

Chosen Truth Revealed

After the Chosen's reappearance at the Wizard Concillium meeting of last month QUAD's investigative reporters have tracked down the true story behind the disappearance of the majority of this renowned group.

A source close to the Chosen has revealed that over the last couple of years the Chosen have plotted to bring an evil power to Orin Rakatha, and other planes, assisted in part by the Seers.

It is now known that the Chosen's endeavours have been fruitful and despite the efforts of an elite force of Halmadonians, a new evil power, Shi-Tan, has risen.

There are unconfirmed reports that some members of Wolfhold have already aligned themselves to this aspect of evil.

Read the full account of the Chosen's final triumph in the next issue of QUAD

The Leader of the Black School of Magic - Dies

In a freak accident, due to a 'massive discharge caused by the close proximity of vast amounts of black mana in one area', the Leader of the Black School of Magic, more commonly known as The Leader of The Black School of Magic, was killed.

Those present at this unfortunate event were said to be concerned about what happened, with Dalvain Spellsword taking the immediate step of teleporting from the area in order to stop a recurrence of the effect.

Lord Starstealer initially accused Spellsword of a heinous crime but upon further investigation rescinded the allegation.

The Leader of The Black School of Magic confirmed that Dalvain was not directly involved but had probably contributed to the high levels of mana in the room.

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EDITORIAL

It is good to be in the position as an Editor where you have enough articles available for the next issue before going to print with the current one. This is the situation that QUAD has found itself in over the last few issues. I say that this is a good state to be in but keep the write ups coming so that I am always ahead.

Thanks as usual go to all of the contributors and it is good that some different names are starting to appear, the more varied the outlooks the better the content.

*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

Monstering

The following credits are available (cumulative) for Monstering

8 hour	4 pounds
36 hour	10 pounds
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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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 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.

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SHITTY'S BIT

Happy New Year and welcome to the start of 12 years of Heroquest. For those of you who did not make the Celebration Theme better luck next year. One of the things you missed (amongst others) was a play test of a number of full time NPC's. We are now offering any player a chance to spend a whole theme weekend as an NPC at a 25% reduced rate. The NPC's will vary depending on the theme running. If this is successful we may run some NPC only theme weekends where everyone plays a certain type of character. Suggestions so far have been - The Goblin Kings Birthday, A Drow Gathering, Merchants Meeting and another Tower where Valley members are the monsters! Let me know your thoughts on this and any other rules, etc. (With an s.a.e. as usual).

Good Luck to all for 1998.

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.

Cancellations

Just to remind everyone that if you cancel an adventure without a weeks prior notice you will still be charged 50% of the price of the event. Before anyone complains, if you did any other activity throughout the country you would be charged at least as much. If anyone finds this too unreasonable do not make any cancellations.

May 5 Day

Andy Regan (Melkeron) has confirmed the booking of a basic to low level 5 day adventure in May. The adventure will start briefing on the Wednesday at 2pm and finish debriefing on the Sunday at 2pm. The adventure has been booked for mostly under rank 10 characters, the only possible exception to this may be non combatants (who would still have to be non-stated). We are looking for players and monsters a.s.a.p. so ring me if you wish to do either.

New Players

Anyone introducing a new player will receive fifteen pounds discount on their next adventure. Alternatively you could give the discount to the new player and they could do an **8 hour for only ten pounds** (cut me own throat Shitfer they call me)!

Barbarian Rules

Please note that in QUAD 31 there was a mix up in the new Barbarian play test rules - **Barbarians can use passive magic weapons and armour.**

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To Seek Sandaster's Armour

72 Hour November 20-23

I was a member of one of the newly formed groups, Group Gamma. Composed of the following people Zilvan (myself), Quicksilver, Squire Jeff, Grugnir, Thoran, Puddle, Myrkul, Skeeka, Kim, Davion. Having completed our patrol we were returning to the towers, and were in the Gilden Hills.

There in the hills with night falling we met one of the locals and he directed us towards a dwelling where we might obtain refuge, it was occupied by a man who was known as a protector of the area. Scouting it out, it appeared to be the residence of some import, there were intelligent guardian Elementals, but as we offered no violence none was inflicted upon us. The major-domo of the building was a man called Kinjas, who welcomed us in, providing that we agreed to do no harm, until we had given our word we were not allowed in.

Kinjas informed us that the master was ill, currently unavailable, and he bid us make ourselves welcome allowing us to use the facilities there. After a short while he excused himself as he had much business of the Master to attend to. We met some of the other inhabitants of this lodge, the cook and a servant, a skivvy of some sort.

Whilst relaxing an Alliance scout who had been searching for us all day found us. He gave us a new set of orders from Sir Loren De Hal, then left to report back.

At Halloween, a Reader merchant had come offering a deal to trade the Helm of the Armour of Sandaster, we had recently acquired, for Giles' sword Allbran. A week ago, this offer was accepted and the deal took place, the Reader passing on the items from each to the other. Having been able to study the Helm our Seers were now able to give some indication of it's current location, or at least where we should go in order to follow it. The Seers indicated that it was best dealt with by our group in the Gilden Hills. We were to disguise ourselves and seek out the Armour as best we could, hopefully the helm would be with other pieces.

