

ORAD

Number Twelve



The Fantasy Role Player's Fanzine

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Firstly our thanks to **all those who contributed to this issue of QUAD**. We are planning to have this year an account of every adventure that is run, so if one person could send a write up to me after each quest, it would be most helpful.

Please keep these to a **maximum of one side of A4 typed or two sides hand-written** and remember to say if your information is fact or party supposition.

Just to let you know, the magic and points/skills rules are still available as well as a few of the earlier quads.

Another reminder; when writing in letters to myself or Keith, remember to include a S.S.A.E. If writing a character letter please mention your rank, when you're next adventuring and, if applying for higher rank/level invocations or spells, be sure to mention any high levels/ranks that you have already. It would also help to include your post code and home & work phone numbers as available.

In case some of you don't already know, here are mine and Keith's address and phone numbers:

Mark Roberts
14 Grove Crescent
Barnwood
Gloucester
GL4 7JJ
(0452) 610342

Keith Jackson
111A Coldharbour road
Westbury Park
Bristol
BS6 7SD
(0272) 441242

Try not to forget when writing to Keith, to address your letters to him and not various guild leaders !

Also CONGRATULATIONS !! to Pat MacKean (SoulCatcher)
who is getting Married in Spring this year

Mark Roberts (SFB)

GOOD CAMP NOTICE

After much deliberation and discussion, we have agreed to re-arrange certain invocations within the Micheline and Humacti good sects. The invocation **Summon Good Spirit** is being removed from the humacti sect list and is being placed on the Micheline sect list. Micheline acolytes will no longer be able to learn the invocation **Repel Evil**.

Those who currently have it should apply to the sect, to keep it, immediately.

Humacti are instead gaining the invocation **Repel Undead**, available to all Humacti power users at rank 4. There is also available, to Humacti only, a new invocation which protects them from the first paralysis attack they receive. It is castable at rank 3 and any Humacti who would like it should apply the guild as soon as possible.

Note that under Micheline, casting a **Summon Good Spirit** will only work on those who can actually cast good sphere invocations themselves and not if they also have evil sphere use. Also, that the power user casting good spirit should also cast the invocation to be stored by it, this is not a suggestion this is the only way it will work.

Thank You for your time Let Evil and Undead BEWARE !!

LORD SEBASTIAN

Marshal of the order of King Michael

CRINGE

Humacti Sect Head

KRANIUM DOOMWRAITH

Kranium Doomwraith (KD) was one of the Dark One's original adventuring companions, with Zanak Scorpion and Karriel Lungash (another valley enemy). A necromancer of much power, he caused the first Heroquest party some concern with a terrible disease which only the deep Wood Elves could cure. These same Elves, some of the most powerful of their race, went out to destroy KD and reported his demise, unfortunately losing some of their number. To everyone's astonishment, he reappeared days later, fueling the now regular rumour that he has control over life and death itself. Even when the treaty was in force, KD and necromancers in general were always thought to be above the treaty. He took little or no part in the defence of the Valley and was one of the first to leave to Orin-Rakatha with the Dark One.

Since then, he gave up his place as head of the necromancers guild, which was won, in turn, by Mian and was not seen or heard from for some time. However, this year's quest against the Aldonar in their demi-plane, saw Doomwraith – or the 'Wraith of doom' as he was known there – appear to receive the staff of doom, slaying a number of Valley members in the process. This leaves no doubt about his former allegiances, if any, to Valley members.

It is now thought that Doomwraith is head of a tower of Necromancers called the 'Dymwan'; what the previous leaders of this tower are doing is anyone's guess. One point of interest; the heroes from the Aldonar quest have since managed to sever the link between the Plane of the Sleepless Dead and Doomwraith & his staff. Any further information anyone has on these subjects will be most welcome.

There is also an Aldonar Blind Seer somewhere on Orin-Rakatha, who has much knowledge useful to the valley. Be on the lookout for him and try, if you can, to bring him back to the tower. Try not to cause him any harm.

THE SHARK CULT

There is a lot of information that should be known by the Valley people about the Shark Cult. Firstly, they should not confuse the Shark Cult with the Lizard Men, even though a lot of Lizard Men have, in the past, followed the cult sometimes by force; the Lizard Men are as a race similar to Humans.

They have all classes and follow all spheres, a number of them came with us to Orin-Rakatha and dwell in the Valley Tower. Our first knowledge of the Shark Cult was when '**Razor**' led the Cult of Humans and Lizard Men against the Valley as one of the Dark One's Council of Ten. We now know that he was the first coming of the 'Shark'.

The second coming of the Shark was '**Scal-pel**', an extremely hard to kill, Cult High Priest who led the cult and Lizard Men – in an attempt to poison the Valley – in alliance with the Empire after refusing to join the Valley alliance and sign the treaty. Razor was killed by the first Valley heroes on their quest against the Dark One and Scal-pel was destroyed by a group led by **Galain** and **Min** who managed to reveal that many Lizard Men were actually against the Shark Cult and came with us to Orin-Rakatha.

Since arriving here, we have found that in a place called '**Happy Valley**' by Mordred, the Cult are again at work and on a quest led by himself and Eremor, a third coming of the Shark was again destroyed by the Valley. This leads us to believe that the cult are not too keen on the Valley people. Two quests have returned to this valley with **Giles** and **Mordred** leading the last one and although altercations with the cult were forthcoming, it is possible that an alliance of some form was made between Lizard Men, the Valley party and cult members led by the Scale.

The Scale is a strange creature, of which there are many identical "**Beware the Scales of the Shark Cult for we are many!**" was a quote heard and rightly so. Wherever the cult is in operation, the Scales are present, so beware if you meet one, as they are capable of dealing out death to the most powerful of Valley warriors.

Since then, we have found out that there is possibly many factions in the cult which may have different aims. Whatever your meeting with Lizard Men or Shark Cultists, be sure to let us know in detail of your encounters and be careful.

This information has been brought together by a collection of characters trying to aid fellow questors and is what we believe to be true.

THE LIGHT, THE UNLIGHT AND NEW HOPE

Greetings to all members of the Valley. For those who do not yet know of me, my name is **Apsall Farlight** and my official position is as **Sect Head of the White Path**. I have recently been asked to take a temporary seat on the **Fellowship of Twelve**.

I have accepted Derlin's invitation to write an Open Letter to all members of the Valley, regardless of allegiance. Why am I writing? you may well ask. My purpose is two fold.

First, I wish to thank all those people who have written to the Fellowship, offering sympathy and urging their support in these hard times. As you will know, recently we have seen the loss not only of three members of the Fellowship and their retinues, totalling eight senior members of the Good Camp, but also Quicksilver the Sorcerer. This has dealt a serious blow to our cause, and is a very sad loss. We on the Fellowship have been touched by the concern shown by the rest of the Good Camp and this has helped us greatly in this time of need.

Unfortunately, Fellowship members get so little free time to circulate with other members of the Camp and the Order of King Michael is particularly isolated, my thoughts go to those in the White Retreat. I wished all to know, that they are stretched near to breaking point, and would ask that all are a little more understanding in this dark hour. I often think, that the Valley as a whole do not see enough of their leaders.

