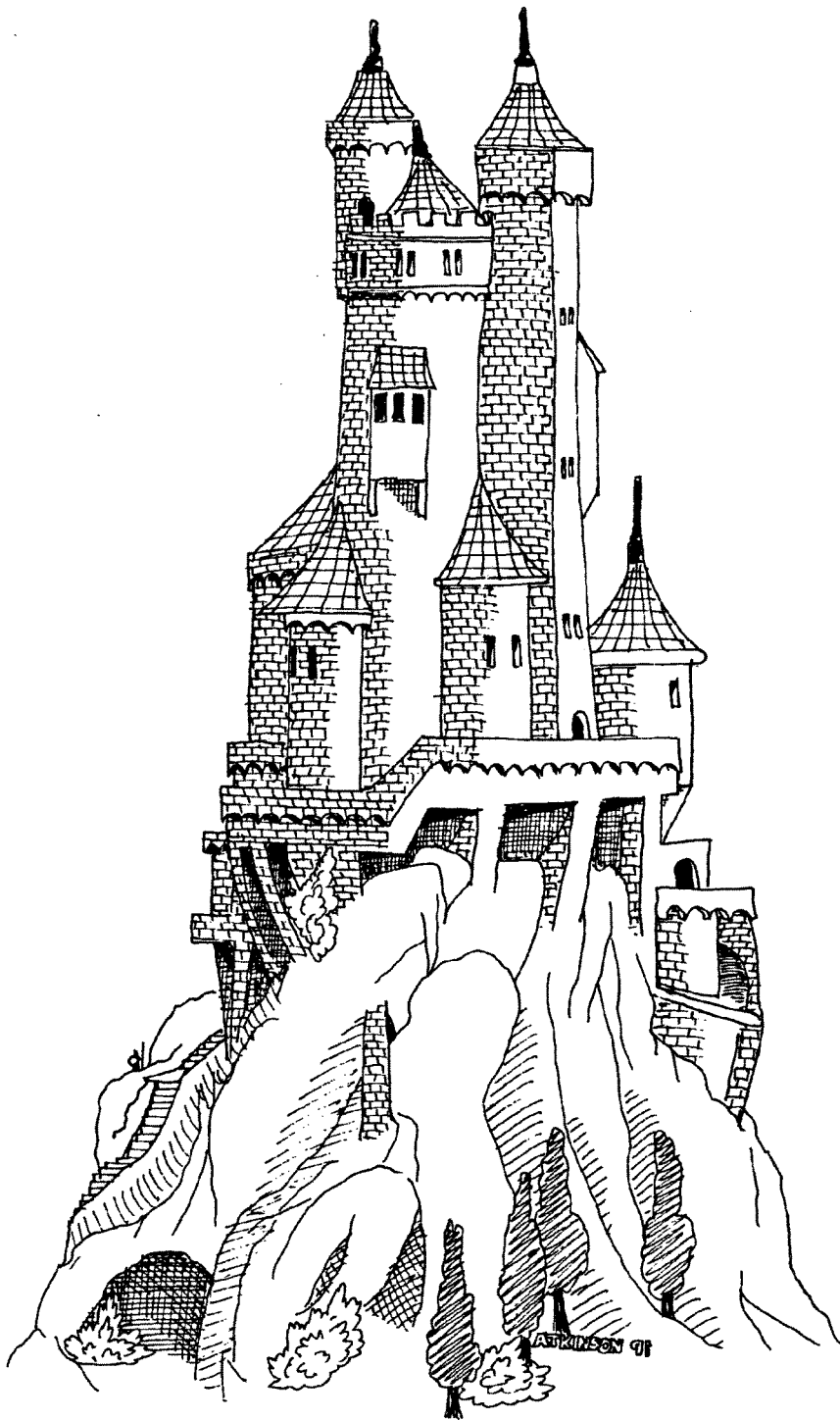


# QWAD

Number Eleven



The Fantasy Role Player's Fanzine

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(draw by D Dawkins)

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**Welcome to QUAD 11,** I hope you are all suitably amazed at how quickly we managed to produce this quad. If not report to Raven c/o the Dark One for further details.

We are still looking for input to our Quad magazine which we hope to bring out Bi-monthly as from New Year 1992. Any comments, cartoons, artwork, stories etc are all most welcome. If there is anything you would specifically like to see in quad let us know. Remember rules in quad are there for trial until they have been playtested to the full.

On the subject of rules the points 1 skill rules and the magiz rules are both now available cost £7.00 plus an A4 stamped addressed envelope to the usual address.

Here is wishing you all a Merry Xmas and a Happy New Year from all at Heroquest, if you get Quad 11 later of course then hope you all had a good time.

See you all in 1992

ALL THE BEST

Mark Roberts (SFB)

HEROQUEST IV

**Heroquest IV** the five day adventure is confirmed to take place in May 1992.

Due to unfortunate circumstances, such as the SHAPE site being handed back over to the Belgian authorities in November 1991 the dungeon will now be run in England. Details of the site to be used will be released at a later date.

