

QUAD

Issue 45

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QUAD THE MAGAZINE

Hi to all of you out there,

As you may now know nearly all of the Quads will be available **only** on email from now on. If anybody has the availability/willingness to print out copies of Quad let me know and I will send you an early edition so that you can bring a few extra copies along to theme weekends for those players who don't have email.

Please take the time to check out the website, this is just one 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. Thanks 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. Please remember this is supposed to be in-character so only place messages from your own characters. From time to time you will also messages from Guildleaders these will only have been placed on by System Refs and can be relied upon (as much as you can trust what these characters say).

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.

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.

Note – check first to see if I am actually going to be present on the particular adventure, because if I am not I can pass on a contact number etc. for the referee on the day.

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

Membership for 2001 will be £35, however any player who pays for their membership for 2001 before the end of 2000 will only pay this years price of £30.

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 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 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 hours or longer	£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 14 points for the theme.

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 2001

There will be a Heroquest run in 2001; at present the proposed date is Wednesday 17th – Sunday 21st of October.

The party is open primarily to those characters that have not yet done a Heroquest.

There will be a pre Heroquest in the September but other than that there will not be any specific lead up adventures. This is to allow those characters that are already the right rank but haven't had a chance to play a Heroquest yet. to do so. Monsters - if anyone would like to come along for some or the entire event please let me know ASAP.

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

Mark Roberts (SFB)

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. Following their return to our towers earlier this year, both Sir Gilrain Hardwicke and Orlon Tenquil have publicly announced that they will be not be acting as the heads of the Red and Blue magic for the foreseeable future. Both Sorcerors will be keeping their places on the Fellowship of Twelve but until further notice all matters pertaining to their schools will be dealt with by Lightfoot Flame (Red school) and Felix (Blue school). Orlon Tenquil is currently involved in a major project of some kind, which involves many of the Sorcerors and Wizards of the Blue school.

Ten Things you always wanted to know about Status

Status is a kind of measurement of inner strength that is recognised by spells, invocations and most importantly whatever the unknown 'Central Powers' are on Orin Rakatha.

Every person automatically has their first point of Status when they reach 200 experience points and they get another one for every full 100 points after that.

The Central Powers on Orin Rakatha use Status as a method of deciding who should have a Tower (the only safe place to support civilisation). A secret amount of Status points are required to be allowed a Tower to live in and the Status must be presented on the Day of Reckoning which may occur at any point once per calendar year. In some exceptional circumstances the Central Powers grant newcomers to the plane an individual audience and chance to present Status. A single individual must hold sufficient Status to claim a Tower by himself to succeed (see below as to how this can be achieved)

Status can be transferred to any other individual by a spoken vow, and can only be withdrawn by a similar spoken retraction to the person holding the Status. However the vow must be renewed after each Reckoning. (Yes this does mean that if you can't find the bloke with your Status you can't get it back until after the next Reckoning).

Status can only be given within a period of 2 months before the Time of Reckoning (it can be taken back at any point). Although verbal agreements are usually made before this they are worthless unless you swear it in those two months. If a Reckoning is called with less notice that is just hard luck.

It is not possible to split your Status donation, except a single point may be diverted to other than your main donation.

Once passed on the new recipient of Status can pass it on again as if it were his own (i.e. if 10 people give a bloke (with 2 Status already) 12 each then he has an effective 12, which he could give either as 12 or 11 and 1. This passing on can occur any number of times, and should you want to retract you must find the final recipient.

All characters are automatically assumed to give their Status to the Guild Leader of their main chosen way unless they specifically tell Mark Roberts otherwise. This is the way Valley Guilds generally work, with the Guild Leader then able to use his amassed Status to contribute to the Tower. This ensures some level of safety should anyone person be killed as it may take some time to re-swear Status if that person had Status direct from many individuals.

Guilds usually take the swearing of Status very seriously as the amount of Status the Guild Leader has to 'wield' is a rough measure of his influence. Certainly all Sorcerors and most Wizards are expected to support their Primary School with Status and if they choose not to without a good reason then it is likely that their training will be slowed down relatively. Similarly for High Priests and Priests of Dedicated Sects, while the Path Sects are more lenient. The Warriors Guilds are generally indifferent, although each has factions within that wield collective Status (i.e. The Order of Michel in the Crusaders), while the Scouts Guilds expect the Status to be sworn to them, but not with the same vigour as the Sects and Schools of Magic.

The reason that the amount of Status needed for a Tower has never been calculated is that firstly all Towers are usually healthily over qualified as you would look pretty stupid presenting yourself at the Central Isle to find yourself a few short. Secondly it is rumoured that the real worth of Status is actually calculated to some degree according to how many 'Ress Chances' (i.e. Spirit Strength) the source individual has. Hence the idea of a Shadowsfall Status contract to remove Status by killing a number of people but not necessarily permanently.