Of the Fellowship, Cringe and Sir Ariel are currently away on missions and Orlon Tenquil is deep in important research. Lord Sebastian, Sir Kelro and Helios the Luminary along with many other key members of the Good Camp are currently at Halmadon's Height, investigating the the loss of Sir Clavados, Duke Hanrow and Taraman. This leaves Sir Vanderloss, Lord Creyn, Galnin and myself with much work to do, so I ask that you forgive us if we are somewhat slow in dealing with matters at the moment.

As I mentioned there are two matters about which I wish to speak, the second relates to my view that we as a community are not close enough, that there are too many borders, which we together should strive to overcome.

I wish to bring to your attention a newly formed group, named the 'Squared Circle'. I have heard many good things said about them and believe that they deserve a mention in public. It is through groups such as this that the Valley will grow and the bonds between camps strengthen. I would like to leave you with an extract from a letter from a member of the group, which has inspired me and colleagues with fresh courage and hope.

Yours

Apsall

Apsall Farlight, Member of the Fellowship of Twelve, Sect Head of the White Path.

"I write to you with a sorry tale of desperate need, rash action and dire consequence if such. I will tell you also of a new hope and opportunity.

No doubt you will be aware of the alarms and excursions that occurred at the Aldonnar Fortress on 10th and 11th days of the month of last year; of the arrival of the abomination and its subsequent destruction. I speak of an offense against both Nature and Light, a vampyre.

It was a most terrible beast with inhuman strength, and a glance that could strike terror into the beast and bravest of us. It drew the strength from our limbs and drained us of the power to stand against it. It was only after it was cursed by dark priests, that any headway was made. Evil, as ever turns against itself and cannot stand against the Light. All praise and glory to the Good Sphere.

During the battle, a small group of us were isolated, when the foul revenant came upon us in one of the upper rooms. Rather than watch all perish I tried to stand against it. So with a final silent prayer, commending my soul to the Light, I hauled myself against the blood sucking filth. I hoped that this rash sacrifice would buy the lives of my comrades. I still do not know if I did.

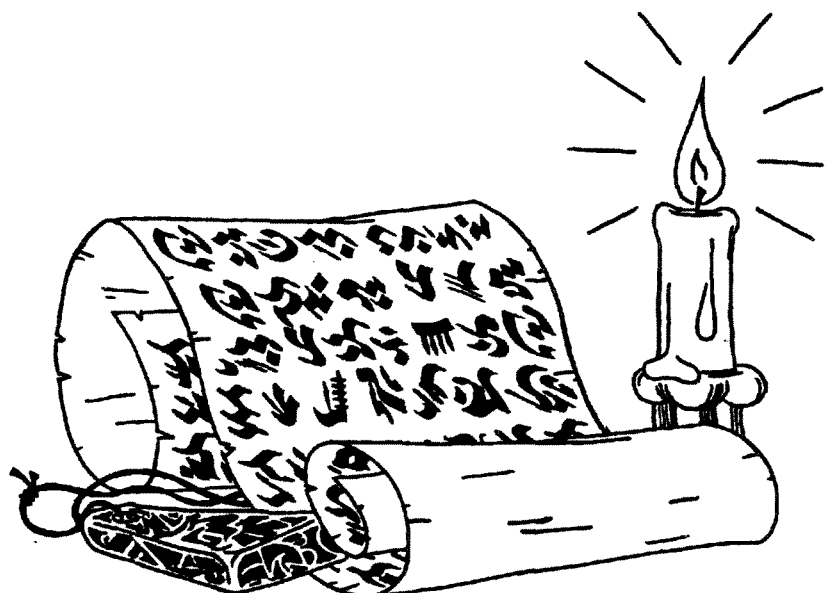
Without false modesty, I can admit to little powers as a warrior and thus to such a confrontation there could be only one outcome. The last I recall was the charnel stench of it's maw and the razor-like sting of fangs at my throat.....

I was surprised to be alive when consciousness returned, by the prompt action of Jayen, and for his efforts I thank him.

I spoke also of new hope at the start of my tale. For there is a new voice to be heard amongst the lesser members of the people of the Valley. It is a group of adventurers that have joined together in an organisation known as the Squared Circle. It is raised upon the principles of mutual regard, selfhelp and Valley unity, regardless of which Camp one follows. They seek to provide a place where the more lowly members can make their view known, taken note of and regarded. Notable members include, Zenith the Grey Mage, Max the Monk, and Nichida-San the fighting Grey Acolyte. If nurtured, the Squared Circle could become a force for unity within the Valley, something desperately needed in these troubled times. But either way, they should be considered, for whilst they may be few in number and relatively weak, they will not remain so forever

Bungo Jones

Humakti Acolyte



VALLEY CENSUS

The census published in QUAD 10, was slightly misleading and needed some clarification. Each person in the Valley was recorded under their primary class (or colour) only. Therefore, a sorcerer who is also a priest will only be recorded under the relevant Sorcerer Table and the number of Priests will not include him.

In order that people will know actually how many people are in each guild (Primary or not) we are now publishing an up-dated list with the number of secondary people in that guild shown in brackets.

These numbers have only been included for people reaching Wizard, Sorcerer, Priest or High Priest level as there are literally hundreds of cross references for people below this. E.g. the Grey Path Sect has hundreds of members at Acolyte level from all classes other than true Acolyte (such as mages learning neutral rank 0).

THE VALLEY CENSUS

MAGES

	Total	Mages	Wizards	Sorcerers
Black	259	205	38 (10)	16
Blue	222	180	30 (10)	12 (1)
Brown	96	75	16 (2)	5
Green	77	65	12 (6)	0
Grey	167	138	22 (6)	7 (1)
Red	207	170	27 (14)	10 (2)
White	73	56	12 (4)	4 (1)
Yellow	149	127	17 (9)	5
	1250	1016	174 (61)	59 (5)

ACOLYTES

	Total	Acolytes	Priests	High Priests
Dark Path	203	162	37 (4)	4 (1)
Dark Bretheren	145	116	24 (2)	5 (1)
Reapers	99	81	16	2
Seers	53	30	11 (1)	12
	500	389	88 (7)	23 (2)
Grey Path	276	225	43 (6)	7
Grey Gauntlet	89	73	13 (1)	3
Grey Wardens	78	58	16 (1)	4
	443	356	73 (8)	14 (0)
White Path	100	80	15 (5)	5
Humacti	53	37	12 (4)	4
Hospittaler	92	65	19 (1)	8
Micheliner	62	46	12 (3)	4 (1)
	307	228	58 (13)	21 (1)

PLANE OF THE FORMORIANS

This is a short account, as best that I can remember, of our attempts to break the pact between The Aldornar Lord, **Erelan Black** and the race known unto us as the **Formorians**.

Before I begin my account, just a few details on the events leading up to this mission.

Some weeks before the need for this quest came to my attention, I was involved in a mission to seek and destroy **Marloon Puzzler** the Planer Travelling Empire Scout. This particular mission was a success and we also found an Aldornar Seal. The use of these seals I am not to clear on, but as I understand it, it binds the pacts between the Aldornar Lords and the Formorians. We took this item back to our camp and during the course of the night met the following people...

