

# DYMWAN

## WE WILL BE THE LAW

At a recent meeting of the towers the Dymwan representative in a stirring speech to those gathered laid down the laws according to the Dymwan.

Dymwan declared war on the Drow Houses except House Tumdurgul.  
Dymwan declared war on the Hall of Bethelim.

Dai-Fah-Dyne are to sort out their problems and in the interim the Dymwan take control of the World Window.

Morgothians are to return to and stay in their tower. Failure to do so will result in a declaration of war by Dymwan.

Reader will not trade with the enemies of the Dymwan.

Shadowsfall are to stop all contracts on Dymwan and will be paid double for all contracts on the Dymwan's enemies.

Wizards Concillium are not to get involved nor are they to trade high level spells .

The Valley Alliance are to have a truce with the Dymwan. The Dymwan offered to sort out the Undead Problem of the Aldonar Tombs to such an extent that they have already taken over the area.

Subsequent discussion by interested parties has not resulted in direct action.

### *In this issue of QUA D*

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## ***EDITORIAL***

*Apologies for missing the deadline of the first theme of 1997 to get this issue to you. Lots of things accounted for this and I really do hope that the situation doesn't happen again. I suppose deep down I would not want to make a precedent by appearing to be organised and get your hopes up for later issues. Anyway thanks for the patience.*

*QUAD this month becomes the information source it should be, and thanks to SFB et al there is plenty of useful information for you all to ponder. Descriptions of the Valley Alliances ruling councils, their personalities and even a map with the towers on it so that you know where there is a friendly place in this changing and dangerous time.*

*Yet again thanks to Frazzle and Puddle for their write ups. Are the Sprites of Orin Rakatha the only folks who can put pen to paper, come on the rest of you. It doesn't take long to put a quick resume of an adventure on paper. Even if it makes the news section bigger it has to be worth it.*

*Best Regards  
and I really do look forward to  
hearing from you*

***Paul***

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## **CONTRIBUTIONS**

### **AKA HOW TO GET SOMETHING PRINTED IN 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 gess 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.

# QUA D X X V I

## WHEN WE HELPED OUR MATES THE AZAD-AN

Hello, tis I, the Mighty Puddle, who now is big and hard because I've got status and a really big spell. I took time out from the pub, (thats the Players Union of Bingo Frazzle) to go out on a patrol with a bunch of mersenaries called, Mungo, Dank, Surgeon, Twiglet, Maracus, Nik-nak, Drool, and our leader Mr Make you well Castillo. I'm sure that I have seen some of them before though.....

Well we stayed at this dodgy inn within the towerless area run by a real thug. Whilst there this scouty type of bloke came to us and gave us some poshuns and said that the Dai-Far-Dyne were coming to see us about a trade deal, if they ever do ny thing else. Dai-Far-Dyne guards turned up but they were boring coz they didn't talk much cept that an important box was being guarded for a speshul meeting that Master Reetus was attending. They then left and we did sleep.

We woke up, which was good coz its better that way, and I read my spell book coz I've got a big spell. The landlord did then come in and said that the Dai-Far-Dyne guards were all dead, and that there were Shadowsfall in the area coz they stopped at the inn. The Dai-Far-Dyne assistant then came and asked us to take over his mishun, to find a scroll case which can't be opened and a sealed box which might. He gave us some money and lixirs and told us there were bandits in the area.

Strolling in the woods like we do we must have gatecrashed a Hordeling party because there was lots of them and they all wanted presents. We killed them in the really spectacular way that people with status, like me, do. Later we discovered a dead body and the Shadowsfall that were in the area and he did tell us that they wanted to kill the bandit leader Axehand, and we said we would kill the rest. Which didn't take that long to start coz one of the bandits in blue boots did tell us to leave and called his mates when we didn't. Some more bandits were down the hill so we attacked and Dank called a big troll Susan which made the troll fall over. With the bandits were a priestess that made the troll into a zombie and an Ogre which turned to gas and floated away lots.

