

QWAZ

Number Fifteen

HAVE YOU SEEN THIS MAN?

DID YOU RUN AWAY?

GOOD!

The Fantasy Role Player's Fanzine

| | PAGE |
|------------------------------|----------------|
| INTRODUCTION | 4 |
| AMENDMENTS | 5 |
| INFORMATION | 6 – 16 |
| Potion Costs | |
| The Heroquest standard | |
| Personal Messages | |
| Elixirs of Life | |
| Adventure Details | |
| The Basics of Mask Making | |
| Character Retirement | |
| CAMPAIGN | 17 – 20 |
| Important Announcement | |
| Disappearance of Lord Giles | |
| The Trial of Merlin | |
| REPORTS | 21 – 23 |
| Aradel Missio | |
| Hep-hath Mission | |
| MISC | 24 – 30 |
| Forthcoming Adventures | |
| Lorien Trust (The Gathering) | |
| Heroquest Character Sheet | |
| The Dreamlands | |
| St. Brivels Youth Hostel | |
| Roads to Kinver | |

Welcome to Quad 15, thanks again to all those who contributed and to **Mike Stringer** for his article on **Mask Making**. If anyone would like to try their hand at making masks and/or moulds let me know.

Apologies to those of you who were attending the battle weekend but Hereford and Worcester Council have decided to reduce activities at Kinver, so we are restricted to the amount of people and weekends that we can run there.

We are still calling for people to contribute articles, artwork etc for all Quads. Remember to get those in character reports in as soon as possible.

We still have a lot of problems with youth hostels. If we are to continue to use them (for all of you who remember sleeping in caves in the winter, you will be sure to want to!!!!) we **MUST** keep them spotless! This means everyone not just a few people. By the time this Quad is released we may have already lost **Welsh Bicknor** which I'm sure you'll agree is a real loss. If this continues, the YHA will take away our card and we will lose all hostels permanently (!!!).

Once again, we are actively looking for an indoor site, if anyone can help out in any way we will be most grateful.

For details on rules or character applications for cards etc. write or ring **Rick Jackson**

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

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

Look forward to seeing everyone soon !

Now read on ...

Mark Roberts (SFB)

QUAD 10

- Page 5 3rd paragraph; "...cans and bottles must NOT be left in bins."
- 7 Lord Veltyn is away - Giles is acting Guildleader
- 8 Raucus is no longer camp leader of Grey Path Secthead
- 9 Sir Leonidas is Assistant Guildleader of the Michaliners
- 13 Dark Seers are the fourth Dark Cap Sect
- 14 Micheliners have detect evil at Rank 0 and DO NOT have cure range at 0-4
- 20 Duke Hanrow is missing so Good Cap Members write to Derlin, Village Council.

QUAD 11

- Page 15 Jason Brady has moved. Please write to **Rick Jackson** or **Derek Vincent**.
- 24 The page is upside down for those who couldn't read it.
- 29 This page is a complete fallacy!

QUAD 12

- Page 3 Shark Cult was led by Galnin and Mian!
- 19 **Mikes** phone number is **061928 2977**, **Les Simmons** is **0454 774243** and his post code is **BS17 2TZ**.



POTION COSTS

After a long period of re-adjustment, the Valley Herbalists have finally managed to rebuild their laboratories and are now in a position to be offering their services once more on a general basis.

Following a meeting of the Herbalists from all three camps, it has been decided that only **Neutral Camp** will be offering Herbal potions for sale on a regular basis. **Delta** will be heading and co-ordinating the sales, so anybody wishing to purchase Herbal Potions should contact **Delta** with their requirements and Gests.

