

GUTTER PRESS NEWS

THE WAR IS OVER



OR HAS IT JUST BEGUN ?

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WANTED

ACE NEWS REPORTER TO COVER EXILE LEAVE

You will notice that Ace Reporter Virana does not appear in this issue. Unfortunately due to a certain misunderstanding and subsequent 'throwing out of the tower' none of her reports are getting to the news desk so a replacement is desperately needed.

GOOD RATES OF PAY - APPLY TO QUAD

QUAD XXXVJJ

EDITORIAL

Some of you may have noticed that I have not been on many adventures lately, mainly because of that foul but essential four letter word, work, so I am not as aware of what is going on as I use to. This has meant that I really, really, need to have gossip and news of what is going on from you the players, without it QUAD ceases to be.

*Apologies also for this late publication, the next one **will** be out for the AprilHigh level but with only one article looks to be quite thin.*

**Regards
Paul**

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1999 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
24 hour	40	50
theme	50	60
36 hour	60	75
72 hour	120	150
5 Day	180	225

Other adventures are priced individually, such as Heroquests etc
Membership for 1998 is 30 pounds and expires on 31-12-1999

Note the above price is only applicable when payment is received at least 8 days in advance.

There is a 25% surcharge for any payments received within 8 days of the event.

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

Youth Hostels - there is a £7.50 a night charge where youth hostels are used, from October - March. From April - September this charge will increase to £10.00 as hostels cost more to rent .

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
Rose Cottage
6 Charfield Road
Kingswood
Wotton - under - Edge
Gloucestershire
GL12 8RL**

The policy of awarding articles of any substance with a five gest reward will continue, whether the article is published or not. I will endeavour to make these payments as speedy as possible. An 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 1998 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.

The End of The Great War

This information in this report, which I pray will be my final in relation to events surrounding the greatest war in Orin Rakathan history, brings me both joy and regret.

Mossflower Wood: Halmadonian Defeat as Morgothians Withdraw

In a convoluted and complex order of events, the Morgothians have withdrawn their support for the Free Towers Pact. It is interesting that I have received reports on the events leading up to this treacherous affair from both sides. I will start with an extract from Sir Jal-Aralak's report, detailing events after his failed attack on the Froghorn Wood area:

'...had proven extremely costly, in terms of military resources. To our surprise, the horde of high-ranking undead, under the leadership of the Dymwan priesthood's elite, continued to pursue us beyond their established territory.

After a week of forced retreat, during which I had chosen to expend the remainder of the orcish warband in order to assure the safety of my Knights, it was clear that the spirits of my men were beginning to fail. Even when trained to the highest standards, the endurance of a man cannot compare to that of an undead, and the enemy continued to gain on us. It was, furthermore, clear that the pursuit would end only when we had reached safety, or the Dymwan had taken all of our number to become their undead servants.

Rather than continue flight, and heighten my dishonour, I then chose to make a stand, at the point where the River Moon forks inside Mossflower Wood, and the terrain was to our tactical advantage. Prepared to die, in the service of the Witchking, as is fitting, my men stood fast at this place and were resolved, after a night spent in prayer to the Omniscient Eye, to eliminate as many of the opposition as they could, before succumbing to the inevitable.

At dawn's break, undaunted by the first rays of the sun, the undead horde fell upon us. To be frank, even I was astonished at the ferocity of their attack. Within minutes, our left wing had begun to buckle, and I myself was engaged in combat with the Vampire that had just torn my Squire apart, limb from limb. I felt admiration for my opponents, for surely the strong shall survive and the weak shall be crushed underfoot.

I am not, even now, sure how long we fought for, as a lifetime in battle can seem to be but the blink of an eyelid while outside it. All I know is that, when I finally collapsed, through sheer exhaustion at the weight of my armour, I was knee deep in the foe. But, as those lifeless hands reached out to seal my fate, I felt...