- The ghost of **Marloon Puzzler**; who claimed to have been possessed by the Empire and in exchange for being resurrected, would perform several services for the Valley.
- **Erelan Black**; who requested his seal back and attempted to give us a good kicking. Both attempts were unsuccessful.

After this rude interruption to my sleep, it was decided that he and the formorians just had to part company as would him and his current Res. chance when we got our hands on him. The only other disturbance before our journey home was a Vampire, sent by **Kranium Doomwraith**, with a short message for us. Needless to say we gave the Vampire and Kranium a few messages of our own, not repeatable in case any ladies are reading this report !!

So, with **Marloon's** aid, we discovered that the only way to the plane in question was via the mists; and to get through them, we needed the aid of a **Mist Weaver** (surprise surprise). So we set forth on a journey near to where we last met **Erelan Black** and with the combined aid of several Teleport spells – supplied by myself – **Felix** and **Giles** (hero of the Valley), we appeared near the Mist Weaver's castle. The **Mist Weaver** himself, was quite an amicable creature, granted us our request and a night's peaceful sleep in his castle. A small disturbance briefly occurred when one of Erelan's men attempted to assassinate **Marloon** as he slept, but him and his cohort were soon dispatched.

The next day we journeyed into the mists and encountered many strange creatures who were like us but not ... you would have to have been there. We soon found the cave and entered its tunnels pausing only to let the Humactis deal with some undead. It was then that we entered the tunnel to the Formorians homeland. We tried to make a friendly greeting with the first guards we met but they were most unfriendly and had to be dealt with. It was then we encountered the "hard" guards; and a few elixirs were used up. Eventually, we convinced them we were friendly and they took us to their leader' ...

A meeting was arranged between us and the King, also present was **Eleran** himself. We were requested to leave our weapons by the far wall and much was discussed, mostly who had right to the seal.

The Formorian King decided that **Eleran** was to hold it, but to prove our his worth and ours as to who would maintain the hold on it. We were to meet **Eleran** in battle and the winner would keep the seal. The King also requested to talk to the power users and then **Erelan** himself. We retired to a separate room, then **Erelan Black** entered and said to us "To the death then". Both **Eleran** and his retainer were fully armed however, all we had was a dagger between us and **Giles**, who had his sword which appeared as if by magic. A short skirmish ensued before the **Formorian King** broke it up.

The next day started with a swing when we encountered what we thought was an Acid Troll. **Kaalaran**, **Myrion** and myself shouted encouragement to **Dec** who steamed in, and to our great amusement, the creature got harder the more **Dec** hit it which was even funnier, after a short while, **Brother John** and **Gus** cured it to death !!!! We moved on. Then things got very scary, as a

Wight and some of its friends turned up. We had to use huge amounts of power to beat them off.

Almost straight after this, some **mercenaries**, hired by **Erelan Black**, approached the group and by their Honour Code, gave us one hour before they met us in battle. Once most of the group had powered up and went to meet the group, **Felix** and I, got some of our "big" spells together and chased the group. When we rounded the corner, most of the group were caught in some Power Ward. Those who were not caught, faced the **mercenaries** and soon started throwing them to our captured party members who butchered them.

Once this had happened, the group sat down to power up again. Within minutes, **Erelan** and some men turned up and a chaotic battle broke out for several minutes. Chaos reigned and injuries were taken by many of our number. **Nishy** got chopped by **Erelan**, her back getting broken and the would be Paladin, **John Balard** died standing over her body fighting off **Erelan**. It was then that we put Erelan to flight as the Drow Priestess **Myrion Nightshade** harmed **Erelan** and **Stealth Nighthawk** chopped **Erelan** from behind. **Erelan** healed miraculously and knocked **Myrion** to the floor. At this stage I was forced into heroics as I covered **Myrion's** body with my own from the blows of a **skeletal warrior** until **Kaalaran** could fight him off. With **Erelan** in flight his men were defeated and we gave pursuit.

This turned out to be a big mistake, as more of **Erelan's** men attacked us and several people were dropped by a ghoulish and **Quicksilver** was slain. Those that were still standing backed up rapidly until we regained our composure with **Giles** and I doing Flash-Bolt combinations on the dextrous foe. Soon these were overcome and once again, we took the fight back to the foe. We got the paralyzed people back to their feet and **Stealth & Myrion** to a hidden place to prepare.

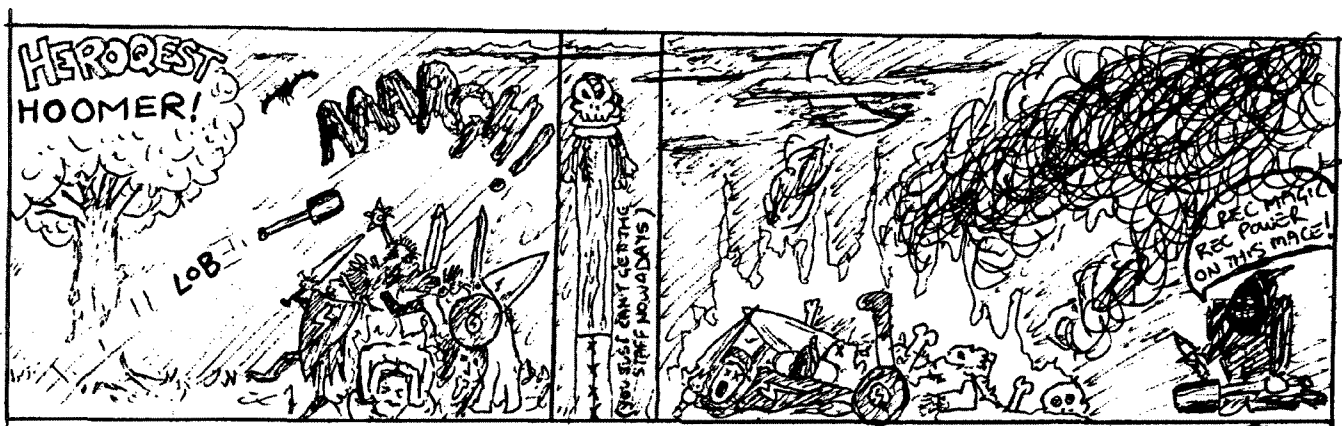
The battle raged for what seemed an eternity, then **Myrion** returned and hid behind **Giles's** shield as he charged **Erelan** because he was threatening to slay **Alaric**. **Erelan** was quite surprised to see **Myrion** jump from behind **Giles's** shield, as the last time she had been seen, she was motionless on the floor. **Myrion** hit **Erelan** with her hands dropping **Erelan** to the floor and the entire group chopped him to bits. The seal was recovered and placed on **Erelan's** body and the **Formorian King** sent men to collect the body and has said he may aid us in the future.

So another fatal blow has been given to the Aldornar race and it may only be a matter of time before they are finally destroyed. The other matter to report as I mentioned earlier is that **Quicksilver** the White Sorcerer was permanently slain.

I hope this report has been of interest to all concerned and any sightings of **Erelan** (if by some quirk of fate he turns up again) or any Aldornar, should be reported to **Giles** or any of the people involved in this quest.

