

## ANNOUNCEMENT ON BEHALF THE WHITE SCHOOL OF MAGIC

At a recent gathering of the Valley people, on all Hallow's Eve, Lord Snarlow was responsible for a spiritual assault upon my person.

Whilst I may forgive, the fact of the matter remains that one of the School's official representatives was attacked, in violation of the Treaty. Furthermore, the White School can only conclude that the actions of a Council of Ten member reflect directly on the political stance of Wolfhold.

However, due to the current state of War, I have decided to issue a warning only. If any similar attacks upon our representatives occur, we shall deny all members of Wolfhold access to our teaching facilities.

A public apology for this incident would serve to assure us of Wolfhold's continued support for the Treaty.

Sorcerer Quicksilver.

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not used.**

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gathering dust.**

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# QUAD XXXV

## EDITORIAL

*Thanks as usual go to all the contributors for this issue and throughout the year, please keep it up. With any luck I might be able to improve on this years performance as well as have some regular contributions, such as someone going into the gutter to produce the back page.*

*I will leave you to enjoy the rest of QUAD and wish you all a prosperous and eventful New Year.*

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

**Paul**

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### **1998 Adventure Prices**

Heroquest usually run the following length adventures with the relevant prices -

Adventure length	Price to Members	Price to Non Members
8 hour	20	25
36 hour	60	75
Themes	40	50
72 hour	120	150
5 day	160	200

Other adventures are priced individually, such as Heroquests etc

Membership for 1998 is 25 pounds and expires on 31 - 12 -1998

Note the above prices are only if the money is received in advance (at least 7 days)

There is a 10 % charge on top of the above prices for people who pay on the day

The charge for cancellation is 50 % if cancelling within 7 days of the event

There is also a charge for youth hostels (or similar) where used, this is normally 5 pounds per night

### **Monsterring**

The following credits are available (cumulative) for Monsterring

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72 hour	20 pounds

Themes - you can monster the Saturday daytime of a theme and play in the evenings for half the normal price and your character will get half the points for the theme (15)

## 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  
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The policy of awarding articles of any substance with a five ggest reward will continue, whether the article is published or not. I will endeavour to make these payments as speedy as possible. An SAE guarantees 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 7 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.

## ***ALL HALLOWS THEME WEEKEND***

Before I begin my account of the action taken by Valley members on the night of all souls I feel that it is important to introduce myself. My name is Myrkel and I am a refugee to the white retreat from the Drow tower of Annach Morannanil because I share neither the opinions nor the morals of my kin. I ask those of the Valley to remember this should they meet me and treat me as another loyal member of the white retreat and a staunch supporter of the free towers pact.

I could go on to report of the political events of the evening in which many ranking Valley members, including several heroes of the Valley, discussed and acted in their own fashion. It is my belief that events that came to head on the night of all souls shall have a profound effect on all those who dwell within however as I myself am new to the Valley I shall leave it to someone who has more understanding of the situation to report upon them.

What I do have first hand knowledge of is the mission undertaken by a group of Valley adventurers who, like myself, are new to their chosen careers and, as such, without status within the hierarchy of the Valley. I and several others were approached by a member of the order of King Michael, later also revealed to be a blue wizard, named Wilmslow who asked that we convene in private to discuss an important matter. Those present at that meeting included...

Taukaan Bull-ox - A Barbarian from the Steppes.  
Smut - A human and valiant member of the Humacti sect.  
Malek - A Half-Orc and Ranger.  
Skeeker - A Goblin scout of some skill.  
Puddle - A Sprite and Wizardess who was unable to join us due to private business.

All of those present were from either the Valley Alliance Tower or the White Retreat and it was Wilmslow's request that we share none of the details of our mission to those of Wolfhold until it had begun.

The information that we were given was sketchy at best. We were to travel to a demi-plane upon which an important member of the blue school of magic was being held presumably against his will. When I asked why a group as inexperienced as ourselves was being sent on such an important mission I was informed that the seers of the Order of King Michael had determined that those without status may meet with more success than those with. Other than that we were given little information, not even the sorcerers name or description although we were given an ensorcelled shortsword and a potion to bring the dead back to life for our use on the mission, needless to say this did not inspire me with confidence.

The most important item that we were presented with was a potion and a ritual scroll that would allow me to transport my companions and myself to the demi-plane and back and being the only magic user in the group it was my duty to carry out the ritual when the time came in the morning.

Later that night I asked a seer from Wolfhold to join us, without of course revealing our intentions, because what we lacked was information and as a seer I felt that she may be able to discover more than we. We were also joined in the morning by Zilvan, an enthusiastic member of the Order of King Michael on his first outing from the tower and with this our group was complete, or so we thought.

Early that morning I gathered our group and performed the ritual that would transport us to the demi-plane we sought. The feeling during transport was one of being stretched to infinite length and then suddenly snapping into existence in another place. Immediately upon arriving I realised that my ability to get us to this plane was not joined with the knowledge of how to get us home, it seemed that we were reliant on the sorcerer to get us home should he be in a fit state. When I revealed this to my companions Zilvan thought it necessary to inform Varanna, the seer, of our true intentions upon this plane. She did not seem surprised by our deception and I apologised for our lies that may have lead to her being trapped on another plane and she agreed to aid us if only to find another way home.

