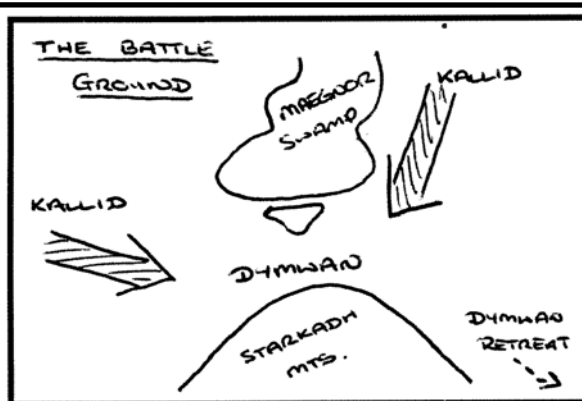


MAJOR CLASH BETWEEN KALLID AND DYMWAN

In an area about halfway between the Kallid Towers and that of the Dymwan a major battle of the Free Towers War took place between two Legions of the Kallid and a large force of Undead.

Despite inflicting very heavy casualties upon the Kallid the Dymwan were forced to retreat. A Kallid Officer was reported as saying "it's a victory, and the fallen died with great honour, but what a price to pay"



COLOURED SIGILS SHOW MAGIC CAPABILITIES

QUAD can confirm that the recent reports about magic using undead are true. A helmet was recovered by a routine patrol which aids in the "wizards gift" type effect on undead.

Sigils adorn the heads of these gifted creations and the colour seems to correspond to the magic cast.

DYMWAN - FIVE TOWERS

Further reports have revealed that the Dymwan have gained four towers to bring their total to five and not six as reported previously. It has been confirmed that despite having enough status for the sixth tower the laws on Orin Rakatha limited it.

The particular towers which have fallen are still not known but speculation is rife.

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EDITORIAL

Have you noticed that QUAD seems to have become a bit like the buses in Bristol, wait for ages then along come two.

Later in QUAD SFB talks about the influx of new players which has occurred lately, and it reminds me of my total confusion as to what spell did what to me, (last week if truth be known), so be patient with the novices it was hard for us all at the start.

Talking of new players thanks go to Kit for his inputs to QUAD, perhaps these new players will breath fresh life into QUAD. Thanks again to Tarry without whom there would not have been any adventure write-ups.

*Best Regards
and I 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 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.

QUAD should 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.

The Time of Reckoning

June Theme 1997

We had returned to the towers from our a quest where we had met and defeated Dymwann forces at Points of Power and sent the DarkWind into the Ikartharian Triangle. It was hoped that it would be trapped forever.

The Time of Reckoning was upon us once more and at the same time a meeting of the Free Towers Pact was being held so that we could discuss our recent activities and success. We were to consider our position in the war against the Dymwann, possibly planning further actions or taking other appropriate measures. Our journey to the meeting site had met continual and growing resistance by the Dymwann forces in the area and it was decided that it would not be possible for us to reach the meeting site that night so we set up camp. Giles and Nerak had gone on ahead to investigate the terrain and spy on the Dymwann forces in the area, carrying word of our presence to the meeting of the Free Towers Pact. Nerak rejoined us later that night, Giles travelling on alone to the meeting.

Several Valley leaders came to speak with us throughout the course of the night, either travelling to or from the meeting bearing tidings of note to various people here assembled. In addition to those leaders several representatives from other Towers of the Pact, also travelling to and from the meeting, called into our camp. We had discussions with those over the course of the evening.

Those of us who had accomplished the recent mission where we sent the DarkWind into the Ikartharian Triangle were all formally hailed as Heroes by the Valley Alliance, recognising our recent achievement and the blow that we had struck against the Dymwann.

The various guild leaders who came to our camp spoke at length, in private or public as was appropriate, with many of us who had been on this mission. These matters were generally personal, I will not detail these individually, other than to say that we were all honoured in some way or another as befits our station and accomplishments.