Starion Windeaver

Blue Sorcerer.




ORIN-RAKATHA

A combination of scouts from both the Seeker's and Pathfinder's Guilds have established the attached maps of Orin-Rakatha as basically correct at the time of going to publication.

The first, more detailed map shows the approximate location of **all the Towers** whose presence is **known** by the Valley. the master map gained from the Wizards Concillium when the Valley first entered Orin-Rakatha has been proved to be correct and shows most of the known occupied Towers. However, there are several Towers **not** marked on the master map and some of these are occupied.

many of the areas of Orin-Rakatha are still unexplored as far as the Valley Alliance is concerned and we would be grateful if any information that is acquired relative to the position and nature of further occupied or unoccupied Towers should be forwarded to either the Pathfinder or Seeker Guilds.

KEY TO MAPS

 = Tower (not to scale)

Detailed Maps – Numbered Towers

- | | |
|---------------------|---------------------------|
| 1 Valley Dark Tower | 7 Wizard's Concillium |
| 2 Valley Alliance | 8 Wizard's Concillium |
| 3 Reader's Domicile | 9 Dai-Fah-Dyne |
| 4 Hold of Azard-An | 10 Tower of the Sun |
| 5 Kalid | 11 Ex-Taranor (now empty) |
| 6 Kalid | 12 Hall of Bathelim |

For an idea of scale, it takes approximately a **three day journey** between the Valley Alliance Tower (2) and the Dark Tower (1).

the less detailed **Rough Political Map** attached shows the general areas which are covered by general activity from the Towers. These areas are not controlled by Towers but are 'patrolled' by adventuring groups or the like.

Rough Political Map

- | | |
|----------------------------|--------------------|
| 1 Valley Alliance | 5 Tower of the Sun |
| 2 Reader/Azard-An Alliance | 6 Dai-Fah-Dyne |
| 3 Kalid | 7 Bathelium |
| 4 Wizard's Concillium | |

Lazarus Steel & Kronos

PAY ATTENTION TO THIS !!

Since we have been in this land, we have not done very well for ourselves. I believe a lot of this is due to the fact that we are not very co-ordinated and do not communicate with each other enough.

In an attempt to rectify this, if someone from each quest that is sent out, could be elected to send a full report of it to me, I will make any information from it available to all concerned, as well as paying 5 gests to that person as a payment. Hopefully, we will then be able to understand more of what is going on in this land, and thus be able to combat it more effectively.

Giles the Warlock

C/o Jon Peck
Brooklands, Upton Valley, Picton, Cheshire. CH2 4HG
Tel No: 0244 300887

NOTES AND BITS OF INFORMATION

Feel free to send your messages in for this classified section ... keep 'em short

WANTED

Second had figures fantasy, medieval etc. Contact Mark Roberts (SFB).

FOR SALE

Heroquest T-Shirts and sweatshirts, still a few left unless you like white in which case special offers on sales of 100 or more.
Cost from £3 to £13.

EASTER WEEKEND APRIL 17-20

This is likely to become a 72 hour adventure for basic-low level characters. If anyone is interested then contact me, Mark Roberts, as soon as possible before it is too late to get a place. Monsters are as always welcome.

NOTICE TO GUS THE SHAMAN

YOUR A WAGGLER AND YOUR CR*P! From all the ½ orc boys and girls

Several things were found out on a recent Valley mission.

- The Lizard Men have a tower in the same area as the old Taronor one
- The robes of either Sir Clauados or Duke Hanrow were found near this tower in a cave occupied by the Cult of the Wolf (Werewolves). The robe was shredded and torn apart and covered in blood, thus we cannot tell which of the 2 above it is

Stealth Nighthawk

TO ALL WHO ATTENDED THE GOBLIN KING'S BANQUET

We didn't sleep with Aradel and we didn't give her the curse.

The Welk Brothers

Watch this space!

TO ALL THE PEOPLES OF THE TOWERS (AND OUTSIDE)

I am writing this brief message, to indicate to all, the terrible plight of we, that stood as pillars to our whole society, but too short a time ago.

The leaving of the Valley indeed evaded the Empire, but also cast it into tatters, destroying they livelihood of the stalwart folk who conveyed goods across the land & seas. I, of course, write of the Riverfolk, Bargeworkers, Sailors, First mates, Barge Masters, Captains and Hands. We arrived in this new land to find no immediate rivers or canals.

There is great magic about, or so I have been told, why do these Wizards not create canals to connect the towers?

Where is the facilities for this necessary trade?

We, the displaced, have been forced into other occupations pottery, macrame, prostitution and ... adventuring.

I do not ask for pity or charity, but if you have any spare gold, I can put it to a good cause. If you wish to share your own stories of the terrible injustices imposed and suffered upon those of our trades, then I will be glad to at least read what ever you put down.

In the interim, I ask for interest, especially among my fellow brothers and sisters of the rivers & seas that I have not yet spoken to. I ask for your consideration and support for the River/Bargefolk (and seares) of our now occupied land.

Svendryn

William

Corke



4-5 JANUARY 1992

On my last quest I went to **Thranduil** to firstly take **Quicksilver's** body back to his ancestors (which we did successfully) and also find a cure for the Nazgul Blade Disease which many Valley members suffer from.

A cure for the disease has been found. However, it may be some time before this cure will be brought back to Orin-Rakatha.

Whilst on this quest, we met some **Drow** who, its seems, are not native to **Thranduil**, so the question is ... what were the **Drow** doing in **Thranduil**?

Other facts found out are:

- For a **Nazgul** to go to another plane from **Thranduil**, it has to be invited in some way.
- **The Planar Gate**, that we used to travel back from **Thranduil** to Orin-Rakatha, was used by **12** people before us. They, it would seem went through as soon as the gate was open, as it was only open for one hour and we arrived with half an hour to spare.

With these two facts in mind, I believe that the **Drow** are at present making deals with the **Nazgul** and inviting them to Orin-Rakatha.

Little Jim
Nishy
Dec
Vaynar
Delta

Carathon
Stealth
Giles
Felix
Sky

Commiseration to **Dec**, **Vaynar** and **Felix** who were all ressurected.

11-12 JANUARY 1992

The Mission to lift Aradel's Curse

As some of you may know, (especially those who slept in the same room as her at the Goblins King's Party!) The Alleys premier Green Wizardess, **Aradel**, was stricken with a foul curse. A group of high ranked adventures and some of her friends (!) set out, with her, in order to get this curse removed.