Our inexperience soon became apparent in our indecision and lack of group cohesion, this was to prove a problem throughout, as three of us attempted to converse with a peasant that we encountered. Although I fear we confused him he did reveal to us that the black guard would be hunting us, as they did him, because we did not serve their Lord, Quandary. He also gave us the name of a wise man, Five-moons Tagan, who may be able to shed more light on the situation. It was at this point that Skeeker returned to say that three creatures were coming up the path towards us. One of the creatures was a lizardman, another human and their leader some form of corrupt sprite who could only be affected by magic.

It was during the ensuing conflict that I discovered a disconcerting fact, my defensive magic's would not work on this plane, this included magical skins, weapon ensorcellments, endurance spells that grant me more life-force. Fortunately I was still able to cast the spells necessary for me to use weapons or I feel that I would have proven useless to our group. Our white power users also discovered to their shock that their invocations were damaging their bodies just as dark or grey power does on Orin Rakatha. Having learnt these disconcerting facts we continued on our journey, keen now to find Tagan and some answers.

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We found Tagan soon after this and he revealed to us that he was once a student to the Valley hero Hunter Greenshields and that he had been living on this plane for five months having been transported here by some kind of magical box. This revealed I began to suspect the identity of the sorcerer that we sought from rumours I had heard from other Valley members.

With Tagan now a member of our group we continued our journey searching now for the cave of silence wherein it was believed that our quarry was being held. However before we had reached the cave we encountered upon a female from the Shadowsfall tower tied to a tree, fearing some form of deception on her part I counselled against even conversing with her but other members of the group sought to free her, Zilvan even contemplated this after she revealed the curse that would cause her to slay the being who released her. He believed that the curse was some form of joke, a Quandary if you will created by the Hepath who ruled this plane to provide amusement, he wagered that if you did free the Shadowsfall that she would not be cursed to kill you and that the curse merely compelled her to tell those who sought to aid her of a curse that would discourage them from doing so. I would have been amused to see Zilvan test his convictions but like so many of those from the Valley he is prepared to stare death in the face with great bravery, providing that death is not his own.

So it was that after an hour of useless deliberation we abandoned the Shadowsfall, vowing though we did that we would free her if our plan worked. We had learnt from Tagan you see that the Hepath Quandary had a brother named Aratar who was occasionally seen walking the lands. It was also believed that if you defeat a Hepath it is bound to do you two favours, and we required several, the name of the guardian of the cave of silence and the release of the Shadowsfall being the two upon which we had decided, it was hoped that the sorcerer would be able to provide us with a way back to Orin Rakatha. It should at this moment be pointed out that I was totally against seeking out and attacking a Hepath preferring subterfuge to achieve our aims but as events transpired my way failed so it is with unreserved humility that I apologise to my companions both for my arrogance and stubbornness.

We encountered Aratar soon after that, having already killed a wolf of magical origin that turned out to be a scout of his, seated atop a path looking relaxed. I mistook the Hepath for some form of hordling or perhaps another corrupted sprite for he looked nothing like the Hepaths of legend and so attempted to fool the creature into believing that I was a servant of Quandary and demanded information from it, hoping to discover the name of the guardian of the cave of silence by which we could enter, believing this to be a safer plan than attacking a Hepath of whatever power. Imagine my surprise when the creature revealed itself to be the brother of Quandary and proceeded to stalk through the party demanding answers of its' own (my complaint here that the fighters did little to protect those of lesser strength from the attentions of a potentially hostile being is one that applies to much of our mission as well as during the later attack from the Dymwan upon our return to Orin Rakatha. Brave they are certainly but mentally they lack co-ordination and leadership.) and seemed poised to attack when out of the very air itself appeared several other beings of a similar nature to the Hepath itself, after the combat Tagan suggested that they may have been a physical manifestation of the Hepaths spirit and that he was able to create multiple copies of himself. The battle that followed was easier than expected which was fortunate as our healers were running out of power and were unable to meditate, and the beast revealed to us the name of the guardian of the cave of silence as well as agreeing to release the Shadowsfall.

My suspicions proved correct upon entering the cave of silence that the sorcerer we had been sent to rescue was indeed Felix, hero of the Valley and rumoured by many to be dead, and although he was in a fearful state, weak from both torture and disease, he was still able to explain to us what must be done. We were to pass through a corridor, warded to prevent those of great power passing, the reason for our statusless group being sent I assume, passing through yet still allowing the weak, such as the black guard, access to the depths of Quandary's lair. We were to enter and destroy a bottle which contained part of the Hepaths spirit which was to be used as part of a ritual to gain control of Felix' soul, the details are not known to me, and that this being done Felix would be able to escape the cave himself. Thus we ventured down the passage and despite our wounds and lack of spiritual power, and concerted opposition from some minor elementals who were easier to defeat than we first imagined, we reached the area of the ritual. Whilst the rest of the group held off Quandary's minions Varanna and myself, accompanied by Smut and Tagan ventured into the chamber to prevent one of the minions setting up protective wards or traps, as well as seeking the spirit bottle. With the opposition overcome I found the ritual site and destroyed the contents of the spirit bottle whereupon two powerful creatures materialised in the chamber screaming. I was struck down by one of the beasts but was brought back from death's door by Smut using his elixir for which I am grateful but the group prevailed and we hurried back to make sure that Felix was in a condition to get us home.