The camp was attacked by a force of towerless, a force that we swiftly dealt with. These people seemed to be a little strange, perhaps slightly touched or mad in some way or another. Upon questioning the corpses we discovered that they were part of the army of the Pit Elemental Azgaroth Fleshburner, an army that it seemed was growing quickly. It appears that our destruction of Azgaroth had but banished him for a brief time, he had reformed and was continuing to consolidate his forces establishing his power base. A somewhat worrying thing, but of little matter during the current Dymwann threat.

A few items of import occurred. Information was passed onto us concerning some beings called "Sleepers", beings who have been sleeping for a long, long time. They await the time of unlife, when they should arise from their sleep to oppose the Undead. These Sleepers are somehow associated with the Thethessin although the nature of this association is unclear. Each Sleeper awakens the next one in turn until all are awakened, but one of the sleepers was unable to get through, the area he had to penetrate being heavily guarded by Dymwann, and so we were requested to go and awaken the Sleeper.

Sir Pansy the Paladin also requested a good group be assembled to go and deal with a problem of a ritual that the Dymwann were performing. In the morning we split into two groups to deal with the various missions.

The Good group spent the day battling the Dymwann forces in the area. They encountered many strange undead, including magic using ones. It would appear that the Dymwann were performing experiments in animating undead to see what they could or could not do.

The group also encountered Tarren Wildfriend (a druid who I have written of before), he revealed to them the results of our recent activities concerning the DarkWind. The DarkWind had been sent into the Ikartharian Triangle, there in the heart of the Triangle it had been drawn into the Void and had been unmade. This unmaking had not been as simple as we had hoped. For the DarkWind was somehow tied to the mists of Orin Rakatha. The unmaking of the DarkWind had changed the world, both Magic and Power effected, the results of those changes are unclear. Time, as ever, will make this clear.

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Most worrying of all though was an undead called a “Life Drinker”, an unranked creation, that also had a Skeletal Warrior embodied within it. It appears that this undead can steal your Status, or drain it away, you still have all your normal skills, powers and abilities, but your status seems to have been removed – there are several of these. The ritual that was being performed was one that would repair this particular undead. Ritual and site were disrupted and destroyed, although as I understand it this particular undead was not destroyed – so several of our alliance members have had their status drained away.

Those others of us spent the day about awakening the Sleeper, we fought many different creatures during the day and the Dymwann forces that were about. We proved successful in our endeavours, triumphing over these various challenges as we confronted them. One encounter, on the way to a well where the Sleeper was asleep, was a group of normal Hoardlings. These Hoardlings were from Ooshrak the Mistweaver, they had come for the Mist Totem that Brains had, requesting it’s return, and it was handed over to them. At the well, using a potion given to us by the already awakened Sleeper, we jumped in. This potion enabled us to breath and move almost normally beneath the water, we defeated the guardians of the Sleeper – water creatures of some sort and awoke the Sleeper. This Sleeper it appeared was a creature of fire, or at least a wielder of Fire magics, he sent us back using a “flame walk”, and said that he would see us later. At the time of writing this we have not as yet seen the creature.

Back at camp our two forces were reunited, we exchanged stories and tales of our deeds done. After an hour or two a Shadowsfall came running into our camp, with a message. He told us that a member of the Wizards Concillium had been captured by Dymwann, of the various groups in the area we were the only one who might be in a position to intercept them and rescue the fellow. We agreed to do this and set out at once as we had to be there quickly to catch them.

We successfully intercepted the group, however the Concillium “prisoner” had been embodied with a Skeletal Warrior and thus fought with the Dymwann. Sorcerer Scrope Dark-Engulfed the Concillium member and with him out of the way the rest of them were slain. When he returned he was subdued and the Skeletal Warrior banished from his body. We then returned to camp where we were to pass the rest of the night.