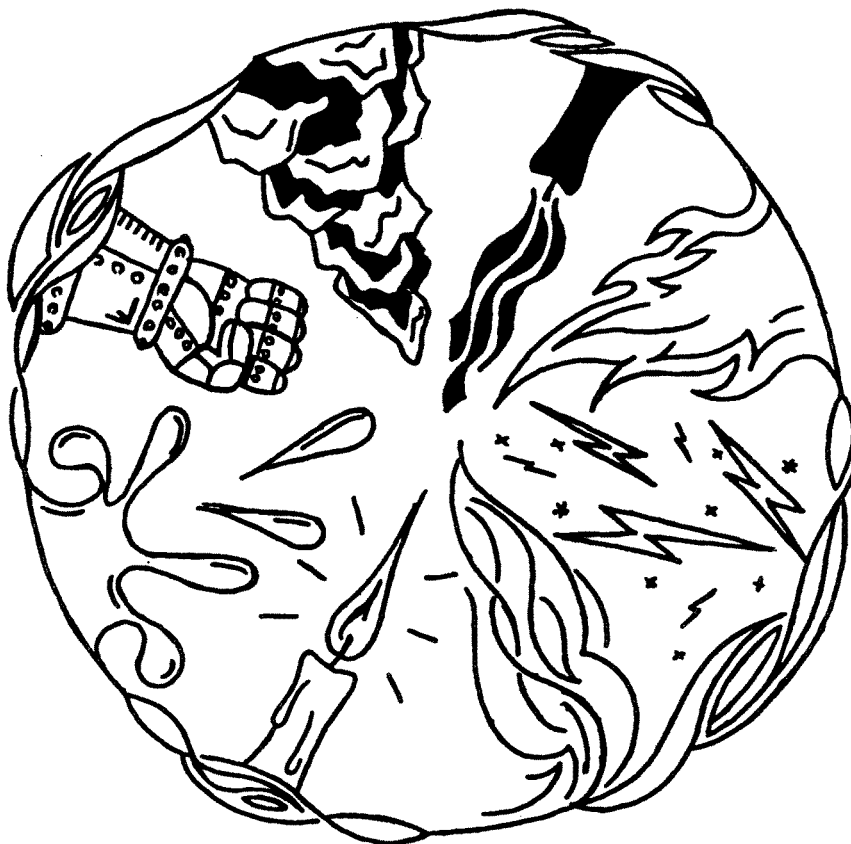
After facing many perils and suffering several deaths (including sadly the permanent death of the Paladin **Alaric**), I am pleased to report that the mission succeeded and the curse (which was in the form of a powerful Geas) was removed.

Valley adventurers should be aware of the following information which came to light on this mission:

- The **Kalid** have within their ranks a group of "Monks" of great power. These "Monks" who take the titles of **Sufi** and **Takir lama** seem to have dedicated themselves to one of the elements. Indeed, they seem to be able to draw on almost unlimited power from their own particular element. They can be easily recognised by the sashes they wear over their shoulders. The sashes are **cerise** (pink) in colour and they have upon them a **black cross formed out of four arrows**. (It was noted that the "Monks" set great store by these sashes). The robes that they wear seemed to be of the same colour as the element they are dedicated to.
- A **Nazgul** known as **Hormorath** (the Ice King) has been summoned to this plane. It did not have its blade. It is believed to be in the company of a group of unidentified **Morgoth worshippers**.

Stealth
Dec
Wolf
Karl
Gellix (raised)
Alaric (RIP)

Felix
Aradel
Finn
Gus
Fil
Harry (raised)



LOW LEVEL THEME WEEKEND JANUARY 1992

It was cold, but then when it wasn't cold it was very hot. One of the things with being in **Steel's Rangers** was that the easy missions were a thing of the past. We'd been out of the Tower for a week checking the area for the big training mission for the non status adventuring types. I knew things were going to be far from normal when, on their first day out, this big Dark Tower group arrive for some on the spot training. I spoke to **Kranth**, of Iron Guard, who said he was glad to be going straight back cause he'd rather not be around with assassin training going on. Still, the only problems we really had were keeping tabs on the **Drow** who liked to range abroad taking orders from none but their own. Then we met the **Kalid**. My partner got one and the other escaped. We trailed them to a small outpost a long way from their normal hunting grounds. We were a week to the east of the **Valley Tower** with the **Wizard's Concillium** to the North and the **Dai-Fah-Dyne** to the South; no place for a **Kalid** outpost. We reported back and after much discussion, a volunteer group of about 40 from both towers took the outpost and killed most of the **Kalid** in the area, forcing them to close down their activities which included training towerless outlaw types to join the **Kalid** ranks. It was also noted that the **Dai-fah-dyne** turned up trading With the **Kalid**.

The main training group headed back to the towers and we escorted a few people with some potions and a couple of **Derlin's** men, who had some information for the group. The mission was a success although, unfortunately, a Humacti named **Bungo** had to be ressurected as did **Reggie** one of the Goblin King's men. It also seems that the **Tombs of Dymwan** were there with their creatures trying to bring some high ranking undead under their control. We all got back to the towers and reported in. It seems that one of the guild's ressurection potions was missing, so if anyone has any information regarding it could they tell myself or **Silverheart** from the Good Camp Humactis.

Nertada

Steel Rangers

The Towers Volunteers

Silverheart

Faenor
Lan-Carrin III
Bremor
Lyonne
Razenfell
Sparky
Max
Egraine
Barbarella

Reginald

Shade
Diridius
Tulic
Wraith
Elenor
Marco
Brother II
Snood
Skud

Venom

Poulandis
Darus
Alasal
Prophet Margin
Gruff
Brother I
Catspaw
Zenith
Fil

Telstar

Sven
Lan-Corrin II
Bungo
Nishida
Harlequin
Narnia
Sourpuss
Maugnant
Duergrat

1. **Undead being dismissed** must walk straight backwards at approximately the same rate as the dismitter is walking forwards. The undead cannot run away from the dismitter. The undead cannot attack the caster but can attack any others. The vocal must be completed before the undead is affected. If the undead is hit by others during the dismiss, the invocation is not disturbed. If the caster is hit during the invocation, it is disturbed.
2. There is an underlying principal throughout Orin-Rakatha that those who do not openly wear their tower colours are somehow sneaky and underhand. They certainly do not represent their tower unless the colours are on display. Tower colours are currently being designed for those who wish to wear them in the future.
3. Undead of the zombie, skeletal and ghoul types are normally affected by spells such as bind, weld, trip, etc. However, some such creatures may have the appropriate strength to pull out.
4. Semi incorporeal and totally incorporeal undead **cannot** be bound or welded.
5. If Cursed, or a Skin is dispelled, the player concerned **will** be aware of this.
6. Undead with names of more than one word **cannot normally** be dismissed or controlled.
7. A character cannot say '**no effect**' as a result of having an Endurance cast and taking no damage from a blow received.
8. A player **cannot** innately tell whether or not he has an Endurance spell operating, at any stage of the spell.
9. **Learning Spell Slots** in the morning after sleep takes only **10 minutes of study**. If this study is interrupted it is possible to return to the task subsequently.
10. **Transferring power** to or from a Talisman takes 3 seconds for each point of power.
11. Characters not taking effect should always announce this. For example, a character with a shield of steel must shout '**no effect**' to a monster attacking with a steel weapon rather than 'bounce'.
12. Endurance does **not** act as armour class against poison or paralysis etc.
13. For a character with 30/10 life, a limb at -10 is on and -11 is off, regardless of number and locations of hits. A limb that is off cannot take further damage, nor can it be cured to replace it. Regenerate is required.
14. Use of the skill **Set Broken Bone** will restore a limb without use of a Cure Mortal. A character with this skill can direct others to set a bone of their own that has been broken. In order to use the limb as normal it must be treated with **20 points of curing** from any source after it has been set. This 20 points of curing does **not** add to the locational or general life of that character, rather it is spent in mending the bone.
15. **Barbarian Adrenal Skills** have a duration of **30 seconds** rather than the 10 seconds suggested in earlier editions of Quad.
16. Regenerate for monks will **not** restore a broken bone or a severed limb.