After some ministrations from the valiant Smut Felix said that he would attempt the spell to return us to Orin Rakatha if we could protect him as he completed the casting. This we did thanks to the valiance of our warriors, Sseeker and a revitalised Malek, the cure mortal potion he had hoarded served us well in allowing him to fight and we found ourselves returned to the site of the previous night's business. Alas Felix did not return with us but we received word from Wilmslow that he was well. I feel proud to have assisted in the rescue of one of the heroes of the Valley and have nothing but the highest praise for all my companions who I believe should be well rewarded by their relevant guilds and schools for their work in returning Felix to his rightful plane.

*Myrkel of the White Retreat*

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Whilst I was on my way to the meeting place of the Free Towers Pact, within the shadow of Mount Grim, I encountered the Lord Ariakus and Nerak, recently arrived back on Orin Rakatha from their quest with the Chosen. That tale will be told by another. Ariakus told me that the Dymwan were prevalent in the area and at Halloween their powers at their strongest. He furnished me with an evil bless and I continued my journey alone to meet with Thoran at the meeting.

I arrived there to find a mixture of Valley Alliance, White Retreat and Wolfhold members, varying from virgin adventurers to sorcerers such as Sargon. Those that had no status departed soon after I arrived, and a short while later Smeg the assassin rushed in to announce that he had seen Dymwan and Kalid fighting not more than ten minutes away. Our party consisted of Myself, Thoran, Talon, Smeg, Silverheart, Sister Mary, Quicksilver, Samurai, Orcus and Sargon. We prepared ourselves and left to investigate. After only a few minutes we encountered a Shadowsfall assassin who told us that the Kalid and Dymwan had ceased the fight, but there was a creature in a cave nearby which appeared to be made of earth, twigs and the like. He said that he and his associates would lure the creature away so that we could investigate the area. We carried on and soon met a man who named himself Torrik claiming to be a novice Druid. Quicksilver believed him and allowed him to join our group. Almost immediately we met four creatures which when Torrik spoke to them said something about the 'Blood Feast'. A fight quickly ensued the creatures seemingly regenerated as they fed on each others blood, yet they all fell.

A Kalid was then met who told us that a Dymwan High Priest was occupying the high ground close to where we were, and was preparing a ritual which would allow for easier traffic between the Plane of the Sleepless Dead and Orin Rakatha. We moved off and found a wolf-type creature wearing Martak colours - Martak being the masters of the Crimson Feast. This creature appeared to be formidable but as the fight progressed became weaker, falling to the floor and changing to human form. It died saying "curse the Dymwan". Minutes later we met another Martak who told us that the one we had just met was a Martak-Master who had died fighting the Dymwan and changed when he left the other Martak. Continuing to move up onto the high ground we met a Ghast that was easily despatched, and at the top of the hill the Dymwan. Hampered by a fence the fight ensued lasting for a few minutes until all Dymwan lay dead. One rose briefly as an undead. An item was found which was identified as a location finder to the artefact we sought.

Heading off we ran into a Seeker called Kerris who passed a message to Sargon that he should bargain with the Dymwan for the return of Giles' sword with the magical helm. Apparently this helm was part of a ritual to enable Dymwan to grant magical abilities to their creations. (It later transpired that this trade would be delayed some days). Continuing we located the item in a building that housed a Hepath of knowledge. After we trying a cosmic dispel and wizardly bolt to no effect Smeg stole the item, a mirror, from behind the Hepath. Once this happened the Hepath said that it would allow us two questions after it had asked us two. His were 1) what is the name of the plane that the valley people originated from? - we could not give a satisfactory answer to this, 2) who is the current leader of the White Retreat? - our eventual answer being the Fellowship of Twelve. Ours were 1) what are the full powers of the mirror? - the answer being, to travel to and from the Plane of the Sleepless Dead, 2) how is it activated? - just walk through it.

We took the mirror and returned to the meeting place where a Wraith and some spirit-types of Dymwan were. It appeared that because of the shifting of the planes, the two planes were almost phasing into one. We could hear and see them but not interact, nor they with us. We didn't think that they could hear us. A Reader appeared and began talking to the Dymwan, saying that 'He' would soon arrive and they were praising his glory. The non-status group returned at the same time.