Below is published prices of the potions that are offered at the moment, which must be paid in Gests. Please note, that prices may vary depending on demand.

| Type | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|--|---------------------|----|-----------------------|----|----------------------|----|----|-----------------------|----|----|
| Cure Disease | 5 (Minor) | | 15 (Medium) | | 30 (Major) | | | 75 (Deadly) | | |
| Remove Pain | 10 | | | | | | | | | |
| Stop Bleeding | 15 | | | | | | | | | |
| Cure Location or 10 total life points | 6 | | | | | | | | | |
| Strength (15 mins max) | 5 | 10 | 15 | | | | | | | |
| Damage taken | 30 | 15 | 0 | | | | | | | |
| Double Strength (15 mins max) | | | | | 30 | 50 | 70 | | | |
| Damage taken | | | | | 60 | 30 | 0 | | | |
| Dexterity | 4 | 8 | 12 | 16 | 20 | 30 | 40 | 50 | 60 | 70 |
| Elixir of Life | 6 | 12 | 18 | 24 | 30 | 40 | 50 | 60 | 70 | 80 |

Any body wishing to purchase potions should write, sending their **Gests and S.A.E.** to:

Delta (Steve Barns)
114 Broxholm Road
West Norwood
London
SE27 0BT

HEROQUEST "STANDARDS"

WEAPON LENGTHS

These have now been decided:

| | |
|------------------------------|---------------------|
| DAGGER | - Up to 18 inches |
| SINGLE HANDED WEAPONS | - 18-32 inches |
| HAND AND HALF WEAPONS | - 32-42 inches |
| TWO HANDED WEAPONS | - 42 inches or more |

REMEMBER

Someone with a **single handed mace skill** has **NO SKILL** with a **single handed sword or axe**.

ARMOUR

Normal armour is generally available in all camps and does not need a yellow card.

The Armour classes (AC) are as follows:

| | |
|--|--------|
| FURS OR THIN LEATHER | - AC 1 |
| THICK LEATHER | - AC 2 |
| STUDED LEATHER | - AC 3 |
| SCALE MAIL, CHAIN MAIL OR SIMILAR | - AC 4 |
| HEAVY CHAIN OR LIGHT PLATE | - AC 5 |
| HEAVY PLATE | - AC 6 |

The referee who is battleboarding will give you an Armour class value for your armour at the start of an adventure. Superior armour increases the value by **one** AC value.

Superior armour can be bought from the guilds at a cost of **25 gold** per location per point of armour class, ie a full suit of superior heavy plate (AC 6 Superior to AC 7) would cost 900 gold.

Remember that trollskins etc are not armour and cost **5 gold** per armour class value per location to be treated so as to be worn as armour. Characters with the **Make Leather** skill can-do this for half the cost. Characters with **Make Superior Leather** skill can then make the skins superior for half the normal cost, as per the normal armour rules above.

Skins have **4 weeks** to be treated before rotting. Furs or skins that are not ensourceled or empowered will rot, losing armour class value at the rate of **one per 24 hours** of adventuring unless worn under metal armour (AC 4 or higher).

SHIELDS

Due to the extensive limitations placed on fighting styles by a Live Role Playing system (i.e charging shields/people etc) it has been decided that **Large Shields** will now have a maximum size restriction.

The permitted size for large shields will now be four feet square and over, with a maximum size of five square feet.

This rule was implemented from the **22nd May 1992** and anybody with a shield over this size is requested to do their best to alter it as soon as possible.

In practical terms, this means that a shield could be 2 foot by 2 foot 6 inches. Restrictions on this are common sense, that is, shields with holes or flanges will count as approximately solid.

The main reasons for this addition to the rules are as follows:

- 1 A real shield would have to considerably heavier to resist blows.**
- 2 It is possible to use a large shield to restrict weapon swinging by standing close to your opponent which is not on considering the force you would be subject to if the weapon was being used for real.**
- 3 Opponents facing shields could kick, wrench or push them in order to neutralize the effects of their use. We do not want to encourage this and so the size restriction would mean shields are used for blocking blows by using skill to intercept them and nothing else.**

PERSONAL MESSAGES

Uriel and Family: "... and the Haddock fell down like rain!"

"H.O.P.E., you are a bunch of lightweights. Next time, you won't be so lucky.
Ras Darl, Dark Camp."

Zenith: "Lets see if you can make the NEXT bloody QUAD!!"
Anon.

"Early, you lying git."

"You who call yourself Asagi Nishida. I know. If you want to know who he was, then contact me c/o 145, The Assassins Guild. The Dark Camp."

