



Issue 44

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QUAD THE MAGAZINE

Hello everyone, hopefully most of you will have got this from the website in whatever format you chose. This is just 1 of the many uses the new technological advances in Heroquest have brought to you. Ok the truth is its all due to Pip and Ian for all the work they have done making the website so complete. For those of you who haven't already check out the babble and add some dialogue of your own, if anyone can print out a few copies for players not on the Internet I would be most grateful.

The idea of quad is to keep everyone informed as to what is going on in the Heroquest world, both in and out of character. Details of forthcoming adventures, reports on adventures that have already happened, rules updates and clarifications, campaign information, letters and other contributions from all of you out there. If there is anything you would like to see included in quad just let me know and I will make sure it is put in.

I plan to produce quad every 5 or 6 adventures.

It would be really helpful if a player from each adventure would write a **ONE PAGE** report to be included in the next quad magazine. It should include the characters names, where you went, what you did and whom you met. This way everyone in Heroquest will know what has been going on in the world and if necessary can seek out one of the characters from a particular mission and gain further knowledge.

I now have my new computer and scanner and as each quad is produced so will the quality increase (I hope).

All contributions to quad are rewarded, 5 gests per article, please remember to try and keep your articles to 1 page maximum.

HEROQUEST IN 2000

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.

Or e-mail on **Markst@blueyonder.co.uk**

I can also be reached on the **Phone 01452 546871**
Mobile 0771 251 7938

As you can see I now have a mobile phone to go on adventures. If, for any reason you are going to be late or are not going to get to an adventure, please ring me so we do not delay the start of the adventure.

Adventure Prices

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

Adventure length	Payment 8 days In Advance	Payment Not In Advance
8 hour	£20	£25
Theme	£40	£50
36 hour	£60	£75

Other longer adventures are priced individually, such as Heroquests etc.
Membership for 2000 is 30 pounds and expires on 31-12- 2000

Note the above price is only applicable to members; non-members pay an additional 20% on top of these prices.

The charge for cancellation is 50 % if canceling 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 as hostels, etc, cost more to rent. I will confirm before each adventure.

Monsterring

The following credits are available (cumulative) to Monsters who have paid their membership for the year.

8 hour	£4
36 hour	£10
72 hour	£20

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).

On occasion monsters will be asked to contribute to hostel fees, monsters on themes will not be asked for any contribution although there are no credits for Monsterring on themes.

HEROQUEST 2000

This years Heroquest will be run in August 2000. The confirmed date is Wednesday 16th - Sunday 20th.

The party is now full but we are looking for some more monsters if anyone would like to come along for some or all of the events below.

Characters or monsters wishing to do adventures leading up to the Heroquest should book onto the following adventure -

July 21st-23rd, 36-hour pre Heroquest high level.

For full details of the above events see the forthcoming events page at the end of quad.

If you would like to take part or require more information please contact me ASAP.

Mark Roberts (SFB)

Slimey Git's 10 Reasons Why The Wolfhold Is Grate

1. Most of my mate's liv there.
2. It is kwite easy to spel.
3. Peeple give you money to hit other peeple.
4. There are half orc only bars (or bars that only half orcs will go in).
5. Even I can have a larf at how dum the trolls are.
6. You are not bored to deth by talks from the Order Of King Mikel.
7. Open Day at the Reepers Sect is fun for all the family (or "A Soul serching Xpeeriense" as the Reepers put it).
8. For just a few gests you can torture a Kallid for a hole afternoon.
9. The Valley Alliants don't let you eat halflings for the Midwinter Solstis.
10. If a sprite gets on your nervs no-one complains if you stick a red hot poker up it's arse.

CAMPAIGN NEWS

Campaign News

1. All Towers and Guilds of the Valley Alliance regret to announce that trading has been suspended pending a review of the *Gest* currency. Several towers on Orin Rakatha are no longer accepting *Gest* notes, and there is concern that the value of the currency may be less than previously assumed. It is hoped that normal trading can be resumed as soon as possible, but in the meantime members of the Valley Alliance are advised to exercise the utmost caution in all financial matters.

2. The Pathfinder's Guild has identified several large Morgothian war-bands traveling North across Orin Rakatha. These do not appear to be troubled by Hordling activity, and are attacking anybody that is unfortunate enough to get in their way. Further information would be welcomed by Aiken Carcinus Foe (Valley Alliance Tower), who is co-coordinating an effort to discover the source and purpose of these forces.

3. Helios the Luminary has completed a series of experimental sorceries, which, it is hoped, may aid representatives of the Tower of the Sun in returning to Orin Rakatha and re-establishing a stronghold here. This follows a meeting between Valley members and a group formerly belonging to the Tower of the Sun, which recently took place on another plane.

4. With another Time of Reckoning expected soon it has come to the attention of the Tower Leaders that many Wolfhold residents are currently swearing status to Guild leaders based in the Valley Alliance Tower. Whilst the allocation of status remains the prerogative of the individual, it is important to ensure that all three Towers can be maintained. Wolfhold members are therefore reminded to ensure that their majority status is clearly allocated to a Wolfhold guild leader if they wish to remain members of those guilds.

Wanted

Sell Your Unwanted

Empowered up to Rank 1

And Ensorcelled to 0

DAGGERS

Contact Roban at Wolfhold

Robin

At Robin.Bruce@McNicholas.PLC

Or 020 7231 3882

RECENT CAMPAIGN HISTORY

5 Years ago the Dymwan tower, the centre for necromancy on Orin Rakatha, culminated its plan to affect the mists in such a way that hordelings and any others slain across the land became undead, they then unleashed their own forces against many of the towers. What this meant was that the more battles fought the more forces the Dymwan had.

At first their diplomacy meant that a number of towers did not get involved, but when they gained 4 towers at the next time of reckoning the Free Towers Pact was formed involving most of the known towers on Orin Rakatha. (Some of who were usually at war with each other) The war that followed was long and bloody, ending abruptly 2 years ago when the invocations control, raise and dismiss undead were temporarily made uncastable. The result was that many of the undead turned upon their Dymwan masters destroying them utterly.

Last year the natural laws of Orin Rakatha were reaffirmed, particularly the laws of no Undead or hordelings being able to hold status, resulting in the Bethelim tower being lost as well as the tower of free willed undead.