The priestess who, although small, had a really loud voice told us to go away but she eventually gave us the box and told us where the scroll was. I fondled the box and it told me that it had two spells on it, one to stop the box being opened and another which would delapidate whoever opened it. Surgeon did dispel the can't open the box spell and Mordar, herosterically, did open the box. He got delapidated and flapped around on the floor like a fish. They said that it was called drown and that eel be alright, he'll just have to find a sturgeon but at least he'd found a porpoise in life. When he got better we all clammed up in case he got crabby.

Eventually we got the scroll and the Shadowsfall got Axehand's head and we went back to the inn. The Dai-Far-Dyne did come and told Twiglet a word with which he opened the scroll and changed the plans on it so that someone could blat the Kallid who were supposed to attack a group of Azardan en-route to a trade meeting. After a fight which everyone said was with the Ogre Magi, but which I think was over the last Rich Tea biscuit, a Kallid did come and take the scroll so we all went home to our towers.

# QUAD XXVI

## SHITTY'S BIT

Hello and welcome to Quad, produced for members of the Heroquest club. Quad is produced to be distributed on theme weekends and is given free to all members.

Once you have paid your membership you will receive all the copies of quad for that year. Anyone who cannot attend the theme on which individual quads are released will have their copy sent to them in the post or brought on the next adventure.

Thanks to all your contributions, keep sending them in and your character will receive 5 gests for a story or adventure write up and 1 gest for an advert or short letter. Many thanks to Paul Evans who edits and prints quad.

Happy adventuring

S.F.B.

## HEROQUEST - THE CLUB

Heroquest is run primarily by Mark Roberts and any questions bookings letters etc should be sent to :

Heroquest  
14 Grove Crescent  
Barnwood  
Gloucester  
GL4 3JJ

Please remember to include a stamped addressed envelope with all letters, this will ensure a prompt reply. I can also be reached on the phone 01452 546871. Office hours are :

Monday		5 p.m. - 7 p.m.
Tuesday	12 p.m. - 2 p.m.	5 p.m. - 7 p.m.
Wednesday	12 p.m. - 2 p.m.	5 p.m. - 7 p.m.
Thursday	12 p.m. - 2 p.m.	5 p.m. - 7 p.m.

Heroquest could not be run without those people who give up their valuable spare time to write rules, campaign background, and generally help me to keep the club going, although the list of people is too long to print I would especially like to thank Keith ( Rick ) Jackson, Steve Barnes and Jonathan Benger for everything they have done and continue to do for the club.

# QUA D X X V I

## ADVENTURES

We run events of varying length as follows ; 1,2,3,4 or 5 day adventures and theme weekends

- 1 day adventures last 8 hours.
- 2 day adventures last 24 hours.
- 3 day adventures last 36 hours.
- 4 day adventures last 72 hours.
- 5 day adventures last 96 hours.
- Theme weekends last 30 hours.

When you book on an event you will be told where we are running and what time to meet. Once everyone has arrived players are briefed and get into character. After the event has finished players are debriefed and go home. The time from meeting to departing should be 8 or 24 or 36 hours etc...

Theme weekends are slightly different in that we finish on a Sunday morning approximately 3 a.m. and then debrief in the morning after everyone has had some sleep.

Below is a list of adventures already planned to run for the first half of 1997.  
If you wish to book an adventure on any other date be sure to contact me to arrange it.

MARCH 7th - 9th. 36 Hour.

A mid to high level to be held at Dimmingsdale youth hostel.

MARCH 20th - 23rd. 72 Hour.

Following on from the oracle mission and the celebration theme, squire Jeff is leading a party of Humacti and friends on this what could be his last adventure!

APRIL 6th. Low Level 8 Hour.

APRIL 18th - 20th . Theme weekend.

Continuation from the celebration theme.

MAY 4th. Low Level 8 hour.