We decided to go through the mirror to disrupt the ritual the Dymwan were going to perform. We all prepared and stepped through with two non-status people keeping hold of the mirror so that we could all get back. As we stepped through the status and non-status people were separated the lower level people ending up outside the building. We appeared outside on the first floor roof and immediately re-entered through a window. The doorway that we were in had a noose by it and a marking line. As Elor crossed it he instantly appeared in the noose on zero life and a Necrophidius appeared (a floating skull and spine). We were able to destroy it without it harming us. As we pressed into the corridor we were confronted by three Dymwan and a mummy who were slowly forced back down the stairs and into the main hall, Thoran being their bane and destroyer. All but the Dymwan chancellor and one other escaped through a portal into a separate demi-plane. Kim, Silverheart and Sister Mary stepped into the portal and said it was densely black and felt as if the life were being ripped from them. We decided that we had successfully disrupted the ritual and returned through the mirror.

Throughout the rest of the evening we had a procession of visitors. Shadowsfall arrived first and gave the group a hard time for not wearing Tower colours. Volminar, Loren de Hal and Galnin arrived next. Then Lord Mian arrived and informed us that the Dymwan were planning to wrest the Darkwind back from out of the Icarthian Triangle. We decided that we should muster a group to disrupt their attempt. Galnin then informed us that the Dymwan had created a weapon by using a Necrophidius, we told him that the Dymwan chancellor carried such a weapon which power from people and talisman. Apparently the Darkwind was only one of five Dymwan plans. Lord Snarlow and Bael then arrived and a Gauntlet named Steelheart. There then followed a brief discussion between Snarlow and Steelheart after which Snarlow persuaded Silverheart to take a part in a seeing. We witnessed three scenes unfold before us 1) Two Dymwan attacking Silverheart and drag him off, 2) Silverheart meeting with Mian, making an agreement, seemingly with necromancy, and then Mian slaying Silverheart, 3) Silverheart appeared as a ghoul or ghast. This was supposed as past, present and future, but not necessarily as Silverheart's and may only have been representative. Bael and Snarlow then left, Mian left after slaying the Dymwan turncoat Asmoden and raising him as a zombie. The rest of the evening passed uneventfully and in the morning we all departed back to our respective Towers.

*Colchis, Wizard of the Yellow Guild*

# QUAD XXXX

## SHITTY'S BIT

Welcome to the last Quad of 1997, we did not manage to get all the information out that I would have liked but we did manage to produce 6 quads in 1 year. Thanks as always to Paul and all contributors (especially Tarry) keep the articles coming and remember they do not just have to be adventure write ups.

As this is the end of the year I would like to thank all the refs and monsters for their sterling work lets hope next year is just as good.

see you all out there.

**Mark Roberts (SFB)**

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

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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.

## THE MILLENIUM PROJECT

The first adventure to be run in the year 2000 will be our longest one ever. Alex and Barry (the mad fools) are going to write and run an 11 day adventure at a new site.

It will start the first week in January 2000, it will be run for characters with no more than 399 points. There will be a pre 11 day adventure in 1999 for characters with no more than 199 points. (date to be confirmed)

We hope that everyone in Heroquest would like to be involved in some way. The boys are looking for 8 full time reliable monsters plus guest monsters and guest referees.

I will be organising the party - ideally I would like the following party composition :

1 scout, 1 monk, 4 warriors, 4 wizards and 6 priests.

Obviously a balance of races and alignments would be best. All characters should wear their towers colours and we are hoping for the highest standard of costumes role-playing etc..

## SWEARING

The constant battle against swearing in character is still on, everyone knows how hard it is not to swear when you've just been caught a bad blow, but it also takes everyone out of character while the fight stops to see if you are OK. So what we want is some in character oaths to be suggested for printing in Quad. Paul will pay 1 gold for each entry published (maximum 50 gold or 5 gests)

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## RULES UPDATES

In Quad 29 a rules meeting was announced together with an agenda. Thanks to all those who provided suggestions. The following list represents the proposed changes to the rules that will be play-tested, as of now. This list does not include the reasoning behind the decisions, as this would take too long – but please ask if you have any questions ...

### Monks / Scouts

Scouts and monks are no longer subject to the rank 64 rule, but instead suffer a rank 128 rule. Monks can now buy Ki at the cost of one point per point. The only limit to the amount of Ki that can be bought is a body limit of 200.

### The rank 64 rule

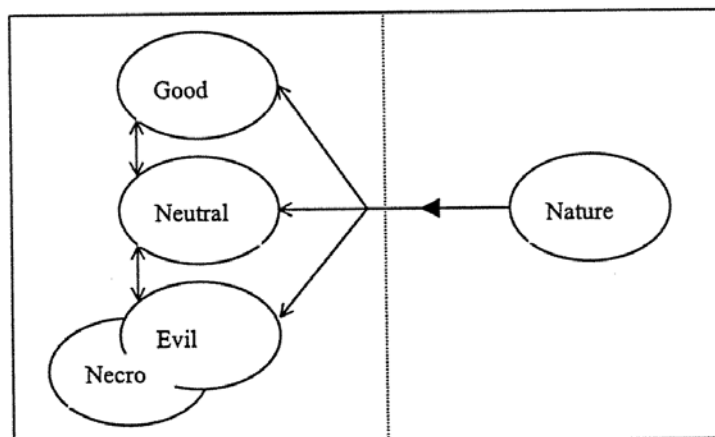
where all costs from the skill tables are doubled once your character reaches rank 64 - it was suggested that this be dropped to rank 32 however this was not to be implemented.

