peoples for the last five years; strange though it may seem, the only likely conjecture pointed toward the fact that one of the two is a clone of the other. Perhaps the clone still survives from the time of the first Dark Brotherhood wars? In any case, the Raucus who still remains in our homeland has surrendered to the Empire and now works with them in order to ensure the survival of the human villagers still living there. It was decided that he could be trusted, thus we told him of our predicament. A scout from Halmadon's Height also visited us, informing us that other teams had followed us in an attempt to fight the drow; two hundred drow had moved to the old Valley and thus were too powerful to be defeated by brute force.

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At the next noon, we were sent a message from Raucus informing us that the ritual of Tchetzek had been performed before on the corresponding day of the year, at a place nearby. Naturally, we travelled to this location and there discovered the remnants of a ritual. By studying a skull which remained, I was able to ascertain that the second part of the ritual, the binding, had been completed and thus it seemed likely that the hepath had been summoned. On our return to our base, however, proverbial 'hell' broke loose.

Whilst we sat resting, we were set upon by Lord Blackwolf and several of his followers. Unfortunately, during the subsequent melee, Lord Blackwolf cleft my feeble body in two with a blow from the Axe of Law and thus I cannot tell of what passed. My next recollection is reaching the barn in which we were staying. There, we were met by several elves of the deep wood and by Raucus, who was wielding the Staff of Law. We learned from the elves that we were fulfilling an ancient prophecy and that we were to perform a ceremony with the Staff of Law in order to quest within our own minds. If successful, we would be able to contact the principle powers of Law itself.

Within the depths of our collective consciousness, we 'journeyed' for what seemed but a day (in reality it was two). Many unusual events occurred, but eventually we reached our goal. We met with three immutables, the concepts of Life, Decay and Death. This Trinity provided us with the knowledge which we needed to proceed; Lord Blackwolf, along with the Axe of Law, had been tainted with Chaos. It was necessary for the Axe to pass on to serve Law in a different hand, therefore we were taught the method by which we could wield the Staff of Law for this purpose. After the Axe was removed from Lord Blackwolf's hand, the Chaos that tainted his being could also theoretically be removed.

We returned to our bodies for one night of restless sleep before the final battle began. For my part, I merely organised the ritual to ensure that the Staff of Law could be recharged as quickly as possible. Most of the others of our group were responsible for the more important task of holding off not just Lord Blackwolf but also his Ash-nazi and the Arduval bodyguard we had fought days before. In the end, Lord Blackwolf was pounding upon the door to our dwelling place as the ritual to charge the Staff was repeated for the third time; by the narrowest of margins, the Axe was removed from his grasp. Shortly after, the Chaos within his body was dismissed also.

I have since learnt of Wolfhold's claim that Lord Blackwolf did not leave the tower during the time in question. This is a lie. However, even though myself and others lost their lives by his hand, I recognise that the Treaty is more important than any petty vengeance on my part. Lord Blackwolf himself cannot remember any of the events that occurred whilst the Chaos held him at its behest and thus cannot fairly be held responsible for his actions. Sarn Starstealer must bear the blame, as must those of Anach Moranannil who followed him; it was he who sought to create a war between our Towers in order to avenge the death of Triannon Starstealer. Even now, the hepath is under Sarn's control. He is our devoted foe and it is my humble opinion that our Alliance should attempt to bring his plans to a swift end.



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So, as we continue in unity, remember those who have prevented war and ensured that our Alliance remains strong in adversity:

Delta, Monk of the Middle Way, Hero  
Merlin, High Priest of the Neutral Sphere, Hero  
Giles, Assistant Guildleader of the Grey School of Magic, Hero  
Brother John, High Priest of the Hospitaller Sect, Hero  
Karl, Humacti Warrior, Hero  
Sky, Warlock of the Yellow Guild, Hero  
Melkeron, High Priest of the White Path, Hero  
Daz, Sorcerer of the White School of Magic, Hero  
Jihad, Assassin, Hero  
Tornado, Sorcerer of the Blue School of Magic, Hero  
Scud, Spiritual Warrior of the Knights Martial  
Ice Diamond, Merchant, Wizard of the White School of Magic  
Sargon, Wizard of the Temple of Earth Magic  
Rowena, Wizardess of the Temple of Earth Magic

Our Heroes have once again done us proud. I was, frankly, amazed to watch them in action; it was frightening and exhilarating. I shall take a rest from watching adventurers, for a time.