Nick Blewer is writing and refereeing the adventure, anyone wishing to monster some or all of the adventure should let us know as soon as possible so parts can be allocated etc. Nick is contactable at the following address:-

**Nick Blewer**  
**11 Arran Close**  
**Woodshaw**  
**Wotton Bassett**  
**Wiltshire**  
**SN4 8LZ**

**Tel no. 0793 855069**

**Wk no. 0793 514514 x5770**

The party composition is made up as follows:-

| <u>Warriors</u> | <u>Priests</u> | <u>Mages</u> | <u>Others</u> |
|-----------------|----------------|--------------|---------------|
| Zen             | Lathrodec      | Aradel       | Stealth       |
| Ruff            | Grendle        | Spark?       | Banner        |
|                 | Melkeron       | Darz-tor     | Kaalraan      |
| Gellix          | Crumble        | Finn         | Wolf          |
| Karl            | Wilf           | Starion      |               |
| Dec             |                |              |               |

ADVENTURE DETAILS 1992

Prices for adventure are as follows:-

|                  | Members | Non members |
|------------------|---------|-------------|
| 3 - 4 Hours      | £10     | £12.50      |
| 6 - 8 Hours      | £20     | £25         |
| 22 - 24 Hours    | £40     | £50         |
| 36 Hours         | £60     | £75         |
| 72 Hours         | £120    | £150        |
| * Theme Weekends | £60     | £75         |

Membership for 1992 is £60.00 and expires on 1/1/93.

There is a 10% discount for paying in full in advance. A further 10% discount can be had if 12 or more people pay in advance in full at the same time. Please note to count as having paid in advance cheques must have cleared before the date of the adventure. If paying on the day by cheque please ensure the cheque card number is written on the back.

Monsterring on adventures will also get you 10% discount on an equivalent length adventure. All discounts are cumulative.

Most adventures take an hour at the start and hour at the end for briefing and de-briefing etc. Particularly on longer adventures this will be included in the length of the adventure but also means that sometimes 6-8 hours can last up to ten hours from meeting to going home, so if getting home or being picked up at a certain time is important, you should let the referee(s) know before the adventure if possible.

\*Theme Weekends usually start about 8 0' Clock on a Friday evening and finish Sunday afternoon. There are places on theme weekends for people to play their characters during the evening and night sessions and monster during the days. The charge for this is £25 members, £30 non-members. On some weekends banquets will be available for which there may or may not be an extra charge.

Notice from the Council of Elders

After much deliberation and an all night meeting of the Council of Elders, it has been decided that it is in the best interests of the Valley for Raucus to stand down as the leader of the Village Camp. Raucus has seen the Valley through times of great hardship, and led by example in wars against both the Dark Brotherhood and the Empire, he has seen the Village grow from a small hamlet through to a thriving community and was heavily involved in the migration from the old Valley to Orin Rakatha.

That said, Orin Rakatha presents a new series of challenges to the Valley Towers, new towers and races to understand. It was felt by all that a more representative figure-head was required for the Valley Tower, one who would gain consensus from the Council on matters affecting the Valley. There is a need for a considerate and understanding approach to other towers, and for a readiness to accept change. It was felt also that Raucus had perhaps expressed too much of his personal view, in persuading members of the Village Camp not to pledge their status for the Third Tower.

Effective immediately, Sir Faldor Steel, leader of the Order of Knights Martial, will take over as leader of the Village Camp. We believe that Faldor Steel will better reflect the views of the entire council and is best placed to forge new alliances on behalf of the Valley. Faldor Steel is already widely respected amongst the chivalric orders on the plane. He will retain his position as leader of the Rangers Guild, however it is likely that his deputies will take over more of the day to day tasks in running the Guild. Raucus will retain his position as leader of the Grey Path and as the senior neutral High-Priest and will obviously continue to be a guiding influence on the Council of Elders.

To conclude, the Village Camp, in conjunction with the other camps where appropriate, will shortly be reviewing its relationships with all Towers on this plane, with a view to strengthening its position as a major power.

Derlin, Scribe to the Council of Elders.

Before I joined the  
 Harf-Orc Guild I was  
 kicked n abused now I got  
 quality armor, a HUGE sword,  
 and I stopped being hooked on  
 elixirs BUT got hooked on wild  
 drinking sessions instead

So I join the Harf-Orc Guild  
 and you won't get yer 'ead  
 kicked in

CHARL + SHARZ WGLX

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**The Shark Cult, Part I**

**The Group:**     The Great Prophet Margin  
                  Captain Narnia  
                  Sergeant Scud  
                  Sparky  
                  Harold the Herald  
                  Sheherezade Torquenille  
                  Big Ears  
                  Bargfast  
                  Mortimer           (Our local guide)

We were sent out by Raucus (leader of the Village) to try to infiltrate the Shark Cult who, despite all the efforts of the White Tower, were beginning to surface again as an evil force. We had to contact "Agent 99" who would tell us where we would most likely meet up with representatives of the cult.