Most of these undead stayed together as a large force and now occupy the Maegnor swamp. This is a major concern to our towers as the swamp covers most of our northern trade routes and patrols. So a major force from the white retreat (consisting of many Humacts) has set up a permanent encampment at the northernmost part of the Kern valley. From there their network of seekers cover the mountains from Valgrind pass to the Starkadh MTS. This way any undead attempting to leave the swamp can be intercepted and destroyed.

THE CABAL

The Guild leaders of all 8 of the Schools of Magic are joined together to form a cohesive group to implement their policies; this council is called THE CABAL. The following is a notice issued from this group.

"WE THE CABAL, REAFFIRM THE TRUST AND DUTY PLACED IN US BY THE DELEGATION OF AUTHORITY TO CONTROL THE MAGICAL RESOURCES OF THE VALLEY ALLIANCE TOWERS.

EACH SCHOOL OF MAGIC HOLDS THE RIGHT TO ITS OWN TEACHING RESOURCES IN THE FORM OF RESEARCH LABORATORIES AND A LIBRARY OF TEACHING SCROLLS. THE ALLOCATION OF THESE RESOURCES WILL REMAIN THE RESPONSIBILITY OF THE HEAD OF EACH SCHOOL.

WE STATE OUR AIM TO ADMINISTER THE MAGIC TEACHING SYSTEM FOR THE BENEFIT OF ALL MEMBERS OF ALL 3 TOWERS."

Anybody who wishes to learn a spell offered by a school of magic must apply to join that school.

A list of the spells offered to Valley members by the schools has been made available. Note some spells are only available to persons who show dedication and ability in that Element.

Progression for mages to spells above level four via a focus is by merit and requires status to be given to the school in question.

To provide easy terms of reference for communication the following terms are officially sanctioned:

<i>Level</i>	<i>Magic Type</i>	<i>User Title</i>
0-4	Battle magic	Mage
5-7	High magic	Wizard
8-10	Arcane magic	Sorcerer

To re-learn spells you must have your spell book, containing the appropriate spells, with you. The Schools decree a minimum size of spell book. All spell books must be purchased from a School of Magic. For Mages the spell book should be a minimum of 8 inches by 6 inches. (For non-mages who are casting Battle magic only, the book need only be 6 inches by 4 inches).

Over the years co-operation between the Schools of Magic via the Cabal has reaped many rewards for the Valley towers including a significant expansion in the number and level of spells offered. The Valley Alliance remains the only set of Towers outside of the Wizards Concillium to teach all colours of magic.

Let us hope for continuation of this agreement and for the freedom of the Valley peoples.

RULES

CLARIFICATIONS

Armour and Shields

Armour Costs

Armour Type	Armour Class	Cost per location
Leather	1 - 3	10 - 30 gold
Studded Leather	2 - 4	20 - 40 gold
Chain Mail	4 - 6	50 gold
Plate mail	4 - 6	50 gold

Superior armour costs 5 times the above amount.

The referee who is battle boarding the adventure will give you the Armour class value for the phys rep worn on the day.

Shields

Shields come into three categories, Bucklers, Medium and Large Shields.

A small shield is treated the same as a buckler being used as a shield.

Bucklers

Bucklers must be less than one foot square; anything larger than this is classed as a medium shield. It is possible to wear a buckler as a piece of armour and use a two handed weapon or bow, etc. This then counts as physical armour class six, however if the buckler is struck by physical blunt triple or edged quad or greater it breaks. A superior buckler counts as physical armour class eight when worn as armour and is broken by physical blunt quad or edged quin. When used as normal shield physical blunt quin or edged quartz breaks a buckler. A superior buckler used as a shield is broken by physical blunt quin or edged quartz. Bucklers cost five gold, superior bucklers cost twenty-five gold.

Medium Shields

Medium shields cannot be greater than four foot square. A medium shield costs ten gold, superior costs fifty gold. Note that medium shield skill still does not allow you to use a buckler unless they have that skill already.

Large Shields

Large shields can be any size up to six-foot square. Anyone with large shield skill cannot use a medium shield/buckler unless they also have those skills. Large shields cost 15 gold, and superior costs 75 gold.

Please note that shields are not to be used as 'battering rams' and anyone found doing so will have the skill taken away from them.

Also all shields should have some form of padding around the outside, also any shields with a centre boss should also be padded. Players will not be allowed to use shields considered unsafe by the referee.

Below is a list of costs for empowering and ensorceling.

Only superior items can be empowered or ensorcelled.

Even if you have the money, you still need guild permission to submit the item to the relevant towers armouries. There is always a waiting list and the higher the level/rank the longer it will take.

ARMOUR

COST IN GESTS

LEVEL/RANK	0	1	2	3	4
EMPOWERED	60	90	120	150	180
ENSORCELED	50	75	100	125	150

SHIELDS

COST IN GESTS

SIZE	SMALL	MEDIUM	LARGE
SHIELD	50	100	150

WEAPONS

COST IN GESTS

RANK/LEVEL	0	1	2	3	4
EMPOWERING	60	70	80	90	100
ENSORCELING	50	60	70	80	90

Bleeding

All wounds caused by blows from edged weapons bleed 1 point of extra damage per minute up to the amount of damage caused by the blow, which started the bleeding. Example: a troll using a two handed sword attacks Baldric the scout shouting triple. He hits Baldric three times before being killed it takes Baldric two minutes to get to a healer who discerns the wounds were doing 11 points of damage each. Baldrics armour stopped 6 points of damage so he took 3 times 5, 15 damage, plus two from each wound from bleeding. If Baldric had not been able to find someone to stop the bleeding he would have taken 30 damage total. 15 from the blows and another 15 from bleeding.

Subdued Damage

It is possible to strike to subdue a creature however the damage called is 4 points less for a blunt weapon and 8 points less for an edged weapon. Note: Sub dual damage cannot kill someone even if reduced below zero life points. Sub dual damage is regained at a rate of 1 life point per minute.

ADVENTURE REPORTS

<u>The Key to Shad FireQuake</u>	<u>36 Hour, March 2000</u>
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Daedalus had obtained a key to a Drow base, reputedly to a Drannath base and had agreed to meet with Illian SoulReaver twelfth assassin of House Drannath at a tavern called the Tangled Web in southeast Orin Rakatha concerning the Key. The group consisted of Daedalus, Mekket, Roban, Akkbar, Roeland Krop, Jem Gwynneth, Urabaktar, Arabaktar, Zephyr, Lan Korrin Taigan, Hern and myself, Tullan.