MAY 16th - 18th. 36 hour

MAY 26th - 30th. HEROQUEST 7

# QUA D X X V I

## PRICES

The cost for the various events are as follows :

	Normal Price	Discounted Price	YHA Charge	Monsterring Discounts
8 hours	£ 25.00	£ 20.00	N/A	£ 4.00
24 hours	£ 50.00	£ 40.00	£ 5.00	£ 7.50
36 hours	£ 75.00	£ 60.00	£ 10.00	£ 10.00
72 hours	£ 150.00	£ 120.00	£ 15.00	£ 22.50
96 hours	£ 200.00	£ 160.00	£ 20.00	£ 30.00
Themes	£ 50.00	£ 40.00	£ 10.00	see below

The discounted price is for those players who pay in full in advance at least 8 days prior to the event.

The YHA cost is for events where Youth Hostels are used.

Monsterring an event will give you a discount on the next event you play. These discounts are cumulative. Theme weekends are slightly different in that if you monster for 8 hours you receive a £ 20 discount on the price of the weekend.

## CHARACTER LETTERS

I am often asked if players can try and do something with their characters between adventures, ranging from research within their guild to meetings in another tower to travelling half way across Orin Rakatha to find potion ingredients. Well now you can, after each adventure your character goes on, you may choose to send in one letter which enables that character to follow up plot lines etc from that particular quest before your next adventure. This will only work if that character is booked to go on another adventure, that way I can try to write in to that adventure whatever it is that the player is attempting to achieve. Remember to include an s.a.e.

Example ; Robin the Good, a Wolfhold assassin, meets a Reader merchant on an adventure and observes him using a potion not available in Wolfhold. After the adventure Robin writes to me booking on the next adventure ( sending a cheque more than eight days in advance to get the discount price ) he includes a letter, and s.a.e., asking said Reader if he can purchase one of the potions and for how much. I then write back telling him the price and on the next adventure the Reader appears and the transaction can take place. **S.F.B.**

# QUA D X X V I

## TOWER GUILDS

The following pages give a list of guild leaders, assistants and administrators. It also lists other well known people who reside in that tower. All guilds, schools etc are based in the same tower as their relevant leaders.

## WOLFHOLD

### THE COUNCIL OF TEN

1	Lord Blackwolf	Tower leader and Dark path sect head
2	Bael	Iron guard guildleader and Champion of Wolfhold
3	Snarlow	Seers sect head
4	Baron Ulthar	Dark Brethren sect head
5	Mian	Reapers sect head
6	Vetzlar	Wolfhold alchemist
7	Attalus	Assassins guildleader
8	Unnamed	Black school guildleader
9	Eremor Shaderiver	Assistant head of the Black school currently on sick leave
10	Dalvain Spellsword	Patriarch of the Drow house Tumdurgul, Blue school guildleader

Council assistants and personages of note

1	Darkheart	Assistant controller Wolfhold Ambassadors
2	Rath	Assistant sect head Seers sect
3	Lensal Backbone	Assistant sect head Reapers sect
4	Mothac Storm	Assistant sect head Dark Brethren sect
5	Sin	Assassins assistant guildleader
6	Termigan	Iron Guard assistant guildleader
7	Bullripper	Iron Guard assistant guildleader
8	Lathrodec	Leader of Church of Lolth

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## WHITE RETREAT

### FELLOWSHIP OF TWELVE

1	Lord Sebastian	Marshal of the Order of King Michel
2	Sir Vanderloss	Crusaders guildleader
3	Taraman	Seekers guildleader
4	Helios the Luminary	White school guildleader
5	Sir Gilrain Hardwicke	Red school guildleader
6	Alorn Verithis	Green school assistant guildleader
7	Sir Clavados	Micheliners sect head
8	Sir Loren de Hal	Humacti sect head
9	Sir Thorlec	Guardian of the Armoury
10	Duke Hanrow	
11	Galnin	
12	Rachek Drummond	