Later in the camp, Sorcerer Giles returned from the meeting of the Free Towers Pact bearing news, news of the Time of Reckoning and of our activities attacking the Points of Power. Almost all bad news though. The Dymwann had gained a four towers, an unprecedented feat indeed, for never before in the history of Orin Rakatha had anyone gained four towers in one fell swoop. It seems that the rumour that undead above Rank Four were indeed capable of swearing their status to the Dymwann, was truth. It is also speculated that these Life Drinkers had been acquiring Status for the Dymwann as well.

We do not know who had lost towers though, or if new towers had been raised by The Powers That Be. Giles was able to confirm that the Valley Alliance had retained our three towers though, but was unable to verify such facts about other members of the Free Towers pact.

The recent attacks on the Points of Power had slain several Fleshweavers. Ooshrack had been in contact with the Free Towers Pact meeting, and had told them that the Fleshweavers must not be slain, for those that had been slain were not being replaced by the mists. The effects of this were unknown, but it is feared ill news.

We reunited with the our leaders from the meeting and travelled back to our towers there to take stock of the new reality that confronts us, to prepare ourselves for the conflicts of the future.

Draal LolthsPawn, Priest of Lolth, House Tumdurgal, Wolfhold Tower

COMPETITION

Heroquest is running a competition for would be adventure writers and referees -

What you have to do is to write an adventure for the current campaign world of Orin Rakatha. The adventure can be 8 hours, 36 hours or 72 hours long. The winner will receive a free adventure of the same length as the one written.

All entries to be sent in by 01 - 01 - 98.

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RULES UPDATES AND EXPLANATIONS

NEW ARMOUR RULES PLAYTEST

Following the rules update in Quad 28, there has been much discussion about the armour rules - to which there has been no final decision made, therefore we will continue to use the old armour rules until further notice with the following changes :

COMBINATION

- 1) Any character wearing 2 layers of armour will not have to wear a phys rep for the suit underneath, **if and only if**, the top layer of armour is of a reasonably decent quality **and** covers the whole of that location.
- 2) You can no longer wear 2 suits of chain or plate mail.

As always we are bringing in these rules to make the game more enjoyable for your characters, and for a smoother running rules system. If you think these or any rule changes unjustly affect your character please contact me and I will do my utmost to see what can be done.

STATUS

What follows is a rough approximation of how your status works, what it is for and how it is gained.

When your character reaches 200 points (rank 20) you gain your first point of status. After that you gain another point for every 100 points or 10 ranks. So a character with 476 points would have 3 status and a character with 1102 points would have 10 status.

You can swear your status to anyone, but it is usually sworn to your guildleader who in turn swears all they have to the tower leader. The tower leader travels once a year to the central isle with this status and provided he has enough then we continue to keep the tower until the next time of reckoning. The times of reckoning are not set but are usually forewarned by the Shadowsfall.

Obviously every status point counts and the guilds jealously guard their status. To enable them to do this they have different rewards which they give to characters in return for each point of status sworn : -

Warrior guilds give characters 250 gold in ensorcelling / empowering credits for each point of status sworn.

Scout guilds give benefits on an individual basis as each scout is different due to their being multi class type characters, the type of thing they teach is backstab mastery, potion recipes etc. Many scouts choose to become priests or wizards later in their careers and begin to give status to the appropriate schools or sects that they join.

Priest sects give approximately 3 new invocations for each status sworn to them by primary followers of their teachings. Priests who take a second sphere to priestly level or other character classes who become priests gain only 2 invocations per status sworn. Note that High Priests and Sorcerors are expected to swear their status asking nothing in return.

The schools of magic also teach approximately 3 new spells for each status sworn to them by primary mages of the colour of that particular school. A mage who learns a second colour of wizardry or a character of another class who becomes a wizard will only learn 2 new spells for each point of status sworn.

You can only swear status to 2 sources, the second of which can have only 1 point of status. This would seem to limit characters in spells or invocations beyond their primary teachings to only 2 spells or invocations, but that is not necessarily the case :

I will be starting to keep a record of where every characters status is sworn and make sure they have received the correct rewards etc.