Twilight.  
Scribe and Historian of the Neutral Temple.  
Assistant Librarian to Benson Sure.

P.S. I have deliberately omitted some details which, if revealed, may prove detrimental to members of our Alliance.

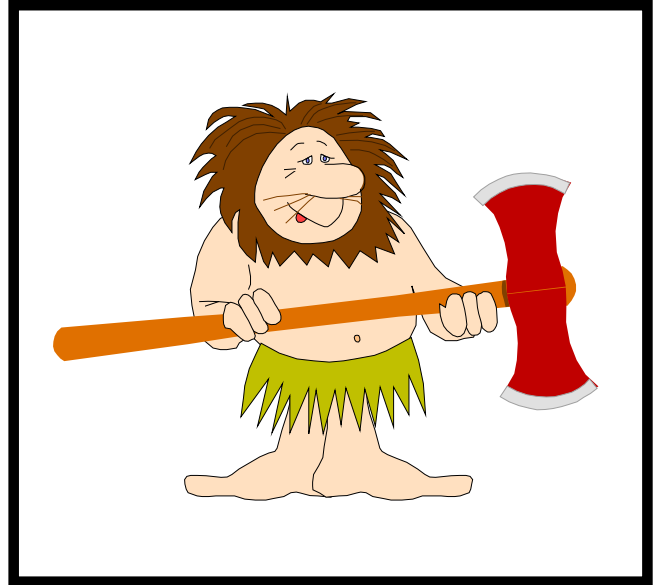
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## THE BARBARIAN SUB - RACE

As it has been a long time since the Barbarians were first seen on Orin Rakatha we have decided to re-issue those rules which appeared in QUAD 9.

Barbarians count as a sub - race of Humans and thus pick most of their skills from the standard Human tables.

A Barbarian is an 'uncivilised' man. They usually live in the wilderness where they wrestle wild trolls for a hobby. They are strong, brave, wild fighters but they have an innate strong dislike of magic. In fact barbarians will have nothing to do with magic. Wizards who have cast spells on Barbarians (even friendly spells such as skins) have found their spell books burnt and their heads ripped off. Under no circumstances will Barbarians wield a magic weapon or utilise an item which they are aware is magic. In fact they do their best to destroy magic items.



Barbarians normally encountered are of the 'Conan' type, (muscle, fur and studs) however other barbarians such as the Plains Barbarians ('North American Indian') certainly exist. Barbarians follow their spiritual leaders called Shaman who believe in the powers of their ancestral spirits.

Although Barbarians have the reputation of being a bit thick this is not true. The idea stems from the fact that Barbarians are not accustomed to 'normal' ways. Hence they find reading, writing and sometimes talking difficult, but give them a troll and a small knife designed to peel fruit and they will give you a suit of armour (for a price).

One of the other main abilities that Barbarians possess is the ability to control the flow of Adrenaline in their bodies. This allows them to perform great feats as they learn to control this flow. Adrenal points are bought much the same way as power points and operate in a similar way. However each adrenal ability must be learnt separately (at a points cost). A summary of the Barbarians differences from normal Humans follows.

As previously stated Barbarians choose off the same tables as Humans apart from the ability to use Adrenals and the following exceptions:-

- 1) There is no such thing as a Barbarian Mage as they are normally kicked senseless when they suggest such a thing.
- 2) A Barbarian Scout picks off the Warrior table.

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## POINTS TABLE

			WARRIOR	ACOLYTES	
WEAPONS	Double Handed	down to	7	14	
	Double Handed Mastery	down to	14	28	
	Enhanced Dble Handed Mastery	down to	28	56	
PHYSICAL	Armoured Dexterity per rank	down to	8	16	
	Toughened Skin per rank	down to	25	50	
POWER	Read & Write Power Runes	up to	10	2	
	Write Power Scroll Grades 0 - 2	up to	double	double	
ARMOUR	Furs / Skins Mastery	down to	half	half	
	Skinning	down to	1	2	
	Skinning Mastery	down to	2	4	
ADRENALS	Per Adrenal point		2	4	
	Use Rank Adrenals		R + 4	R + 8	
	Adrenal Abilities (per rank it exists)	Dexterity		4	8
		Strength		8	16
		Speed		8	16
		Resist Pain		8	16
	Resist Immobility		8	16	
MAGIC	THE ONLY SKILL AVAILABLE IS	Recognise Magic			

## ADRENAL SKILLS

At present only the Barbarian race is able to control its use of adrenals. When using adrenals the character should make it clear by giving a war cry / shout at the start. Each adrenal ability lasts for 30 seconds. Note that no damage is sustained from the use of adrenals.