"Cheers all who actually turned up for the Greenwood Adventure. Hope your pods are less swollen John!!"
Fenice.

ELIXIRS OF LIFE

An Elixir of life can be brought from Deltas Potion Services at the cost shown in previous QUADS. A Character who has gone below Zero hit points by not more than **50** or whose head or body locations have taken more than **twice** their original number of points to that location can be brought back to life by means of an Elixir.

The Elixir should be poured onto the worst injuries rubbing mostly into the chest. The maximum time allowed before an Elixir will not work is **5 minutes**. A character with **Discern Wounds** can tell only when 5 minutes has gone before which they can detect the spirit preparing leave the body (ie only needing an Elixir not resurrection). The more points of life a character has gone below Zero (or over twice their head or body location in damage) the more powerful Elixir is required.

The following Elixirs will only work within **one minute** of death to cover the amount of damage taken:

DAMAGE

| | | 1-5 | 6-10 | 11-15 | 16-20 | 21-25 | 26-30 | 31-35 | 36-40 | 41-45 | 46-50 |
|--------|----|-----|------|-------|-------|-------|-------|-------|-------|-------|-------|
| RANK | 10 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| OF | 9 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X |
| ELIXIR | 8 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X | X |
| TO | 7 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X | X | X |
| BE | 6 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X | X | X | X |
| TAKEN | 5 | ✓ | ✓ | ✓ | ✓ | ✓ | X | X | X | X | X |
| | 4 | ✓ | ✓ | ✓ | ✓ | X | X | X | X | X | X |
| | 3 | ✓ | ✓ | ✓ | X | X | X | X | X | X | X |
| | 2 | ✓ | ✓ | X | X | X | X | X | X | X | X |
| | 1 | ✓ | X | X | X | X | X | X | X | X | X |

A Rank 6-10 elixir will also work on the following damage within **five minutes** of death

DAMAGE

| | | 1-5 | 6-10 | 11-15 | 16-20 | 21-25 |
|--------|----|-----|------|-------|-------|-------|
| RANK | 10 | ✓ | ✓ | ✓ | ✓ | ✓ |
| OF | 9 | ✓ | ✓ | ✓ | ✓ | X |
| ELIXIR | 8 | ✓ | ✓ | ✓ | X | X |
| TO | 7 | ✓ | ✓ | X | X | X |
| BE | 6 | ✓ | X | X | X | X |
| TAKEN | | | | | | |

✓ Means the elixir will work
 X Means it will not.

ADVENTURE DETAILS 1992

Prices for adventures are as follows:

| | MEMBERS | NON MEMBERS |
|-----------------|---------|-------------|
| 3 - 4 Hours | £10.00 | £12.50 |
| 6 - 8 Hours | £20.00 | £25.00 |
| 22 - 24 Hours | £40.00 | £50.00 |
| 36 Hours | £60.00 | £75.00 |
| 72 Hours | £120.00 | £150.00 |
| Theme Weekends† | £60.00 | £75.00 |

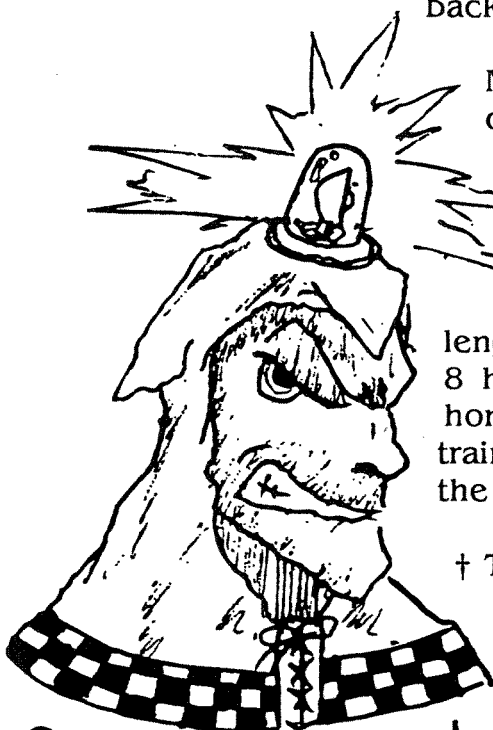
Membership for 1992 is £60.00 and expires on January 1st 1993.