GUILD LEADERS OF THE TOWERS

Tower Leaders

White Retreat	King Michel Rol Dantig
Wolfhold	Dalvain Spellsword
Valley Alliance	Raucus

The White Retreat

Ruling Council: 'The Fellowship of Twelve'

1 King Michel Rol Dantig	TOWER LEADER,
2 Lord Sebastian	Marshall of the Order of King Michel OKM
3 Sir Vanderloss	Crusaders Guildleader OKM
4 Sir Clavados	Micheliners Sect Head OKM
5 Sir Loren de Hal	Humacti Sect Head OKM
6 Helios the Luminary	White School of Magic Guildleader OKM
7 Sir Gilrain Hardwicke	(Red School of Magic Guildleader- stood down) OKM
8 Orlon Tenquil	Blue School of Magic Guildleader
9 Alorn Verithis	Assistant Guildleader Green School
10 Galnin	Assistant Guildleader of the Seekers
11 Rachek Drummond	Assistant Guildleader of the Crusaders
12 Duke Hanrow	The King's Advisor

Non-council Guildleaders

Taraman	Seekers Guildleader OKM
Dunstan	White Path Sect Head

Assistants

Bartomas of Crudath	Assistant Guildleader of the White Path Sect
Melvin Manypage	Scribe to King Michel rol Dantig
Sir Arren Hardwicke	Adjutant to Lord Sebastian OKM
Sir Thorlec	Guardian of the Armoury OKM
Cerestan Thorne	Assistant Guildleader of the Crusaders
Sir Kelro	Crusaders Guild Administrator OKM
Gelithian Nommass	Assistant Head Humacti sect
Sir Leonidas	Assistant Head Micheline Sect OKM
Sir Volminor	Assistant Head Hospitalers Sect OKM
Reoff Kyrandor	Assistant Guildleader White School of Magic
Werdna D'Nall	Assistant Guildleader Blue School of Magic OKM
Gilbert Oathtaker	Blue School Administrator
Kronos	Assistant Guildleader Seekers Guild

Valley Alliance Tower

Ruling Council: 'The Congress'

The Primus (Senior Council)

1. Raucus TOWER LEADER, Grey Path Sect Head
2. Sir Faldor Steel Rangers Guildleader, Marshall of the Order of Knights Martial
3. Lord Veltyn Yellow Guildleader
4. The Goblin King Allied Goblin Forces Leader
5. Geran sal Beridan Dark Path Sect Guildleader, (Wolfhold liaison)
6. Lord Creyn Hospitalers Sect Head (White Retreat liaison)

Rest of the Congress

7. Lazarus Steel Pathfinders Guildleader
8. Avalon Grey Gauntlet Sect Head
9. Benson Sure Acting Sect Head Grey Wardens
10. Tarn Gurrack Temple of Earth Magic Guildleader
11. Rednow Ffuts Valley Merchants Guildleader
12. Grandmaster Ushiro Monastery Grand Master (Order of the Middle Way)
13. Martha Holmworth Head of Domestic Affairs
14. Carras Lark Farmers Guildleader

Non-council Guildleaders

- Gilliard Greyarm Grey School of Magic Guildleader
Sheamus Green School of Magic Guildleader
Lightfoot Flame Acting Guildleader Red School of Magic
Galadrin Grey Wardens Sect Head (Currently missing)

Assistants:

- Mathias Cooper Assistant Guildleader of the Grey Path Sect
Derlin Guild Administrator Grey Path Sect
Njord Forgeson Armoury Head and Assistant Rangers Guildleader
Hallen Longstride Assistant Rangers Guildleader
Tierson Assistant Head of the Yellow Guild
Kettler von Harzon Assistant Head of the Yellow Guild
Lord Snargle Bartyborge Goblin Kings Assistant
Hardcash Spinewobbler Goblin Kings Assistant
Garth Deathstalker Assistant Guildleader of the Pathfinders
Leaf Guild Administrator of Pathfinders
Ringwood Stark Assistant Sect Head Grey Gauntlet
Tav Cashback Valley Merchants Assistant Guildleader
Mertran Assistant Guildleader Brown School of Magic
Master Kuasowa Assistant to Ushiro
Giles Assistant Guildleader Grey School of Magic
Pace Administrator Grey School of Magic

Wolfhold

Ruling Council: 'The Council of Ten

- | | |
|---------------------------|---|
| 1. Dalvain Spellsword | TOWER LEADER, Patriarch of the House Tumdurgul |
| 2. Lord Snarlow | Seers Sect Head |
| 3. Bael | Iron Guard Guildleader |
| 4. Anonymous | Guildleader Black School of Magic |
| 5. Baron Ulthar | Dark Brethren Sect Head |
| 6. Mian | Reapers Sect Head, Necromancer Leader. |
| 7. Vetzlar | Master Alchemist |
| 8. Sir Termigan | Marshal of the Order of Fell Knights of Ushaz,
Iron Guard Assistant Leader |
| 9. Zaanior Silverbone | Patriarch of the House Morcaraelin |
| 10. Hardcash Spinewobbler | Chief Goblin Accountant |