To use adrenals you must:

- 1) buy that rank of adrenals
- 2) buy that particular adrenal skill to that rank
- 3) have sufficient points

Note that Barbarians start with 0 adrenal points. A rank 4 adrenal ability uses 5 adrenal points.

**Example.** A Barbarian warrior to use Adrenal Dexterity Rank 4 must first buy 'Use Adrenals' rank 0 - 4 (cost 25 points) and 'Adrenal Dexterity Skill' rank 0 - 4 (cost 20 points) as well as having sufficient adrenal points (cost 2 each) at least 5. If the warrior then decided to take strength ranks 0, 2, and 4 then this would cost an additional 24 points.

## ADRENAL ABILITIES

ABILITY	RANK IT EXISTS AT				
Dexterity	0	1	2	3	4
Strength	0		2		4
Speed		1			
Resist Immobility			2		
Resist Pain				3	

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## DEXTERITY

This ability gives the recipient +1 Dexterity (armoured or unarmoured) for each rank. The duration is for 30 seconds and cannot be increased.

**Example.** Granite the barbarian enters battle against the hordes of Yyyqsw. The enemy yellow belly Wiz decides to cast a horrible Blam Bolt at him. With a mighty loud growl he leaps aside (he has 3 ranks of armoured dexterity and a rank 4 adrenal dexterity burst - total 8 dexterity). The bolt totally misses him, catching a tree he swings round and charges. His extra dexterity is still in effect until a full 30 seconds have passed.

## STRENGTH

Using this ability allows the users inner strength to be utilised.

At rank 0 a user gets a Strength Burst

At rank 2 a user gets a Double Strength Burst

At rank 4 a user gets a Triple Strength Burst

## SPEED

This allows the user to move at full speed when he has been lowered to less than full speed but not stopped. i.e.: if slowed, or when partially recovered from paralysis etc.

## RESIST PAIN

This allows the user to ignore the effects of pain i.e.: he could ignore a spirit wrack, or could hop on his one good leg, for 30 seconds. It would not allow a broken to be used.

## RESIST IMMOBILITY

This allows the user to resist an immobilising spell, invocation or effect, (i.e.: halt invocation, ghoulish paralysis) but not physical restraint. The adrenal user can move at half speed (Zombie speed). Another adrenal is needed to combat a second effect even during the adrenals duration. Note that the resistance allows the effect merely to be postponed for 30 seconds not ignored. In the case of a halt invocation its duration would be finished by the ten seconds of slow movement then it would have no further effect.

**Example.** Burgi Facebasher the barbarian sneaks up on a robed figure with a pointy hat (people who wear pointy hats are surely witches) with the intention of kicking him senseless with a large, rusty, two-handed sword. As he stealthily approaches his size twelve, studded sasquach skin, knee length combat boots, find a cunningly disguised tom-cat. Whilst Burgi climbs out of the tree he so gaily leaped into the witch casts an icky-spicky "stand still, don't move, you're paralysed, stop" spell at him. Any normal man would have fallen from the tree and been at the mercy of the pointy hatted one, but Burgi was made of stronger stuff, and screaming horribly (partly because he was falling from the tree), he leapt to the ground, breaking his fall with his head. Struggling to stand, Burgi made off at top speed (about that of a Zombie or a barbarian leaving the beer tent). Thirty seconds and twenty feet later Burgi was found doing an impression of a tree, (the spell was paralysis not halt).

GRUGNIR  
SHAMAN OF DA TREE OF LIFE  
WANTS TO SWOP A LONG SLASHY SLICER\*  
WHICH DONT BREAK, NEVER, FOR A MASHY  
STICK WHICH DONT BREAK, EIVER.  
I LIKE REALLY T'AVE ONE YOU CAN GET  
BOTH 'ANDS ROUND.  
(only proper stuff - not icky fizz bang bits)

REPLY WIV OFFERS TO QUAD  
(\*empowered to 0 Long Sword)

# QUAD XXV

## MENTALIA FIVE DAY

What follows is a summarised account of a recent mission performed for the Valley Alliance by The Chosen and their associates. A group comprising of Rakshaal, Ishmaelin, Tamasan, M'ul, Kayden, Rakshavin, Meerak, Isam, Mwagi, Glen, Tanada, Chorley, Davion, Gruk, Castracia, Squire Jeff, Eric Badgershead, Sargon and Twilight left Orin Rakatha destined for Mentalia.