Our Guide, Mortimer, took us by the most direct route to where we might locate Agent 99, but on the way we were set upon by a group of Hordlings. Fortunately our party were strong enough to slay 2 of the 3 and we captured the 3rd one in the hope of gaining information. The creature however proved dumb and in an unwary moment managed to escape.

Mortimer continued to lead us in our search for Agent 99 whom we eventually found and who told us to head for the Far Pavilions where there was to be meet of the Shark Cult.

Pleased with the relative ease of our quest so far we continued overconfidently on our way and were attacked from behind by a Troll. Fearlessly Bargfast the Wizard shattered his weapon but was laid low by the Trolls furious and frenzied attack on him. The Troll was defeated by Scud and burned by Big Ears, while the Prophet and I tended to Bargfast. Thereafter a rear guard was kept.

Our next encounter of any note was with a rather strange priest-like figure who was on a quest to guard the path. He would not allow anyone to cross it without having first challenged the most powerful member of the party (Scud) to single combat. On the preface of being a referee Bargfast cast one of his infuriating minor (custard pie) spells to blind the priest while exhorting Scud to defeat him. Unfortunately the priest immediately



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put Scud to sleep and set of in pursuit of Bargfast who took to his heels. When the priest returned from his fruitless pursuit we were so sympathetic about Bargfasts practical jokes that he lowered his challenge to the best of one blow which Scud immediately delivered leaving the party free to move on.

Almost immediately we came upon a rather strange woodcutter who rapidly changed into a werewolf. Big Ears cast flame-blade spells first on Sparky, then on myself, then on Scud. I managed to disarm the monster and the other two finished him off.

We continued on our route to the Pavilions to find the path guarded and effectively blocked by two Rangers. This posed us a quandary as we had to talk our way past the Rangers without letting on that Raucus had sent us or that we were seeking the Shark Cult. Of course we didn't want to fight them either as we were all on the side of Good. While the Prophet, with some help from me, was trying to discreetly explain why we had to get to the Pavilions a strange creature appeared who seemed to frighten the Rangers. The creature was a Tree Spirit or Pine Brother and we soon found out why the Rangers were so wary of it. This creature was not effected by Harolds arrows, nor by Big Ears fire darts, infact none of our mundane weapons had any effect on it. And its sap darts !!! Apart from those it had the power to trip, tangle and glue and many of our party were thus immobilised before the creature was brought down by one of BigEars flame blades which was passed from hand to hand as each wilder was glued or entangled. (Bargfast had, of course legged it again).

We made the Pavilions and met one of the Shark Cult who was accompanied by two undead. (There was already a Ghoul at the Pavilions who kept an eye on us until the Shark Cult representative appeared). The Shark Cult member appeared to accept our story of dissatisfaction with our lot and promised us all sorts of material to gain and physical pleasure provided that we accomplished the small(!!) task of wiping out some Drow. Sparky was so enamoured with the thought of frequent parties and loads of women and booze that he went off for a quiet chat with the Shark Cult member. Thereafter he wasn't trusted as we all thought he would double cross us. So we all took turns at keeping an eye on him. After some deliberation we agreed to the terms whereupon the Shark Cult member set his minions on us. We wiped them out with relative ease.

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On our way to find the Drow Elves we encountered a small group of bandits which we quickly dispatched, plus a pair of rare Flip-Top Ogres whom we bribed with cheese and pickle sandwiches. Convinced that pickle was a type of Dwarf they gave us safe passage.

We came upon the Drow resting in a cave, but before we could surprise them a guard spotted us and raised the alarm. In the furious battle that ensued Mortimer was killed, Sparky was attacked from behind and then power drained, Scud was grievously injured. I lost the use of my right leg Sherry was knocked out, Big Ears, the Prophet and Harold received minor injuries. There were no signs of Bargfast during the affray.

Unfortunately one Drow Elf managed to escape and as Big Ears, the Prophet and myself moved down the path in hope of luring it back to its cave, where Sparky and Bargfast lay in ambush, a powerful Drow Elven Mage appeared demanding to know what had happened to its Brethern. We let it pass. Then tried to warn Sparky and Bargfast, but it was to late! Bargfast legged it and Sparky was power drained again. Heroically the Prophet entered th cave to take the Drow Mage on single handedly, and unarmed, while I tried to take its legs out with the spear I was using as a crutch. Unfortunately this did not work and I lost my injured leg completely rendering me helpless. Meanwhile Sparky regained consciousness and crawled/fell out the cave to find Scud engaging the other Drow Elf and joined in. Somehow the Prohet managed to overcome the Mage. The three other combatants were found in a heap. The Drow were dead. So unfortunately was Scud.

At first point the member of the Shark Cult reappeared and congratulated us on our endeavour and told the Prophet the time and place of the next great meeting of the Elders, and invited us to attend as we would be rewarded then.