Non-council Guildleaders

Atalante Darkstar	Guildleader of the Assassins
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Assistants:

Eremor Shaderiver	Assistant Guildleader Black School of Magic
Darkheart	Assistant Controller Dark Camp Ambassadors
Rath	Assistant Sect Head of the Seers
Mothac Storm	Assistant Sect Leader Dark Brethren
Lensal Backbone	Assistant Sect Head Reapers Sect
Bullripper	Iron Guard Champion (& Assistant Leader)
Attelas	Assistant Assassins Guildleader
Sir Gurthang	Commander of the Order of Vassals of the Witch King

ADVENTURE REPORTS

Summer theme Kinver - 36 Hour, July 7-9 2000

Pre Heroquest - 36 hour July 21-23, 2000

Goodbye to Alex - 36 Hour, 4-6 August 2000

The Premier Tower Challenge

The bosses of the Valley Alliance found out that the Shadowsfall were organising some sort of contest some of the other towers on Orin Rakatha and had said they would offer a 'boon' to the winner. Being a bit curious about this they got together our group, everyone in it was non-status valley members as required by the Shadowsfall rules, and sent us out to find out what this was contest was all about, what this boon was that the Shadowsfall were promising and telling us to avoid conflict 'where possible'.

Our group was Elf heavy with Cornholio (made group leader by the Valley bosses), T'yuk the Orange, Belgarion the sleepy, Balthazar the grim half-drow, Lorathen, Winnie and Kira being our elven warriors and mages (although I think the last two had more than a little Fey in them too!) We also had with us Woody, a combat druid; Orgenag, a half-orc warrior and lay-druid; Razzull the black mage; Elisia Steel, a tempest in Plate armour with little self-control; Jem the hairy barbarian woman; Kad, a very useful archer; and me, Hengest Maggotearer, Orcish warrior and loyal subject of the Goblin King.

Our journey from the towers was to take us through Morgothian territory to the place where the Shadowsfall had selected for their contest. On the way we met goblins from the Goblin King's court, some towerless who we talked to but didn't fight, a group of Saldorians who we fought and they succeed in fatally killing Woody and Winnie (our elixirs were with Belgarion who had fallen asleep along the journey and been 'overlooked'), and while half our party were off looking for the sleeping elf, some Morgothian warriors turned up and taunted Elisia 'til he nearly committed suicide by running on to their swords!

And then Blossom, a Grey Warden acolyte working for the Seekers joined our group and brought with him the 200 gests we needed if we chose to enter the contest ourselves. So dragging our dead with us we continued on to the Shadowsfall's area.

Once we entered the Shadowsfall contest area we were met by Karan Hia, a Shadowsfall representative who some of our group recognised as not being very nice, and an exotically dressed bloke with a very animated beard called Quantos.

Quantos it turned out was a wanderer with no tower allegiance and was there as 'impartial' judge (although his openness to alcoholic bribes was abused by all parties over the weekend). This strange little man resurrected Woody as a sign of good faith, but wouldn't use his power to do the same for Winnie unless we were actual participants in the games. At this point Karan Hai told us the rules of the contest and what the boon was that they offered as a prize. Each of the competing groups were to come up with a challenge, which all the others had to try and complete. The groups would win tokens depending on who did the best at each test, and the winner was the group to finish with the most tokens after all the tests were completed.

The prize being offered was a choice of three things; half price contracts and services from Shadowsfall for a year, double price on all contracts AGAINST the winners tower for a year, or Shadowsfall protection for 12 out-of-tower meetings for the winning tower during one year. We discussed our choices (which weren't many as Winnie was still dead, and the prize pretty good) and entered the contest. We were told we must discuss and come up with our challenge for the other groups that night and the Shadowsfall bloke would be back for it in the morning. What followed was a lot of talk of three-legged tree climbing, personal challenges, and other nonsense before I called it a night and went off to bed.

The next day began early, with Quantos and Karan Hai returning to hear our challenge, which involved making the other teams demonstrate the same range of skills that our group could bring to any situation. The Shadowsfall then presented their own challenge, a sneak attack! The attack lasted only a few seconds and we had passed our first challenge with great success. Next was the Kalid challenge called 'survival'? They separated our group amongst a wooded arena and then set about attacking us. With the exception of my own death, we passed.... and then set upon the Kalid to steal their tokens! Karan Hai frowned upon our actions, but chose not to take action against us and the challenges continued.

The day went on and we faced the Reader, who asked us questions on trading (and who we bribed the answers out of); The Morgothians, who challenged us to bring out our champion to face theirs in single combat, Balthazar (after being tanked up by the Mages and Priests) stepped up and being immune to all the Morgothian Champion's damage, minced him in a matter of seconds! Next up was the Wizard's Concillium, who wanted us to defeat their Elementals. The Dymwan were next, and they challenged us to recover hidden items in a large grove protected by Ghouls, Ghosts and Mummies!