We had familiarised ourselves with the politics of Mentalia before our departure, but were surprised to discover how much things had changed since the Valleys last contact.

Upon our arrival on Mentalia we discovered that none of our iron and steel had made it through. We were weaponless. We made our rendezvous with our contact, a silver torc by the name of Philius. He gave us directions to The House in the Woods, residence of the notorious Aldrag Mindburner, who was in possession of the object of our quest, the Yellow school of magic's teaching scrolls. As we neared our destination we began to encounter the bronze torc minions of the Tanu. Some of the bronze's sported Aldonar symbols and Kalid tower colours. These minions were easily dispatched by our priests and mages and their crystal weapons we picked up and used against them. After several such skirmishes we reached an impressive stone bridge stretching across a deep gully into the forest. We could see a number of low stone buildings and a solitary tower, rising above the trees. It was by now late evening, the light fading, the sense of foreboding growing. We decided to prepare ourselves fully for the coming combat.

Suddenly from across the bridge came a number of figures one of which was a Tanu. Without hesitation the Tanu cast offensive magic against us. The fight was on. We forced the Tanu and her bronze torcs to retreat back across the bridge and into the forest. Eventually they pulled back onto the roof of a building. Surrounding it we closed in for the kill.

Once the Tanu and her slaves lay dead on the ground our evil priests summoned her spirit back to answer our questions. From her we learned that her name was Lady Simian and that she was Mindburner's sister, one of the two last Tanu! Her brother being the other. The rest of the Tanu had perished during an un-named catastrophe.

As she did not have what we sought we headed towards the tower. At its base in a small building we encountered a large group of bronze torcs guarding a large chest. Our Seer informed us that what we sought was within the box. Once again battle was joined. Victorious once more we decided to take the box and return to Orin Rakatha. In and out before Mindburner knew what was going on.

However, once we left the forest and headed across fields towards our way home, Mindburner and a group of bronzes appeared, ready for battle. Before Mindburner had cast his first spell we Vanished him and dealt with his minions. Once they were dead we invoked and cast ready for battle with Mindburner. Reappearing Mindburner and immediately teleported away to the middle of the field before we could unleash anything on him. A desperate battle was then fought with the Tanu teleporting behind people and slaying them with High Magic Shocking Grasps. Our determination did us credit, Mindburner, realising that he would not defeat us, teleported away to grieve for his sister.

# QUAD XXV

We eventually reached the site of the portal only to find that we could not re-open it. We were stranded on Mentalia. Needing a shelter and a haven away from Mindburner we left the forest area to seek out Philius. We met up with the silver torc who led us to an old abandoned trading hut. On the way he filled us in on the current political climate.

Philius, a silver torc, was a member of the High Table and a member of the Order of Liberty. The High Table was now made up of Humans, Firvulag, Howlers and a single Tanu, Aldrag Mindburner. We made enquiries regarding the possibility of leaving Mentalia and were told that a group of humans known as the Clan of the Torc may have the knowledge we sought. They dwelt in the ruins of Goriah, the former Tanu capital. Philius provided us with a map of Mentalia and showed the areas controlled by the various races. It turned out that our hut was deep inside Firvalog territory.

The silver torc also explained some of the history of Mentalia. It had been some thirty years since the last Valley contact with Mentalia. The Valley were allegedly responsible for the Bloodmetal, iron and steel, coming through, although he did have vague memories about Kalid and Aldonar also having some part of it. Most of the Tanu had perished to the Bloodmetal, Madric Hurtsease dying of old age some years previous to our arrival. The Firvulag now had control of a vast area of Mentalia, their numbers flourishing despite the bloodmetal menace. The Howlers had pulled back to their homes and were rarely seen. It seemed that we had just killed off half of the Tanu. Now only Aldrag Mindburner remained and he was enraged by our actions. We resolved to pay a visit to the humans in Goriah.

Next morning we headed off towards the city, on the way encountering a group of young Firvulag, whom we fought and ended up swapping trophies with them! We also encountered a band of humans who dressed as Tanu, complete with arches, who needed potions to cast magic. With these defeated we approached the ruins of Goriah.