A force, of such cosmic significance that it stirred all upon the field of battle. Time seemed to stand still, for a moment, as both sides paused. Then, after a moment of eerie silence, and an enigmatic grin from the creature that had my life at its mercy, the undead turned, as one, and disengaged us.

Helped to my feet, by one of the few Knights that remained, I saw an uncanny scene before me. The undead had turned upon their Dymwan masters, whose screams and curses continued to echo in the distance as we tended our wounded...'

It is worth noting that the report has been deliberately torn at this juncture, so I am not at liberty to explain what, precisely, occurred after the undead had wreaked their vengeance upon the Dymwan (it seems clear that the 'force of cosmic significance' refers to the conjunction of the Spheres which resulted in the removal of 'control undead', among other invocations). The fact that this report is in my hands seems, however, to imply that Sir Jal-Aralak is alive and well, which would serve in part to explain my next piece of information.

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For, as the Morgothians were being chased, the Halmadonian counter-attack into the Crown of Haval had proven to be a success and they had driven a large number of Dymwan back to the edge of Mossflower Wood. The following is an extract from the report of Veteran Perriqual d'Anger of the Order of King Michel, who had been visiting the Halmadonians at the start of the War, and had joined in their military action:

'Proceeding into Mossflower Wood itself, we began to encounter slightly heavier resistance. However, with the military precision that I have come to expect from my brothers within the Heights, we continued to advance at a steady pace, under the watchful eye of Grand Knight Torg de Valamonde.

Late in the afternoon, however, the going became suddenly easier, and we were shocked to find that the Dymwan necromancers were now running towards us, surrendering in their droves, and begging us for their protection. The desperation on their faces almost made me feel pity for them, even though they had sold their very souls to the Evil Sphere.

Pressing on more swiftly now, with a sense of urgency brought about by curiosity, as much as the appearance that the righteous victory of our crusade was at hand, we came upon a scene that stopped the vanguard, and I, dead in our tracks.

Before us, were the remnants of a terrible battle. The bodies of many Morgothians, undead, and outnumbering them all, Dymwan, were strewn as far as the eye could see. More concerning, however, was the sheer number of undead that stood before us. Calling upon the Good Sphere, I attempted to discern the nature of these creatures, but was lost in confusion at the magnitude of my reply. Cosmic...Ritual ... free-willed. All of them.

As I tried to steady my resolve, to make a report to the Sergeant, one of our scouts shouted out. I was filled, ashamedly, with hope, at the sight of a large Morgothian force on the other side of the battleground; perhaps, with their support, we could emerge victorious from this fearsome undertaking?

But now, I see a single figure, with an aura of palpable fear surrounding it, emerge from the undead army and return to the Morgothian lines. I have never seen one before, and pray that I never see one again; but I know it, for what it is.

As the Grand Knight orders the attack, and we fall upon the undead army, the Morgothians stand, silently, watching us die. Damn them. Curse them, by the Good Sphere...

My friends, my brothers, my allies... I will die with them, I will fight this fear ...'

Although Sir Torg de Valamonde, and a few of his retinue, managed to escape the field, Halmadonian losses have been reported as 'extremely heavy'. Tragically, it is my duty to report that Veteran Perriqual, following his return to the White Retreat, has committed suicide. All attempts to resurrect him have proven fruitless, for his soul is unwilling to return to his body.

The Morgothians have, in the wake of his report becoming public, released the following statement:

'We hereby withdraw from the Free Towers Pact. The Dymwan are defeated, and our alliance with the Free Towers is dissolved. We have no interest in any further developments.'

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Butchery on the Bremmin Plains

In, undoubtedly, the most dreadful episode of the war, the blood of hundreds is now all that remains of the Dymwan contingent which took part in 'The Battle of the Long Night'. In truth, I know not whether to thank Seeker no. 2 for this report, or whether to wish it was but a dark nightmare:

'The reddening sky, which announced the coming of a night which would favour those who pursued them, had caused the fleeing Dymwan to reconsider their options. As the last of the dying sun's light pierced the cloud-filled sky, their leader emerged from the forest of the Gilden Far, bearing a hastily constructed, tattered, white flag.