NOTES ON SPELLS AND INVOCATIONS

1. **Flash** is eyes closed for **3 seconds**. Dexterity Armour Class is halved (rounded up) during this time.
2. **Curse Weapon** reduces all categories of damage for that weapon by one. It **cannot** be cast on claws, and **can** be removed by remove curse. Cursed weapons can still be shattered, etc. Curse weapon invocations do not stack. It operates for the duration of the curse weapon (15 mins) on any spells or invocations cast on that weapon during that time. It will operate on the weapons of creatures unaffected by power or only affected by magic, etc.
3. **Remove Curse** operates only on curses up to **rank 4** in effect, except for permanent curses.
4. **Remove Spirit Protection** removes Power Armour Class provided by all protective invocations of effective rank four or less, **instantaneously**. It is not duration based and therefore has **no effect** on permanent blesses. It does **not** affect other protective invocations such as Enhanced Reflexes and Summon Good Spirit, or Power Armour Class from other sources.
5. **Cure Range** is equivalent to a good touch cure of one rank lower. Rank zero cure range performs as a stop bleeding invocation.
6. **Attract Good** and **Repel Undead** are cones of 120 degree, forward from the caster, **range 20 feet, repelled 10 feet**.
7. **Neutralise Poison** at rank 2 only effects poison up to rank 4, or herbal poisons up to rank 5.
8. **Protection from Evil** functions against evil power invocations and evil abilities that mimic evil power invocations.
9. **Protection from Undead** functions only against undead power damage and **not** against undead evil abilities.
10. **Protection from Evil** and **Protection from Undead** never stack.
11. **Magic Sight** can only detect **external** spells such as skins, blades, etc. Internal spells include weapon masteries, endurance, slow, empathy, strength etc.
12. **Location to Zero** affects only locational damage. Another version of the invocation (as yet unnamed) takes the location to zero and removes an equivalent amount of total life. **Wither** takes the location to minus its total value and reduces general life by an amount equivalent to the limb (regardless of how many locational points the limb was on originally).
13. **Summon Good Spirit** requires that the priest casting that invocation also casts the invocation that is stored.
14. **Summon Good Spirit** can only be cast upon individuals who can cast good sphere, but **not** upon those who can also cast evil sphere.
15. **Summon Good Spirit** has resulted in many **Humactis** arising for the wrong reasons. Therefore, Surnmon Good Spirit has been moved onto the **Micheline** sect list and **Repel Evil** has been moved onto the Humacti list as **Repel Undead** (rank 4). In addition, Humactis gain the invocation, '**Aid of Humact**' at rank 3, which provides protection from paralysis (self only) against the next paralysis effect. Those characters who are currently Humactis

who would, for whatever reason, prefer to move into the Micheline sect, may do so with no questions asked.

Note that the true purpose of the Humacti sect is the **destruction of undead**.

- 16. **Summon Good Spirit** and **Aid of Humact** can act together.
- 17. **Detect Evil/Good** will reveal characters who are of the appropriate alignment, and those who have access to Evil/Good Spheres.
- 18. **Discern Primary Sphere** reveals the sphere that the character can cast to its highest rank or the first sphere taken if two can be cast to the same rank.
- 19. **Regenerate** takes four hours to regain a limb. **Total Heal** will have the same effect.
- 20. **Resurrection** cast on a living character acts as a **Total Heal**.
- 21. **Protect Weapon** functions for 15 minutes unless dispelled.

POINTS ALLOCATION

A basis of points allocation is now one point per hour spent adventuring in character, including sleeping time where this is also in character and where there is a definite risk of attack. This may be modified by the referee on the basis of role-playing, contribution to success of the mission, performance within class, special / outstanding acts, and rank of player in comparison to rank of adventure. This represents a change to the previous system of points allocation, and is an attempt to standardise points allocation.

These basic points guide-lines represent a slight reduction when compared with current averages, particularly on theme weekends, for which the basic points allocation is now 30. This is not a reflection on a reduced quality of play, merely a rebalancing of the system. The most noticeable difference is the reduction for theme weekends. The arguments are:

- **reduced likelihood of death**
- **increased role-playing opportunity**
- **less pressure on success**
- **greater comfort and**
- **many more people involved**

These factors generally result in an average reduction in difficulty of a theme weekend over other dungeons. Clearly, in the past, theme weekends have been the most cost-effective method of obtaining points. However, this is being adjusted in the interest of fairness.

The division of points on theme weekends will be as follows:

TIME	DAY	NIGHT
Friday	-	4
Saturday	11	8
Sunday	7	-

In addition, we realise that the short duration dungeons are often harder, but this is compensated by the ability to use all power/magic etc in a short period.

Starting on Friday 1 May 1992, we are having a Battle Weekend at Kingford Country Park. This will start at 6.00 pm on the Friday evening and finish at 1.00pm on Monday, May day bank Holiday, th May.

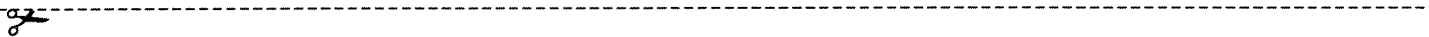
The cost of the weekend will be £15 per person. There will be a £5 per person discount for groups who have a banner and recognisable costume, sheilds etc for each person.

We have a limited number of places for camping, so the first people to send their bookings will receive places on receipt of bookings and a S.S.A.E. We will send full details on the running of the weekend, how to get there etc.

If you would like any information before booking, ring or write to Mark Roberts at the following address:

Mark Roberts,
Heroquest
14 Grove Crescent, Gloucester GL4 7JJ
Tel no: (0452) 610342

There will also be 4 hour adventures available on Friday night as well as Saturday morning, afternoon & night plus Sunday morning & night. There will be an extra £15 charge for these, or £10 if paid in advance. There will be two armies camped separately with competitions, games, skirmishes, patrols and battles. The main battle will be on the Sunday afternoon with the competition finals on the Monday Morning.



MAY BANK HOLIDAY WEEK END 1992

I/We would like to book ____ place(s) on the May Battle Weekend.

I/We would also like to book ____ place(s) on the following adventures that Weekend

I enclose payment for the total of £

Name

Address

.....

Telephone number: Days Evenings

I HAVE ENCLOSED A S.S.A.E FOR CONFIRMATION AND WEEKEND DETAILS.

You will notice after each adventure is a name and telephone number of the referee in charge. This is so that any players wishing to know about adventures in advance may contact that referee for more information.

PLEASE REMEMBER THAT YOU CANNOT GET ARMOUR, POTIONS, SCROLLS OR GOOD SPIRITS ETC. ON THE DAY AS THEY MUST BE APPLIED FOR WELL IN ADVANCE.