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SHITTY'S BIT

Sorry for the lateness of the Quad, but with 3 five day adventures in one year (2 of which are Heroquests) my time has been otherwise taken up. You should now all have Quads 26 to 29 inclusive. If you haven't then either you have yet to fill out a membership form, you have forgotten to pay your membership or I have not sent you them. Whichever of these are the case please contact me to rectify the situation.

While on the subject of addresses can you be sure to update me on your own addresses, phone numbers (including works where applicable) and postcodes.

Thanks as always to Paul Evans without whom there would be no quad. Please remember to send him your dungeon write ups or artwork, stories, jokes etc, all are paid 5 gests upon receipt.

Hopefully all your characters and cards should be completely up to date, and you are all aware of forthcoming events. I hope you are still enjoying adventures whether as players, monsters or refs.

Mark Roberts (SFB)

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.

NEW PLAYERS

I would like to welcome all the new players to Heroquest and also to welcome back some old faces to the club. For those of you who are regulars please find the time to help out the new characters during time outs, and find the patience for the new monsters who might not know all the spell and invocation effects just yet.

We now have 3 sets of rules books in the system which you can buy for £7.50 each.

- 1) The points tables and skill explanations.
- 2) The magic rules.
- 3) The power rules.

We also have some Heroquest T- shirts for sale for only £5.00 each.

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NEW REFEREES AND ASSISTANT REFS

Obviously I cannot write and run every adventure myself and we are always looking for new people to write or run adventures for the Heroquest system. Before you can referee an adventure yourself you will need to spend some time as an assistant ref learning the ropes. Before everyone applies to become referees I will tell you a few things you will need - Patience, adaptability, knowledge of the rules and campaign history, a friendly disposition to all, a car, the ability to take charge, responsibility, make up artistry, quality control, battleboarding skills, a high personal standard of role-playing, enthusiasm, etc etc. As I have probably described none of the existing referees including myself do not be disheartened, all I am trying to say is that it is a hard and sometimes thankless task to be a referee and people are more likely to complain of a bad adventure than thank you for a good one.

With all said and done there would be no adventures without referees so apply and I will give you a try. To me running adventures is all about bringing enjoyment into peoples lives and I was so fed up with complaints about Live Role Playing that I set up Heroquest in the first place to show that adventures could be fun. I remember a veteran role player telling me that if he enjoyed 50 % of his adventures he felt lucky. I would hope that at Heroquest the rating is more like 90 %.

NOTE - Full referees will get a free adventure of the same duration as the one that they run.

RULES MEETING

A meeting is to be held on 25th October 1997 to discuss the following rules with a view to consider their appropriateness following playtest.

Monks
Barbarians
Sphere of Nature
Sphere of Necromancy
Spell and Invocation Allocation
Paladins and Spiritual Warriors
Potions and Scrolls
Armour and Magic Skins
Spell Specialisations

If you have any constructive comments relating to any of the above please commit them to paper and forward to S.F.B., Steve Barnes or Rick Jackson as soon as possible. We are particularly interested to hear comments from people involved in playtest or those who have refereed such players.

We would like to receive comments of a constructive nature which will improve the system as a whole and which has the following format

highlight a problem
state the reason for this problem
suggest a possible solution to the problem

for example, the paladin table seems to be unfairly biased towards acolytes and not warriors, perhaps a table should be designed along the lines of the warriors table which would more fairly accommodate champions of a cause. A warriors table could be more appropriate.

If anyone has any substantive rules points that they feel need to be made then please bring these to our attention as well.

Regards Steve Barnes

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An Air Elf's Story

Having only been earth bound for no more than a couple of months, I as an Air Elf have been finding things a little tough. It all started when I was working the rigging aboard our Air Ship. A sudden squall took hold of the vessel and before I knew it I had lost my footing and was falling earthward. Till this day I not know how I could have survived such a fall, the only thing I could put it down to was the Elven magic that this land posses.