All through the day we got attacked again and again by Saldorians who weren't part of the Shadowsfall challenge, and as we were travelling to the official Saldorian challenge they attacked again. At the end of this fight, Cornholio, T'yuk and Kira were all dead (Kira was actually sliced up beyond the aid of elixirs), Lorethan had broken his leg and we all needed serious amounts of healing.

When we met with Quantos and Karan Hai back at the camp, we convinced (bribed) Quantos to throw the Saldorians out of the games!

That evening we faced the final challenge from the combined Di-Fa-Dyne/Azadan teams; lots of drinking and eating games! Our mediocre performance in the drinking games was balanced by Blossom's amazing performance in the pie-eating contest.

That night's festivities and good natured challenges (including my own fish abusing and maggot eating escapades) went on 'til the earlier hours when I retired, happy and drunk with a vague taste of trout in my mouth.

The following morning we were woken by one of the Shadowsfall telling us that the Saldorians were on the rampage in the woods following their disqualification and our camp was no longer safe. We readied ourselves and prepared for the worst.

Then Karan Hai arrived and informed us that the Saldorians had kidnapped Quantos, and were attempting to force him to reinstate them in the games and proclaim them the winners. We left the camp intent on taking back Quantos by force.

We encountered the Saldorians on a forest path and set to our attack. The battle was hard and though we defeated the Saldorians we paid dearly. Me, Winnie, and two others died during the fight, and we had no elixirs. Apparently Quantos placed our spirits in stasis to give our party more

time to track down a Shadowsfall member and obtain some elixirs. Thankfully they did this in time and we returned to camp to hear the final count of games tokens.

The Saldorian team's tokens were never recovered after their disqualification, and during the count a Dymwan member arrived to add an extra 200+ token to their total, donated by 'a friend'. It was nerve racking as the count was made, but we had beaten all other teams in a convincing victory on more than 600 tokens!

Cornholio chose to accept the Shadowsfall's boon of protecting Valley Alliance meetings for a year, and also received a gift amulet for being the leader of the winning group. With that we bid farewell to the Karan Hai, and (with our eyes peeled for more Saldorians) trudged our way back to the Valley Towers.

Hengest Maggotearer

Warrior, Loyal subject of the Goblin King, and Fish baiter

Heroquest XI - 5 day 16-20 August 2000

Ascension to Power HQ11

There was no doubt about it the Dark side of our group were out to grab as much power as they could...

The Dark – Barf, Araikas, Draal, Nerak, Mekket, Bo-Shek, Colchis

The Middle – Grasshopper, Quentin, Sven, Renown, Lenor

The Light – Quicksilver, Althea, Magellan

We were in the area of the ex Bethelim tower for 3 reasons

1. Grasshopper was to meet with the Shendai to find a cure for Wolfholds Poisoning
2. We had a map showing the probable location of the missing Lord Blackwolf
3. Someone told us to look what this desert thing was all about

After a hard days travelling we reached the edge of the desert Magellan was ecstatic he said it was just like home, personally I hated it and would suggest you don't go there unless absolutely necessary. Proceeding in we saw Lord Blackwolf fighting alone in the distance this caused a frantic charge to his aid upon arriving all we found were some desert creatures, which we quickly dispatched, and no sign of Blackwolf.

Finding a Waystation full of dead people we settled right in and eat their food.

The night was not without incident as our guard had strange dreams of great portent. One would have a vision of events past shown by a dark figure the other would then be shown the same vision by a figure of light which would be slightly altered these dreams showed us conversations which would help direct our following actions.

With map in hand we set out into the sea of sand and our first major conflict with the Easterlings who used the power of the desert to burn our bodies. Resting up at a friendly Nomads camp with his Harem we discussed the area and its inhabitants not that I can remember much as I was engaged in more important valley business if you know what I mean! Anyway he furnished us with a guide to the location we sought and after much frolicking in the sand we found Blackwolf's Axe and Cape evidence that he had been in the area.

Returning to camp we had discovered the location of the missing Geran sal Beridan she was trapped in a bottle in the warded area attached to the Waystation, which we now had a key for. Draal suddenly stated he must cast some Black magic and we must prepare for the arrival of Dalvain Spellsword who talked to us on many matters including that if a new tower leader were needed he would be glad to stand. After his departure we investigated the warded room to find it full of bottles each with runes indicating there contents after much deciphering and Mekkets untimely demise we finally opened the bottle containing Geran sal Beridan and then BANG! All hell broke loose all the bottles popped there corks and out came a multitude of things Fire elemental, Morgothians, Elves, Sand Creatures and a Mind Flayer all determined to kill each other and us much Chaos ensued which I found a lot of fun. When all was settled Geran sal Beridan then announced that Blackwolf was DEAD and we were to tell nobody until she had got back to the tower and informed the Council.