The drow female who came forward to discuss terms with this Dymwan wore no symbol, although the Beleg Aratar guard that stood with her were a sure indication of her Royal descent. A brief discussion, to which I was not party, ensued. Then, at a sharp shout from the Dymwan leader, the remnants of his troops, many wounded or clearly malnourished, began to emerge from the forest.

After the prisoners had been bound and secured, the drowic force moved off to the North-West. Curious, as to why they were not heading back towards Annach Morrananil, I followed at a safe distance. After many hours forced march, during which several of the Dymwan prisoners floundered and were left to die, their destination finally became apparent to me. Far in the distance, rising into the heavens, I saw the great mountain known as Vag Point; a site at which the ley-lines of Orin Rakatha intersect.

I continued to follow for as long as I could, but the security details that were placed around the mountain proved impossible to bypass. As it was, I was forced to kill two drow during the night, merely in self-defence. I decided to wait until morning.

Shortly after daybreak, the drow began to depart, but, as I had feared, there were no prisoners among them. Patiently biding my time, until all signs of the drow were gone, I began to ascend the mountain, towards the plateau at which the point of power is located.

I am not, in truth, a squeamish individual, but words would fail to describe the horror that I found. Corpse, upon corpse, their entrails dragged from their bodies, decapitated... blood, organs... and worse. Resisting the urge to wretch, I looked upon the site for any sign of life, but there was none to be found. Upon the point of power stood an altar of such tangible evil that I could feel it eating at my heart itself.

I fled from that place, and did not stop running until I had reached the Dai-Fah-Dyne tower. If I could gather the courage, I would return, to attempt to fathom the purpose of the foul ritual that was performed there, but I would not wish such a journey on the blackest of my foes.'

Turning the Tables

Following the breaking of the siege that had long prevented them from leaving their Tower, the Bethelim sent forth a force of incredible magnitude whose purpose was, until now, unknown.

In a gesture which is somewhat bizarre, in its irony, this force did not stop to engage localised pockets of Dymwan resistance, but instead pressed on to Froghorn Wood. Their purpose? To besiege the Dymwan Tower there.

Their ambassador has informed me that they have intercepted large numbers of Dymwan, attempting to return to this place of safety, the majority of which have been captured or slain. Furthermore, it is believed that the Bethelim intend to remain in the area indefinitely, with the aim of enacting a terrible revenge when the Dymwan Tower falls, as is expected, at the next Time of Reckoning.

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Treachery along the Rundig?

Reports recently received, although shrouded in more than a little mystery, indicate that a group of Dymwan refugees, trapped in between the Kalid's and the Azad-An's territory, have escaped successfully.

An Azad-An representative has informed me that the Kalid deliberately allowed these refugees to escape, and were instead intent upon engaging the sparse Azad-An forces which were deployed in order to protect the border. The Kalid diplomatic service have declined to comment, as yet.

Overview

Other reports indicate that the Morgothian's assessment of the situation is correct. The War is well, and truly, over. Almost every Tower within the pact has reported taking captives, as well as slaying, considerable numbers of Dymwan. Even the Wizard's Concillium, who are not renowned for their active participation in military matters, have imprisoned over fifty of the foe in their Western Tower.

However, the aims of the army of free-willed undead, last reported in Mossflower, remain unclear. It appears that the Halmadonian force attacked them without entering into discussion, as one would expect from our righteous allies, and the Morgothians have refused to enter into any further correspondence with me.

It has been a great honour to serve the Cabal, in this role as communication officer, and I hope that the information I have collated has proven of some use, no matter how small, to those of you in the field. I offer, again, my thanks to those of you within our Towers, or within the other Towers that were part of the Pact, that have given me their co-operation and support in this endeavour.

Here ends my *official* report.