There we went and waited until Illian arrived, we had several run-ins with the locals (the Tangled Web being such a rough place). I'll detail some of the most important.

Whilst we were there Roban was given a note from the Wizards Concillium for someone in Wolfhold, they instructed us not to open or read the note. Of course we ignored their instructions. As soon as they left we opened and translated the note, I have published the details of that elsewhere, so I need not go over them again.

Another of the local towerless tried to do some trading with us, something we refused, which proved to be wise in the end. When the Shadowsfall patrol arrived later that evening they attacked those who they believed had been trading with towerless - something that is against the Laws of Orin Rakatha.

We also met a Lizardman Shaman, called Harath Benaal - and had good relations with him, a fact that would prove to be very significant later.

Finally Illian turned up. We discussed matters with him, it seems that he is opposed to Shad FireQuake, the 4th Sorceress of House Drannath, and he was willing to aid us in gaining entry to her base. He described the location, called the Cave of Dreams and the method of entry - it seems that we would be there in "spirit" form only, the key that we had would allow only partial entry, so we would only partially interact with those inside the base. In return he wanted us to investigate and find out some information for him.

Broadly speaking someone from the Alliance towers had asked the oracle how to remove Shad FireQuake and he wanted to know what the answer was. He also wanted us to obtain a certain herb if we could, called Star Anisee. We agreed to this.

Resting overnight in the Tavern we arose in the morning and set off. After traveling for a few hours around the edge of the swamp we drew near to the area where the Cave of Dreams was reputed to be. There we met and passed by some Kaild who were in the area. Later we found some towerless fishers who were seeking to capture the newborn Lizardmen spawn, we drove these off earning the gratitude of the Lizardmen.

They asked us for more aid, a group of Kaild were seeking to capture a great number of their spawn and they wanted us to drive them off, in return they agreed to guard us once we were in the Cave of Dreams. We agreed, and sought out the Kaild. When we found them we attacked, at the end of a hard combat we were triumphant, but two of our number, Urabaktar and Arabaktar, barbarians both had been slain. The Lizardman Shaman Harath Benaal was capable of restoring life to them as this area was bursting with new life, being filled with Lizardman spawn.

Moving to the cave we entered it, using the key we unlocked the way in and one by one fell to sleep, overcome by the unearthly emanations coming from the cave and the attack of what are best called Dream Warriors. We found ourselves recovering in a cavern complex, in a world that was half dream and half reality, sometimes the lines would blur and we were in a Drow base richly appointed then a moment later a damp dark cave, the only sound being the relentless drip of water. Very disturbing indeed.

Exploring the area we met and fought with more of these dream warriors, with cat creatures, traps elemental guardians and many other problems. One by one we slowly overcame these, although each drained us a little more in turn. In the end we penetrated deep enough to encounter the chamber where Shad FireQuake rested. It seems, as though here is her true form, what is met upon Orin Rakatha is a projection of some form or another. Yet as we were only partially here we could not harm her. The group though removed several of the items from her body until a clumsy scout awoke her!

She roused from her bed in great anger, demanding explanations of us that we could not provide. She demanded the key from us, we demurred, and trying to buy time, for the key to leave had been activated. One by one we vanished, she punished us using spells of unbelievable power finding our evasions and answers unsatisfactory. In the end we all escaped from her, awaking in another section of the Drow base, one far away, but we had the key, and believe that she was locked far away from us.

This section was also populated with elementals and traps aplenty. We awoke spread out over a number of rooms but we fought them off and managed to rejoin each other after a time. After taking stock of our situation we were then attacked by the Drow who were living in this base, we were trapped inside, by wards through which the Drow could pass, there were several entrances available, so it was hard to guard them all.

After slaying one of the Drow I had the idea that the necklace they were wearing (all had the same style of necklace) was a key that would allow us to pass in and out of the wards, an idea that was to prove correct. We managed after a long protracted battle to defeat the Drow. Exploring around we discovered another building that we cautiously investigated.

Inside this other building we met Drannath the Wolf himself! Ancient beyond belief his senses dimmed he talked with us, believing that we were Drow of his house - for who else would be in his base? He told us much of what was happening and made much clear to us concerning Shad FireQuake, for he was not pleased with her actions. I wrote down, as much as I could, but there was so much that I must have missed some of the important elements of I may have confused them.

- Drannath was one known as the Burned Earth
- Shad has taken a name of earth but does not deserve it
- It is hard to harm Shad because all of her is not on Orin Rakatha, thus she is defended. She lies sleeping here, but she could awaken at any time.
- If you wish to confront her then you should seek out the Earthwarp, they and they alone can grant full entrance to this place, for they are the masters of Earth, Shad is but an apprentice
- Seek out the ones who know how to bring about her destruction

- Labyrinth of Xenos link: Shad FireQuake is one of the four who have linked with Waylan Wykan, the High Enchanter, they seek out victims and mark them, then they can command those people to do things, each of the four gain one command per person. They have linked to accomplish specific things
- Wenzel Harbour Folkingstone, lead Negotiator of the World Window is 2 of 4. Purpose has been accomplished.
- Abdulla Storm High Sorceress of the Blue College of the Wizards concillium is 3 of 4. Purpose has been accomplished.
- Waylan Wykan is 4 of 4 - the Enchanter, what does he gain from doing this? Why did he have 3 others join him in this venture?

After this Drannath grew tired and dismissed us from his presence. We took to the quarters of the Drow for we had no way out, only to awaken in our own bodies back in The Tangled Web. The Lizardmen had taken us out of the cave when the tide came in and returned us to the Tangled Web; they had been taking care of us and had administered an elixir or two when we became harmed in the dream world.

Come the morning we intended to leave and as we were doing so we were then confronted by a group of Kaild, lead by a minor Knight. They had tracked us back to here from the attack on the fishing squad a day earlier and intended to make us pay for our actions in fighting the Kaild. We fought we these and in the end defeated them, but it was a hard fight indeed.