Later that evening the Master did indeed make an appearance, he was obviously very ill, his face being covered in some sort of rash. He was attended by a Healer, Michael. The Master said he had taken hurts from an Infernal Stalker, some new form of Cosmic undead, whilst defending the locals and his home from a group of marauding Dymwann. Despite all that Michael could do (and Michael did appear to be a powerful healer) the Master was slowly fading and would die very soon, in a few days, perhaps as little as two or three.

These Dymwann had stolen an item that belonged to the Master, a family heirloom, passed down within his family for generations, a shield called the Shield of Sandaster. The shield was magical and granted control over undead. This is why we had been sent here. Our estimations were that the Dymwann were attempting to collect together all the pieces of the Armour of Sandaster in order to empower their undead. We agreed to aid him if we could. Grugnir our Druid, using the powers of nature, managed to strengthen the Masters life force weakening the disease, buying him more time. Soon after the Master retired, overstrained by his exertions in meeting us.

Later that evening we were attacked by a group of hoardlings, lead by an Ogre Magi, these were defeated, but not without some cost to ourselves. Thus passed the night. In the morning we awoke but briefly until some force that swept the building caused us to pass out.

We awoke again a little while later, this time in different bodies, in the bodies of Dymwann! This caused some confusion initially, but we discovered that we had been split up, not all of us where here. We then met some real Dymwann guards of the building we were in. They seemed to be gleeful over the fact that we were late in returning and would be in a lot of trouble, "special" though we were the Master would not be happy with his "Cadre" being so late back. They left leaving the building under our guardianship. We decided that we should take advantage of the situation and see while we were so disguised if we could obtain information from the Dymwann.

A short while later a man in brown suddenly appeared in front of the building, flanked by two guards clad in full armour - guards that were air beings of some sort. Arrogant and domineering this man ordered us together to report to him. Somehow we managed to bluff our way through the report and successfully maintain our cover. The man was Miphon Hurst, Sorcerer in chief of the Dymwann Cadre. We had been sent along with a LifeDrinker - an undead monster that steals status and the report touched on that.

Angered at our lateness and our poor report Miphon assigned us the task of delivering a message, he expected us back in a couple of hours. We took the message and left. Fortunately we chose to go up the hill which was, as chance would have it, the correct direction.

Once well away from the building we decided to open the tube and read the message. The scroll tube was trapped with a firestorm, but Thoran opened it, taking the full fury of the firestorm on himself. I have reproduced the contents of the note verbatim below as they appear to be of great import.

*To Assys Sorbon
From Miphon Hurst*

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It is with great joy that I present to you this report on Cadre Projects

I will begin with my report on the Lifedrinker Project.

It is my findings that while of great use to us, the Lifedrinker is NOT an effective project for the Cadre. The dedication required to sustain the control invocations severely ties up our resources. It is my opinion that the control rituals should be taught to the Priesthood, to leave my Cadre free for more important work. Control aside, however, the Lifedrinker proved to be a useful weapon when used last. More than one of these creatures would have to be used to be truly effective. One worrying point however, the status the last Lifedrinker acquired, from the Valley Alliance seems to have been used to weaken its bindings somehow. I will send the relevant creation to you shortly, for I feel that the Fleashweavers will have to reanimate it.

Next is the report on the Arcana Matrix Project.

As you are aware we have only been able to Matrix Battle Magics to Ley-Constructed undead. Experiments have shown that it was theoretically possible to Matrix Wizardry to sentient Ritual-Constructs. However we of the Cadre have made our most spectacular breakthrough yet: the Matrixing of Wizardry to Ley-Constructs. Currently any Ley-Construct may receive only one High Magic spell. This is in addition to its existing array of Battle Magics.

As yet we have not completed our research into Matrixing Sorcery. Initial findings indicate the only non-corporeal Ritual-Constructs as well as Cosmic-Constructs can successfully cast Sorcery. But research is slow in this field due to lack of suitable research subjects. Again I must ask for you to provide me with at least two sentient Cosmic-Constructs.

Next is my report on the Disguise Project

It is my opinion that the benefits gained by being able to disguise our constructs are far outweighed by the costs both in resources and mana to achieve. Until we have discovered a more effective way of performing the necessary spells, I regret that the Cadre will not be providing our services in the regard to either the Priesthood or the Phalanx.

The Cadre has no new discoveries with regard to the Armour of Sandaster.

This concludes the Cadres project reports

My final words are a repetition of my request for more wizards to be assigned to the Cadre. With all our projects we need more mana available, not extra hands. I will be sending the priests you sent me back to one of the Towers at the end of the week. Also we will be relocating Research Station Four due to its discovery by the Free Towers Pact. You assured me that the station was behind our lines, but as it turns out it was not. I trust our next allotted area to be more secure than the last. I cannot stress enough the security of our operations and what would happen if we were to withdraw our support.

May the Elements preserve

*Miphon Hearst
Sorcerer in Chief Dymwann Cadre*

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We continued along our journey for a little way further, until we met a group of Alliance Forces from the White Retreat, group Theta, who naturally attacked us. I surrendered almost immediately and called upon the others to do so, in the end all did. By surrendering to them we managed to stop the battle, and avoid unnecessary bloodshed. We explained, or tried to explain the situation to Group Theta who were naturally very suspicious of our story and who can blame them? Following our advice Group Theta then investigated the station where we were going. They attacked a group of Dymwann there, but it appeared that this group of Dymwann were really our missing members.