### Barbarians

Adrenals for barbarian acolytes/shaman now have the same cost as warrior adrenals. An adrenal meditate skill now exists at the same points cost as power meditate. Adrenals can be rested back at the rate of 1 point per 15 minutes rest. An adrenal burst now lasts 1 minute rather than 30 seconds. In order to invoke an adrenal effect the barbarian must call on some higher power rather than exerting effort, for example, “By Crom” rather than “Arrrrgh...” The skill ‘adrenal speed’ no longer exists and is subsumed within ‘resist immobility.’ Barbarians must purchase recognise magic before they gain status. Restrictions on the use of magic items have been moderated and barbarians may now use passive magical items, most notably, magical armour and weapons – they may not use an item which channels spell or effect through them.

### The Sphere of Nature – a longer description

A picture of the principal Spheres:



The Spheres of Good, Neutral & Evil are viewed as aspects of the individual mind – how it considers itself and others, how it prioritises, its reaction to threat etc. The Sphere of Nature is viewed as distinct from the individual – being concerned with the environment and the cycle of life in all its forms.

Nature can only be taken as the first sphere. Invocations from the Sphere of Nature are both power and magic, and can be dispelled at the effective level. Nature protective invocations are considered to be magical skins and cannot, therefore, coexist with magical skins – although they can coexist with each other. Protection from element provides two points of protection per rank against the specified element and one point of general magic protection. Nature casters may take Good, Neutral or Evil as their second Sphere.

### The Sphere of Necromancy

Primary Necromancers must take Evil as their second Sphere. Evil casters may take Neutral or Necromancy as second Sphere. An acolyte may attain the rank of Priest in both Evil and Necromancy without being a Hero.

### Spell & Invocation Allocation

No changes – but players are advised that over planning future spells or invocations is unlikely to be productive. Guilds like to teach a consistent range of spells and invocations to ensure that members are proficient, before teaching those that may be considered more interesting or special. There is no hard rule.

### Paladins and Spiritual Warriors

No changes have been made to these specific classes.

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## Chivalric Orders

The following Chivalric orders are in our towers:

Valley Alliance	the Knights Martial
White Retreat	the Order of King Michel
Wolfhold	the Fell Knights of Ushaz
	the Vassals of the Witch King of Angmar

Any player may be accepted into a Chivalric Order if they adhere to the tenants of that Order. Warriors accepted into an Order are referred to as Knights, gaining no additional benefits or restrictions. The title of 'Sir' may be awarded to any member of a chivalric Order who shows dedication and prowess in battle. Those seeking to become Paladins may do so in accordance with the existing rules.

## Potions & Scrolls

No changes – but some reminders.

Inks cost 25 gold per rank or level, including zero. One use scrolls cost 50 gold per rank or level, starting at zero, although many such scrolls are often unavailable.

Alchemical potion recipes are available and may be allocated for all spells and invocations that can be cast. Such recipes are included as one of that character's spell or invocation allocations. Some of the more powerful recipes require unusual and rare ingredients!

If a character with alchemical skills collects appropriate ingredients during an adventure, he/she is entitled to make one potion at half cost.

## Armour & Magical Skins

No changes to magical skins are anticipated at this time.

A character with cards for two layers of armour need only wear one layer yet still enjoy the benefits of both. It is necessary in these circumstances to wear the more effective of the two layers. The second layer, including masteries and combination are still counted at full effect – except that the maximum AC of the un-worn layer is AC 4 (superior 5) regardless of the card. Armour values are: thin leather, AC 1; thick leather, AC 2; studied leather, +1 AC; and chain or plate, AC 4 or AC 5 (light & heavy). Skins may be any AC value but any of AC 4 or greater are effectively as hard as metal and must have a corresponding Phys. Rep.! If any helmet is worn, the AC provided is equivalent to the general AC on the rest of the body.

## Casting time

just to remind players that it takes 15 minutes to cast a magical spell level 5 - 10. If your vocals and casting kit are of a reasonable standard then the referee may shorten the time by 5 minutes (level 5 - 7 only) If you are in your element or are specialised in your spell the casting time may also be reduced by 5 minutes (level 5 - 7 only) These are cumulative. The referee will always decide how long.

## Spell Specialisation

Spell specialisation continues to negate the requirement for the caster to be in element for the particular spell, also gaining the benefits associated with in element.

## Attract good

This invocation works exactly as stated in the power rules, a cone not 1 person and stops if the caster lowers their arms.