Tullan of the Green School

This being an account of a group of valley adventurers who travelled from their respective towers on a mission supported at the highest levels within the alliance. I travelled with a group of young hopefuls whose particular responsibility was to support another, more experienced group, led by ambassador Araikas. The tale of the Ambassador's group, who did not spoil us, I shall leave for another to tell and very interesting reading it will make too.

Among our number were Flix, Mortis, Kayle, Roeland, Lady Leandra, Roban, Jem, Ygarl and Blaze. We arrived at a way station one evening where we found our compatriots already in deep discussion as to what lay ahead. It soon became apparent that our mission had gained the interest of many of import within the valley towers and we were soon visited by Lord Vetzlar from Wolfhold, Lord Stealth and some other dignitaries. It was made clear to us that this mission was of the utmost importance to the valley and those we should endeavour to complete it at all costs.

It seem Sir Valmir Sesudra, a Knight of the Hammer and noble from Dagraban (a 'nearby' plane), had offered us an interesting deal. If we could rid him of his problem - immortality - he would teach us new warriors skills hitherto unknown on Orin Rakatha. Of course it was not as simple as it first appeared and there were numerous problems we had to overcome, including competing factions (the Kalid for example) who also vied for the chance to learn these skills. In addition there was the mere matter of raising his father from the grave as a spectral knight or something silly, the Church of all time, those arrogant egomaniacs, the celestial beauracracy and so on. I won't attempt to unravel the politics in detail here as I doubt I could do it in less than 5 sheets of parchment and most of you wouldn't understand it anyway. Suffice it to say that we ended fighting most of these factions although it was the Morgothians we seemed to meet the most.

On the second day after Sir Faldor Steel and Bale, the champion of Wolfhold

has visited us, a group of Saldorians tried to dissuade us from taking on Sir Sesudra's offer but our group had no authority to be able to make that decision so they eventually left (the other group were off fighting in the woods). Some Dye-fa-Dyne turned up and gave us generous prices on any elixirs, armour or weapons that we wanted to sell as they had been attacked and most of their Azad-An guards killed. I also found this strange herb called Ashar, which I will keep for a rainy day.

In the afternoon when the other group returned and after a particularly viscous fight with the Saldorians, lead by Duke Xarn (whom no one could injure it seemed) we travelled from our hostel (we had tired of the hostel keeper anyway - a rude and dishonourable man) and made our way to where Araikas had said we should find the portal to Dagroban.

We came to another way-station where we met minor resistance from the Morgothian garrison and after our expert scouts had set-off all the traps we took residence for the night.

The evening that we spent there was a long and somewhat harrowing one. Again

we were visited by our lords and masters, this time by Lord Snarlow himself and Atalas, head of the assassin's guild. It finally culminated in Araikas opening the portal to Dagraban and an unfriendly group from the Church of All Time giving us a terrible beating (The nastiest fight I have ever had the pleasure to be involved in) although there was a very comical moment when the my own group snuck behind the main body of the foe thinking we could give some useful respite to our more experienced colleagues. Our foes of course turned on us en masse and we ran (well sort of) for our lives - every each and one of us slowed and weakened. We kept running (very slowly) until we could find a place to recover and discuss the situation (slowly).

Mortimer Black, Priest of the Seers and Secundus of the Mnemosyne

Training Group: Zephyr a Blue sprite, Herne a Pathfinder, Velasan the Enchantress, Dr Hook now of the Grey Gauntlet, Sam Hook his cousin, Verrick of the white Path.

Our group had been sent out to Patrol the Aldonar tombs located within the lands our 3 alliance Towers, members of our group had also been given three additional tasks. Apparently this patrol was a regular thing that almost all adventurers in the Alliance would do at some time. The first was to locate a Reader merchant that was in the area, and direct him to the Valley Alliance Tower to speak with the Merchants guild. The second was from the Red School of Magic who wanted to have a word with a towerless shaman who was apparently doing "something unusual" with red magic. And lastly the pathfinders gave us a message to give to a Pathfinder called Nemesis.

The day was a fine one, the light of the Good sphere shining down upon us. Our first encounter was with a Pathfinder called Jules who whilst busy scouting spared time to chat. He moved away as we encountered a group of towerless, there was a brief scuffle in which Sam threw himself into a big pool of mud, and Velasan captured one by entangling him then rusting his weapon. Talking revealed that he had seen a man in green two days ago, a Reader Merchant so we thought. I bound his wounds and sent him on his way. The undead were out and we encountered them all along the trail this day, often in pairs a Ghoul who paralyzed and a Shadow who drained power, at first Dr Hook identified the undead then I dismissed them but this proved costly on my limited power. A chance meeting with Lord Venna Inrain Wizard of the Red School of the Wizards Concillium proved a success, he worked for a woman called Lady Arkreen, long may her flame burn bright, he asked many questions about the Towerless we had met, and we guessed he sought the same man that we did. He spoke of the Valley people as thieving bandits. That his Lady would often attack people of our tower on sight, this just shows you how those in Wolfhold give all of us a bad name. He also said that he had seen many Kaild of the Valdemar legion and also Wolfhold Drow in the woods storing caches of equipment. After following his directions to these Kaild they told us that the Reader was busy and did not want to talk to us, then they left. We followed but an undead attack, not mentioned loosing Herne our scout delayed us, though it led to a wooden tower where a Shadowsfall waited observing. The Shadowsfall asked us to deliver this following message.

**"To the Wolfhold Drow house Tumdurgal,
Until the affront you caused to a prominent member of the
Shadowsfall tower at a recent gathering of the towers is
rectified, there will be nothing but trouble between us."**

We agreed to pass on this message and he gave us the following information, there was no Reader in the area, the Kaild had used the excuse of escorting one to gain entry to lands near our towers. As we spoke two towerless folk approached wearing red cloth tied around their arms, they were from the Red shaman we were seeking, and told us that they had been asked to get us to wait whilst the Lord spoke to the shaman. We were a little confused at this point, who had asked them to get us to wait? The Shadowsfall said no dealings with towerless and cut their heads off in seconds. A little stunned by his action we advanced up the hill from where the towerless came but were beaten back by undead. Returning to the Shadowsfall observation post we sat down to meditate but were again attacked by undead, a Pathfinder called Hendon heard our shouts and pointed out a safer place to hide. As we moved to a place of safety the Kaild attacked, by now we were weak and the fight finished with only Zephyr, Velasan and myself left standing and Hendon had run back and used an elixir on Sam.