We then all limped .... or were carried home.

**Narnia**  
**(Captain)**

FORTHCOMING ADVENTURES AND EVENTS1992JANUARY

4-5 24 Hour Thranduil, High Level Special  
11-12 24 Hour Aradel, High Level Special  
18 ½ Orc, Goblin, Barbarian 8 Hour  
19 Low level 8 Hour  
25-26 As yet unbooked

FEBRUARY

1-2 Celebration Banquet Weekend  
8-9 Low Level 24 Hour  
15-16 Low-Med Level 24 Hour  
22-23 High level 24 Hour  
28-1 Mar St Briavels Theme weekend

MARCH

14-15 Pre- 5 day 24 Hour  
26-30 Easter 5 day

APRIL

4-5 Low level 24 Hour  
17-19 Theme Weekend  
25-26 High level 24 Hour

MAY

1-4 Battle weekend, Theme Special  
9-10 Pre Heroquest 24 Hour  
22-26 **Heroquest IV**

Anyone wishing to adventure, monster or ref any of the above or any other adventures do not hesitate to contact myself, Mark Roberts on 0452 610342.

CHARACTER CARDS

For those of you who STILL have not been carded please do so as soon as possible. This is particularly the case if you have any specialist spells or innocations including any above rank or level four, also if you have any potions, armour, ensorceded or empowered items. As from 1992 no character, without exception, over rank 15 will be allowed to use any of the above without the cards. If you are still unsure how to be carded send a record of everything your character has and every skill they have brought with points, to:

Keith Jackson  
111A Goldharbour Road  
Westbury Park  
Bristol  
BS6 75D  
Tel no (0272) 441242

Please remember to include a stamped A5 sized envelope, SAE.

THE HALF ORC GUILD

If you wish to join the Half Orc Guild write or ring Alex White (Shirley Welk, of the Welk Brothers) at:

10 Lansdown Parade  
Cheltenham  
Gloucestershire  
GL50 2LH  
Tel no (0242) 575701

For further details, we've got ensorcedled and empowered items, elixirs and talismans. The higher rank and the more gests you domate the better stuff you get given/lent.

THE DROW

Later in this issue of Quad is some information on the Drow as a race and how they fit in to the campaign. If you wish to play a drow or in fact already do, you may wish to know who to contact to give or recieve information from. Ian Smith (Lord Eremor) same address as Keith Jackson, or Mordred, his address is:

c/o Jason Brady  
111 Mackie Road  
Filton  
Bristol

If you wish to adventure on the Drow specials which are excellent roleplaying and fact filled campaign dungeons you should contact either:

Derek Vincent  
9 Chapel Hay Lane  
Churchdown  
Gloucester  
GL3 2ET

or

Paul Moxon  
15 Auckland Road  
Blacon  
Chester  
CH1 5SH

Remember as always to include an S.S.A.E. when writing to anyone to ensure prompt replies etc. It is also a good idea to include your work and home phone numbers and don't forget your postcode.

#### DEATH OF A REF (Poetry in motion)

Keith (Rick-System Mallett) Jackson is pushed out of a dragon which is flying very high sometime in the near future. This is a very good cause and we are sponsoring this worthwhile cause for charity. So give generously or better still give keith your dosh. Thank You

#### Febvruary 1-2 1992

On this weekend we are running a banquet and special theme to celebrate our clubs running for five years. If you wish to participate in any way please let us know a.s.a.p. so we know how big a place to book and numbers for the banquet etc. We are hoping to get the some caterers who did the November theme weekend banquet which I'm sure you all agree with me was excellent. Thanks also to Mike Short's group (Senith for you less knowledable) for the mulled wine which was also much appreciated.

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CAMPAIGN

There are a list of the top 12 character in each of the four classes (Not necessarily in order). Note that monks have been put in the scout category. If you think you should be on this list and aren't contact SFB for more info.

Warriors

Rock - Hero  
Elthan - Hero  
Chill - Hero  
Fearon  
Cosmo - Hero  
Carathon - Hero  
Kaalraan  
Arivs - Hero  
Karl  
Blood - Hero  
Alaric RIP  
Ruff

Priests Acolytes

Gus - Hero  
Cringe - Hero  
Merlin - Hero  
Mian - Hero  
Jim - Hero  
Ulthar - Hero  
Melf  
Jayen  
Hearthash  
Lathrodec  
Lunar - Hero  
Grendle

Scouts

Galnin - Hero  
Garth - Hero  
Delta - Hero  
Stealth  
Torrell - Hero  
Brand - Hero  
Banner  
Runt - Hero  
Comanche - Hero  
Cishrack  
Gollum - Hero  
Nishy

Mages

Giles - Hero  
Quicksilver - Hero (R.I.P)  
Mordred - Hero  
Eremor - Hero  
Solitaire - Hero  
Cequith - Hero  
Algae  
Demonstar - Hero  
Dhu-Noe  
Storm  
Finn  
Starion

### The Time of Reckoning

The Time of Reckoning occurs once per year and involves representatives from all groups wanting to retain existing Towers or obtain new Towers. Once all Status has been accounted for, then Towers are allocated accordingly. The Status is calculated automatically, based upon the amount of Status an individual has been pledged. All meetings at the Time of Reckoning are held in total secrecy and it is important to note that the information detailed below represents what little we have gleaned through our various contacts.