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 an hour at the end for debriefing. Particularly on longer adventures. This will be included in the length of the adventure but also means that sometimes 6 - 8 hours can last upto 10 hours from meeting until going home. So if getting home or being picked up or catching a train is important you should let the referee(s) know before the adventure begins.

† Theme Weekends usually start about **eight O'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 **£25.00 for members, £30 for non-members**. On some weekends banquets will be available of which there may (or may not) be an extra charge.



SHADOWS FALL
TO SERVE AND PROTECT?

THE BASICS OF MASK MAKING

Most of the equipment/materials required for latex mask making can be acquired from the following company:

Trylon Ltd.

Thrift Street Wollaston Northants NN9 7QJ.

A free information leaflet on latex mould making is also available from Trylon. It is advisable to send for their free catalogue for full information.

TECHNOLOGY

Latex is a thin milky liquid which is water and ammonia based. It can be thinned if necessary with water, this can tend to reduce its strength slightly. The ammonia content aids its drying capacity. The higher the ammonia content, the faster the drying process. When dry, latex tends to be a translucent brown, but can appear clear in thin layers.

CLEANING

Latex when it is dry and cured WILL NOT be dissolved by water. In fact it is affected by very few chemicals. To remove latex from brushes etc, they must either be washed out in water whilst the latex is still wet, or if it has dried, they may be soaked in white spirit or paraffin for a few hours. This has the affect of dislodging and degrading the dried latex allowing it to be wire brushed out of the bristles. This is best achieved in a solution of soapy water (preferably hot water and washing up liquid) to remove the white spirit residue. Once clear of latex, the brushes should be rinsed in cold fresh water, thus returning them to their former glory.

COLOUR

Any water based paint may be added to latex, never use a copper based pigment, as this will rapidly age it, causing it to go sticky and rot! Most gold, copper and bronze type paints have a copper base. For Mask making, the paint should be added to the latex before pouring/painting. Only a small amount is needed (approx' 1 teaspoon per cup of latex!). The latex will not appear to be the correct colour in its liquid form, but when it dries at the required thickness, the colour will be apparent. This process allows you to know when the latex is cured!

MIXING

To create a mask, first ensure that the plaster mould is dry, clean and free from dust, old latex etc. Mix the required colour of pigment with your latex. This should be done with a brush in an open bowl.

WARNING, LATEX CAN GIVE OFF FUMES, WORK IN A WELL VENTILATED AREA!

The reason for the brush and open bowl is to allow a thorough mixing of pigment into the latex. Poster paints and the like (most suited to pigmenting latex given their cost

effectiveness) tend to be quite thick, and can remain as a sediment in the bottom of mixing vessels if one does not take care. Never mix pigment into a bottle of latex by shaking! This causes too many air bubbles which can be transferred onto your mould surface.

When the pigment is mixed, pour the latex into your mould **SLOWLY** to reduce air pockets. Tap the mould with your hand to vibrate air bubbles/pockets from within the liquid. Leave the latex to stand in the mould for 2 - 6 hours depending upon the thickness of the mask required. The plaster mould draws moisture from the latex allowing a thickness to build up on the inside of the mould, in proportion to the time the liquid latex is left in it.

Sometimes your masks will appear to have an air bubble pitted skin texture, this occurs when the air in the plaster mould is being replaced by liquid in the casting process. To eliminate this effect, when the latex is first poured into the mould, leave for a few minutes and pour it out. Stipple the bubbles seen in the latex layer remaining out with a brush, and before the latex starts to dry fill the mould up and leave for the requisite amount of time.

Afterwards, carefully pour off the latex into a bowl and leave the mould to drain for 10 minutes upside down on a plastic sheet. Pour the spare latex into a screw top container to preserve it for future use. Turn the mould onto its base to allow air to contact with the inside of the mould. Leave to cure for 12 hours or so. The latex will be cured when the colour of the mask becomes apparent, when the surface is dry, and when the latex no longer feels soft under the dry surface. If in doubt, try peeling a portion of the mask to check the state of the latex.