A Personal Perspective

I really had started to believe, for once, that we could, at the end of this bloody War, see the beginning of a new era. An era of respect, for one another. An era of peace and goodwill to others. Instead, our world descends, once again, into a chaos of petty revenge and hatred. Alliances, forged upon trust and the assurance of good faith, dissolve without even parting thanks.

I have, through luck more than anything else, been involved in most of the major strike actions against the Dymwan: the banishment of the Darkwind and the slaying of Erelan-Black; the destruction of the Points of Power; the final conjunction of the Spheres that brought this victory to pass.

Yet now, the Free Towers, as 'victors' of this bloody conflict, seem intent upon the genocide of the Dymwan. Have we learned nothing?

This War was fought for a just purpose, in the defence of our freedom and in the recognition that no one Tower should impose its will upon others. But, if the result of this war is to be the destruction of the Dymwan race, men, women and children, then I may have well fought with them.

If this butchery continues, then I shall pick up my sword again, and stand with them, to the bitter end.

Sergeant Quicksilver, OKM, Arch-Mage.

QUAD XXXVJJ

SHITTY'S BIT

Welcome to Quad 38.

Happy new year and welcome to the start of 13 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 75 % reduced rate.

Congratulations to Paul evans for the only person to ever get 6 quads out in one year (*only if you count the e-mail copy I sent to Pip - Ed*) (its a miracle I tell you - SFB), thanks also to everyone who made the effort to get articles in to be published.

Regardless of what people say the adventure write ups are one of the things that keeps our campaign together, particularly for those players who have missed out for a few months (or even years!)

Good luck to all for 1999

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.

E - mail

For those of you who don't already know, our new email address is - mark@orinrakatha.freemove.co.uk
I have lost most peoples addresses so please send them to me. If anyone wants QUAD by e-mail then let me know.

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

The low level 5 day in May has been confirmed and we know have a hostel booked for the whole thing. The adventure will start briefing on the Friday at 2 PM, and finish debriefing on the Tuesday at 2 PM. The adventure has been booked for mostly characters rank 12 - 20, the only possible exception to this may be non combatants (who would still have to be as close to this as possible). 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 a 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 Shifter they call me!)

Spells and Innocations

We are currently writing up the new lists for 0 - 10, if you have any ideas for new spells - innocations, or suggestions on how current ones could be improved, send them in asap.

How to Get Chucked Out of the Tower

An easy to follow guide by Bo-Shek

1. Always (an dis is important) make sure dat if telyported cross Orin Rakafa you hit as many people as possible, at random for a preference.
2. In case of a mergency break heads.
3. Always follow da bosses orders.
4. Follow da team leeders orders if you fink dat dey apply at da time.
5. If you offend a member of the free pact fingy den always runz becuz staying around may cause offence.
6. If called to trial bring suportin evidence for your case, body parts are always apresheated.
7. Never give your name to random Valley scouts as they may be imposters, give them loads of hassel instead.
8. Take any oppotuneety to talk to importent enemys but dont tell anywun in charge cuz theyll only get nosey.
9. If all else fails tell um dat you ar Amythests best mate.

I hope that dis will be of some use to all dose people lookin for a way out.

SHABBI TAT

***Now selling leather belt pouches, leather potion pouches
(complete with potion bottles),
cloth drawstring pouches etc.***

Basic costuming also undertaken - tunics, cloaks etc.

Contact shabbitat@ogre.demon.co.uk (01761 233207)

QUAD XXXVJJ

White Retreat Tower

The Leader of the White Retreat Tower is King Michel Rol-Dantigh

Guild / Sect	Head	Assistant Head
Michelinier Sect	Sir Clavados	Sir Leonidas
Humact	Sir Loren de Hal	Gelithian Nommass
White Path	(vacant)	Dunstan (Acting Head)
Hospitallers	Lord Creyn (resident Valley Alliance)	Sir Volminor
Order of King Michel	Lord Sebastian (Marshal)	Sir Arren Hardwicke (Adjutant)
Crusaders	Sir Vanderloss	Cerestan Thorne
Seekers	Taraman	Galnin
		Kronos
White School of Magic	Helios the Luminary	Reoff Kyrandor
Red School of Magic	Sir Gilrain Hardwicke	Lightfoot Flame
Green School of Magic	Shamus (resident Valley Alliance)	Alorn Verithis
Blue School of Magic	Orlon Tenquil	Werdna D'Nail