MARCH		CONTACT
7-8	Drow Special, 24 Hour	Mark Roberts (0452) 610342
14-15	Pre 5 day, 24 Hour. Ystradfellte	Keith Jackson (0272) 441242
21-22	Barbarian, 24 Hour	John Lowndes 38 Livingstone Road, Ellesmere Port, L65 2BE

APRIL		
28 (march) -1	High Level, 5 Day	Mark Roberts (0452) 610342
4-5	Low Level, 24 Hour	Mark Roberts (0452) 610342
11-12	Low Level, 24 hour Special	Andy Bolland (0272) 441242 Nick Blewer (0793) 855069
17-20	Easter Special	Mark Roberts (0452) 610342
25-26	High Level, 24 Hour	Mark Roberts (0452) 610342

MAY		
1-4	Battle Weekend Special, Kinver	Mark Roberts (0452) 610342
9-10	High Level, 24 Hour	Mark Roberts (0452) 610342
16-17	Low Level, 24 Hour	Mark Roberts (0452) 610342
22-26	New proposed date for HEROQUEST IV	Nick Blewer (0793) 855069
30-31	UNBOOKED	

JUNE		
6-7	½ Orc, Goblin, Barbarian, 24 Hour	

REFEREES NAMES & ADDRESSES

- Steve Barnes**, 114 Broxholm Road, London, SE27 0BT (081) 670 9956
(also Delta's Potion Service)
- JB**, Basement Flat, 35 Ravenswood Road, Redland, Bristol, BS6 6BW (0272) 45967
- Nick Blewer**, 11 Aaran Cls. Woodshaw, Wootton Bassett, Wilts, SN4 8LZ (0793) 855069
- Miles Berry**, 21 Princess St. Broadheath, Altrincham, Cheshire (061) 928 2877
- Keith (Rick) Jackson, Deb Lister, Ian Smith, Andy Bolland**
111A Coldharbour Road, Westbury Park, Bristol, BS6 7SD (0272) 441242
- Les Simmons**, Laburnum House, Ramhill, Coalpit Heath, Bristol BS6 6BN (0272) 774243
- Steve True**, 4 Cross Road, Orpington, Kent BR5 2DJ (0689) 891362
- Rick Payne**, 36 West Street, Hoole, Chester CH2 3PS (0244) 314489

Having successfully made contact with the Shark Cult on our previous mission, **Raucus** sent us out to contact them again in the hope that we could gain their trust and infiltrate them thus being in a position to report back, to the Valley Tower, all their plans.

The mission was a disaster from the start. For some reason we grated on each other and having **Magog** and **Tell** joining us did not help.

We made contact with a Shark Cult representative named **Silver** at **Rockholm** where he was being besieged by a few goblins. Despite their taunts and boasts of bravery & ferocity, we quickly dealt with them and **Silver** explained our task.

We were to obtain some rare incense from a merchant train which was vital to a Shark Cult ceremony, and deliver it to a powerful Shark Cult mage. **Silver** would be our guide of course. **Sparky** was keen to carry out the task as he was looking forward to the party he thought would be at the end of it.

We had not gone far on our way when we were attacked by a troll and some more goblins. **Bargfast** heroically disarmed the troll and we were able to bring it down and burn it with **Big Ears** help after we had got rid of the goblins. Little damage was done to our party in the melee.

We continued on our way to where **Silver** said we would meet the merchant caravan only to discover that some of **Bethlehem's** goblins were trying to lay an ambush for it – not very successfully as we spotted them with ease – we argued over who should leave and it eventually came to blows, but we managed to chase them off.

To my horror, I discovered that **Silver** intended us to massacre the caravan, and as I come from merchant stock, the idea, obviously, did not appeal. While discussing my ideas for infiltrating the merchant caravan, the remnants, bearing their wounded, staggered past. The **Prophet** immediately leapt to their aid and cured them – without demanding payment – thereby losing our chance of gaining the incense peaceably.

Further on, we came across some Orcs who had attacked and killed some goblins and were cutting off their noses for souvenirs. Once their fun with the goblins was over, they turned their attention to **Bargfast** and tried to rob him. Without warning, **Sparky** attacked to save his friend and once again we were in battle which spread over a wide area.

We were so exhausted by now, that we had to rest and allow some of our members to meditate. Unfortunately, we did not choose our spot wisely and were attacked by bandits who had a mad priest and a barbarian in their party. At this point I was killed and can only base my report on hearsay.

The bandits pretty well decimated us killing **Magog** and **Big Ears** (and myself). The **Prophet** and **Scud** were both power-drained and **Sparky** knocked himself out on a tree (!!!). This left the party with no fighters to defend themselves properly. Fortunately the bandits realised we had no money and left in disgust.

Totally demoralised, the Party went on its way taking their dead with them. **Bargfast** wanted to leave and make his own way with **Sherry**, and another fight almost ensued when **Silver** threatened him. Not far along the road, the party encountered the bandit's camp and made a sneak attack, which they won. However, the **Prophet** was also killed at this time. **Bargfast** used this moment to leave, but on the way encountered a pedlar who, fortunately, had some sort of elixir which **Silver** was able to use to resurrect us all. Also, we were able to purchase the incense sticks from the same pedlar. **Harald** also stole a gold item which he sold later.

Throughout the whole campaign, we kept encountering another member of the Shark Cult called **Petrol**. This dip-stick so irritated us all, that everyone turned a blind eye when **Silver** killed him – because he was a member of a different sect.

We continued on our way to find the Shark Cult Mage and encountered yet more goblins barring the path. We were so exhausted, that we tried to bribe our way past with a tactical retreat(?) while continuing on our way. Also, unfortunately, these goblins had much more energy than us and were able to rush into the bushes to get away. They harried us quite a distance even to the extent of having one goblin pretend he was a Troll !! No-one believed him however. Eventually we left their territory having injured some of them and killing two.

Further on, we came to the caves where the **Wizard Diesel** lived. He examined the temporary cult marks on our foreheads and invited us in. **Sparky** rushed in thinking this was the long promised party and was bitterly disappointed to discover the place was set up for a ritual.

Diesel the Wizard summoned a wraith from beyond the Barrier. The wraith promised to assist the Cult when necessary and was then dismissed. At this point we should have killed the **Wizard** and **Silver**, but I think we were too afraid. Be that as it may, everyone left the cave unharmed, and **Diesel & Silver** went their separate ways.

On our way back to report to **Raucus**, we were set upon by **Micheliners** who only reluctantly accepted our surrender, instead of killing us, and escorted us back as prisoners of the **White Tower**.