REMOVING THE MASK

Using a dry brush, dust some talcum powder inside the mould. This will prevent the latex sticking to itself on removal. Gently peel the mask from within, being careful not to break away any fine detail from the mould. When the mask is withdrawn, areas such as eyes and mouths can be trimmed out with scissors ready for painting etc.

MOULD PREPARATION.

There are three types of moulds that you are likely to be making masks with. The first is a half face, the second is a two part mould, the third is a one piece jointed, and finally a joint-less mould.

HALF FACE moulds will require the neck end blocking out for pouring purposes, as will two part moulds. Two part moulds are the same as making two half face masks, a back and a front latex mask is made and joined together afterwards. The necks of the moulds can be blocked with clay, plasticine or more permanently with plaster of paris. A small tray of a suitable shape being filled about an inch in depth with plaster and the mould being gently placed into it. A tray can be made with tin foil, clay or plasticine if one of the correct size is not available.

Plaster of paris, dental plaster, herculite or similar material are all suitable for this purpose. The powder is simply mixed with water into a creamy paste and cures in approx'

10 minutes by generating its own heat. Rough plaster edges may be trimmed up with a joiners rasp or course file.

USE OF THICKENER

If one does not wish to try and block the neck of a mould, there are two other ways to build up latex in plaster moulds. Once pigment has been added to the latex, latex thickener may also be added (only a small amount is required) to turn the latex to a thick creamy consistency.

The correct viscosity must be attained to allow the latex to be painted in the mould with a brush, without it running into the recesses. The appropriate thickness of latex must then be painted into the mould in one application, to generate the desired thickness of mask. This is then left to dry in the same way as pouring.

Alternatively, the mask can be built up layer by layer. As every layer is painted on, it is allowed to dry. This method is best employed with a lamination of material. Three fairly thin even layers of slightly thickened latex are painted into the mould and left to dry in between each layer. After the third layer is dry, a fourth is painted in, and small 30mm square patches of thin cotton material are painted in with it, overlapping each one. The material must be fully stippled in with latex and no air spaces allowed to remain. If the material is dry in the middle, a lamination has failed to be made, and the material serves no purpose. Straps can be laminated in at this stage if required. This fourth layer is left to dry, and two further layers is added and the mask is removed as above. This results in a very strong robust mask. The process can be speeded up by drying the latex layers with a hair dryer, or over a heater etc. Gentle warmth is preferred, don't get the latex too hot!

JOINING MASKS – FROM TWO PART MOULDS.

When the back and front moulds do not join, the mask must be joined afterwards. On removal of the back and front parts of the mask, the joining edges should be carefully trimmed up with scissors, and the outside of the two halves joined together with carpet/gaffa tape. The inside of the joint is then painted with latex, and material laminated into it as above. Once dry, two further coats are then added. When they are dry and talc dusted, the carpet tape is carefully removed, and the joint on the outside is carefully blended in with thickened latex.

ONE PIECE JOINTED MOULDS require carefully locating together, and holding together with webbing straps employing one way rucksack clips. This allows you to pull the straps very tight and hold the mould firmly together. At least two per mould is advisable. Good thick string or rope using slip knots is acceptable if straps are un - available. The joints are very rarely perfect, it is therefore advisable to seal the joint with clay or plasticine before pouring in the latex as described on page

When the mask is removed, it will need the joint carefully trimming off with sharp scissors. If one has access to a small modeller's drill, a dentists silicone bull nose grinding tool will remove the remaining flash perfectly.

JOINTLESS MOULDS are the simplest moulds to deal with. They are best suited to the pour casting method. One must be careful not to leave air spaces in areas such as long

noses and chins when filling up with latex. In order to avoid large air pockets of this kind, the mould should be tipped on one side carefully, whilst the latex is being poured to encourage it into these areas.