The husbands of the dead women we had found arrived and much wailing ensued, meanwhile Araikas in his infinite wisdom decided to talk to Blackwolf's axe out flew a spirit which inhabited the nearest body and proceeded to tell this song whilst jumping bodies,

Brief synopses...

Blackwolf young with Chaos made a pact to save his life but path of Law he did tread. With Axe of Law he did help defeat Chaos of old, bound to a gem with 12 knights it was released again by Starstealer and Axe and Blackwolf did he seek to control but Axe kept Chaos in check, Valley Heroes strong did move the Axe on with hope to remove Starstealer's influence but Blackwolf realising his folly sought the Axe in Vortex black again and found his end with Battle against friends and in the end the Law was gone and all that remained was me Icathandros.

Who found a new home in me!

That night more dreams of great portent did come to those on guard.

The morning brought the arrival of Veltyn who announced that the contenders for new tower head were Dalvain Spellsword, Baron Ulthar and the Goblin King and that the game was on, who would we support as our location and the information we held gave us quite a bit of sway in shaping the final outcome what ever our decision Veltyn said we had 15 minutes to decide and he would tell our backer of the outcome.

After 14 and a bit minutes of heated discussion we as a Valley Alliance group decided Dalvain Spellsword was the best person for the job so are course was set with him.

Later Lord Dalvain Spellsword turned up to thank us for our backing and to ask us to go to Snarlow and convince him that he was the right choice.

After his departure a DFD turned up to lead us to the location of the Shendai.

Grasshopper negotiated with the Shendai for the cure we needed but first we had to complete a task, which would warrant how much information he was willing to grant us. As you all know by now we succeeded so with cure in hand and bodies we set off to visit Snarlow and managed to persuade him to follow the best course after a tense game of dice.

Later an old friend popped in for tea Pai te Por a Necromancer who met along with his undead their end.

As you all well know a large amount of Morgothian activity had been seen in this area recently and my tale now unfolds its purpose.

Vetzlar and Galadrin turned up Vetzlar left rather suddenly and Galadrin shed some light upon our dreams suddenly out of the dark popped some Morgul Wraiths chanting a most intoxicating sound that attracted Galadrin, Mekket and myself to follow them along with the rest of are group we eventually came upon a strong Morgothian contingent which we destroyed that we thought was it but no Galadrin had walked off to a point of light we could see in the distance on following the chant started again and it brought us to a ritual of the most darkest power for there stood KHAMUL one of the 8 head of the Morgothian tower a Rank 10 Nazgul with his entourage unfortunately Galadrin had entered the ritual and the 8 had once more become 9 and so we fled ending this dark chapter of my tell with Galadrin a kind man at heart no more.

That night more dreams occurred the dark figure however slayed the figure of light.

The next day we set off for the Easterlings main encampment on route we encountered the worshipers of Ungoliant a spider deity who completely decimated our group until Magellan with war cry rallied us to our resolve and final defeat of our foe.

Upon attacking the Easterling camp we found them allied with the DFD of the northern marches what ensued was a battle of titanic proportion our position not made any better by the arrival of the Savage Chieftain and a few Djinn this fight lasted many hours and is worth a tell all of its own but it is fare to say we finally won and got loads of treasure including an interesting sword.

That night the dreams reached a new dimension the dark figure the Twister of Souls an Ashgnazi Hex Shaman marked many of are group with the blood rite invoked by the arrival of Attelas this did not bode well for the future.

Morning came the day for a new Tower head was upon us one of Dalvain Spellswords' Shades came and ordered us to delay the arrival of Attelas to the final meeting as this is Wolfhold business it falls outside the constraints of Valley Law so as for the rest of my tale we as a group were acting in the best interests of the Valley Alliance.

The battle was hard and bloody with 4 of our group laying dead Attelas and his Dogs pushed on to the meeting weakened and delayed. Actions in this battle are best left unsaid bar to say be careful all you who deal with the Twister of Souls.

Crawling back to are base we awaited the outcome. Eremor Shaderiver turned up with Dalvain Spellsword's personal guard to announce that due to our actions and the mysterious absence of the

Ashgnazi at the meeting Lord Dalvain Spellsword was now the new head of Wolfhold all hail our new master.

Other things of note will be announced when the time is right but surmise to say both Draal and Nerak gained potion with Araikas being made Assistant Guild Leader of the Dark Path.

As to myself all I can say is that I have grown, such a nice sword.

Barf

Sethania Mission - 36 Hour, September 1-3, 2000

Fearons Glade - 72Hour, 14-7September, 2000

Faerons Elven Glade

The elves that have been spotted at the glade are members of the elves who reside on the Plane of Unshed Tears. The glade is linked to a similar glade on the aforementioned plane which is controlled by a Master Hierophant; Kernay Oakrot.