## Vocals

The ability to invoke and cast high level magic's is very powerful. We do however expect decent vocals or similar when doing so. If you have problems with this invent a small personal ritual you can perform which includes making something, or make laying out your casting kit a long process blessing each part of your kit. Especially with invokes, you could recite 2 lines of vocals over 5 pieces of kit as you lay each 1 out. (it does not matter if you have to read this from a book) All the ref needs to see is you doing something other than just sitting staring about. No player or ref should ever have to ask what you are doing as it should be blatantly obvious.

On the subject of vocals, players have improved greatly over the year - keep it up.

## *The Battle of the Long Night - A Seeker's report*

Dymwaan forces had been present in the area for many weeks, besieging Annach Morannanil. Additional reinforcements for the undead army arrived daily to compensate for forces lost during the occasional skirmish. From time to time, minor expeditions from the tower were attempted, generally releasing an adequate force to hold the Dymwaan at bay whilst a number of drow sorcerers cast spells immediately outside the tower doors. Often the returning drow were but half of the original force.

On this particular night a similar minor expedition was mounted just prior to dusk. Although the moon was close to full, cloud cover ensured that it was a dark night. Black creatures moved around in groups, indistinguishable from each other in



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the darkness. The fight broke out, as usual, between the defending drow and a few independent groups of mixed undead, mainly hoard and mist creations with a few skeletal warriors and ghosts thrown in for variety. On this occasion, however, after a short time, further groups of drow issued forth from the tower and the ranks of spells casters by the entrance were noticeably swelled. Before full night had fallen, over three thousand had taken the field in what is presumed to be the largest single battle in Orin Rakatha since the mists arose.

Arrayed around the tower were all the principal Houses, including banners showing the Skull, Wolf, Knife, Fist, Snake, Spider, Scorpion and many others. Amongst this procession were also seen banners of a hammer wielded by a silver arm; a black face with flames for eyes and mouth; and a golden sun in a black sky.

The early battle covered a large area as groups of drow warriors supported by battle mages broke through the ranks of routine guards, pressing away from the tower and into the surrounding forest. This bought time for the sorcerers and high priests to make their preparations for the expected response. A number of Dymwaan camps were breached and sacked as these early victories spurred the attackers into daring raids. It was beginning to look as though the siege would be broken with few losses.

The tide turned beyond midnight when the first waves of what we called the 'Death Squads' appeared. Skeletal knights, mummies and wraiths in equal numbers with two or three Dymwaan high priests, often themselves embodied by undead. The Dymwaan tactics centred on the skeletal knights as the front line, also with a range of magical abilities; mummies inflicting disease by touch, including a few fatal diseases; wraiths spreading fear and draining power; while the Dymwaan sought to prevent the enemy from recovering the fallen or incapacitated.

By dawn, the line of defenders had been pressed back to the tower walls by a seemingly endless deluge of undead. The most peculiar aspect of this phase of the battle was that attackers and defenders became increasingly indistinguishable as drow became more and more common amongst the Dymwaan ranks. Notable amongst the defenders were a group of wizards and sorcerers who seemed to wield acid as their element and who seemed capable of affecting all undead equally; together with a group of priests who banished the spirits of their attackers from their bodies.

It would be a brave man who would wager that Annach Morannanil will remain after the next time of reckoning, following the Battle of the Long Night.

## *To the people of the White Retreat,*

Undoubtedly, many of you will be considering the words of Correllathil. I understand his thoughts well, for there is a part of me that feels the same way regarding the evil with which we are embroiled. It is always easier to hate, rather than feel pity and seek understanding. I myself have been guilty of allowing my hatred to overcome me; it is time that I sought to look beyond the simplicity of black and white.

If we treat those of Wolfhold with contempt and distaste, they will see us as bigots and our message will go unheard. If we have the courage to give freely of ourselves to aid them, can we not convince them that our way of life has much to offer?

Do not mistake my words for naiveté, for I realise there are many times when we are forced to fight to defend the weak and the innocent; we can not allow ourselves to compromise our principles. Nonetheless, is not one man who has turned from the darkness, into the light, better than the mass grave of a thousand evil men, put to rest?

In truth, I feel the struggle within myself. There is much of me that agrees with Correllathil and understands his prognosis. I cannot, with honesty, deny that he may well be right. All I know is that, to progress as individuals, we must constantly question our beliefs. I can not, in myself, claim to be pure, as I can not honestly state that there is not a darker side to my personality. I will fight evil, wherever I find it. I will fight within myself, to suppress my desires for bloody vengeance, I will fight to convince those who use the evil sphere that there is a more noble path; only if all else fails will I resort to violence.

In these dark times, faced by a foul enemy, should we seek to bring even more War and destruction upon our peoples? Let us remember that there are those within our Tower who do not adventure; do we have the right to speak for them? Look deep within yourselves, my friends, for only there will you find the answers that you seek.

In the name of the Good sphere and King Michel, I pray that we be granted the wisdom to see what is right and the bravery to see it done.

Magna est veritas et provale bit,

Quicksilver.

# QUAD XXXX

## THE BARBARIAN SUB - RACE

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.

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.