Note: King Michel is expected to assume the position of the Head of the White Path sect

The Fellowship of Twelve

1	King Michel Rol-Dantigh	Tower Leader
2	Lord Sebastian	Marshal of the Order of King Michel
3	Sir Vanderloss	Crusaders GuildLeader
4	Taraman	Seekers GuildLeader
5	Helios the Luminary	White School GuildLeader
6	Sir Gilrain Hardwicke	Red School GuildLeader
7	Alorn Verithis	Green School Assistant GuildLeader
8	Sir Clavados	Micheliners Sect Head
9	Sir Loren de Hal	Humacti Sect Head
10	Duke Hanrow	
11	Galnin	Seekers Assistant Head
12	Rachek Drummond	

Note: On the return of King Michel, Sir Thorlec relinquished his position. Once King Michel was restored to the Fellowship of Twelve, he was voted in as the new Tower Leader

Other people of note within the Tower:

Sir Thorlec, Guardian of the Armoury

Melvin Manypage, Tower Administrator

Sir Kelro, Crusaders Guild Administrator

Gilbert Oathtaker, Blue School of Magic Administrator

[Back to the Courtyard...](#)

[Back to the Library...](#)

QUAD XXXVJJJ

Valley Alliance Tower

Raucus is the head of the Valley Alliance Tower

Guild / Sect	Head	Assistant Head
Grey Path	Raucus	Mathias Cooper
Hospitallers	Lord Creyn	Sir Volminor (resident White Retreat)
Grey Gauntlet	Avalon	Ringwood Stark
Grey Wardens	Galadrin	Benson Sure
Dark Path	Lord Blackwolf (resident Wolfhold)	Geran Sal Beridan
Monastery	(Grand Master) Ushiro	Master Kuasowa
Pathfinders	Lazarus Steel	Garth Deathstalker
Rangers	Faldor Steel	Artagel (Guild Champion)
		Njord Forgeson (Armoury Head)
The Yellow School	Lord Velteyn	(vacant)
Grey School of Magic	Gilliard Greyarm	Giles
Green School of Magic	Shamus	Alorn Verithis (resident White Retreat)
Temple of Earth (Brown) Magic	Tarn Gurrack	Mertran

The Congress

The Primus

1	Raucus	Tower Leader and Grey Path Sect Head
2	Faldor Steel	Rangers GuildLeader
3	Geran Sal Beridan	Dark Path Sect Assistant Head
4	Lord Creyn	Hospitallers Sect Head
5	Lord Velteyn	Yellow School GuildLeader
6	Goblin King	Allied Goblin Forces Leader

The Remainder of the Congress

7	Lazarus Steel	Pathfinders GuildLeader
8	Avalon	Grey Gauntlet Sect Head
9	Galadrin	Grey Wardens Sect Head
10	Tarn Gurrack	Temple of Earth Magic GuildLeader
11	Orlon Tenquil	Blue School GuildLeader
12	Ushiro	Monastery Grand Master
13	Martha Holmworth	Head of Domestic Affairs
14	Rednow Ffuts	Valley Merchants GuildLeader
15	Carras Lark	Farmers GuildLeader

Other people of note within the Tower:

Leaf, Pathfinders Guild Administrator
Derlin, Grey Path Administrator
Pace, Grey School of Magic Administrator