Between us the group had one third of a normal persons life and we immediately moved into the woods to hide and rest, Hendon went off to find more Pathfinders to lend us some aid. With our group rested and healed, though I was now out of power we continued to see where the towerless had come from. When we met a group they attacked, something seemed to have upset them, and after fighting our way through these we came across the cause of their distress, the Wizards Concillium had got there first, they told us to leave then attacked us, a long fight ensued with Zephyr and Velasan using the last of their magics, Dr Hook, Sam Hook and Herne had to be pushed repeatedly into the fight. With the fight going against them two of the Concillium fled deeper into the woods with us in pursuit. This is where we found the Shaman. Venna Inrain with more men had captured him and was in the process of casting a spell over his body. With no healing we were forced to watch whilst they completed their spell, killed him and left. We gathered the Shamans body noting that his right had had been removed and returned to the Towers.

May the light of the Good Sphere always shine upon you.

Verrick of the White Path

Following on from our traveling off plane on an unauthorized mission, we were being sent out on a tedious, boring, mapping mission as a minor punishment into an area of Orin Rakatha that was reputedly very peaceful. The group consisted of the following people Torsten Vash, Ivex, Nathan, Mekket, Spyder, Ogrenag, Roland Krop, Mortimer, Toggle, Akkbar, Blaze and myself, Tullan.

Off to the Crown of Haval, 2 days south of the Halmadonians Tower we were sent with some very specific instructions:

- Map the area thoroughly
- Don't cause trouble with other towers
- Be in camp overnight and co-operate fully with Alliance personnel
- Don't leave Orin Rakatha for any reason at all.

Arriving in the area as dusk fell we met up with some Halmadonians on a patrol. Pan a young Halmadonians, who was a guard in this peaceful area as a punishment for his rashness that he would learn to be less rash. Leading us back to his camp, there we met the other Halmadonians, his mother (Lady XXXX) and father (Lord YYYY), who had retired to this area after many years of service as guards over the ancient site of a battle against an Avatar of Chaos. After discussion we learnt that there were really two sites of interest in the area. The first being a set of caves (where the Halmadonians had set up camp several years ago when they first arrived) and the site of the battle itself, a mana-stone (also called a Stone of Law).

We volunteered to go on a patrol around the area with Pan to take a look at the cave. As we were about to leave Shadowsfall arrived demanding that we hand over Blaze to them. We refused (of course) and a battle ensued, wherein we were victorious, searching the bodies we found a contract for Blaze, set to expire on the first of the next month, some five days away. Setting out along the route we skirmished with other groups of Shadowsfall, also looking for Blaze, until we reached the site of the cave - a multi-leveled structure. There we fought and defeated some folk from the Wizards Concillium along with elementals etc. Once we had taken possession of the site we discovered a warded area - Pan confirmed that this warding was new. After we bypassed the ward we found notes about Sethan and a journal

written in Runes of the Night that we were unable to translate being unfamiliar with them. Returning to camp we passed the night undisturbed.

Come the morning we were attacked by a group of what are best characterized as Chaos Creatures, each one only took harm from one specific thing (magic, power, physical, ranged or coloured magic etc). These we vanquished. Conversation with Pan revealed how unusual this was, in the previous four years that he had been here there had been less activity that we had experienced in the previous four hours.

The arrival of a Dymwan ambassador had us confused at first and somewhat jumpy. He was interested in the activities of a rogue splinter group of Dymwan who are on the plane of Sethenia and are assisting the Empire in their attacks on the indigenous populace there. Information that had come to him indicated that we were involved in this and so he had sought us out here to clarify his own knowledge. He made it clear that this group led by Chancellor Malvinious had split from the Dymwan tower and were operating on their own. Should we come into contact with them we were asked to relay a message to them that they should rejoin the Dymwan tower and cease their off planar activities. Further discussions revealed that should we slay them if they refused this offer there would be no actions taken by the Dymwan, as these were a rogue group. In payment for our sharing information with him he embodied undead into two of our group, Nathan being linked to a Ghoul and Mekket to a Spirit of Wounding, both proved very useful during our continuing exploits.

Whilst I was some distance from the party engaged in the bushes with matters most natural along with Mekket a group from the Wizards Concillium came to the camp. They demanded that we hand over the items that we had looted from their colleagues last night (notes, book amulet), else they would destroy us. As we were under instructions not to cause problems with other towers the group did so. Then the Wizards Concillium group treacherously attacked us. The leader escaping with the items leaving his followers to die, but buying him enough time to make good his escape. We were determined to make them pay for this treacherous attack on us - it's all well and good trying to avoid causing problems but we cannot present a weak face to other towers.

Guided by Pan the Halmadonians we continued in our mission to map the area. Traveling throughout the forest noting the paths and ways on our route to the Mana Stone and the site of the battlefield against the Avatar of Chaos many years ago. Throughout the day these Chaos creatures harassed us several times. As we approached the site of the battlefield those in our number who had some link to Chaos were affected by a possessing spirit, that turned them against us - some small remnant of the Avatar we expect. Pressing on we came closer to the Mana Stone, where the spirit could no longer return. Pan returned to the Halmadonians at this time, bearing word to them of the activity in this area.

As we drew closer to the stone those of us skilled in magic began to have some mana returned to us! Touching the stone itself greatly enhanced and amplified this effect. There at the stone Sethan contacted Blaze. Sethan instructed us that we should prepare for a major attack and that he had sent assistance to strengthen our mages. Following his advice and using this aid at the stone we prepared ourselves. Traveling down the hill towards a structure espied in the distance we met a group of Wizards Concillium - another part of the same group we had fought earlier. Our course became clear. During the course of the fight the leader of this group - the same one who had escaped earlier with the items, summoned a Hepath. His control of the Hepath was less successful than his summoning and it tore him to pieces. We managed to defeat the Wizards Concillium and banish the Hepath from Orin Rakatha. At the time I was held helpless in the ground being entombed, and Mekket took out his dagger and performed an act of unwarranted wanton butchery upon me.