## POINTS TABLE

			WARRIORS	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	2
	Use Rank Adrenals		R + 4	R + 4
	Adrenal Abilities	Dexterity	4	4
	(per rank it exists)	Strength	8	8
		Resist Pain	8	8
MISC.	Meditate Adrenals	Resist Immobility	8	8
		New Skill	10	10
MAGIC	COMPULSORY BY RANK 20	Recognise Magic		

# QUAD XXXX

## 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 60 seconds. Note that no damage is sustained from the use of adrenals. Adrenals can be rested back at a rate of 1 point per 15 minutes. Adrenals can be meditated back in the same way as power.

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
Resist Immobility			2		
Resist Pain				3	

## DEXTERITY

This ability gives the recipient +1 Dexterity (armoured or unarmoured) for each rank. The duration is for 60 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 60 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

## 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 60 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 60 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).

# QUAD XXXV

## *To the people of the Valley and members of the Free Towers Pact,*

This missive is prompted by Sir Thorlec's request for further information on the Dymwann. Although much of the information I have to share has already been detailed in individual reports, I thought it would prove helpful to compile it into a single, straightforward list.

- i) The Dymwann have discovered a means of granting magical powers to undead; we know that they are using a suit of ensorcelled armour, 'the armour of Zandaster', for this purpose. Specifically, I have encountered undead with either a single high magic spell 'stored' within them for later release or whom performed a fumble spell upon any who struck them.
- ii) The Dymwann are attempting to reconstitute/re-summon the Darkwind. My information regarding any such attempt is somewhat limited but I have been reliably informed that our enemy would use the remaining Fleshweavers (and the corresponding points of power) to this purpose.
- iii) The World Window (a Dai-Fah-Dyne device used to travel the planes) has been recaptured and is held by a large Free Towers Pact force.
- iv) The Dymwann are using the plane of the sleepless dead to travel the length and breadth of Orin Rakatha (achieved using the principle of 'parallel planes'). Naturally, this not only allows them to conceal troop movements but also to travel unimpeded by our ground forces.
- v) A new type of undead, known as a 'Life Drinker', is being used by the Dymwann. This undead has the power to drain status from all within its vicinity. Having personally fought such a creature, I presently have 0 status; perhaps what I once possessed is now effectively 'sworn' to the Dymwann? A most concerning thought.
- vi) The Fleshweavers, although controlled by the Dymwann, are still linked to the mists which surround our land. Destroying these Fleshweavers will thus only lead to a further weakening of the mists' influence. The hordelings would be an excellent defence mechanism against our enemy's expansion, if we could only find a way to restore these Fleshweavers to their original, Mistweaver, form.

Finally, there is one last matter which I would like to draw to your attention. It is clear that, even though we Towers of the Pact do not war with each other, we are not yet truly co-operating. Communication is a particular issue of concern; at the last meeting where I spoke on behalf of the White Retreat I was alarmed to discover that little of the above information was known outside the Alliance Towers. It was also disappointing that representatives of several Towers did not even attend.

I believe that a central command structure, to co-ordinate mutual efforts, is a necessity. If our Towers cannot learn to fight together, then there will be nothing left for us to fight for. The unlife will reign supreme. What, then, of our childrens' future?

For the honour of the Order of King Michel,

Sergeant Quicksilver.

Initiate of the First  
Circle of Purple Magic.

WHITE RETREAT.

## **POTIONS**

**The potion rules are to be reprinted in the next issue of QUAD (they don't change, it is just a reminder) but from now onwards please contact Shitfer for your potion requirements.**

# QUAD XXXX

## ***THE DYMWANN - INFORMATION UPDATE***

The Valley Alliance Towers have now formed several adventuring groups which are designed specifically to combat the Dymwann. As a member of such a group, Theta Squadron under the command of Squire Jeff, I can reveal new information which I was unable to include in my earlier missive.

The Dymwann have a group of researchers, led by one Miphon Hearst, who are known as the Cadre. Theta squadron discovered the following information:

i) The process used to grant magical powers to undead is known as 'Matrixing'. As yet, the Cadre have only managed to store one high magic spell within ley-power or ritual-power constructs; in addition to an array of battle magics. They are currently attempting to place arcane magic into either non-corporeal ritual-power or cosmic-power constructs, but as yet have been unsuccessful.

Fortunately, their work in this area will now be unquestionably more difficult. Theta Squadron were able to capture two pieces of the armour of Zandaster, which is necessary for the matrixing process.

ii) The Cadre were also responsible for the creation of the 'Lifedrinker'. At present it is clear that this project is still in an experimental stage, with only one Lifedrinker in existence. The Lifedrinker has currently been weakened by the quantity of status which it is holding.

Nonetheless, it seems obvious that if they are allowed to create more of these creatures then we shall all suffer.

iii) The Cadre have undertaken a third project, previously unknown. This involves the creation of a 'Disguise' for undead, which not only makes them appear as living entities but also prevents the use of the invocation known as 'Discern nature of undead' upon them.