QUAD XXXVJJJ

Wolfhold Tower

The Leader of Wolfhold Tower is Lord Blackwolf

Guild / Sect	Head	Assistant Head
Dark Brethren	Baron Ulthar	Mothac Storm
Dark Path	Lord Blackwolf	Geran Sal Beridan (resident Valley Alliance)
Reapers	Lord Mian	Lensal Blackbone
Seers	Snarlow	Rath
Iron Guard	Bael	Termigan
Assassins	Attalus	Bullripper
Black School of Magic	The Guild Leader of the Black School of Magic	Sin
		Eremor Shaderiver

The Council of Ten

1	Lord Blackwolf	Tower Leader and Dark Path Sect Head
2	Bael	Iron Guard GuildLeader and Champion of Wolfhold
3	Snarlow	Seers Sect Head
4	Baron Ulthar	Dark Brethren Sect Head
5	Lord Mian	Reapers Sect Head
6	Vetzlar	Wolfhold Alchemist
7	Attalus	Assassins GuildLeader
8	Un-named	Guild Leader of the Black School of Magic
9	Eremor Shaderiver	Assistant Guild Leader of the Black School of Magic (currently on sick leave)
10	Dalvain Spellword	Patriarch of the Drow House Tumdurgul

Other people of note within the Tower:

Darkheart, Assistant Controller of Wolfhold Ambassadors

Lathrodec Machtins, Leader of the Church of Lolth

Wanted

I am seeking information of where a dwarf is called Polegrimm Stonehammer. He was last known to be in the area north and west of the Kalid Towers. He was travelling in the company of an Elf who cast blue magic but was separated and the Elf was killed. Any information leading to a meeting with Polegrimm Stonehammer will be rewarded with ten Gests.

Marko

High Priest Grey Gauntlet sect

Valley Alliance Tower

QUAD XXXVJJJ

Gamblin Lots

We all got sent to a gamblin place by somwun importent but we ad to go in cognitar witch is a posh word for disgize. I went as a sprite an nowun spotted dat it woz me until dis orc lady said "Oi Bo-Shek" to witch I repliid "Shhh I'm in a disgize" but it woz O.K cuz it woz Amythest an shees my second boss. Dere woz loads of people der cludin Renown, Daz, Caddera, Elijah (but iz disgize woz crap), Althea, some Cabbage Farmer bloke, Bitch Fingers, an some uvers but dey woz all in cognitars so I dint know who dey were.

We woz all given 100 gest witch is loads an we ad to pay 50 gests to get in an der woz loads of games to play an if you wun you got given more mony to play more an I wun lots but gev it all to Caddera cuz e woz in charge an e gev it all away coz e's a prat. Dere woz also a great big card game an da winner got 1500 gests witch is probly enuf to buy a tower an it was wun by Fast Eddy who is a Valley member but no wun no's who e is cuz e was in a cognitar (but e did av a bodygard so could be a Seer witch would explain ow e new wot da next card woz cuz Seers ar ded smart).

An we got raided by bandits but killed em all in tru Valley style wivout even askin um who dey were an der woz a Dymwany up some stairs an we killed im too an e was runnin from da dymwan cuz dey is beaten an carnt control der unded anymoor an den Mr Mian turned up lookin for da Dymwan an we all said "Hello Mr Mian" cuz weed met im before an e woz very nice despite wot people av sed about im. Den we drank lots an played a game wiv balls an stiks but I woz not very good and before dat we killed some ded weerdo big pillows wot was gardin da dymwan.

Oh yeah an we got kicked out of da tower an it wernt my fault at all an I fink Faldor Steels a right ****Edited for content**** an az for dat Sebastian bloke I'd ****Edited for content**** if I met im aggen.

Anyway uvver dun dat we ad loads of fun an fank U to da pretty lady dealer wot woz prakticly givin mony away an to da ladees doin da food an to 'Tonio for brakin Lijas leg off coz it woz funny an to Caddera for givin away my 179 Gests but I don't mean dat fank U at all.

An Remember a Bodygard is for death not just for Christmas.

Bo-Shek

New Wolfhold Information Service!