NOTE : The position of Tower leader is currently vacant

#### Assistants

1	Melvin Manypage	Assistant to Tower leader
2	Sir Arren Hardwicke	Adjutant to Lord Sebastian
3	Gelithian Nommass	Assistant sect head Humacti sect
4	Dunstan	Assistant sect head White Path sect
5	Sir Leonidas	Assistant sect head Micheline sect
6	Sir Volminor	Assistant sect head Hospitallers sect
7	Sir Kelro	Crusaders guild Administrator
8	Cerestan Thorne	Crusaders assistant guild leader
9	Reoff Kyrandor	White school assistant guildleader
10	Werdna D'Nall	Blue school assistant guildleader
11	Gilbert Oathtaker	Blue school Administrator
12	Lightfoot Flame	Red school assistant guildleader
13	Kronos	Seekers assistant guildleader

NOTE : Gelithian Nommass has been missing since Halloween 1996 along with Johann a Humacti high priest.



# QUA D X X V I

## VALLEY ALLIANCE TOWER

### THE CONGRESS

#### PRIMUS

1	Raucus	Tower leader and Grey path sect head
2	Faldor Steel	Rangers guildleader
3	Geran Sal Beridan	Assistant sect head Dark path sect
4	Lord Creyn	Hospittalers sect head
5	Lord Velteyn	Yellow school guildleader
6	Goblin King	Allied goblin forces leader

#### Remainder of the Congress

7	Lazarus Steel	Pathfinders guildleader
8	Avalon	Grey Gauntlet sect head
9	Galadrin	Grey Wardens sect head
10	Tarn Gurrack	Temple of Earth magic guildleader
11	Orlon Tenquil	Blue school guildleader
12	Ushiro	Monastery Grand master
13	Martha Holmworth	Head of Domestic Affairs
14	Rednow Ffuts	Valley merchants guildleader
15	Carras Lark	Farmers guildleader

#### Other people of note

1	Gilliard Greyarm	Grey school guildleader
2	Garth Deathstalker	Pathfinders assistant guildleader
3	Leaf	Pathfinders guild Administrator
4	Derlin	Administrator Grey path sect
5	Mertran	Brown school assistant guildleader
6	Master Kuasowa	Assistant to Ushiro
7	Artagel	Rangers assistant guildleader and guild champion
8	Njord Forgeson	Rangers assistant guildleader and Armoury head
9	Ringwood Stark	Assistant sect head Grey Gauntlet sect
10	Benson Sure	Assistant sect head Grey Wardens sect
11	Pace	Grey school guild Administrator
12	Giles	Grey school assistant guildleader
13	Mathias Cooper	Assistant sect head Grey Path sect
14	Shamus	Green school guildleader

# QUAD XXVI

## **THE TOWERS**

Opposite is a map of Orin Rakatha showing the location of all the towers that we know of. In each issue of quad we will give information on one or more towers to give players an idea of what is out there awaiting them.

1	Halmadon's Height	11	Kalid
2	Ex Tower of the Sun	12	Kalid
3	Ex Taranor Ex Valdemar	13	Annach Morrananil (Drow)
4	Dai - Fah - Dyne	14	Tombs of the Dymwan
5	Wizards Concillium	15	Morgothians
6	Wizards Concillium	16	Wolfhold
7	Hold of Azad - An	17	White Retreat
8	Reader's Domicile	18	The Valley Alliance
9	Hall of Bethelim	19	Ex Icarthian ( now ruins )
10	Thissessin	20	Labyrinthe of Xenos

Note; in the past there have been many and varied spellings of these Towers, anyone who disagrees with these spellings should report to the Assassins guild in character.

## **TOWERS - (1) HALMADON'S HEIGHT**

This tower is mainly inhabited by humans of extreme lawful and good alignment.

Their purpose in life is to destroy evil whenever and wherever they can.