Inside we found a clan of humans who idolised the Tanu, their catch phrase being "Praise be to our Tanu masters" every time we mentioned a Tanu's name. We told them that we were on a mission for Veteyn the Battlemaster and that we were stranded here and needed a way back to our homeplane. The humans were reluctant to believe we were from their long lost Battlemaster and wanted proof. They did however warn us that the Hunt were riding tonight. They also told us that Deathbringer, aka Aldrag Mindburner, was for some reason destroying human settlements in a mindless fit of rage. We promised to be careful and left.

On our way back to the safe house we were caught up by one of the humans from Goriah. He again warned us of the Hunt and agreed to check our proof prior to handing it over. He also mentioned that there was some kind of activity occurring in the mines, and hinted at a precious metal. At this we left him.

We reached our safe house and were met by a Firvulag who claimed to be the Ambassador's ambassador. He confessed that the Firvulag were curious about us and our Tanu slaying and had come to see whether we were worthy of talking to. He also apologised for the actions of the young Firvulag we met earlier. After a while, and much ale, he left promising to return to us with the Ambassador.

# QUAD XXV

That night we received a message from Velteyn. He had sent a projection of himself to Mentalia to offer us aid. We gave him our report and told him of our need. He gave us the symbol of the Battlemaster, telling us that it would be recognised by the humans. Next morning the Hunt struck. At first they were surprised that we did not run away, but were instead taking the fight to them. The Hunt possessed the ability to remove invocations from our minds and use them against us, that was a bit of a problem for our invoked evil priests. After a while it became apparent that we were losing the fight, but from out of the distance came the Firvulag Ambassador and his ambassador. With their aid we drove off the Hunt.

With the Hunt fleeing we took the Ambassador into the hut. He told us of the Aldonar and the Kalid bringing bloodmetal to Mentalia and supplying it to the humans. He told us of the Bloodwar and the Order of Liberty and the destruction of all of the bloodmetal. We told him of our bother with Mindburner and were told that the Clan of the Torc had a secret weapon, guess what that was. If we were to steal this secret we could use it ourselves to kill Mindburner or give it to the Firvulag champion and he would do it.

So we set off for Goriah. On the way we were once again attacked by the Hunt, but this time we knew their tactic and abilities and defeated them. We then met with our contact who confirmed that it was the Battlemaster's symbol and took us into Goriah.

When the symbol was presented to their leader we were told that it was not the correct symbol and called liars. Without provocation the humans attacked us. During the fight the humans were joined by a Tanu, Thorand Firestorm, but despite the Tanu help the fight went well for us. When only Firestorm and the human leader were left we detected more foes coming from behind. These turned out to be more Tanu! They were the rest of the Tanu High Table, Perric Waveweaver, Kuhal Earthshaker and an un-named female.

We started to pull back out of Goriah but Waveweaver stopped Firestorm from fighting and invited us to talk. After a long discussion with the Tanu we learned that the ward which prevented us from leaving was held in place by Mindburner and Firestorm. If they were to die then the ward would drop and we could return home. We also learned that the Tanu were dying off of old age, when they learned that only two or three years had passed on Orin Rakatha they wanted to return with us. In return they offered us their secret weapon, a bloodmetal dagger. They told us the Tanu race was all but extinct and the only way to continue would be to leave Mentalia. They told us that Mindburner was expected to arrive in Goriah soon. With that they left.

After what seemed an age of waiting lightning flashed in the sky and in walked Mindburner and his torced slaves. After a long fight, which saw a few of our number lose their lives, Mindburner fell dead to the ground. With a key taken from his body we opened the stolen chest, which we were told was Mindburner's soul box. Inside were the Yellow teaching scrolls we sought.

When Wave weaver reappeared we were told to go home and we would be contacted in the morning. After handing over the bloodmetal we left and returned to our hut beginning to celebrate Mindburners death. Quite by accident we found the bloodmetal dagger tied to the outside of our hut. We took it curiously. A while later Thorand Firestorm turned up and telling us that for the Tanu race to survive he must die attacked us. After a remarkably short fight Firestorm lay dead.

# QUAD XXV

Eventually the rest of the Tanu turned up, so we gathered our possessions, and headed back to Orin Rakatha. Once we got home the Tanu declined to return to the Alliance with us and wandered off on their own, leaving us to return alone.

If you wish any more detailed information do not hesitate to contact me.

May you always walk in the Shadow.

Rakshaal,  
Chosen Priest of Shai'tan  
Priest of the Reaper Sect

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## **CHARACTER PROGRESSION**

After you have reached 100 points or rank 10 your character can be carded.