Details can be found at URL: <http://portcullis.wolfhold.com>

Valley members please identify yourselves as 'valley' and use the password 'blackwolf'
We will be issuing passwords to individuals at a later date, which will control access to deeper parts of the Tower...

Please direct any comments regarding the Service to: keeper@wolfhold.com
(including suggestions for additional material)

Future plans include:

- Extension of the biopics of the Towers to include all known Towers
- Biopics of the important individuals within each of the Towers
- Secure areas within the Tower for each of the Guilds/Sects/Schools
- Provision of an enchanted-mail address within the Wolfhold domain
- Personal (secure) areas for Wolfhold members
- Ability to contact any of the listed persons (whether Tower officials or Wolfhold members) directly (via enchanted-mail [e-mail])

New Brown Elementals

I am not used to the writing of reports of missions I have been on; I normally leave that to my companions whose skills are more akin to the work of the scrivener. I find myself scribbling down these thoughts in the hope that my warnings might save you from the unnatural fate that befell I and two of my stalwarts. Those also present were: Sky, Sister Mary, Giles, Melkeron, Spark, Quicksilver, Draal, Verin and Jihad.

In the near past I was asked by Lord Giles of the Grey School of Magic to assist him in securing a building for a gathering of Blue Sorcerers. The details and implications of this meeting for the people of the Valley Alliance will I am sure be chronicled by another for it is Brown Magic that this report concerns. During the mission our group encountered a number of Earth Elementals that none had heard of before, I list them below so that you might know what to do should you encounter them;

Dao: Elemental creatures that appear to be constructed from earth. Brown and white with brown faces, their weapons are just extensions of their limbs and can harm you bodily and magically. What affects them seems to be connected to type of harm they cause. These creatures regenerate while in contact with the Earth and must be lifted from it to destroy them fully.

B-letti: These elemental creatures have a green hue to their faces and a plaid pattern to their bodies. They attack with their limbs and harm you magically and can be harmed by magic. B-letti also burrow swiftly through the earth away from those able to affect them, to the more vulnerable.

Raw Elements: These are not elemental creatures but pure rock warped by magic into these unnatural forces. Their weapons are part of their limbs and harm you bodily, the ones we fought did the blows of seven or eight humans. They were unaffected by everything we tried from normal weapons and those with power or magic on them, to range power and magic. In the end they finally fell to three Dispell Magic spells of level seven (kindly provided by Spark and Quicksilver.)

Earth Spirits: We only met one of these and it was a blasphemy to all that I believe about the Spheres and magic. This magical? creature did spiritual harm to those that it attacked and needed the power of the Spheres to affect it. It looked much like the Dao we met, brown and white in appearance and with brown faces, except that its eyes were as dark as a drow's skin.

Khargha: The Khargha are the true reason I scribe this report. The Khargha was a huge creature unlike any of the other elementals, it was more like a true creature with normal limbs and brown rock like flesh. It wore robes of black and purple and brown red and carried a spear with which it wounded us with magic. The Khargha was hurt by normal and magical weapons but had the ability to meld into the earth to escape.

The true power of the Khargha was not its weapon or the abilities it possessed, to mimic the magic earthquake and entrapment, it was the power of its gaze. In the middle of its forehead the Khargha have a single eye, one look from this eye will turn you to rock and kill you. Being returned to life is not easy, as it can not be dispelled for there is no magic present in the rock.

Over their eye the Khargha have a clear skin which they when open releases this power. When used this ability also leaks their own life and weaken themselves, though not greatly as the Khargha we fought was still able to do this to three of us two in a single skirmish. The only way we know of to kill a Khargha is to break the skin over their eyes and let their life leak out, this though would turn all within sight to rock and kill them! It is not certain that this would work, as the one we fought had its skin broken already and had covered it with a strip of cloth. I, Sister Mary and Melkeron were all felled by this creature, but I would think that until more is known about the Khargha the only advise is to avoid any you meet.

Marko **Grey Gauntlet High Priest**

Free Towers' Pact meeting.