Oakrot had sent the elves to our lands to make contact with a group of valley adventurers who had previously worked with him. The scouts found our party first and lured us to the Plane of Unshed Tears. Once there we found that only the elven members of the party were able to travel through the woods surrounding the "Gate" without experiencing severe behavioural changes, we were therefore effectively stuck.

We were offered shelter at the camp of the Nar-Silvani where we discovered the following ; there are three different tribes of elves on the Plane, the Nar-Silvani, the Sol Silvani and the Night Elves. Many generations ago the N S and the SS worked together to enslave and destroy the Night Elves for alleged wrong doings. This was achieved through a system of collars, the wearer of the master collar being able to control all those who wore slave collars. Over time the majority of dark elves were enslaved in this fashion. Any dark elf seen without a collar is killed or enslaved. Before we had a chance to react properly one of our own group, a dark elf known as Lancorin was collared, this caused considerable bad feeling but our hosts assured us that it was for our own good and that the collar would be removed when we left. We did not wish to act too hostilely towards this act as we had been instructed to establish relations with the Nar-Salvani. A decision we were to later regret.

The Nar and Sol Sylvani subsequently fell out and have been at war ever since.

During the night we were accosted by a ghost and his followers from the Assembly who had inadvertently slipped through the portal from Orin Rakatha. They demanded that we find them a way to return to Orin Rakatha within 24 hours or they would return and kill us. Our hosts suggest that we see Oakrot who had troubles of his own and maybe he would help both us and the ghost return.

The following morning we visited Oakrot who eventually told us that one of his fellow Hierophants had been killed by a strange black beast (that we had fought the previous evening and had not been able to harm – a werewolf we thought). This beast was being controlled by a faction of the Khalid. In return for our clearing the area of Khalid presence he would help us (and ghost) return. We spent much of the following day in many battles with the Khalid and whilst we slew many we were not able to find and kill them all. Early that evening we were visited by Rollue another master Hierophant and his apprentice, a dark elf. They had apparently heard of our predicament and suggested that they could offer us a way back if we were to guard the Nar Silvani encampment whilst they pursued certain business. This we agreed to (as we were getting a little desperate to return by this stage) but unfortunately the dark elf killed one of our hosts (who were of course his mortal enemies). To our surprise the "business" was a meeting between Rollue and the Leader of the Earthwarp faction of the Khalid who had their pet werewolf in tow.

The luminary from the Earthwarp was very weak and wanted an outsider to take his position and power as he did not trust any of his associates from within the Khalid. This outsider was to be Rollue.

We had now got quite fed up of being used as puppets and decided to make plans of our own. Together with Rollue's apprentice we hatched a plan to attack Oakrot (who had devised the system of collaring) and free the dark elves from slavery and at the same time persuade Rollue to be the Valley Alliance Druid as we don't have one at present.

At this time a Nar Silvani scout ran by, saw the presence of Rollue, the beast and the Khalid in our company and went straight to report to Oakrot. Shortly after this the Ghost returned and attacked – ouch. We did learn from it however, there are in fact 32 Crypt Things in the Maegnor Swamp – food for thought. Eventually we dispatched it.

The next day we had a battle with the Sol Silvani who thought we were in league with Nar Silvani and then Surprise!, a battle with the Nar Silvani who thought we were in league with the Khalid. Later a battle with undead creatures created by Oakrot who is like the spiritual head of both tribes despite the fact that they are at permanent war with each other.

We never did get our chance to attack Oakrot at his Grove as we were beset by a champion of the Nar Silvani and his group and time was too short after this as the portal for our return was shortly to be closed.

Eventually we escaped back to Orin Rakatha via this portal created by the Earthwarp and the assistance of Rollue.

Rollue seems to be his own man and has agreed to offer training to Valley Alliance druids provided they follow the true path of Nature and we now have a sort of ally well placed within the Khalid so at least some good has come of our mission.

The glade it would appear is still a place to be avoided, especially by non-elves, however I see little threat from the people of the Plane of Unshed Tears as they are too busy fighting among themselves.

I believe a much fuller version of events to include names of all prominent persons and other snippets of information I may have excluded is to follow.

This report has been prepared by Balthazar of The Crusaders and White Retreat.

Anyone considering visiting the Plane of Unshed Tears should first contact Rollue. Only friendly people on Plane are likely to be resistance movement of the Dark Elves who can provide shelter deep in forests. Rollue's apprentice will provide guidance.

Return to the Waystation-Fairlund Forest - 36Hour,29thSeptember,2000

Rancor	Humacti Grey Wizard - and leader of the group
Cirith	Humacti Scout
Piro	Elven Mage of the Red School of Magic
Mecury	Elven warrior
Beron	Dwarven Warrior
Ronthur	Human Warrior
Rasgon	Human Warrior
Hengist	Half-orc Warrior
Krudgy	Goblin Mage of the Blue School of Magic
Nathan	Priest of the Grey Wardens

Our group was chosen to journey to the recently built waystation in the Fairlund forest (SW Orin Rakatha). Our primary mission was to investigate pathfinder reports of local unrest from the tribes in the area, discover the cause and (if possible) restore the initial harmony a previous Valley group had worked so hard to create.