After mapping this area we returned to camp. There we discovered a Shadowsfall waiting, one of the Faceless Four who was waiting to meet High Judge Nazir where he would be collecting a contract. We believed that this would be a contract on Blaze - as we had recovered such a contract from one of the Shadowsfall signed by Judge Nazir.

We launched an attack on the Shadowsfall. The plan being Mortimer for a curse, Mekket for a throat slit and me for a Slow being the three essential components, followed by everyone else standing around and beating him to the floor. We were about to discover what a dramatic misjudgment we had made. The curse and slow had no effect, the throat slit sealed up almost

instantly, he turned on us, using incredibly powerful blows, bone break, Harm and Suspended Animation invocations. Still we pressed our attack until it became painfully obvious that we had bitten off far more than we could chew. He drove us off and then left the area himself.

A little while later some people from the Alliance arrived, Anton of the Brethren, Quince a barbarian pathfinder, Zisero Sorcerer of the Green School. They told us that we were going to meet with Terek Stargazer and he was going to question us concerning off planar events and the actions of Solon Hai.

Whilst waiting the Faceless One and his judge arrived. We thought that we were not in a lot of trouble, but it seemed as though they were here to meet with Zisero. We ourselves we seen as gnats and our activities were unimportant to the Shadowsfall. Zisero then paid the Shadowsfall Judge 1000 guest (yes that right 10,000 gold) to carry out a specific contract, although no more details than that were mentioned. The Judge accepted this amount as a down payment after confirming that he did have the people who could perform the contract. Who could be so powerful as to require 1000 Guest as a down payment? The Shadowsfall took their leave.

Soon after Terek Stargazer arrived along with Solon Hai, who had obviously been mistreated whilst in their less than tender care. One by one we were taken off and questioned concerning our off planar activities and the actions of Solon Hai. During the course of this questioning Toggle was threatened (and hurt) by Zisero - in a manner we later realized matched one that would resemble a prophecy by Aristobel that we had obtained. Toggle made her escape after being further wounded, later returning to camp. During my own questioning I reported to Terek the fact that on Sethenia I had heard Miriel Bladestorm (a Drow from there) state that his manipulations against Solon had bore fruit and that he now stood discredited and accused. During my interview Solon was trying to mouth something to me but I could not make it out.

At the end of the questioning Terek discharged Solon into our over to us, I assume clearing him of misdoing. It was agreed that some of us would escort Solon and Terek's group away from the camp to a safe distance then Terek's group would go their own way. During this time Zisero revealed that

he was in truth Bladestorm in disguise as he launched an attack on Solon intending to slay him, an attack that Blaze thwarted, saving Solon's life. In the confusion Bladestorm made his escape fleeing into the darkness of the forest.

Returning to the camp we discussed many things with Solon, he clarified a number of things for us, one of the most interesting being that he and Blaze were either half or full brothers, both sons of someone called the Crimson King. Whilst we were discussing things we were attacked by a mage called Alamandor from the Wizards Concillium. It seems that he was the leader of the Wizards Concillium groups we had been meeting over the weekend. He berated us for assisting Sethan saying that we did not realize what we were doing - when we asked him to clarify he attacked us, in the end we defeated him and his cohorts, although the fight against him was difficult as he had embodied a fire elemental in himself. The rest of the night was uneventful.

Come the next morning we were surprised early in the morning by another attack of Chaos creatures followed by another wave some few minutes later, these we managed to beat off. However then we were faced with a far more serious attack. A group of Shadowsfall led by Bladestorm and an Empire Monk came against us. This was a very hard fight that we managed to survive but only just. The Monk gave his life up using an item that drained us all of power, the Shadowsfall were slain, Bladestorm made his escape early in the fight after using several venoms on the group.

After this we spent most of the day recovering and then set off back to the towers. Returning we have discovered several other things:

- Terek Stargazer and the group with him have not returned and are now listed as missing. It is our suspicion that Bladestorm is responsible for this
- Alamandor and the other with him had formally renounced membership of the Wizards Concillium some few weeks ago so our actions in that area should have no repercussions.

As reported by Tullan of the Green School of Magic

We were told we had to try and rescue Assistant Guild Leader of Green School of Magic, Alorn Verithis - he been captured by Crypt-Thing. We s'posed to meet at Waystation near Maegnor Swamp for more instructions.

We met more Valley adventurers at Waystation and chatted to them and guards - in between attacks from Undead, that is. Seems that area had been quiet before, but was now full of Undead.

Next day Magellan led us through swamps to where he thought Crypt-Thing's lair was. We fought lots of Undead and plenty of Hoardings too while we traveled. We found cave but it was guarded by something made of stone. It was very strong and fight lasted a long time before it was crumbled. Lots of people were hurt badly - broken bones and bad heads needed lots of attention. Once stone thing was gone scouts went to check cave while rest of us rested and meditated. Something was wrong though - when we finished meditating, watchers told us that as scouts went to cave, it 'shimmered' and they disappeared. We got ready and went after them. Other side was a long dark tunnel - at end were stairs down. At bottom scouts were waiting at entrance to a room. Rancour was reading his spell book, so while we waited for him, they told us what happened. When they reached the room, they started looking about, and two Undead guard things fought them. There were things in room, and closed door on other side. Magellan took charge and looked at all found things. Door opened while they sorted out things - more doors and rooms on other side. One door with scratching behind and squeaky noises opened by itself and some of party went in - sounds of fighting rats from other side, but no one could help. Door had shut again and would not open. Some looked at another room - door to this one was open, and traps guarded big space. Skinny scout went through very slowly... Meantime fighting had stopped behind squeaky scratchy door, but door still not open. After long time, scout had got through traps and back (but hurt himself couple times), and Suresh was trying to make one big crystal out of little bits. Also kept finding stones with numbers and arrows on. Squeaky scratchy door opened after while, and others got out. They looked sick and had been bitten, but couldn't tell what was wrong - could tell say, 'this one badly hurt', or 'that one not hurt much',