Reunited, we managed eventually to persuade Theta who we were and what we were about - principally our aims at obtaining information whilst disguised as Dymwann. We divested ourselves of all the items we had, potions, scrolls, talisman etc and gave them to group Theta, so that if these bodies returned to Dymwann control they would be without these items. A copy of the above scroll from Miphon Hearst was also given to them, in order that it's vital contents make it back to the Towers as we were aware that we may not return, trapped as we were. We did request one of the scouts to return to the building later in order that we could pass on any further intelligence.

The others of our group had met a prophet of some sort, a prophet who warned them that XXXXX must not be permitted to acquire the Armour of Sandaster.

We parted from Theta, returning to the building where we spent most of the day engaged in various minor matters. After dark Miphon Hearst returned instructing us to go into the haunted grove to recover the Armour of Sandaster and bring it to his labs! He gave us a magical talisman, a skull, that was meant to hold back the guardian undead of that grove. As a group we set out to accomplish this, the grove was guarded by two undead, a Rank 9 Infernal Stalker and a Rank 8 Fire and Brimstone, the skull did it's purpose and the undead could not approach. We recovered the armour, but did not travel to Miphon's lab to surrender it to him. Later when the Theta scout came to the building we passed on the armour to him for their group to take it back to the Towers. We had resolved to stay here continuing to acquire information and cause as much havoc as we could.

Some two hours later, the room grew bitterly cold, so cold that we began to suffer frostbite. Abruptly the cold dissipated and four armoured figures were in the door, their faces blue, two of them we recognised as Hearst's guardians, the other two were unknown to us. "The Lord of the Windborn send us to you, where is the Armour of Sandaster? Why have you not brought it to him?" We made no reply, save the casting of spells and invocations upon ourselves. "Honourless scum!" The same one cried, "Slay them all."

Battle was joined. The Windborn were powerful foes, armed and armoured, wielding magic, power and psionics each with equal propensity, they were more than a match for us. One by one we fell until at the last all who remained standing were the Windborn. They then questioned our spirits asking of us where the Armour was and why we had betrayed the Lord of the Windborn?" We answered them not or misled them. It was to no avail, somehow they detected the armour and sped to take it.

Once more we awoke. This time back in our real bodies, unharmed. We soon discovered that while we had been unconscious for the day our possessions had be rifled, the magic and power items including Spellbooks, Talisman and Focus had been removed. This left several persons very unhappy with the situation. The inhabitants of the building were very surprised to see us up and about! We pressed them about the return of our items, but they demurred, saying that the master had put them away for safekeeping. The Master was not seen that evening. Shortly before we retired a remarkably human looking undead came into the building, a Rank 6 Construct. It had come to see the Master, we destroyed this creature, puzzled at what was going on.

In the morning when Kinjas emerged we pressed our demands for our items to be returned. He had some story that these were now the masters, as charge for protecting us while we were unconscious. Deciding that enough was enough I became quite belligerent with Kinjas, and this resulted in combat breaking out. The Stone elemental, Kinjas and the Skivvy together drove us off, although we did destroy the elemental, many of us had broken bones. Kinjas and the Skivvy attacked us with their hands, inflicting blows that were suspiciously like those done by undead. After healing up we returned, destroying the Skivvy, but Kinjas retreated behind a warded area.

We then began to investigate the building in some detail, discovering various warded doors and we began to take those doors down one by one as we could. Behind one of them was a room of horror, a mad laboratory of some kind, wherein Michael lay strapped to a bed, being fed or drained by the device he was attached to. There was a warded chest of draws trapped with many traps, Kim disarmed these. Within this were the items that had been taken from us, the mages all taking their spellbooks immediately in order to learn their spells for the day.

Most horrifying though that we found within that room was the journal of the Master, the journal of a Nigromancer, the journal of a man who had become a Lich. The Master was a Lich! In this state it was clear that Michael was some form of undead, Squire Jeff put him to rest. Michael, "resisted" as best he could, by casting ranged cures on everyone within the room until at last he was brought to peace. The corruption of a healer, another crime to lay at the door of the Lich.

We continued investigating the other sealed areas, there were several that we could not enter, but the one other that we could had within it a Hephath, trapped. This Hephath, a Hephath of Fortune who could grant wishes, was bound by the Lich into this place, was bound to obey the Lich. Quicksilver lead the investigation into this matter questioning the Hephath closely. Here Quicksilver's wide ranging knowledge proved invaluable, for this Hephath was one that had frequently been summoned by Aldonar centuries ago, and one of the Houses of the Aldonar was a Nigromantic House. It seems likely that the Lich is (or rather was when it was

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alive) a member of the Aldonar race, although what that tells us I do not know. In order for the Hepath to be freed we must find the staff of the Lich and strike the cloth with which the Hepath was bound. We resolved that this tool would be stripped from the Lich.