We were further instructed to look into pathfinder reports of a structure near to the waystation from where a number of low ranked undead were emanating and our final mission was to investigate reports of slavers in the area.

We approached the waystation and were hailed by Tanis a Drow from Wolfhold who joined us briefly. We were also joined by Hike Rangeworthy who had been sent to guide us.

We were just about to enter the building after exchanging pleasantries on the doors with Neris of the VAT when we were set upon by two creatures which could only be dispatched using blunt and magical weapons. Once we successful dispatched the creatures we entered the building. Inside there were three of the Wind Biting tribe who were taking rest, these were an inquisitive bunch who helped themselves to anything left lying around believing it to be discarded, to which Cirith can attest.

Our guards spotted a figure approaching the building who turned out to be Lord Stealth, he was there to meet Tanis and proceeded to demonstrate some moves which Tanis mirrored until Lord Stealth seemed satisfied with his progress. During this interlude some low ranking undead attacked the building which our inexperienced bunch dealt with, much to the amusement of Lord Stealth who after a few more words left with Tanis in tow.

We retired inside to establish what resources we had in the group, I was shocked to note that we had very little and no elixir's at all. We discussed trade with the Wind Biters and they promised to look into providing some elixir's for us, which they duly provide the next morning. We were also joined by Nathan at this point who called himself Eron and was thoroughly unpleasant to all and sundry, however the presence of the priest was a valuable addition to the group so we reluctantly tolerated his behaviour.

Tired from our exploits we set guards and took our rest for the night.

The next morning we went to investigate the nearby building where the undead were most concentrated. The building used to be the home of a retired knight who had set up in the area to trade only to have his family killed by hordelings. On the way we were attacked without provocation by a mixed group of tribe's creatures which we were forced to slay. Continuing on the

path we fought and defeated several groups of undead, some zombies, skeletons, battle spirits and spirits of wounding.

We spied the building to be met by the most terrifying scream from a spirit of sorrow which froze several members of the group in their tracks. Nathan released our fear as we were set upon again by the undead. We were greatly pressed as we were repeatedly frozen with fear, as the last of the undead fell leaving only the spirit of sorrow an undead Revenant rose from its warded resting place. The Revenant lashed out with his sword all the time ranting that we had killed his family our warriors attacked and dispatched the Revenant which disappeared then reappeared asleep in the warded area. Nathan blessed the spirit of sorrow which vanished and we licked our wounds, only to have the Revenant rise again to attack us, we dispatched it again and it returned to rest. Once again the Revenant rose only this time we managed some dialogue. We persuaded the Revenant that his family had been taken by hordelings and that we could help to put them and him to rest. We must have got through because the Revenant broke off his attack and returned to rest.

Having done what we could we left the area to return to the waystation, on the way back we came across a group of Morfeaglin Drow who were seeking some Deurgar, not wishing further trouble in our depleted state we said we would look out for them and left.

We returned to the waystation where Nathan went into med. Owen a pathfinder arrived to say that he had seen a group of Morfeaglin and Dranath Drow were fighting. We went to have a look, only to be waylaid by some strange creatures in purple, which we dispatched quickly. Further along the path we were set upon by more of the tribes which attacked us, we reluctantly dealt with these and continued on. We crossed the field to which we were directed only to be confronted by more of the tribes. This time we managed to avoid combat and were told that the tribes were upset with the valley exploring the area and that the tribes would fight to clear the area of interlopers. We asked for the group to pass on a message to their leaders so that we could discuss the problem and try to reach a compromise, then we left.

Back at the waystation we were attacked by a group of Deurgar and Svarts, this was a hard fight and Rasgon went down needing his second and our last elixir.

A Green Grower scout arrived and guided us to an area where we met the leader of the attacking tribes groups who demanded we 1. Go back to the Valley. 2. Dismantle the waystation. 3. Don't come back. We stated that this was not acceptable and in true Valley tradition we set upon and defeated the group, Cirith was saved from a certain death with a timely cure from Mercury. Later we discovered that the leader we killed was among the loudest dissenting voice in the area and his death split the splinter groups making their threat to our waystation a minor one.

Cirith, Mercury and Rasgon went off to scout some caves in the area to see if they could discover the slavers. At this point the drow we met earlier returned to say they had found the Dwegar the were looking for and then proceeded to attack us. We were very hard pressed as we were two warriors and a scout light. I even took up a weapon! Eventually we prevailed with Beron, Ronthur and Hingist fighting with furious skill, tired and bruised we once more sort the refuge of the waystation.