Send in all your gests with a list of what your character can do and I shall card you.

For priests and mages your talisman or focus is usually available by rank 20 for 1000 gold (100 gests) as long as your guild debt does not exceed 500 gold (50 gests). after rank 20 you will be taught approximately 3 new spells or invocations for every 100 points your character has earned above 200. Remember that this assumes your loyalty to the guild, sect, etc.

Scouts will learn potion recipes and warriors will receive help in payment towards ensorcelling or empowering of weapons and / or armour.

If your character chooses to try and gain something unusual, like a mage wanting a talisman, then this will obviously be in place of normal acquisitions.

If you think that you are due a new spell or rank of invocations be sure to send the appropriate gests or include your guild debt card to be updated.

Remember to include an S.S.A.E. with all letters to ensure a speedy reply.



# **HEROQUEST**

**14 GROVE CRESCENT  
BARNWOOD  
GLOUCESTER  
GL4 3JJ**

**TEL (01452) 546871**

## **HEROQUEST VII**

*Heroquest VII will be run the last week in May 1997. Exact days will be confirmed as soon as possible. I am hoping that all players thinking of playing will attend the Halloween theme where full details will be confirmed including price, location, etc.*

*The following players / characters, have been invited so far:-*

<i>Barf</i>	<i>Rangers</i>	<i>Marco</i>	<i>Grey Gauntlet</i>
<i>Scrope</i>	<i>Black School</i>	<i>Brains</i>	<i>Grey Gauntlet</i>
<i>Squire Jeff</i>	<i>Humacti</i>	<i>Eric</i>	<i>Full Contact Ferret Wrestler</i>
<i>Rowena</i>	<i>Temple of Earth</i>	<i>Sargon</i>	<i>Temple of Earth</i>
<i>Twilight</i>	<i>Grey Wardens</i>	<i>Melkeron</i>	<i>White Path</i>
<i>Dark</i>	<i>Dark Brethren</i>	<i>Phaid</i>	<i>Dark Seers</i>
<i>Gruk</i>	<i>Iron Guard</i>	<i>Bruce</i>	<i>??????</i>

*Please let me know your feelings as soon as possible.*

*all the best*

***S.F.B.***

# QUAD XXV

## A SMALL YELLOW SQUEAKERS GUIDE TO

### Orin Rakatha - Part 2

Here is a translation of thirteen of the known Drow Houses, for use by Sprites, Pixies, Dryads, Faerie-folk and anyone else who has spoken to Barf recently.

House Durgaloth	House Durgle-blob
House Tumdurgal	House Bumcurdle
House Arduval	House Who's - ya - pal ?
House Dadaloth	House Curdlebroth
House Morfaeglin	House More - bras - in
House Drannath	House Birdbath
House Gurthel	House Girdle
House Tilduring	House Dead Boring
House Alzor	House Arsehole
House Valdurin	House Dirty - bin
House Morcarin	House More Camel - dung
House Durilhach	House Dirty - Mack
House Agraathan	House Bags - of - flan

This research took many, many, many minutes of contemplation whilst sat in a hut in the dark vortex (turn right at the Elven Glade). Many thanks are given to Samurai, Rowena, Tiny, Phaid, Brains and of course Barf, the instigator of this section of the guide. (Well I'm not taking the blame for this one by myself).

Let it also be known that Anarik Moranadil shall be known as Annadin Panadol (coz it gives me a headache).

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## CELEBRATION THEME 7 - 9 / 2 / 1997

February 1997 sees the beginning of 11 years of Heroquest. The longest running live role playing campaign in the world, which still all stems from the first adventure we ever ran. We will be running a special campaign theme weekend for all of the Towers with a banquet on the Saturday evening.

Due to the success of last years theme bookings will be taken on a first come first served basis.

We are running the event at St Briavels Youth Hostel in the Forest of Dean. For those of you yet to have had use of this site it is not to be missed. We have full run of the whole place from 7.00pm on the Friday until 1.00pm on the Sunday.

# *QUAD XXV*

If you wish to book a place the cost for the weekend is £60 which includes the banquet on the Saturday. Could you let us know in advance if you are vegetarian. If you are unable to let us have the full amount in advance a £20 non-returnable deposit will secure a place for you.