Later that day, the scout from group Theta appeared by the building. He stumbled in, stunned, dishevelled and weary. Since we had delivered the Armour to them they had fled with it, but not fast enough, for the Windborn descended upon them. Only this scout, bearing the armour (conspicuously absent) had escaped, and since then he had been hunted unceasingly by the Windborn. Until some few moments ago he was teleported here, appearing without the armour. On a wild hunch we checked on the Hepath, and he did have the armour, in the warded room with itself, and it wasn't giving it over to anyone, at least not until it was free.

At last we began to put the pieces together. The Lich who was independent of the Dymwann desired the armour. It was held by the Dymwann and thus he could not get it - Dymwann are at their best against undead, and it was within a warded area. He had tricked us into agreeing to help him and using that compliance had placed our spirits into the bodies of the Cadre - which would have otherwise been impossible. As the Cadre we recovered the armour removing it from the warded grove. Through our discussions with the Hepath, it had become aware of this, and obeying the orders the Lich had placed on it previously transported the armour here. However the Hepath had twisted the instruction which allowed it the freedom it had exercised in how it brought things here. If we wanted the armour then we had to free the Hepath (which is what it wanted).

A little while later Kinjas the Air Elemental and an undead were seen leaving the building a small group set off, intercepting them and destroyed them, although sustaining grievous hurts doing so. After night fell, a bitter cold infused the building, the feeling we had had last time when the Windborn came. A little while the Krayakin BattleLords of the Windborn, Sir Pelicore, Sir Draska, Sir Bakilas and Sir Mandrak appeared. They challenged us to single combat, saying that they would defeat our champion and then claim the Armour. If we won then another would fight our champion, until all were defeated.

We accepted the challenge, our wizards skulking off to begin the casting of their spells. Thoran took up the challenge and faced Sir Pelicore. However the Windborn are mighty warriors and in the open air triumphed over Thoran. Weaving magic, power and psionics together along with the almost instant regeneration he was a warrior who proved more than a match for Thoran. But Thoran's actions bought us the time we needed. The combat broke out fully, Sir Bakilas being defeated by Quicksilver's Icy Entombment, when that spell expired Sir Bakilas left, taking no further part. But it was not enough, though we had defeated one the others were our match, we were defeated but not slain, for unlike the Dymwann Cadre we had impersonated we acted with some degree of honour. The only one who had escaped was Myrkul, but upon the others of us being threatened with death surrendered.

The Windborn investigated and discovered that the armour was within the room occupied by the Hepath. Having no means to enter they conscripted Wizard Puddle to open the way for them, then sent her back to where the others of us were, while they went into the room. From the room came a crashing and rolling of thunder, flares of lightning were seen, reflected. Then a silence. What we could not do it seems as though the Hepath was able to accomplish.

A while later, Sir Bakilas came to us and congratulated Quicksilver on triumphing over him. He also told us that Sir Draska had "returned to the wind" and that Sir Voreks had "returned to the ground". He left, as we were so weakened there was little we could do about it. The rest of the night passed relatively uneventfully.

In the morning, renewed, we set about searching the place once more to find the staff, to free the Hepath. Unfortunately for us while we were about this a certain Lich and his guards turned up. He had been away for the past two days engaged on other evil works of his, and had returned to find us here and what we had done, destroyed his creations, wrecked his house and laboratory etc.

As you can imagine he was greatly angered by all of this, and sought to take his anger out on us in a most personal way. We fought long and hard, destroying his skeletal warrior guards first. Then around and through the house the battle raged until at last the Lich was driven back by weight of numbers. We thought that we had him, until he called out to the Hepath to be transported to safety, for we had cornered him by the entrance to the Hepath. Then the Hepath teleported him to safety, as it must obey his orders. But he had not instructed the Hepath to teleport his equipment with him and it fell on the floor around where he had been standing.

It was but a simple matter to pick up the staff, free the Hepath and recover the Armour. The Hepath, now free, destroyed the building and then left. At the end it questioned Quicksilver about a ring that it seeks, a Hepath ring that is in the possession of Giles and has been for some considerable time. I believe that the Hepath intends to recover this ring at some stage. We ourselves left and returned to the Towers with the Armour, our mission a success.

Zilvan, Yeoman-Acolyte of the Order of King Michael

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Herbal and Alchemical Potions

Herbal Potions

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

Rank	Make Potion	Make Recipe (Home)	Make Recipe (Away)
1	2	1	1
2	2	1	2
3	2	1	3
4	2	1	4
5	2	1	5
6	5	2	6
7	5	2	7
8	10	3	8
9	15	4	9
10	20	5	10
Total	65	21	55

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

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

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

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

Making Herbal Potions

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

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

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

Potion Prices

The prices for potions are listed below. If herbalists apply for the purchase of potions that they are able to make, it will be assumed that they are assisting in the process and they will be charged only 90% of the normal price (rounded up). The price for a herbalist buying a full batch of ten identical potions that he/she is capable of making is 80% of the listed cost as they are assumed to make the batch themselves.

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

The ingredients collected must be of an appropriate volume, depending upon the rank of the potion required. The volume (not weight) for a batch of potions up to rank five is approximately 'one bag of sugar'. Herbalists must show evidence of ingredients collected to the dungeon ref who will award an appropriate potion ingredient card. This must be submitted with the request to make the relevant batch of potions. The dungeon ref may be in a position to provide the two potions cards. Herbalist should not consider collecting random ingredients for sale to tower laboratories as the relevant scouting guilds perform this task routinely, and the ingredients collected may not be appropriate of required.