Although they have a tower on this plane their main activities are on a multitude of planes where they try to tip the balance between good and evil in the favour of good.

They are most remembered on Orin Rakatha for their crusade against the Aldonar race

They have members of the Order of King Michel within their tower and it is rumoured that it is the final resting place of King Michel and the good Seers.

There is a strong alliance between our White Retreat Micheliners and Halmadon's Height and a group of Halmadonians currently reside within the White Retreat.

Legend has it that the Halmadonians are from all planes and that they were one of the first towers on Orin Rakatha to be occupied.



ORIN RAKATHA

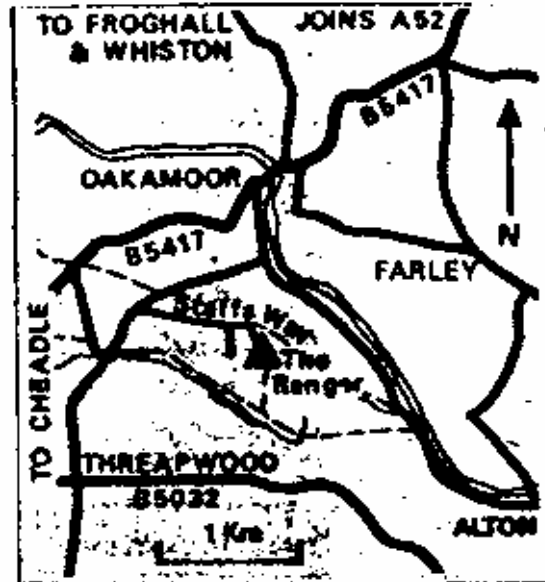
# QUA D XXVI

## HOW TO GET TO

### DIMMINGSDALE Y.H.A.

Little Ranger  
Dimmingsdale  
Oakamoor  
Stoke on Trent  
Staffordshire

01538 702304

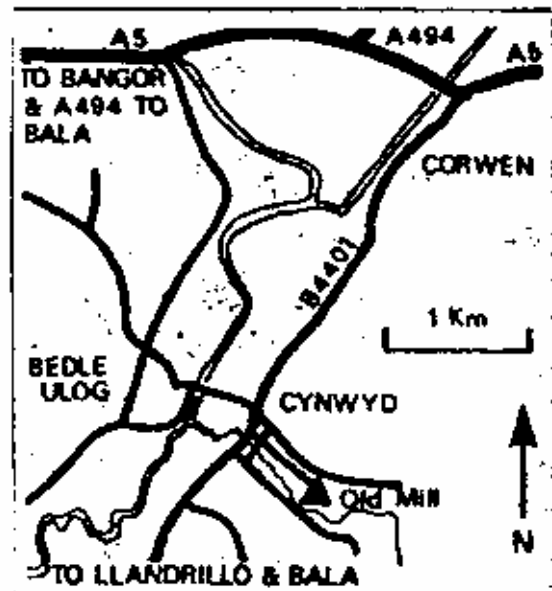


From Oakamoor on B5417, take road south end of Bridge past Admiral Jervis.  
Take right fork to top of hill, turn left up farm track to Hostel.

### CYNWYD Y.H.A.

The Old Mill  
Cynwyd  
Corwen  
Clwyd

01490 412814



On B4401 from Corwen, bear left before bridge and follow road for 100 metres.  
From Bala turn right before bridge then second right.

# QUA D X X V I

## **LETTERS PAGE**

To all members of the Valley Alliance,

In the interest of fostering better relations between our three Towers, we announce ourselves as a group consisting of members from all Towers, and a variety of Sects, Guilds and races within our Alliance. We are a group who are strong and loyal to our Towers. We are a group who once we undertake a task, will always see it through to its conclusion. We are a group who view all beings as valuable assets to our Alliance, no matter their race or calling. We are The Chosen.