## TRAITOR IN THE VALLEY

Recent reports suggest that it is that time again, the time when a high ranking sorcerer of the valley has been accused of being a traitor and member of the Cult of Not Very Niceness. Recent journeys into the Elven Glade have been thwarted because of the foul activities of this person, who allegedly has informed the Cult of Not Very Niceness about the movements of our valiant and hard working Valley Scouts and Guides.

This person is obviously Not Very Nice and so should be approached with caution and a couple of loaded sprites (Frazzle and Puddle would have done but they recently showed that marriage has made them break easy). A high ranking member of the White Path is reported to have said "well it's obvious, it's got to be Scrope, I've discerned the notorious Mist Boy, and he is definitely Not Very Nice."

In response, via a spoketree in the Elven Glade, the Partisan Leader of the Cult of Not Very Niceness replied "Aaaagh ..... It's not true, although I am Not Very Nice at heart, I am not a member of the Cult of Not Very Niceness and would certainly not be Not Very Nice to members of the Valley especially if they are going on a routine picnic".

## WANTED

**COMPETENT TREE SURGEON TO CARRY OUT FELLING OPERATION IN ELVEN GLADE**

REPLY CODE QUAD A1029

## PRICES SOAR IN TROLL IN A BOTTLE MARKET

Due to the recent interest shown in "Trolls in a Bottle" by a group of the Elven race the price of such artefacts have jumped from four spanglies to a phenomenal five.

Leading Valley entrepreneur Ice Diamond was reported as saying "I have no intention of entering this market as my troll supplier, Barf, has been sending in damaged goods of late which have not been up to my usual quality standards. Ever since he got that silver secondhand sword he just can't help but slice the trolls to bits".

## CHOSEN TOUR - GENOCIDE SCANDAL

Due to the recent tour of Mentalia by the infamous Glam Group, The Chosen, it is reported that the Tanu races numbers have been cut in half.

Sources close to Rakshaal revealed that this Glam Boy Band "only wanted to share their Blood Metal music with the folks on Mentalia".

But it seems that although appreciated by the hard hitting Firvulag fans the Tanu could not handle the severity of the songs played by The Chosen, promptly dying or fleeing to Orin Rakatha.

The exact whereabouts of the remaining Tanu is not known but their dress sense and music taste suggest that they would seek out the recently formed teen group Ageing Hippy and the Seer Dudes.

## FANS MOURN THE DEATH OF ONYX

Onyx, High Priest of the Michelinier Sect, Sergeant at Arms of the Order of King Michel, Honorary Member of the Green School of Magic and Fairy has been reported as being "Missing in Action" after a recent retreat from the Elven Glade by lots of Good Blokes from White Retreat and Halmadons Heights.

Fans of the Holly Wood star are distraught at the loss of their pin-up idol who has been an inspiration to many a young half-orc. Attempts to locate the body by the Valley have failed but in an exclusive interview The Dark Vortex has revealed that Onyx has been stuffed and adorns its living room in the Elven Glade "well I always prefer to have the original instead of one of those bendy toy versions".

## TIRED OF LIFE ?

## GET STATUED

A DARK VORTEX PUBLIC SERVICE ANNOUNCEMENT

*Dear Uncle Rattie  
I've lern't shorthand.*

*Dear Frazzle  
Not short enough.*

# QUAD

## FORTHCOMING EVENTS

1996

OCT 25 - 27	Mid Level 36 hour	St Briavels
NOV 10	8 hour	Forest of Dean
NOV 14 - 17	Oracle Mission 72 hour	Dimmingsdale
DEC 1	8 hour	
DEC 8	8 hour	
DEC 13 - 15	Christmas Theme	Street

1997

JAN 12	8 hour	
JAN 24 - 26	36 hour	Clun Mill
FEB 7 - 9	Celebration Theme	St Briavels
FEB 23	8 hour	
MAR 7 - 9	36 hour	Dimmingsdale
MAR 23	8 hour	
EASTER	72 hour	TBC
APRIL	Theme Weekend	TBC
MAY	Heroquest VII	TBC
SEP 1 - 7	Heroquest VIII	TBC

## ALSO AVAILABLE

The character, power and magic rules are all available at a cost of £7.50 each. Send an A4 s.a.e. to 14 Grove Crescent, Barnwood, Gloucester. GL4 3JJ.

We have some of the old QUADS 1 - 24 still available cost £1.50. Also available are Heroquest T-shirts, sweatshirts and hooded sweatshirts, all colours and sizes.

# **FORTHCOMING**

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