Recipe Lists and Research

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

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

Alchemical Potions

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

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

For example, human sorcerer able to cast red and brown magic up to level seven takes make alchemical magic potions up to level six by spending 60 points. he/she is then able to make alchemical potions in any of his colours up to rank four and in his choice of colour (red or brown) up to rank six. In order to make alchemical potions in both red and brown magic up to rank six would require the spending of a further 20 points.

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

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

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

Scroll Ink

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

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

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

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

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

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

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

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Ingredients

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

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

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

Potion Price List - Alliance Tower (Prices are in Gest)

Miscellaneous Potions	1	2	3	4	5	6	7	8	9	10
Strength (15 mins max)	10									
Double Strength*(15 mins max)					20	30		40		
damage on expiry of*					40	20		0		
Dexterity	4	8	12	16	20	28	36	44	52	60
Elixir of Life	6	12	18	24	30	40	50	60	70	80

Beneficial Potions	1	2	3	4	5	6	7	8	9	10
Cure Disease	5				10			20	40	
Remove Pain	5									
Stop Bleeding			5							
Cure 10 Locational	5									
Cure 10 Total Life	5									

Harmful Potions	1	2	3	4	5	6	7	8	9	10
Blade Venom	8	16	24	32	40					
Character Life damage inflicted	6	12	20	30	48					
Monster Hits inflicted	3	5	10	15	25					

Alchemical Blanks	1	2	3	4	5	6	7	8	9	10
Home Magical Blanks	7.5	10	12.5	15	20	25	30			
Away Magical Blanks	7.5	10	12.5	15	25	30	35			
Neutral Power Blanks	7.5	10	12.5	15	20	25	30			
Good / Evil Power Blanks	7.5	10	12.5	15	25	30	35			

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

Potion Price List - White Retreat (Prices are in Gest)

Beneficial Potions	1	2	3	4	5	6	7	8	9	10
Cure Disease	4				8			16	32	
Remove Pain	4									
Stop Bleeding			4							
Cure 10 Locational	4									
Cure 10 Total Life	4									
Venom Antidote	2	4	6	8	10	12	14	16	18	20
Damage Negated	5	10	15	20	25	30	40	50	60	70

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Potion Price List - White Retreat (Prices are in Gests) continued

Miscellaneous Potions	1	2	3	4	5	6	7	8	9	10	
Strength (15 mins max)	15										
Double Strength*(15 mins max)					30	40					
<i>damage on expiry of *</i>					40	20					
Dexterity	5	10	15	20	25	35	45				
Elixir of Life	6	12	18	24	30	40	50	60	70	80	

Alchemical Blanks	1	2	3	4	5	6	7	8	9	10
Home Magical Blanks	7.5	10	12.5	15	20	25	30			
Away Magical Blanks	7.5	10	12.5	15	25	30	35			
Good Power Blanks	7.5	10	12.5	15	20	25	30			
Neutral Power Blanks	7.5	10	12.5	15	25	30	35			

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

Potion Price List - Wolfhold (Prices are in Gests)

Harmful Potions	1	2	3	4	5	6	7	8	9	10
Insinuating Venom										
Blade Venom	6	12	18	24	30	40	50			
<i>Character Life damage inflicted</i>	6	12	20	30	48	70	100			
<i>Monster Hits inflicted</i>	3	5	10	15	25	35	50			
Sleep				10	20	30	40	50		
Slow							50			
Ingestive Venom										
Sleep					20					
Slow						30				
Paralysis							40			

Miscellaneous Potions	1	2	3	4	5	6	7	8	9	10	
Strength (15 mins max)	15										
Double Strength*(15 mins max)					30	40					
<i>damage on expiry of *</i>					40	20					
Dexterity	5	10	15	20	25	35	45				
Elixir of Life	6	12	18	24	30	40	50	60	70	80	

Beneficial Potions	1	2	3	4	5	6	7	8	9	10
Cure Disease	6				12	24				
Cure 10 Locational			6							
Cure 10 Total Life			6							

Alchemical Blanks	1	2	3	4	5	6	7	8	9	10
Home Magical Blanks	7.5	10	12.5	15	20	25	30			
Away Magical Blanks	7.5	10	12.5	15	25	30	35			
Evil Power Blanks	7.5	10	12.5	15	20	25	30			
Neutral Power Blanks	7.5	10	12.5	15	25	30	35			

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

Potion Descriptions will appear in the Next Issue of QUAD

QUAD XXXX

The Penultimate Seal

36 Hour, July 18-20

The Non Chosen: Draal, Nerack, Ariakis, Lathrodec, Kalran, Twilight, Castratia.

The Chosen: Mu'ul, Ishmalin, Rakshavin, Rakshal, Mwagi, Glen, Kaden.

We were after the penultimate seal of the prison of the Great Lord of the Dark, the only one that was not on Homeworld or in our possession. The plan was for us all to meet outside of the towers with the Chosen, about a days travel south. We set off in our groups from our towers, but initially we couldn't find each other.