#### Valley Status

It had been hoped that the Valley would be able to expand to gain a third tower, however whilst the Valley just had sufficient Status for a third Tower, insufficient Status was pledged to the new Tower.

Those in favour of the third Tower were the Black School of Magic, the Yellow School of Magic and their followers (referred to as the Yellow Guild), the Red School of Magic, the Blue School of Magic, the Goblin King and his followers and the Hospitallers. It is understood that the Grey Gauntlet, the Wardens, Rangers and a small group from the Black School of Magic withdrew their support for the third tower very late in the day.

#### Other Towers

During lengthy battles with the Kalid, the Tower of the Sun have suffered severe losses, which has resulted in a huge loss of Status. In turn they have been reduced from two towers to one. Despite losses themselves, the Kalid appear to have retained their towers, of which we believe there to be three.

The Bathelim Hordlings have retained their tower, and seem to have been thwarted in their attempt to gain a second Tower by the combined efforts of the Valley and the Azard-an. The Azard-an and Reader groups have retained one Tower each.

The Dai-Fah-Dyne Merchants have kept their tower, however their mercenary allies, the Taranor, have suffered a severe loss of Status over the last twelve months and as a result are now without a Tower, and essentially homeless.

Halmadan's Height have retained their Tower, and have infact been extremely quiet of late.

The Drow Nation have retained their Tower, Annach Morananil.

### The Aldonar (A very brief summary)

For those who do not know, the Aldonar were the previous inhabitants of the Valley Tower, they were an extremely lawful and powerful race. However, they were also an evil race and fought many battles with Halmadan's Height. It was this fighting that decades, maybe centuries ago, caused the Aldonar to lose enough Status to be flung from their Tower. In desperation, they sought refuge in the Tombs that surrounded their Tower, and sent themselves into a deep sleep, in the hope that they would one day return and regain their former glory.

And so they slept until a time came when a corruption began to spread through the sleeping tombs, it later transpires that this corruption was the power of a great necromancer, long thought dead, but now returned. This necromancer was formerly of their race, named Lord Cardinaris, but believed destroyed in some self created catastrophe many centuries ago. The Corruption began to threaten the existence of the Valley Tower, as Aldonar began to wake from their slumber, in forms anew. It was at this time that King Valendar, a leader of one of the four Aldonar Houses was found, and supposedly allied himself with the Valley to destroy the Corruption.

So it was that a party of Adventurers travelled to the demi-plane, where lay the tombs of the Aldonar Kings. There they fought the leaders of two Aldonar Houses, no longer Kings, but corrupt and powerful undead, namely the Skeleton and the Ghoul of Doom. The Skeleton of Doom (High Lord Sun Sammond) survived, the Ghoul was slain. This had all been allowed for and the necromancer's plan was almost complete, for each leader had channeled all the power of his former house into the Staff of Doom. During this time King Valendar and Morgrim, Valendar's brother, slew one another. The adventurers also met with Valendar's half-brother, Erelan Black, an Anti-Paladin who later pronounced himself the new King of the Aldonar.

And so it was that the adventurers finally came face to face with the necromancer, Lord Cardinaris, known to the Valley as another, Cranium Doomwraith, former member of the Dark Camp's Council of Ten. Doomwraith held high the Staff of Doom and suddenly all became clear, how the Zombie of Doom had handed the Staff onto the Skeleton of Doom, who in turn passed it to the Ghoul of Doom and finally on to the Wraith of Doom, Doomwraith.

The adventurers were unable to fight Doomwraith and so they fled, back to the Valley. In doing so Doomwraith, was able to transport the Valley of the Kings to the Plane of the Sleepless Dead and it is believed he was able to channel the full powers of the plane through the Staff. He has now returned to the Tower, known as the Tombs of Dymwann.

A group of adventurers later travelled to the Plane of the Sleepless Dead and after a struggle, managed to slay Sun Sammond, no longer some corrupt form of undead. Erelan Black, who had travelled to Orin Rakatha in the hope of uniting what remained of the Aldonar, was later slain and what little remains of the Aldonar Race is believed no longer to be a threat. Of Doomwraith, who knows?



## The Taranor

Following the loss of their Tower, the Taranor have started a mass migration to the south, in the hope of finding shelter from the Mists and Hordlings. It is known that the Dai-Fah-Dyne have allowed upto a thousand of the lesser Taranor to enter their service and take refuge in their tower.

After a months travelling the Taranor have taken up refuge in the old Aldonar Tombs to the west of the Valley Tower. In their flight it is believed that they have lost in excess of a thousand people due to lack of food, death at the hands of the Hordlings and desertion.