We had been asked to help host a meeting of the Free Towers' Pact, to determine if the pact should continue now that the Dymwann threat had been removed. After the initial meeting it was agreed that the representatives would reconvene the following evening, and we were assigned various tasks to keep us occupied for the intervening day.

Our patrol was assigned to seek out another pathfinder, stationed a few miles from the tower, and receive further orders from him. The patrol was formed from the following: A pathfinder, a yellow wizard, a seer, a Michelineer, a healer, and six warriors.

We met the pathfinder, and he told us that there was a problem with a large group of bandits in the area that had been attacking FTP representatives. We should seek them out and "deter" them. So we set out on a sweep of the area they were known to frequent.

We met a group of four bandits, including a mage, but they were quickly despatched. Clearly these were not the tough group we were looking for, so we moved on. We found a hidden path, and, suspecting it might lead to their camp, we followed it. It actually cut through some woods that would have otherwise taken a long time to circumvent. As such we guessed it was used by the bandits to move from their hunting grounds to their base area, which would normally have been considered too far away.

We met some bandit guards, who challenged and then attacked us. They proved quite tough and it was to be a hard fight before we emerged victorious. During the fight, our warrior line (including the Michelineer) stood firm, supported by the healer, and it looked like a long battle. The turning point came when their front line broke after a couple of well placed Terrors and Shocking Grasps, and the pathfinder managed to drop the opposing healer at the back of their group. The last guards were quickly hunted down.

One of the warriors needed elixiring, and the Michelineer needed to meditate. So we rested whilst the healer cast a Total Heal, and the meditate was performed. The rest of us discussed the mission. We decided that this was just a guard detail, and the main force, which was therefore presumably even tougher, was still to be found. We also decided it could not be far away, as the guards were stationed here. We agreed to press on after preparing. The seer invoked her Sphere and the wizard cast a Radial Static Field to protect us in case there was another mage with the main group, and we set off.

We caught the bandits, lounging about and apparently unprepared. Despite this they seemed remarkably able to defend themselves. Multiple vocal length high level spells and ritual invocations were targetted upon us, and without the Static Field and the fast actions of both the Healer in Powergifting and the Michelineer in removing the Mass Curse, there would have been a lot of deaths.

As it was we struggled through the fight, needing only a couple of elixirs at the end. Worse than this though, by far, was another cost: the Michelineer, who had been casting throughout the fight in an attempt to stem the torrent of evil invocations being hurled at us, had dramatically overspent his power. The Good Sphere had sustained him throughout the fight, but his Talisman, which had tried to cope with channelling the power being drawn directly from the Sphere, was shattered.

I doubt our word will count for much, but if his superiors in the sect read this, we hold the actions of Zilvan in the highest regard and hope that you will consider supporting him in the replacement of his Talisman.

Having dealt with the bandits, we rested and prepared to return to the meeting. On our return we encountered a few of stragglers from the bandit group, but they soon ran when we killed one of their number. The return to the meeting after that proved uneventful.

FORTHCOMING ADVENTURES

Below is a list of adventures already confirmed for 1999.

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

12 - 14 **Thranduil 36 hour (Amethyst) - Duntisbourne YHA**
20 **Low level 8 hour**
21 **Low level 8 hour**
27 **Low level 8 hour**
28 **Low level 8 hour**

April

2 - 4 **Easter Low level Theme Weekend**
17 - 18 **High level 24 Hour - Dimmingsdale**
24 **Basic level 8 hour**
25 **8 hour (Amethyst)**

May

14 - 16 **36 hour (Amethyst) - Kinver**
28 - 1 June **Low level 5 day adventure**

June

11 - 13 **Low level and introductory theme weekend - Kinver**
25 - 27 **36 hour (Amethyst)**

July

9 - 11 **36 hour pre Heroquest - Dimmingsdale**

August 1999

6 - 12 **Heroquest X**
20 - 22 **Time of Reckoning theme weekend - Kinver**

January 2000

The millenium project an 11 day adventure !