In the darkness we found a Halmadonian, who after I identified myself as Draal LolthsPawn from Wolfhold approached and gave us a note. He said that the note contained everything that we needed to know and he left, we permitted him to go. The note spoke of a camp of Halmadonians who were awaiting our arrival. They had one of our number Meerak and the item that Meerak had sought. If we wished to see him or the item then we were to come to their camp in peace and discuss the matter with them. If we came to fight, or came invoked then we would never see Meerak or the item.

We wandered around some more, looking for the others, but on failing to find them decided to approach the camp of the Halmadonians. On the way there we met others of our group, a fact which I found amusing indeed. Some of us advanced into camp to speak with the Halmadonians whilst the others remained outside invoking, preparing to attack if necessary. The loss of Meerak being of little import but that of the seal being considerably more.

At the Halmadonians camp we spoke at some length. They told us that they knew what we were about and we should not do it or else! Our distaste for each other was evident in the way we spoke to each other, there was little love lost on either side. One of the people along with the Halmadonians was not one of them, he was a Whitecloak (or so the Chosen identified him). Whitecloak is the nickname given to those who are members of the order called "The Children of the Light", an organisation from Homeworld. The Whitecloak disgusted at the fact that the Halmadonians would not slay us stormed off, saying that he would find some who were up to the task. In the end the Halmadonians also left the camp having made their point.

At this point Kalran out of our number was still missing so we set out in force looking for him. While out we encountered the Whitecloak along with a bunch of Shiernans - (Shiernans are a warrior people from one of the northern countries on Homeworld). These we fought and defeated, capturing the Whitecloak, simple warriors being no match for the massed evil priests that we were. We returned to the camp finding that Kalran was already there. At the camp we beguiled the Whitecloak and questioned him, about the seals, how Meerak was here and similar matters. We determined that the seal was on the Tel'aran'rhiod - the World of Dreams, a plane congruent to all other planes.

While we were in camp, Nob, a WolfHold assassin, came and alerted us to the fact that someone from the council would be coming to talk to us in the morning about what we were engaged. We should be here to meet him.

Next morning Number 8 (of the Council of Seers and not a member of WolfHold's Council as we had initially thought) came to talk to us. He told us that before they (WolfHold) could let us go off on our "grand adventure" (as he phrased it) that we must have an agreement signed as we would be out of the alliance. It looked to them as though we may cause a great deal of tension between the towers and threaten the pact, so we were to be formally cast out of the towers in order that no strife should disrupt the Free Towers Pact. It was down to us to come up with additional clauses for our agreements. The main clause required by the seers was that we would pay 6880 gold, which was the total guild debt of all the Chosen. He said that he would return on the morrow when we would sign the pact and make our agreement with him on behalf of the Seers.

The un-Chosen went aside for a discussion about this. One of the important things that we decided was that we agreed that we would not support any of the Chosen against each other. Only one of them would be Nae'Bliss - first amongst the servants of the Great Lord of the Dark, and we were concerned that this would be decided by combat. None of us wished for that position and we would remain apart from any such event, supporting the victor, whoever it may be.

In our discussions we decided that the following clauses were the important ones: a) Return to Orin Rakatha at a time and place of our choosing. b) First choice of items that were not "special" to the Great Lord of the Dark. c) A non-violence supportive pact much as exists between alliance members. d) Chosen to pay us the 6880 - for us to pay to the seers.

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With the aid of the chosen we dreamed our way onto the Tel'aron'rhiod, the World of Dreams. There to seek for Meerak who had the seal. We were guided by various persons, first a dreamer darkfriend who sent us to a place where he had repeatedly dreamed himself, where he had been slain several times. This place was guarded by two Myrdraal, we slew these two. And within the cave was a person who told us to go to another set of caves, perpetually trapped into a nightmare of some form.

We went to these other caves, invoking before we went into the caves. The caves were empty, and while there I spied another group of Halmadonians approaching. Aggressive as they were and fully invoked as we were, we slew them. Speaking with dead we realised that we should have kept one alive to send to the Halmaddon Knight who had the seal.

We retreated back to our camp to take stock and decide what we would do. A guide came to us, another Darkfriend. This guide lead us along the way, we fought with some Shiernans - slaying them trivially. The guide continued to lead us on and took us to a place where we met with someone who called himself Elan Morin Tredonai, and he named himself Nae'Bliss. Initially he spoke with the chosen, confirming that The Great Lord of the Dark was happy with them and had promoted them to full high priests/sorcerers as was appropriate. There was some discussions with Ishmaelin over just who should be Nae'Bliss, but Ishmaelin, submitted to Tredonai, for the time being.

Then Nae'Bliss spoke to us, he named us Mercenary Lords in the service of The Great Lord of the Dark, that we were not to be regarded as Darkfriends that we were above them, and had the right to use the name Shai'Tan. We would be linked to Darkfriends on Homeworld in positions of power that we might gain knowledge of the world in order to see that The Great Lord of the Dark would be freed. We were also to be taught certain invocations and spells to aid us in freeing The Great Lord of the Dark along with the lore to manufacture Ter'angreal.

He spoke that he was angered that we had not obtained the penultimate seal, for it was required. He told us that he would go and get it, but that we must go and fight the Aes Sedai and Warders who had been pursuing him. By doing this he would be able to bring his full power to bear and recover the seal. We did so, travelling through the night. We met and defeated several groups of Shiernans then finally the Aes Sedai and the Warders.