Of the original five thousand Taranor that left the tower, it is reckoned that about three and a half thousand are inhabiting the Tombs. Despite numerous attempts to contact their leaders, the Valley have, as yet, been unable to learn anything of their plans and negotiation has so far proved fruitless.

We believe the Taranor to consist of a large "Village Camp" within which there are numerous guilds, we understand that there are also a number of smaller guilds outside this Camp and it is these that we believe are more of a threat.

## An Obituary

It is with a great sadness that we must inform one and all of the death of Quicksilver, a Valley Sorcerer and esteemed member of the Good Camp. Quicksilver came to us in the Valley, the last known surviving Ice Elf and was always one of the more outspoken members within the Good Camp. He was a Prince amongst his race, his real name being Tar-Minytaur, although he was soon nicknamed Quicky.

It is believed that he was the lowest ranking mage to obtain a focus and soon after achieved the title of Wizard in White School of Magic. He later joined the Guild of King Michael and was also adopted by Helios the Luminary as his apprentice.

Quicksilver was one of a number of Valley members to travel to the Valley of the Kings there fighting the corrupt Aldonar. Later he was involved in the fight against Cranium Doomwraith, and following his return, along with all of his fellow adventurers, was named a Valley Hero.

He died fighting for the Valley at the hands of Erelan Black, the last surviving member of the Aldonar nobility, on a mission which saw the end of the Aldonar race. It is planned for a high ranking group from the Valley to take his body back to Tharanduil at the dawning of the new year, and there lie it to rest.

Whilst at times a little impetuous, he was very generous and greatly encouraged lower ranking members of the Good Camp. He will be sadly missed.

## Recent Valley Events

### The Good Camp

On the journey to the Time of Reckoning, a group consisting of Sir Clavados, Duke Hanrow and Taraman and other notable members of the good camp was beset by unknown assassins. In the fight that ensued all three were seen to be slain, although their bodies have not yet been recovered. Cringe was not with the group, having previously travelled to Halmadan's Height on personal business. It has been decided that the Fellowship places of the fallen Michelines should remain empty until their exact fate is determined. In the mean time Apshall Farlight will sit temporarily on the Fellowship, Kronos will take charge of the Seekers and Sir Vanderloss will stand in for Sir Clavados as head of the Micheline Sect.

Subsequently, Cringe has given over leadership of the White Path to Apshall Farlight, the first White Path High Priest within the Valley. Cringe stated the reason for this being, that there was much to do in running the Humakti and Good Camp, especially with the loss of above mentioned members of the Good Camp, and that he was unable to give as much time to the White Path as he would have liked.

### The Village Camp

Some months ago Cequinth, the Valley Druid, left the Valley Tower to return to the Deep Woods, it has since been discovered that he is suffering from some mysterious illness and it is not likely that he will return in the near future. Before leaving he stated that he was no longer able to look after the interests of the Green School of Magic, and in the absence of a Green Sorcerer, leadership of the Green School has been given over to a long standing Valley Member by the name of Alorn Verithis.

Recently, Faldor Steel announced his intention to disband the Grey Guard, with the Grey Guard having become an object of ridicule and no longer commanding any respect. All neutrally aligned warriors will now revert back to membership of the Rangers guild. A new order has been created 'The Order of Knights Martial', whose aim is to lend support to those warriors from the neutral camp who believe in honour, wear armour and have the courage to stand up for their beliefs. Faldor Steel has been recognised by the other chivalric orders upon this plane, as leader of this order and has been given the honorary title of Sir Faldor Steel. Faldor Steel will retain leadership of the Rangers guild and the elite group of Steel's Rangers.

### The Dark Camp

Lord Veltane, Leader of the Yellow School of Magic, has recently left the Valley with a number of his emissaries. In his absence, Giles will see over the dealings of the Yellow School of Magic, however Veltane will retain his position on the Council of Ten.

Lord Eremor Shaderiver, has been elected onto the Dark Camp's Council of Ten, there he will replace Kosmo, whose retirement was announced recently.

**Words of Power**

Power words exist in all spheres good neutral and evil. Good and evil are holy and unholy words whilst the neutral innvocations are voice of command. Words of power start at rank 5 and go up to rank 10.

|             |       | <u>SPHERES</u>                 |             |             |
|-------------|-------|--------------------------------|-------------|-------------|
| <u>Rank</u> |       | <u>Neutral</u>                 | <u>Evil</u> | <u>Good</u> |
| 5           |       | Create talisman of Runic power |             |             |
| 6           |       | Voice fear                     | Unholy word | Holy word   |
| 7           |       | Voice of stunning              | "           | "           |
| 8           | POWER | Word terror                    | "           | "           |
| 9           | "     | Word stun                      | "           | "           |
| 10          | "     | Word die                       | "           | "           |

**Note:** Words of power are forces of pure power affecting peoples innate power. Therefore being unable to hear the word will make no difference to its affect.