but not exact. Very odd. When final door opened, short corridor led to stairwell, but was full of flames. Needed Fireskin to get through. Down more stairs, 'nother corridor, and more fighting things that Hannah could not see - just hurt and paralyzed people being passed back for healing. Hannah and Bethan soon out of Power, and when Tancred passed back hurt real bad, took too long and no elixir could save him. Got through in time - more doors not opening and more crystal bits and numbered stones. One door opened soon and more bits found, but no more fighting. Spent long time doing more of this - finding hurt healer in one room (who gave Hannah and Bethan plenty power), losing Magellan in another. More people fell down hurt when Magellan taken - we piled them up in corners but when we went for them again they were gone. After long time we get Magellan back and sort out plenty Undead. Suresh gone, so Hannah fitted all crystal bits together, and made key to get out. We go back up stairs looking for others, and find them in top room where guards had been. As we go to leave, Crypt Thing comes out of other room we had not seen - Magellan gives him letter then shakes head and says we should all leave real quick - we in wrong place entirely. We carry out all hurt people and flee fast as can. When we all out, we heal hurt ones and travel back for Waystation. We feel very bad we not find Alorn yet. Magellan remember some of letter he had given Crypt Thing and tell us he been used. Doom has detail of letter, but something about reinforcements needed... At Waystation people start getting very jumpy, not trusting others, and whispers last almost till dawn. Some people 'fraid of turning to rats from bites...

In morning, decide to tell leaders of problems with Undead, but while we wait for Seeker to come back, Crypt Thing arrive with Alorn! Fight start very quickly and last long time - Crypt Thing make people fight each other, but after long time we drop Alorn (but not hurt him) and get him away - Crypt Thing escape though.

We happy we get Alorn back, and everyone get cleansed by Tower healers when get home, so no more being used by Crypt Things, or turned to rats!

Hannah, Novice of Hospitallers

(Doom has notes of all names of people - Hannah no good with names)

Tancred - Hannah not mention you fighting in buff so you can keep modesty, OK?

Tullan (myself),
Rancor Humacti Grey Wizard.
Doom of the Humacti,
Hannah of the Hospitallers,
Nathan of the Grey Wardens.
Itsari of the Pathfinder (Leader),
Mekkit, Roban and Ygarl all three of the Assassins.
Callum of the Iron Guard,
Jem Gywnedd of the Rangers,
Kad, Mortis and Rodeo/Balthazar of the Crusaders

We were assembled as one of a number of groups working on a Valley Alliance mission to establish a way-station down in the south west corner of Orin Rakatha as a way to begin investigating Fairlund Forest and the tower west (and slightly south) of Annach Morrananil.

Our small group made our way down into the area, where we were to rendezvous with the other groups. I assume that we traveled in small groups of about a dozen in order to comply with the laws of Orin Rakatha.

There we met with Lazarus Steel, head of the Pathfinders, an older fellow, somewhat peremptory in tone and manner. He gave us a fuller brief now that we were in the area. His men had discovered that there were several groups of towerless in the area. Rats, cats, wolves and boars and a group the most secretive known as the Grey scavengers and that these groups were antagonistic to each other. Obviously constructing a way station in the middle of a minor war was completely unacceptable, so we were to negotiate with these various groups, arranging a meeting between them to try and smooth things over.

It seemed that Lazarus was also taking the opportunity to test his pathfinders as well, leaving them to sort out the exact arrangements between themselves rather than ordering them about. Itsari was appointed the leader of our group; the leaders of the other groups were Captains Grellun, T'alon and Pendaron.

After a discussion with the captains of the other groups comparing and contrasting the mix of people and abilities in the various groups we decided that our group was to meet with the boars. Ours was the most diverse groups and the most likely to give offence unintentionally, and the boars were reputedly the easiest to get along with. The wolves we sent the best warrior group off to, the rats we sent the sneakiest group and the cats were left with the mixed group. Nobody had any real information about the Grey Scavengers so we left them off the visiting lists (so to speak).

In the morning, after some early dexterity training for some time we sent off, being guided by one of Lazarus' scouts who had been in the area longest. We fought our way through several tree creatures and pine brothers (who were annoying immune to both green **and** brown magic). Then at a turn in the path we scouted out some ghouls feasting upon a dead body. We prepared ourselves to attack these, in fact, if anything we over-prepared, entering the combat with several people capable of dealing with the Ghouls. Doom though was clearly happy to expend his power in attacking undead! They were defeated trivially. In retrospect the (over) preparation we did was probably less than the power that would have been expended had we fought the ghouls unprotected, so well spent.

We passed on our way, now in the lands of the boar people and encountered a powerful being. Some sort of green man of the forest. A powerful being filled with earth and water magics, whose blows burned with magic. After a long fight just as it began to weaken it fled to a tree and as it grasped the trunk of the aspen the green man teleported to another. It seemed as though this merging with the forest had healed the green man. Somewhat daunted we pressed our attacks upon this creature again and again, only to have it escape once more by tree shifting and return, healed again. A third time we pressed our attacks. This time wary for its attempt to escape as it weakened I threw myself in between it and the tree it sought to flee through. My back to the tree, unable to dodge, I received blow upon blow from the creature, but strengthened by the cures Nathan poured into my form I managed to survive from blow to blow. My comrades took advantage of this and struck the green man time and time again until the magics that animated its form failed and it crumbled into wood, twigs and leaves.

Continuing on we met with the people from the Boars, two women (blaze and Fern) out walking a humanoid hog! They were very friendly with us, confirming the suspicious and information we had gathered from earlier scouting. After a time we took our leave of them and traveled onwards to the camp of the Boars, sending the scouts on ahead as ever.

As we moved through the forest we spied a group, dressed in grey paralleling us, going the other way, seeking to avoid contact, we paused, assuming that our scouts were circling around. "Oh look" someone said, "they've got a Drow with them". "Wait a minute, that's our Drow they've got with them" someone else chimed in. Then the chase was on! These were the grey scavengers and they had captured Roban! Dragging the unconscious body of our Drow comrade they could not outrun us, swift as hares we sped through the forest. When we caught up with them we attacked and recovered Roban, slaying the Grey Scavengers.

A little while later after all recovered from the fight we pressed on. Soon after we arrived at the camp of the Boars where they greeted us warmly. The Boars were well named for they were a mix of human and boar, some more than others. Irrespective of their features their nature and demeanor was the same, open and welcoming. We had a long discussion with their elder Calluk, and with the promise of entertainment and alcohol persuaded him to come to the camp that evening to meet with the other tribal leaders.

After taking our leave of these friendly we made our way back to the camp, there to prepare for the evenings meeting. This time as we retraced our steps the journey was uneventful. Once back at the camp we ate and then waited for the other groups and elders to arrive. Reports from the other groups were that they too had been successful and that the other tribal leaders had agreed to come and meet with us.