Just after dark an Elf dressed in purple finery arrived with an escort and more of the purple creatures we had been set upon by earlier.

The somewhat aloof elf named Zephorias stated that he was an explorer looking for worthy people to trade with. In exchange for two tests the elf offered to leave two samples of his goods with us to take back to the towers. After deliberation we agreed.

The first test was to choose a weapon and fight with the purple creatures, the snag was that only one weapon effected one of the creatures. Zephorias chose Mercury, Rasgon and worryingly me to complete the test. We won out in the end after some trial and error. The second test was more abstract and we nominated Hengist the half-orc warrior to carry it out! The test consisted of a pattern of nine cards to which other cards had to be added to solve the confusing puzzle. After much thought and trial Hengist stated that he couldn't do it. This was not surprising as we were told there was no answer and that was the answer to the puzzle.

Zephorias was happy with the outcome and left the samples (a herbal multiplier and a herbal increaser). In exchange for a map Zephorias named his Plane as Talinsay, a predominantly elven land. On hearing our discussions about the slavers he said that he had seen a group close by and gave us directions to the area.

We were harried for some time by drow in the area which we eventually drove off. We set guards and retired to rest.

In the morning we head to the area where the slavers had been sighted.

We were attacked by more tribes and another group of drow. The drow were equipped with venom which paralysed Mercury, Ronthur and Rasgon making the fight very hard, once again the industrious Hingist and Beron came to the fore and we eventually defeated the drow.

We crossed a magically warded bridge which Rancor and I dispelled. Our scouts quickly spied a cave where a Dwegar and a Drow were in mid negotiation for one of the captured Green Growers. Disgusted by this we attacked, the Dwegar supported well by some Svarts fought well, the Dwegar could hit with the force of four men and Nathan was hard pressed to keep us all standing. During a brief respite in the fight Krudgy our goblin sprite made friends with one of the Svarts who left off fighting for a bit to chat and compare wounds, this action may have swung the fight our way (but I doubt it). We dispatched the slaver and the drow and emerged victorious.

Elated we returned to the waystation and prepared to return to the Valley to report.

Finally, a warning for those travelling in the Fairlund Forest. Do not travel alone as the forest seems to induce sleep to which we all succumbed at some point.

Piro Loki, Mage of the Red School of Magic

Burning Night - 36Hour, 13-15th October,2000

Sethania Mission - 5 day 25-29 October,2000

FORTHCOMING ADVENTURES

Below is a list of confirmed adventures for 2000-2001, 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.

November

Halloween theme – Minehead

A low and mid level theme weekend, its that time of year when the plane of the sleepless dead is closest to Orin Rakatha – make sure you bring a Humacti!

24-26 36-hour – Shining cliff

High level adventure run by Mike Finnister.

December

Xmas theme – Duntisbourne Abbots.

End of the year theme weekend, all characters welcome, light-hearted but still dangerous in places. Come and join us for our last get together of the year.

January

12-14 36-Hour Duntisbourne Abbots

Start the New Year with a campaign adventure with a twist, all characters welcome, and a slightly different way of adventuring to normal.

26-28 36 Hour shining cliff

The next stage in the Sethania campaign. If you are interested in adventuring on the Sethania Heroquest in 2002 try and come to this event.

February

9-11 Celebration theme St Briavels Castle

The start of Heroquests 15th year, our biggest event we run with 70 places available, a summing up of all campaign events from last year and setting in motion new plots etc. for all levels of players for the coming year. All characters welcome.

Heroquest adventures 2001

Below is the list of adventures for 2001, not all of them are confirmed as yet, but this gives everyone an idea of how 2001 is going to run so they can start to book events in advance etc. For more information on any of the events below or advice on which adventure your character would be particularly suited to, feel free to write ring or email me.

FEBRUARY

23-25 36 HOUR HIGH LEVEL GOOD

MARCH

9-11 36 HOUR SETHANIA

23-25 36 HOUR MID - HIGH

APRIL

6-8 GOOD CAMP THEME

20-22 36 HOUR PRE 5 DAY

MAY

2-6 LOW-MID LEVEL 5 DAY

18-20 36 HOUR SETHANIA

JUNE

1-3 36 HOUR HIGH LEVEL

14-17 SPECIAL SUMMER THEME

29-01/07 36 HOUR GOOD CAMP

JULY

13-15 36 HOUR SETHANIA

27-29 36 HOUR ELF SPECIAL

AUGUST

10-12 36 HOUR SFB FUN DUNGEON

24-26 36 HOUR LOW LEVEL

SEPTEMBER

7-9 36 HOUR SETHANIA

21-23 36 HOUR PRE HEROQUEST

OCTOBER

4-7 72 HOUR ELF SPECIAL

17-21 HEROQUEST XII

NOVEMBER

2-4 HALLOWEEN THEME

16-18 36 HOUR SETHANIA

DECEMBER

7-9 XMAS THEME