Before long I came too. I saw a small band of people crossing a field not so far from where I had come to rest. I managed to get up and I headed over to them. It turns out that they are a party sent out from a place called 'Orin-Rakatha' and have been plane shifted to this land, which as far as I know is called 'The Home World'. I have heard of this 'Orin-Rakatha', but I remember very little about it as we were sailing high above the ground when we passed through. I do, however, look forward to going to 'Orin-Rakatha' as this so called 'Home World' seems perpetually under water, does it never stop raining here?

The band of Elves seemed friendly enough and let me join them in their quest. Actually when I say band of Elves that is not strictly true as there is a human amidst their ranks. The Elves themselves are a fairly mixed group, amongst which there is an Ice Elf (of which I have only heard about in ancient tomes) and joy of joy another Air Elf. The majority of Elves in this party are related, brothers and cousins, etc. There is also this female elf that reminds me of a good friend aboard our ship, coincidentally they are both archers, adept in their skill.

I have been travelling along with my fellow Elves for two-three weeks now. I can't say that I agree with them all the time, but we do get along, sorta. At one stage I was outraged that they were cutting off and collecting heads so to form an alliance with another race. I only aided them in this venture as I held the most appropriate tool for the job, and no way was I going to let anyone else use my axe. Such activity has got us in to trouble with many of the locals to 'The Home World'. As for an alliance, well we were forced to slaughter our so called allies so to survive their attack on us (even after filling their quota of heads).

I have got caught up in the fighting and am now seen as a front line warrior. I unfortunately got very badly hurt recently as I was at the receiving end of two 'Dark Strikes'. They knocked me to oblivion. I was strangely yanked back to life, by the means of resurrection. I now have a healthy fear of death as this whole business was very painful and emotionally crippling, especially as I didn't know what was going on. I sure as hell don't want to go through all that again. It hasn't all been bad, as I have learned a lot about looking after myself and my friends. Although, from time to time, I glance upward hoping to see the ship were I belong, yet knowing that I could never get back.

Thorn Within (Air Elf)

A Routine Patrol

8 Hour, 7th September 1997

I was recently invloved in a mission led by Harkonnen, fire wizard of the Fellowship of the Rose, and Ellor, Elven Priest of Humact, which bluntly was pretty uneventful for the first fews days. Then things changed. A Pathfinder came to us one evening and informed the leaders of a building which they had been watching for some time. The building was being used as a way station and message drop post by the Dymwan.

It was believed that a Dymwan called Fain would be calling to the place to get instruction on a meeting with Azad-an which would be beneficial if we could stop. The plan was to enter the building, read the instruction, replace it and be ahead of Fain in order to ambush him. Simple enough but for the Dymwan guards and undead creations.

Suffice it to say we read the message and even left undead guarding the place to make it look convicing. The ambush went badly and a lack of experience and co-ordination showed itself in the elixirs and healing that were required. Fain was eventually killed and we recovered a helmet, part of a suit of armour, which grants spell casting ability to undead. Puddle identified the helmet and said that each piece has the same ability, but as each piece is combined the power is increased.

Grugnir, Shaman of the Tree of Life

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FORTHCOMING ADVENTURES

Below is a list of adventures already confirmed for the rest of 1997. Feel free to book any other weekend for an adventure and if you cannot raise a full party we will fill it for you.

OCTOBER

5th - 10th. The Chosen Heroquest - Ystrafeltde - The party for this is currently full so if you think you are playing confirm with me a.s.a.p. Please could anyone wishing to monster send me an s.a.e. for more details.

26th. low level 8 hour - Pont nedd fechan - this is the last of the mini campaign booked by Les for the Elven group, however Rhys and Monique are happy to run some more adventures if there is still enough interest.

31st - November 2nd. Halloween theme weekend - Monmouth youth hostel. As well as the usual theme weekend activities Squire Jeff is attempting to complete the party for Heroquest 1998 to be run during the week of October 24th - November 1st 1998.