I have encountered a method of disguise for undead which may prove to be similar to that which the Dymwann Cadre intend to use. It involved the use of nine spells, ranging from lvl 0 to lvl 8; a dispel upon any one of these spells (even the lvl 0) would remove the disguise.

I hope that this further information will prove to be of use in our efforts against the Dymwann. In this time of hardship, only Unity will serve to assure our Victory.

Jure Divino,

Sergeant Quicksilver.

Initiate of the Second Circle of Purple Magic.

WHITE RETREAT.

### SmEg fOr goBliN KIng!

Calling All Loyal Goblins!!!!!!

We all know dat Scrope (bless his little cotton socks) is trapped in the tower (boo hiss!!) and dat dere is little we can do 2 free im so i asks yus why dont Smeg become Goblin King?

'E as all der kwolificashuns u could ask 4, he called some Shadowsfall a bunch of t\*\*ts at Halluween so 'e sounds ideel.

Anywun interseted in makin Smeg du King shud contcat me, Smeg's R.P man at the following Atrouser (I aint got Address cause I aint a girl)

Smegs Agent

GOBBO BOX 3

QUAD

# *QUAD XXXX*

## *A short guide to Goblin Magick*

This magick can only be cast by Goblins except Quicksilver who ran off with my spellbook and focus.

GOBLIN SKIN - Protects wearer against any foe attacking with a goblin (dead or alive and squeaking).

GOBLIN CIRCLE OF PROTECTION - Protects caster against evil Goblin Circles.

CONFUSE GOBLIN - Enables user to confuse a Goblin (WARNING Puddle has 4 more attempts at this).

VANISH SELF - Caster cannot see him or herself.

VANISH OTHER - Caster cannot see target.

(The vanish spells have no effect on any other creatures around, just the caster.)

WEAPON GLOW - Weapon targeted will glow green for a long time.

MISSPELL - Causes target to forget how to spell name for around an hour.

Spells can be given to other people by a Goblin so they might cast them at a later time, but this is not advised as they might be cast against you.

Vocals are not needed, as long as you know what you are casting you should not need to say silly little rhymes.

We need brain space for more important things, like where the next chicken leg is coming from.

Skika, Pathfinder Scout, Guildleader of the Goblin School of Magick.

## *Goblin magick - Research results*

Following the recent discovery of Goblin magick, by my noble Guildleader Skika, I have been engaged in the study of this fascinating new art.

Although I must confess that I gained access to this art by underhanded means, I am nonetheless willing to share the information that I have gleaned about it:

- i) It appears that no spell slots are necessary to cast Goblin magick. As yet, I have found that one can cast it indefinitely.
- ii) The art can only be used by those who demonstrate the symptoms of insanity.
- iii) It is completely useless in a combat situation, unless your opponents are wielding either Goblin Circles or goblins themselves. The Goblin Circle is believed to be an ancient goblin weapon of great power.
- iv) Several reagents can aid in casting Goblin Magick. I have found that either chickens or their eggs (if thrown at a victim) can produce unusual effects. One such effect is causing a fight to occur.

The Goblin School of Magick is now open, and accepting new recruits. Applicants should be small, green, squeaky and annoying. Guild membership costs one farm animal, a green apple for Skika and a bottle of red wine for me.

Quicksilver (suffering from the effects of misspell)

Assistant Guildleader of the School of Goblin Magick.

# QUAD XXXX

## FORTHCOMING ADVENTURES

Below is a list of adventures already confirmed for the rest of 1998. Feel free to book any other weekend for an adventure and if you cannot raise a full party we will fill it for you.

### **JANUARY**

9 - 11th, 36 hour Dimmingsdale. Non evil 36 hour mid level  
25th, 8 hour

### **FEBRUARY**

6 - 8, theme weekend St Briavels. To celebrate the start of 12 years of running adventures, we have booked the whole of the Castle for this theme weekend. Included in the price of the weekend is a Banquet on the Saturday evening.  
22nd, 8 hour

### **MARCH**

6 - 8th, 36 hour Dimmingsdale. Quicksilver has booked this quest, for details contact Darrell. 01275 373717  
19th - 22nd , high level 72 hour . Steps bridge. Your chance to play your high and hero level characters

### **APRIL**

3rd - 5th, Easter theme weekend , Street.

### **MAY**

8th - 10th, 36 hour Kinver  
13th - 17th , basic low level 5 day , for characters with less than 100 points .  
24th , 8 hour

### **JUNE**

12th - 14th, low level and introductory theme. Kinver

### **JULY**

10th - 12th, 36 hour Kinver

### **AUGUST**

7th - 9th, summer theme weekend, Kinver.  
20th - 23rd , 72 hour Ystrafeltde

### **SEPTEMBER**

### **OCTOBER**

24th - 30th, Heroquest IX. If you are interested in playing contact me now for more details on the adventures the party will be doing together beforehand.

### **AUGUST 1999**

Heroquest X , at a site to be confirmed , the campaign has already started for this adventure , you may have a character you wish to use or now is the time to start one .