Over the course of the next few hours Lazarus arrived as did the various tribal elders, here I have reproduced the names of the elders as well as the full names of the tribes.

Tribe	Full Name	Elder
Boars	<i>Green Growing</i>	Calluk
Cats	<i>Suns Climbing</i>	Anwyn
Wolves	<i>Dark Falling</i>	Rokan
Rats	<i>Wind Biting</i>	Tulluth

Each of the tribes was well named for the elders bore (no pun intended as regards the *Green Growing*) a strong resemblance to the tribal totem animal. The Boars I have already described. Wolves and cats did not get on well at all, trading insult after insult. Wolves were determined to hold their area; any who would come into it would be repulsed with force. Rats were sneaky and always wanted to know what they were going to get out of it. Cats were smooth and silky, also somewhat capricious.

The negotiations were going well until an uninvited Drow delegation arrived, led by Talissa Darkhaven, 30th Priestess of House Morfaeglin. The tribes in this area had already traded with the Drow in the past and the Drow sought to ensure that the tribes struck no agreements with us. Unfortunately she was well prepared and it seemed as though the tribes would be swayed to her. After she left a plan was put into action to demonstrate our strength and capabilities to the tribes.

Mekket slid up behind me and slit my throat, after I passed out from blood loss and "died" they had me checked by the elders to prove that I was "dead". Then the party administered an elixir to me, returning me to life, showing the power and capabilities we had.

This impressed the elders enough along with the fact that some of us had already shown that we could "see" what truly was that they were willing to allow us to prove ourselves. Tulluth gave us all a potion that allowed us to see the truth below the surface. He told us that after an hour the potion would have taken effect, we were to retrace our path taken that day. To see if we could see. The elders then withdrew.

Tracing our way back the same route we first encountered only the pine brothers and not the tree creatures. Next we met the ghouls, this time though, attached to each of the ghouls was a Boar person, and these creatures attacked us. The Ghoul component was immune to damage, but only the boar could take harm, they called out asking to be freed and hated what they were doing, killing the boar slew the attached ghoul. Next we encountered the green man. But with the green man was an insubstantial figure, a puppeteer, who seemed to operate the green man with a controlling device of strings and wood held in his hand. This time we knew what to do from our previous fight - and we were far more successful in our battle with him. After the green man was felled the figure examined it and then left, apparently disgusted in the performance of its puppet. Next we met the same group of three from the *Green Growing* camp - but this time all three of them appeared like hog people. Once more these were open and friendly, their outer nature reflecting their inner nature. Passing on we expected to see the *Grey Scavengers* and we were not disappointed. Unlike all the other encounters we had had, there were no extra or changed elements to this (well other than the fact that we were not trying to rescue a little lost Drow all of our very own). After defeating these we continued into the camp of the *Green Growers* but before we found awaiting us Tulluth.

He questioned us as to what we had encountered and the meanings of this. Our answers were able to satisfy him that we did see. For what stood out was the encounter with the *Grey Scavengers*, they were the interlopers here and it was their interference that was causing problem in the area, stirring the tribes up against each other. After we offered our assistance he said that he knew of the base of the Scavengers and that if we were willing to go there and deal with the problem he would be willing to have one of his people guide us there. Of course we agreed for such a solution allowed us to achieve our aims and objectives very nicely. Back to camp and sleep.

Come the morning we roused ourselves and prepared for the day's events. One of the rats of Tulluth joined us and guided us the way. Along the way we skirmished with a group of undead, lead by a *Grey Scavenger* managing to defeat that. An indication that the undead problems in the area were also associated with the *Grey Scavengers*.

We scouted out the base of the *Grey Scavengers*, a set of caves in a cliff. Splitting our forces we assaulted these. Callum, Mekket and Roban attacking by another avenue. The lower level of the caves was populated with humans of the *Grey Scavengers*. These we fought, pressing the attack with all force. As the combat raged on they were reinforced by undead from the upper level, zombies, skeletons, ghouls and a *Golem*. Then the master showed himself, as he commanded his *Golem* to retreat so that he could restore the wounds it had received. The master of these *Grey Scavengers* was nothing less than a Vampire!

Defeating the lesser undead and his mortal servants we took the fight to their immortal master, using a key we had found to deactivate his protective ward. Fortunately for us the day was bright and the sun in the sky forced this fell undead to seek the shade. Time and time again we pressed our attack into the cave, only to be repulsed by the overwhelming might of this foul creation, but he could not follow us into the full light of day. Within the cave though evil power flew through his hands like water in a fast flowing river. Jem Gwynneth, Mortis and Balthazar were all three brought low through his powers and mastery of the sphere of Evil. We pressed hard trying to recover the bodies of our fallen only to be thrown back again and again by this monster and his minions, until at the last in a might rush all of us attacked. Our numbers and support of each other finally felled this monster and his unholy creations. We checked on the bodies of our comrades only to find that Jem and Mortis had been slain, Balthazar only drained of power.

Making our way back to camp we reported to Lazarus our success in defeating the *Grey Scavengers* and their master.

Tullan, of the *Green School of Magic*.

FORTHCOMING ADVENTURES

Below is a list of confirmed adventures for 2000, if you would like any more information on any of the dates please do not hesitate to contact me. Also remember to visit our website for updates and campaign information.

July

7-9 summer theme - kinver

A campaign theme for all levels.

21-23 Pre Heroquest 36 hour - Forest of Dean.

August

4-6 low-level 36-hour kinver.

A lighthearted adventure for those with a sense of humour.

16-20 Heroquest - Wales

September

1st-3rd 36 hour mid-level Kinver

The next installment in the Sethanian campaign, Pat + Darrell.

14th-17th 36 hour Dimmingsdale

Mid level adventure, Barry + Paul.

29th- 1st 36 hour Dimmingsdale

Low level, Pete Sutton.

October

13-15th 36 hour Dimmingsdale.

High - hero level Mike F.

25-29 5 day Rhongyr Isaf

Mid level 5 day Pat+Darrell. Sethanian campaign.

November

10-12 Halloween theme - Minehead

24-26 36 hour - Shining cliff

December

8-10 Xmas theme