The Chosen are always willing to accompany any members of our Alliance on missions for the betterment of our Towers and its peoples. We hope to encourage more folk from our Towers to cooperate more fully with each other, for that will truly bring our Towers into unity. For in unity lies strength, and strength is what is required in these troubled times. Not just strength of arms, but also strength of mind and purpose.

If anyone wishes a strong and loyal group to accompany them, or wish to accompany such a group on missions to better our Towers, then do not hesitate to contact us.

### **The Chosen**

Not just strength

---

To all members of the Valley Alliance,

Whilst on a recent patrol for the Valley Alliance certain items were stolen / lost which are of value to myself. If anyone should find a large leather bound tome with the words

### **SARGON'S SPELLBOOK**

on the cover could they please return it to Sargon at the Temple of Earth Magic.

### **Sargon**

---

# QUA D X X V I

## HEROQUEST - TOM'S STORY

What follows is a history of the Heroquest campaign as seen through the eyes of Tom, a boy from the village, starting from the old valley and continuing to the present day.

The thing that I always remember is being told never to play down river, I thought me mum was just being boring like all grown ups but I found out that the Sorcerors men would capture kids like me and the village would have to pay to get us back. That is how things were then, we lived in one half of the valley and the Sorceror and his men lived in the other half. We weren't at war as such but anyone straying where they shouldn't were not always seen again. So that is how it was and had been for as long as anyone remembers, then the adventurers arrived.

The way it's been told to me is that lots of years ago there was a huge war all over the land and everyone joined either the side of good or evil. In those days people were really powerful and had the biggest spells and items ever, and finally it all came down to one huge battle. The trouble was everyone was so hard the battle went on for ages and loads of big stuff was cast over and over and a storm cloud was created. Now this apparently was the Chaos storm and it consumed great portions of both armies, who continued to fight, and turned them to Chaos.

This went on until there were more Chaos people than either of the armies and both sides were fighting Chaos more than each other. I've never been told what the evil guys did but there was a sort of truce and both sides tried to stop the Chaos. The problem was they cast more and more big things that made more Chaos. The white wizard and some of his friends realised things were bad and the whole world was going into an age of Chaos so he came to the Valley and made the Forbidding Wall to keep the creatures of Chaos out.

So that all happened in what's called the Time of Legends. Now we were not the only ones who were sort of hidden away from the rest of the land. In another part, I call the adventurers home, they had their own Forbidding Wall, but it wasn't as strong as ours and people their trained to go through the wall to stop the Chaos creatures coming out. This had gone on for some time apparently when the first group of adventurers arrived in the Valley. No one seems to know why they appeared in the Valley, but they did and they appeared in the Sorcerors end. He probably thought it was some rangers of ours and didn't take them seriously. We don't know what he thought cause while he was in his home meditating they came in and killed him. Not that they were evil or anything it's just that he had told his men to kill them and after all they had come to kill Chaos. Raucus who was Village Elder met them and asked them to come and live with us.

For the next year more and more adventurers arrived and we got organised guilds and there were really good people and really evil people and Elves and Orcs but I'm getting a bit ahead. When the first group killed the Sorceror he no longer had control over this huge beast and it was free to roam the Valley doing bad things. An adventuring group went out and first met the Micheliners and with their help banished the creature from our plane. Trouble was he had a follower who got away, this follower swore revenge on the Village and everyone in it and he went off with his mates to form the Dark Brotherhood. We called him the Dark One and me and the other kids had nightmares about him from all the horrible stories we were told about him. You now know him as Lord Blackwolf.

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The Dark One, Lord Blackwolf, told his mates they would rule the Valley and started to raise an army to destroy us. The trouble was one of his mates, Karriel Lungash, blew the horn of fate and it gave him the power to convince people to do what the Dark Brotherhood wanted. They got most of the Sorcerors men and the Drow and the Goblinoids and Lizardmen and the Duegar to join and kept attacking us until we had to leave the village for a bit for the safety of the non combatant people.