PAINTING

There are really no paints that will adhere to latex permanently and take any continual abrasion. There are specialist Neoprene based paints available, but they are very expensive, must be bought in bulk and can tend to be dangerous to work with. Acrylic paints tend to be the best compromise. If a small amount of specialist carpet adhesive such as Carpetise (a water based strong rubber carpet adhesive) is added to the paint, it will add flexibility and additional adhesive qualities to the acrylic. The mask can then be treated in the same way as a model. Various tones of colour can be dry brushed onto the surface, and for the more adventurous, the recesses and undertones can be Airbrushed to add realism etc. Thin washes may also be employed to pick out fine detail.

Experimentation is the name of the game. The rest is up to you. Have fun, and, if you have any questions that you think we may be able to help you with, please don't hesitate to give us a call.



CHARACTER RETIREMENT

There comes a point when most characters will want to retire, either because they feel ready to stop adventuring and start guild life or because they have been resurrected four times and will be facing the fact that their next death will be final. Final death of a character is aimed to make living worth more and to bring the characters story to an end. However, we advise that players consider what they wish to do with their character when he reaches retirement point. It is common for people to feel that they do not wish to perish and fade, but rather retire alive.

It is for this reason that we are proposing **Jackson's Five Point Plan Retirement Plan**. What we ask is that players who have a character, who has reached the "zero res. chance" position or has reached a rank at which they wish to retire, then chooses how he (or she) wishes to continue and discusses the character's future with Rick Jackson. The decision will be taken in confidence in order not to separate characters from NPCs and to maintain belief in a character's actions. Hopefully, this plan will mean that characters do not pass away accidently leaving unfinished stories.

JACKSON'S FIVE POINT RETIREMENT PLAN

1. **Carry on exactly as usual**
2. **Planned completion of character history**
3. **Non-active retirement**
4. **Partial retirement**
5. **Full retirement**

1. **CARRY ON AS USUAL**

AIM: ENSURES STORY OF CHARACTER IS ENDED SATISFACTORILY

Total freewill to act as you like in the campaign, however one day, you may lose your last life. Character is non-recoverable.

If you do not adventure or write letters etc, your character is not progressing much politically. It is possible to obtain a very high position in Guilds, but this can be difficult.

2. **PLANNED COMPLETION OF CHARACTER HISTORY**

AIM: ENSURES STORY OF CHARACTER IS ENDED SATISFACTORILY AND COMPLETELY

Search out those missions you wish to complete, i.e. Find father, kill Evil Bob, find ancestral home. This perhaps culminates in other forms of retirement or leaving campaign.

The idea is to have a character finish their 'story', however not all tales finish happily and characters may not be able to successfully complete all missions.

3. NON ACTIVE RETIREMENT

AIM: KEEPS CHARACTER ALIVE AND READY FOR USE BY PLAYER WHENEVER HE OR SHE WISHES.

This allows the player to choose only selected adventures to go on and preserve his life, whilst also informing the referees as to the reason for the inactivity.

This means that referees can keep the player informed as to possible suitable events and also bear his inactivity in mind when planning and designing i.e. realize that the inactivity is not a symptom of the player losing interest in that character.

4. PARTIAL RETIREMENT

AIM: ALLOWS THE CHARACTER TO 'TICK OVER' WHILST STILL AT THE CALL OF THE PLAYER TO PARTAKE IN POLITICS/ADVENTURES AS HE OR SHE WISHES.

The character is partially integrated into the campaign as an NPC character and may be given some role guides as suitable.

The Character is controlled by the player but may be used occasionally by Referees for campaign purposes.

The character is assumed to be partially active whatever player does, but it is up to the player to get fully involved in politics if he or she wishes.

5. FULL RETIREMENT

AIM: ALLOWS THE CHARACTER TO CONTINUE LIVING FULLY IN THE CAMPAIGN WITHOUT THE PLAYER EXERTING THEMSELVES, POSSIBLY LEADING TO FAME.

The character is integrated into the campaign as as NPC

He or she is likely to be given some role in the guilds and could rise (or fall) with campaign politics.

Motivation is controlled by the referees following initial discussion with the player. Occasionally it is possible for players to use characters to follow personal aims, however, this is usually done via discussion with referees. Discretion on character activities for the player.

Assumed to be fully active in campaign and quite likely to appear from time to time (played by the original player).