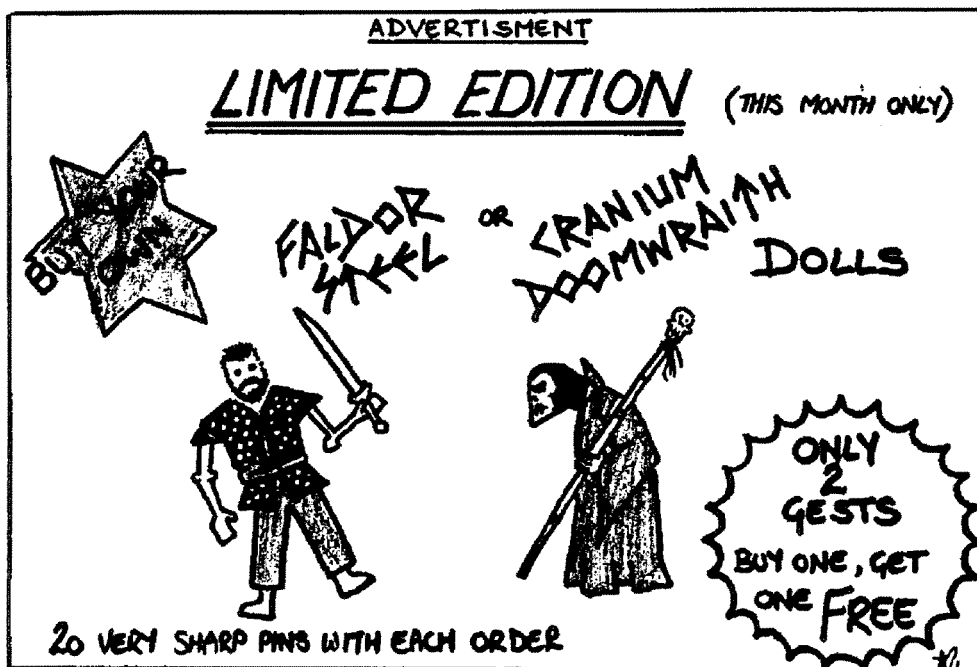
Once there, **Raucus** came to our defence and together, we concocted a story that we had only surrendered to allow **Silver** and **Diesel** to escape. This story was to be used should we try once more to infiltrate the Shark Cult.

Narnia
Captain

The Prophet Margin
Big Ears
Harald

Sparky
Sherry
Magog

Scud
Barghast
Tell



Because some of our party were still recovering from the previous task set by **Raucus**, our numbers were somewhat depleted despite being joined by **Three pints** (a scout) and **Eleanor** (a mage). So **Raucus** had another group join us. We were a little uneasy to discover that one of that party was a female **Drow**. Fortunately she was not at all Drow-like in nature.

Before sending us on this task, **Raucus** asked us to make sure that we were all "happy" about trying to regain contact with the Shark Cult. None of us were, but the **Prophet** overruled us - so off we went.

Our mission, as before, was to make contact with the Cult - who are in fact rather friendly people - and report back to **Raucus** about their plans.

As usual, on our way to locate the Cult we were set upon by various monsters including a goblin with 2 gnolls. But I get ahead of myself. Our very first encounter was with a Troll and some Goblins. **Three Pints** excelled himself in bravery/foolhardiness by taking the Troll on single handed with only his daggers as weapons. By the time the main party caught up, he had already taken enough damage to break his arm. However, we were able to overcome the Troll and his companions, despite **Sparky** really infuriating it by offering it a Troll bone to gnaw on. **Sourpuss** and **Water Lilly** both did some healing but could do little for **Three Pint's** arm.

Our next encounter was with another goblin and two gnolls who were disputing our right of passage. We made fairly short work of the gnolls and then turned our attention to the goblin. It proved to be such a pathetic and snivelling creature that we let it go. This is a mistake we will not repeat as it almost cost us our lives later. In this encounter **Water Lilly** also got her arm broken and again, there was little we could do.

A short distance further, we reached the caves where we were supposed to contact the Shark Cult. There we came across a suspicious Lizard Man on guard. After a lot of persuasive talking on the part of The **Prophet**, the Lizard Man eventually went off and, much to our delight, returned with **Silver** our guide from before. **Silver** listened to our tale of woe about our treatment at the hands of the **Micheliners** and eventually took us to see the **Elders**. They were more suspicious of our story, but eventually came to believe us. As a sign of good faith, they healed both **Water Lilly's** and **Three Pints'** broken arm - a process which must have been agonizing in itself as **Water Lilly** passed out.

As before, they had a task for us before they would part with any information. They wanted us to deliver a scroll to **Rockholme**. They were being also bothered by the **Khalid** and wanted us to locate a **Khalid** camp on our route and wipe them out. As this also helped the Valley Tower we were quite happy to attempt this. Before we left, they offered to give each of us the sign of the Shark Cult on our foreheads so that we would not be attacked by other cult members. This caused a lot of consternation in our party (which was totally unnecessary), but when we were told that the symbols were not magic and would not harm us **Sparky** bravely volunteered to be a guinea pig. On seeing that **Sparky** suffered no ill effects from this symbol the rest of us somewhat reluctantly agreed to have it done. **Three Pints** took most persuasion but in the end he too was given the symbol. Afterwards we all agreed how silly we had been to fear the symbol and we parted from the **Elders** on the best of terms and in good cheer.

As we proceeded towards the **Khalid** encampment, we were set upon by a ghoul and a group of other undead. I was paralysed almost immediately, so could only observe. The three mages did particularly well in this encounter. **Eleanor** tripping and entangling to allow the fighters unimpeded access, **Big Ears** with his Fire Magic providing Blades and Skins as well as Darts and **Zenith** with his much more powerful magic doing everything on a grander scale.

No sooner had this lot been done away with, than another group appeared. This time several of us were paralysed: myself (again!!), **Sparky**, **Big Ears** and **Three Pints**. **Catspaw** really came into his own here being so much more nimble than the rest of us. It transpired that the undead were being controlled by a **Wood Spirit**, so having dealt with this bunch of undead those of us not still moving at Zombie speed set off after it. **Zenith** put a really powerful Blade up, and not realizing that **Sparky** could not move quickly, passed it to **Sparky** to deal with the creature. Off **Sparky** trudged! The rest of us recovering from paralysis, which now included **Scud**, did our best to skirt round the battle to attack from behind but every time we reached where it had been, it had moved on.

By the time the **Wood Spirit** had been dealt with both **Water Lilly** and **Sourpuss** – our power users – and our three Mages were so depleted, that we had to take time to allow them to meditate. Myself, **Sparky** and **Scud** stood guard.

Finally, we reached the **Khalid** encampment. There were only four of them but they were powerful. The smallest was really evil and we three fighters were terrified of her. It transpired that she had put a Fear spell on us, any time she approached us we just had to run away and hide. **Scud** was even reduced to hiding behind **Silver**. The only thing that saved us was that **Sourpuss** had her Power Hammers. Very effective. Sad to say, but in that encounter we lost **Big Ears** and **Three Pints**. However we were able to take back their heads for resurrection.

After a hard struggle, some time recuperating and having our wounds cured, we moved on. All things considered, we were in high spirits as we thought we were home and dry.

We were wrong! The snivelling little goblin which we had allowed to go free out of the goodness of our hearts reappeared, this time with the **Minotaur** and, already weary from our previous encounters we found this one difficult; but we survived. After this, those who could, Power Melded with those who had power to spare ... just in case. However, we did not need to as this proved to be our last encounter and we were able to deliver the scroll safely.

More importantly perhaps we came away with new friends and staunch allies in **Zenith**, **Water Lilly**, **Catspaw** and **Sourpuss**.

Narnia
 Captain

The Prophet Margin	Sparky	Scud
Big Ears	Eleanor (The mage)	Catspaw
Sourpuss	Zenith	Water Lilly
	Three Pints	