Meanwhile Lord Blackwolf was training a group of people to bring back his master to our plane and then we would really be in trouble. In the end we had a big battle against them and the White Wizard, who had come out of the tower he had lived in ever since he made the Forbidding wall, was killed. The Forbidding Wall was no longer there and the Deep Wood Elves appeared and helped a group of adventurers stop the Dark Brotherhood. The group were the first Valley Heroes and one of them, Cequinth, has written a really detailed story to tell you all what happened.

So the Dark Brotherhood had lost the battle and things were a bit quieter for a while but it was still unsafe to go down river in case the Drow or Lizardmen etc got you.

Going back now to the rest of the land, after the battle with the Chaos storm their was an age of chaos. During this most of the powerful people died and items were lost so there was less to fuel the Chaos storm and eventually it dissipated.

Some time later all the humans who survived the age of Chaos started to fight against the Chaos creatures and eventually became powerful enough to make an Empire. This Empire decided anything that wasn't human was Chaos and set about killing everything not human.

You might well wonder how this affects us, well the Valley was hidden away in the far north easternmost part of the land and even if you travelled through the Deep Woods the Forbidding Wall stopped you entering the Valley. That was until the White Wizard died and the Wall was no more. Then the Empire scouts started entering the Valley and found what they thought to be a large outpost of Chaos.....

There will be more from Tom in the next issue of Quad. Tom's story is based on information given by all of the various guilds sects etc for more detail it is best to speak to people who were there when all of the above occurred.

---

## **Edited Highlights from a report by Frazzle - On the way home**

Returning from an area of woods called the Icarthian Triangle- yet again coz I don't go there enough our group (mine and Puddle's that is) bumped into ..... hordelings, undead, azad-an who wanted an item from a Kalid camper van, kalid, undead, spriteys, dead druid, teleporting kalid, more undead, more hordelings. Then we went home.

# QUA D X X V I

## 36 hour Clun Mill 24 01 97

A group left the Towers to visit the Icarthian Triangle on a mission for Hunter Greenshield. The mission was to collect ingredients to formulate a cure to neutralise the taint of hatred emanating from the Elven Glade.

Unfortunately the Wizards Concillium were in the area trying to get the blade of RANGA FAL, one of the four weapons of hate. A dean of the white college within the Wizards Concillium had been slain and a number of the Concillium were trying to take up his vacant position by finding the blade which he had died trying to acquire.

NOTE he was actually slain by a valley group for being a Sorcerer in the Cult of Hate but the Concillium are not aware of this.

The party were mostly successful in their mission and actually ended up in possession of the blade. After much debate the party handed over the blade to an assistant dean who we had previously met. Another group from the Concillium wanted the weapon and were not happy and killed Sargon and Brother Simon in a fight before they were forced to withdraw.

The Party - Neerak, Barf, Sargon, Brother Simon, Felix, Elin Luin, Telstar, Draal, Hack, Puddle, Frazzle.

**The Blue School wishes to thank the party for acquiring the teaching scrolls of Arcane Sleep.**

## A brief note concerning monsters.

It has come to the attention of a number of us that there is a distinct lack of appreciation for our monsters. I feel that the monsters are performing an invaluable service to us, the players. It takes little time and even less effort to take complaints to the referee rather than shouting abuse at our adversaries. The Monsters role is not an easy, or always pleasurable one and I am sure we can all try to make their job easier by realising that they are one of the fundamental parts of all adventures. So can we all please remember these important rules:-

Any complaints to be voiced to referee (physically abuse your monsters, not verbally!)

Remember the monsters are there to entertain you as well as themselves

**THANK YOUR MONSTERS - A HAPPY MONSTER IS A LESS VIOLENT ONE !!!!**



## AUNTY SCRAG'S PROBLEM PAGE

Due to a sudden increase in problems over the last few months the whole of the back page is given over to A. S.