We returned to camp, to rest. Those of us who did not have Ter'angreal one by one made our way to our tents where we fell asleep, to awaken in the real world. Meanwhile those who had Ter'angreal remained, not noticing our departure, they were then attacked by a group of Myrdraal. After a long fight the Myrdraal were defeated, but some were sorely wounded in the course of the fight.

Those who awoke found ourselves badly wounded and unarmed in the middle of a group of Halmadonians. Apparently our bodies had remained behind and had been set upon by a group of Hoardlings, who had stolen our gear and molested us. The Halmadonians had rescued us and were pursuing the hoardlings in order to recover our gear - after all we are all part of the free towers pact aren't we. They escorted us back to our camp and left us there. The others returned from Tel'aron'rhiod and we passed on the things that had happened to each of us separated as we had become.

In the morning the Halmadonians came and told us that their raiding party had taken out the Hoardlings and were returning our weapons and other gear to the towers for us to collect. Surprise indeed. Then came Number 8 and we were cast out of the tower and signed the agreement.

Those who were not the chosen came back to the towers to collect their possessions, do a little last minute training and then we were kicked out. Alone, friendless on Orin Rakatha, with nowhere to turn, except to the Chosen, who would take us to Homeworld, where we would strive to free The Great Lord of the Dark.

Draal Lolthspawn, Priest of Lolth

QUAD XXXXX

Christmas Theme - A Training Session

December 12-14

A number of us had been sent along to a training mission within the Towers, recommended by our superiors, because they thought that it would benefit us for whatever reason. The Goblin King had set up some internal training camps within the valley tower, sector five (no not sector seven, which is full of horrible greebly nastiness) where people could practice working together. Several groups had been out recently where the groups had not worked well together, had not been passing on information and had not been helping each other. In order to improve things the Goblin king was sponsoring (with prizes) this.

Why in the name of Lolth I was sent there is beyond me, I'm one of the most easy going Priests of Lolth that there is. All Drow are easy to get on with, aren't they? This was a mixed hopeless bunch, from recently released Half Orc criminals like Ulabeck to Camp Elven Sorcerers such as Tornado.

Within the towers as you know you cannot hurt another (except in Sector Seven and yes that is damaged, we all know), in addition your spells and invocations do not operate. So for this training mission we had to pretend that things worked upon us, with someone acting as a referee to make sure that we weren't cheating at times. All very peculiar stuff, and very unreal.

We were to face a number of challenges as individuals and groups. The first challenge involved grabbing a skull in the forest and returning it inside the building. Predictable most groups waited inside the building and there most of the battles took place. We were under quite a lot of rather stupid restrictions (one hit to a location, no damaging offensive spells/invocations), ones that meant that mages were at a massive advantage, bind, trip, freeze etc - the group with Tornado and Quicksilver in did well at this. This really got us into the spirit of things, although I think that the alcohol and food we had did more really

The next day we again split into groups, we had a number of challenges some of which were quite interesting. Briefly.

There was a discussion period where you talked about yourself, your aims and such like, which also combined a story telling and memory exercise - in a listen to the story and answer questions after. This was trivial, I told a few lies when I had to and was awarded full marks.

There was a room where you had to memorise the layout of everything in the room and then a little while later were taken back in and describe the changes. As I carry writing materials and such like I was able to sketch the room and gain full marks on this. I also showed my sketch to my team mates and made sure that the referees saw me doing this, gaining extra points for teamwork.

There was a circle of treachery / circle of death. Again stupid restrictions were placed on us, we were only allowed one weapon, a sword instead of our normal fighting weapons. Those of us who are trained in many areas being brought down to "equality" with those who are not. This was quite a bit of fun, of course, as a Drow, I am at an innate advantage in any contest involving treachery. I quite enjoyed seeing Ullabeck fight, that lad will go far.

There was a test of innovative thinking, where there were several problems that you had to solve within a limited amount of time, problems that required you to think beyond the problem and look for unconventional ways to solve it.

There was a test involving defeating a monster by using the only weapon that could harm it, a weapon on a dead body nearby. This involved defending the one who could use the weapon so that he could strike the monster enough times until it died. Teamwork made this fairly easy, we decided to sacrifice one of us to hold the monster whilst we rained blows in on it.

After this exhausting battery of tests during the day we retired to the building where a sumptuous meal was awaiting us. A meal well received and devoured.

The penultimate test involved putting on a fifteen minute play to amuse and entertain each of the other groups. This was quite a lot of fun, we got to act out quite a lot in a variety of situations. Those groups that did prepare their plays were well received. It's just possible that the alcohol consumed made this seem better than it might have been.

Then finally we were tested almost to our capacity in a drinking game! The stakes were high, but all took part manfully (except for the females and they took part womanfully).

Overall though, looking back on it, I think that I can strongly recommend the training grounds. Long live the Goblin King!

Draal Lolthspawn, Priest of Lolth, WolfHold Press

QUAD XXXXV

Letters to the people of the Valley Alliance,

This is a warning of a sinister development by the Dymwan. On All Hallows Eve the Dymwan were interrupted in a ceremony to make some item. Those of us who were there believed they were making more of the "Sticks with Skulls on" item. The sinister power of these items has now been more fully revealed since "capture" of one on the mission against the points of power.