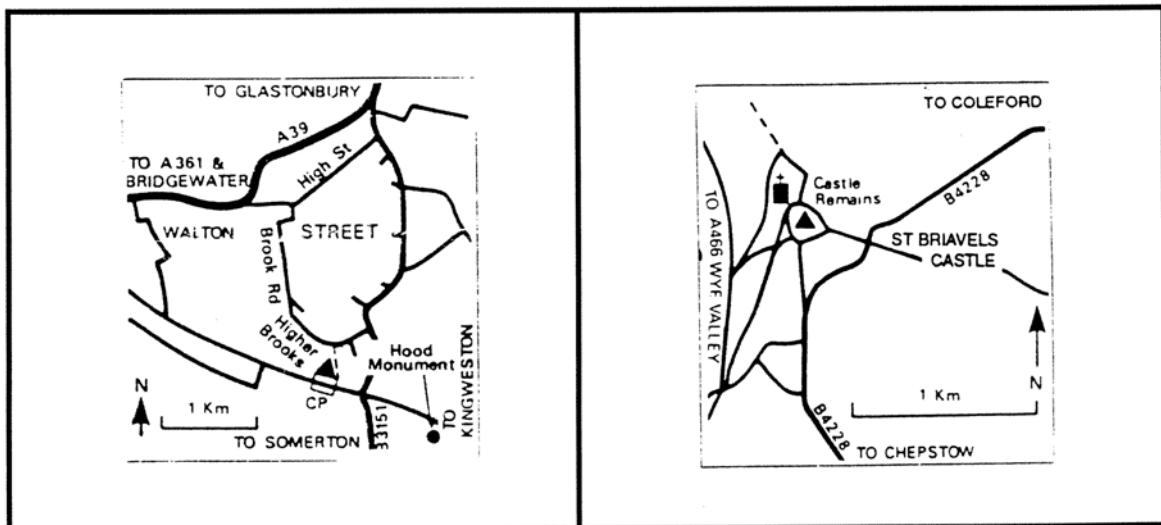
NOVEMBER

20th - 23rd. 72 hour, low - mid level - Steps bridge youth hostel.

DECEMBER

12th - 14th. Xmas theme weekend. Street youth hostel. Our usual end of the year fun and frivolity, if you intend to play or monster on this weekend could you please let us know as far in advance as possible so that we know how much food etc to provide.

I have already taken many bookings for this event so if you wish to come along I have places left for 9 full time players and 8 player/monsters.



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HOW TO GET TO THE BRECON BEACONS SITE (CHOSEN HEROQUEST):

1. First of all find your way to the town of Brecon in Powys. A common approach route is from Abergavenny on the A40.
2. Skirt round the outside of Brecon to pick up the A470 traveling south towards Libanus and Merthyr Tydfil.
3. Travel through Libanus and at the very end of the town fork right onto the A4215 towards Sennybridge. If you are approaching the site by traveling north on the A470 *from* Merthyr Tydfil towards Brecon (perhaps coming from the M4) then this will be a sharp left turn onto the A4215, towards Sennybridge, just as you enter Libanus.
4. Follow this road generally uphill for approximately 1.5 miles, and take the second road turning on the left (there are also two driveways between these first and second left turns). The turn you require is marked by a small grassy triangle that has a post-box on it. It is directly opposite a track that is signposted to the Brecon Beacons Mountain Centre.
5. Follow this road for about 800 yards to a very sharp right hand bend. On the left there is a row of small cottages running away from the road, and the site is the next building beyond these. It is a large farmhouse set back from the road and flanked on the right side by barns. It is reached by turning left up the first driveway after the cottages (only about 100 yards from the sharp right hand bend). There is a parking area next to the back door of the farmhouse which is called Forest Lodge).
6. If you pass a small cottage on the left and then come to a sawmill you have gone too far; turn around and try again.
7. The last pub on the right as you are traveling South through Libanus (or first on the left if you are driving north) is called the Tair Bull and is a suitable place to meet or wait before the event, if required.