Dear Aunty Scrag,  
During a recent mission, I was unfortunate enough to encounter a creature of sinister disposition. The aforementioned entity cast a cosmic invocation upon me. I wish to know how long aforementioned invocation lasts for. Aforementioned invocation has the nomenclature, Eternal Torment.

Worried Librarian

Dear Twilight,  
The key word in the invocations name is ETERNAL. However, recent discoveries show the length of this period to in fact be seven eternal nights.

In fact I had to heavily edit your letter. I am not quite sure what the Aldonar and Lord Blackwolfs forthcoming holiday plans have to do with Pain invocations, but I'm sure you will write in and explain in even greater detail.

A. S.

Dear Aunty Scrag,  
As one of the fair Elven folk it was to my horror that I learned of the Evil within the Elven Glade. It seems that now the focus has gone from my life. What can I do?

Distraught Sorcerer.

Dear Felix,  
Try using oak or pine as a substitute for the wood normally obtained from the Glade. Not quite as durable, but infinitely more alluring.

A. S.

If you have any problems or questions concerning rules, characters, adventures etc write to Aunty Scrag c/o Quad magazine. All letters printed will receive 1 gest.

Dear Aunty Scrag,  
I am the most important member of a group of really important people within our Towers. Unfortunately on a recent mission one of the group lost it and decided to attack a herd of cows armed only with profane language. Please can you advise me on how to regain the otherwise impeccable image of our group.

Not really evil (honest)

Dear Ishmaelin  
I am afraid your only hope is for the group to retire from public view ( off plane, for example ) for some time, and have a few people paid to spread rumours about great deeds, excellent teamwork etc that your group performed on missions..

A. S.

Dear Aunty Scrag  
Until recently we had a lot of respect for a sorcerer friend of ours, who is a great and powerful Mistweaver , who once sat on the council of ten, who has never been slain in battle, etc etc etc. Anyway on a mission he was unable to successfully orate to an audience of only 20 - 25 people and lost some of his self confidence. He is now worried that this will affect his rise to the top. Is this really that important in Wolfhold ?

The Scrope Fan Club

Dear Fans  
It is not a well known fact that positions of power are only acquired within Wolfhold by storytelling competitions. Lord Blackwolf has himself given the order to have Brains killed the moment he attempts to step foot inside their tower. On a more brighter note Scrope's recent wedding to Morticia will give him that much loved family appeal renowned in Wolfhold as being a true votewinner.

A. S.

Dear Aunty Scrag  
I am a cuddly much loved sprite who has worked really hard and been promoted to wizard. The problem I have is that I want to remain much loved and my school of magic keep teaching me spells which hurt and often kill people. I don't want to change schools as it is my favourite colour and I hear that people don't like you if you change schools. What can I do ?

Frazzle

Dear Frazzle  
You will often find that the schools and colours of magic reflect quite a lot on their leaders and vice versa. As you are in the yellow school you will be taught how to destroy people spells and unfortunately not a lot else. This after all is why people join the yellow school in the first place. I suggest you work hard and after you have 3 or 4 points of status try to become a wizard in a second colour. Although this will reduce the teachings the yellow school give to you , in this case I don't think you will mind that much.

A. S.

Dear Aunty Scrag,  
I have a very difficult job, similar to that of a park keeper, only the wildlife in areas of the park are want to wander somewhat and creatures from other areas seem to find pleasure in hunting them down and killing them, in fact spend their whole lives practising to do this better. I am concerned for the possible extinction of these creatures and would like to see some sort of protection or fund set up for them.

Animal Lover

Dear Kranium  
You must realise that the inhabitants of Orin Rakatha are somewhat perturbed at the increasingly large number of undead roaming the plane destroying life wherever they find it. I also sympathise that whilst we are not at war with your Tower our Humacts will continue to similarly destroy the undead whenever they meet them.

A. S.

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SPACE  
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DEPARTMENT