**All Spheres**

Create Talisman of Runic Power (TRP)

It is only possible to cast a power word if you have a TRP of the same sphere as the power word being cast. The only exception to this is if someone with a TRP has cast the power word into an item, potion.scroll etc as with the normal empowering rules. To create a TRP you must be able to cast the innvocation yourself and have access to empowering facilities. The cost is usually around 250 gold and takes about a week. Once a TRP has been made it can be worn by any character. It is possible to wear TRP's of more than one sphere at the same time.

**Neutral Innvocations** : Area of effect-one person, duration 15 mins, range 20ft.

Voice fear

At the sound of this word any living creature (of the casters rank or below). will flee in fear for the duration of the innvocation in a attempt to put as much distance between themselves and the caster. The good innvocation remove fear and will negate the affect of a voice of fear. As per normal innvocations the effect is conceled upon the death of the caster. Also this affects double the casters rank in monster hits.

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**Voice of Stunning** : Area of effect-one person, duration 15 mins, range 20ft

Upon hearing the Voice of stunning the recipient will reel about unable to cast magic or invocations including items. Fighting in any form is impossible, the only action allowed is to stagger about in a drunken fashion. (As voice of fear this affects the caster rank or below or twice the rank in monster hits.

**Power Word Terror** : Area of effect-20ft radius, range 20ft, duration 15mins. When a power word terror is cast all characters below the rank of the caster or monster hits at double the casters rank are affected as a voice of fear. In addition the person or creature who the caster centres this word of power upon will fall to the ground helpless and can do nothing but quiver and shake for the duration of the invocation.

**Power word Stun** : Area of effect-20ft radius, range 20ft, duration 15 mins. As the rank 7, voice of stunning only all creatures or characters within the range of the word of power will be affected.

**Power word Die** : Area of effect-20ft radius, duration instantaneous This extremely powerful invocation is only usable by Neutral high priests with no other sphere used. Even then it is a dangerous thing to use. All living creatures with 20ft radius immediately take 30 power damage. The unfortunate character or monster upon whom this invocation is centred will fall to the ground dead. There is no known protection against this.

### **Evil Invocations**

**Unholy Word Rank 6-10** : Range 20ft, duration instantaneous.

This invocation directly affects all users of good power within 20ft of the person casting the unholy word. As with neutral power words it directly affects living creatures whether they are able to hear the word or not. Note that inherently good creatures or those people who consider themselves good are also affected.

#### **Rank 6. Unholy Word**

All those affected are forced back 10 feet from the caster and thrown to the ground. They also lose 1 point of power.

#### **Rank 7. Unholy Word**

As rank 6 but also stunned for 5 seconds and lose 2 points of power.

**Rank 8. Unholy Word**

As rank 6 & 7 except stunned for 10 seconds, lose 4 points of power and take 10 points of power damage.

**Rank 9. Unholy Word**

As rank 6-8 except lose 8 points of power and take 20 points of power damage.

**Rank 10. Unholy Word**

As rank 6-9 except lose 16 points of power and take 30 points of power damage.

Note: Unholy word forces the power from good people or creatures therefore power protection is no use against this. Power armour class however does work against the power damage ranks 8-10.

**Good Invocations****Holy Word ranks 6-10**

These work exactly as Unholy word except against evil power users and evil creatures or people.

Please note that as Holy/Unholy word strikes mostly against users of the opposite sphere power is not lost by those who cannot cast that sphere.

### Dark Elves - The Drow

"Ages past, when the elvenfolk were but new to the face of the earth, their number were torn by discord and those of a better disposition drove from them those elves who were selfish and cruel. However constant warfare between the two divisions of elvenkind continued with the goodly ones ever victorious, until those of a dark disposition were forced to withdraw from the lands under the sky and seek safety in the realm of the underworld. Here in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the dark elven folk - the Drow - grew strong once again and schooled themselves in the arcane arts. And though they were strong enough to face and perhaps defeat their former brethren in battle, the Drow no longer desired to walk under the sun and the stars."

Thus are the tales of the birth of the Drow told. And indeed the Drow have grown strong in their dark home and now few in the Valley or indeed anywhere would go against them.

Many tales are told of the Drow alliance with the Dark Brotherhood, of Darketh Nightspawn and Triannon Starstealer and their slaying of the White Wizard, Rol Syrith; and of the Dark One's journey to the Heart of the Drow The Chaos Vortex - a source of power that few Drow and no (save one) non-Drow have seen.

### The Drow Homeland - Annach Morannonil

Drow society in Annach Morannonil is divided into thirteen houses of Drow. Each House is ruled by a powerful male magic user or in some cases by a male warrior, known as the Patriarch of a House. Every 'free' person in the Drow homeland belongs to one of these houses, their training, study, worship and leisure are all controlled by the Patriarch of the house. Many Drow count themselves as nobles or have much noble blood within them and most of these serve as soldiers and servants within noble houses. Each House has its share of mages, acolytes, warriors, scouts and other skilled persons, but a particular House may have a leaning towards one specialisation, assassination or fighting skills for example. Each house is divided into a number of families, each led by a sorcerer or a very powerful warrior.