The Items are a stick about the thickness of my thumb, several hand spans in length, and topped with a skull. Their abilities appear to steal the power from a person, or their Talisman, eight points of power at a time. More seriously, as a last desperate measure the Dymwan can break the item thus releasing a dark pool radiating 15 feet from the Dymwan. Any person caught in this pool will suffer a Rank 8 Permanent Curse Rank 0. Several of us have these already.

These items must be destroyed or disabled before the Dymwan carrying is killed, or even cornered and about to be killed. They must not be given a chance to break these items. To this end, I am offering a special service to write scrolls that I could not normally sell, to be used against these items. If a group cannot afford a scroll, then I strongly urge that you take with your group a Wizard or Sorcerer from the Temple of the Earth or the Blue School of Magic who has a spell that can disable these Items.

Heed this warning!

Sargon
Sorcerer of the Temple of the Earth.

On a mission for Valley group Theta Squadron, under the command of Squire Jeff, we encountered what I believe to be a previously unknown group serving the Dymwan cadre leader Miphon Hirst. This group refer themselves as the Windborn and are a knight tied to the element of air, appearing capable of using wizardry level blue magic and attacking psionically. The Windborn also regenerate at a rate far faster than any of those present could inflict harm upon them, Quicksilver, having trapped one in a block of solid ice proceeded to channel ten shocking grasp fours to the head of the creature, yet only seconds after he ceased his attack there were not visible signs of damage which is concerning to say the least.

One group of three such creatures, accompanied by a herald of slightly lesser power decimated our group in short order. However it is worth noting that they refrained from butchering those who had been dropped to the floor and even praised Thoran for his bravery in fighting their champion, Sir Pellacorn, in single combat. They accepted our surrender because we pledged not to attempt to stop them in their mission, honorable combatants serving the Dymwan?

I share this information because I believe it only a matter of time before we encounter these warriors again and that only by sharing our information can we be prepared for this new threat.

What we did learn is that the creatures may be vulnerable to offensive green magic and to a particular sort of weapon, possibly wooden as earth is in opposition to air.

Therefore I am requesting that any information gathered on these creatures and all information concerning possible offensive green magic, preferably on scrolls or in items, be passed on to either myself or the Valleys new information specialist, Quicksilver, so that the information may be pooled before general release.

For the greater good,

Myrkel Shadebright

Since joining the Valley Alliance I have become increasingly disconcerted with the lack of co-operation between both the individuals of Valley groups and the towers themselves. It was my belief that the strength of the Valley Alliance lay in the word Alliance and the fact that despite the differences in individual beliefs or goals the valley as a whole works to the benefit of all those who dwell within.

As Kim the Pathfinder has already discussed the lack of unity between groups of adventurers, I shall be making comment on the ludicrous bureaucracy that can only serve to weaken the Valley Alliance, and at this time of war that can only lead to the destruction of all that which we hold dear.

I myself am a student of grey magic, a school of the Valley Tower and because much of training takes place there I was advised by those of my guild that it would be best if I dwelt in the tower. However another of my aims is to fight for the Order of King Michael, believing as I do in its goals and ideals. Having fought beside Quicksilver and earned his sponsorship to the order I was stunned to learn that I could not become a member of the Order because I dwelt within the Valley Tower and not the White retreat. Were the refusal based on the fact that I was a Drow I could have understood the initial refusal based on the actions of others of my race, but that prejudice could have been overcome by my performing actions for the Valley. However the only way at present that I may be able to join the Order would be to leave the Valley Tower for the White Retreat, an action sure to result in retribution from the grey school of magic in the form of reduced training.

Therefore I appeal to those with power within the guilds of the Valley Alliance to treat each member of the Valley as an individual with their own beliefs and ideas rather than passing any judgement based on their tower of residence. If we cannot work within our own alliance how can we possibly work effectively as part of the larger group that comprises the Free Towers Pact.

Remember that the important part of the Valley Alliance is the Alliance, let us work harder to achieve those aims.

Myrkel Shadebright

Get Your Scrolls Here!

Because of the events mentioned elsewhere, Sargon, Sorcerer of the Temple of the Earth has received special permission to write specialist scrolls for members of the alliance to counter the Items that the Dymwan carry.

You will need to provide the appropriate Level 6 ink, which is 30 Gest for the "One Use" ink, and 17.5 Gest for the "Ensorcelled Scroll" ink. Purchase the inks from your tower, and then seek him out. He does not intend to charge for this service, but a small contribution is appreciated.

It is VERY IMPORTANT that any group that may meet Dymwan carrying these Items have some means to deal with them.

Sargon is, as always, prepared to write other scrolls that people may wish, subject to the usual restrictions, but will give priority to those seeking scrolls to deal with the Dymwan Items.

**Contact Sargon,
Sorcerer of the Temple of the Earth via QUAD**

QUAD XXXXX

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.

MARCH

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.
26th, low level 8 hour

MAY

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

NOVEMBER

19th - 22nd, Sargon 72 hour, Dimmingsdale

DECEMBER

4th - 6th, Xmas theme weekend
20th, low level 8 hour

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.