### Of Name and Rank

When a drow reaches a recognised status level within their chosen profession, they generally chose a second name made up from two words in the common tongue. Examples of these are 'Nightspawn', 'Starstealer' and 'Fenrack'. The drow individual choses when to take the name and may be scorned or challenged if it is chosen too early.

Once this second name is taken that individual enters the ranking system of their House. This ranking system is roughly based upon status but a number of other factors are taken into consideration. Loyalty to the House, racial purity and other positions of influence are all factors. Thus a drow having gained status would take their name (eg Findael Shadowblade), and would accordingly be given a position (eg 51st Assassin

of the House Tumdurgul).

Any drow who has no house and therefore no rank is considered worthless, and the term 'zarx' has been coined from the Old Drow tongue meaning such a drow. The death of a zarx goes almost unnoticed and certainly unpunished within drow society.

Competition is rife within drow society. All Houses compete with each other for rank. All families compete to move to a higher rank within the House. All drow of a given profession compete for rank within that profession. The form of the competition is often lethal, and the rules simple and unwritten - Do it to them before they do it to you. Assassination is common. Powerful and influential Drow retain their position by being competent at not being killed as much as by their skill at their job. Such violent competition cannot occur within the towers of Orin Rakatha so leaving the tower is often a dangerous prospect for a drow with status.

The houses are in current order of importance:-

|   |                 |                             |                      |
|---|-----------------|-----------------------------|----------------------|
|   |                 |                             | Patriarch            |
| N | 1. Arduval      | - Night Powerful Nobles     | - Darketh Nightspawn |
| N | 2. Durguloth    | - Flower of Dark Sorcery    | - Lorgan Mindhowl    |
| A | 3. Morfeaglin   | - Dark Eyed Spirit          | - Sarn Starstealer   |
| N | 4. Dranath      | - Shadow of the Iron Wolf   |                      |
| F | 5. Daedeloath   | - Flower of Shadowed Horror |                      |
| A | 6. Gurthel      | - Elf Slaughter             |                      |
| F | 7. Tilduring    | - Cold Dark Horn            |                      |
| - | 8. Tumdurgul    | - Valley Dark Sorcery       |                      |
| A | 9. Alzor        | - Blood Tree                |                      |
| A | 10. Valdurim    | - The Dark Powerful Host    |                      |
| N | 11. Morcaraelin | - Dark Red Pool             |                      |
| A | 12. Durilhach   | - Dark Leaping Flame        |                      |
| N | 13. Agraathan   | - Silence of Lolth's Glory  |                      |

The top three houses form the ruling council, the BELEG ARATAR. Their patriarchs making important decisions within drow society. Darketh Nightspawn is the patriarch of House Arduval and therefore 'Heru Beleg Aratar' - the Drow King.

F indicates the house is favourable to Tumdurgul, N means Neutral and A against.

Once upon a time for a change of position in this list of Houses, one of the higher Houses had to be eliminated. This elimination involved the slaying or surrender of all nobles bearing the name of the house, and the recruitment of all surviving soldiers into the conquering house's soldiery. On Orin Rakatha the House's position is taken from the amount of status held outside the towers. It has been decreed that all drow with status will dwell with their family sorcerer in a base outside the tower for one month in three in order for the status to count.

There is therefore still the possibility of surrender or death of any drow with status now, not only nobles. The surrender of a drow is not a decision taken lightly. This surrender involves the changing of house to a

little was seen of them until the signing of the Treaty. At the signing Darketh Nightspawn made it quite clear that the Drow would stand alone against the Empire and was quite confident of the destruction of all Empire soldiers who entered the Homelands.

A number of drow left the Homelands for their own reasons. Among their number is Narcis Fenrack, leader of the Black School of magic within the Valley. Fenrack set up a drowic house, the House Tumdurgul. All Valley drow have been 'invited' to join. Drowic society now recognises Tumdurgul as a House within drow society.

When the Valley people plane shifted the drow elected to stay behind but in time the Drow came to Orin Rakatha for their own reasons and now hold a Tower here.



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EASTER FIVE DAY

To those of brave heart,

There will be a high level five day in March 1992 based at a new site, a scout hut in Gloucester.

The cost of the adventure will be £160 members or £200 non-members, usual discounts apply. A non-refundable deposit of £50 is required to confirm your place payable by the end of 1991.

Characters who have expressed an interest at present are as follows:-

|        |         |           |
|--------|---------|-----------|
| Galnin | Garth   | Hearthash |
| Sally  | Melf    | Gus       |
| Chill  | Henry   | Jon B     |
| Giles  | Grendle | Fearon    |

There will be a pre-five day adventure in January and perhaps another in February. The actual adventure will begin on Thursday March 26th and finish on Monday March 30th 1992.