Note that it is possible to retire further (to a higher number) at any later date but it is not usually possible to back track on a partial or full retirement (ie level four or five).

You do not have to be on a zero res. chance to officially retire, it can be done at any time in a character's life.

IMPORTANT ANNOUNCEMENT TO ALL VALLEY MEMBERS

It is my solemn duty to carry to you, news of sad import. Raucus, the old head of the Valley has been removed from ALL his positions of authority within the Tower.

Recently, Lord Faldor Steel was forced to eject Raucus from his position. I feel that it is important that I reveal to all, his reasons behind this move.

Raucus had been found guilty of manipulating the recent vote over the Third Tower for his own ends.

Consequently, a meeting of the Village Council had agreed that if Raucus did not attempt to interfere in any way with the issue of a Third Tower or the distribution of status, then all that need occur was his resignation as the Head of the Tower. Unfortunately, Raucus went beyond his word and held a meeting where several dignatories of the Valley who were present were all unaware of Raucus' promise. These included Prince Sardonyx of the Red School, Benson Sure of the Grey Wardens, Giles of the Yellow School and Eremor of the Black School all of whom were deemed free from all blame.

It was hoped to avoid unnecessary scandal for Raucus as he has served the Valley well over many years but undisputable evidence has been discovered by members of the Valley Camp that Raucus has manipulated the vote to his for his own personal ends. Faldor Steel (Ranger Guild Leader), Kleinwort Ironfist (assistant Sect Head of the Grey Gauntlet), Galadrin (Sect Head of the Grey Wardens), Benson Sure (assistant Sect Head of the Grey Wardens) and Apshall Fairlight (Sect Head of the White Path) all gave evidence of corruption.

Lord Faldor Steel feels that such a move against the democracy which so many people have given so much for can not be tolerated.

Raucus has since chosen to leave the Valley and his present whereabouts are unknown. Anybody able to contact Raucus is requested to ask Raucus to return to the Valley for consultation with the Village Council.

We hope that the people of the Valley will support this move and continue to maintain their confidence in the Village Council and ask for your support.

Derlin

Scribe Assistant to Faldor Steel

| | | | |
|---------------------------|-------------------------|------------------------|-----------------------|
| Faldor Steel | Lazarus Steel | Prince Sardonyx | Avalon |
| Galadrin | Njord Forgeson | Tarn Gurrack | Sequinth |
| Gilliard Greyarm | Martha Holmworth | Rednow Futts | Mathias Cooper |
| Garth Deathstalker | Ushiro | Old Wise Bob | |

INCREASED DYMWANN ACTIVITY

The high level of Dymwann activity in the area North East of the Aldonar Tombs, known as the Starbound Cross, prompted the Valley Alliance to send an investigative mission to the area recently in an attempt to discover the reason for the Dymwann presence. In addition, it was intended to ascertain whether there is a connection between the Dymwann and the Vampire released by a group from the Valley some time ago. An expedition to dispose of the Vampire was undertaken.

Much note was made of the apparent co-operation between Bethelim hordelings and groups of Dymwann, although no reason for the co-operation was discovered. Nevertheless, the fact that such co-operation was taking place was clearly of concern.

Towards the end of the mission, Apshall Farlight attended the camp of the Valley representatives to visit a Reader Azard-An delegation, and revealed that his group had witnessed a summoning ceremony at the Starbound Cross. The ceremony was being performed by Dymwann with Bethelim hordelings in attendance and resulted in the appearance of a Rank 10 Lich. As a small delegation they had been unable to prevent the ceremony.

The following morning as the camp was being dismantled, a hordeling group attacked led by a Rank 9 flesh Weaver. This creature introduced itself as Gobladed Breaknek, former Mist Weaver of the Bethelim. It indicated that it had been summoned by Dymwann but that they had fled when they had been unable to control it. The creature proceeded to demolish the surprised Valley members and departed leaving six dead. It has subsequently been noted that the descriptions of the Lich and the flesh Weaver correspond.

THE VAMPIRE PLOT...

No connection has yet been found between the Vampire and the Dymwann.

THE DISAPPEARANCE OF LORD GILES

During the course of the mission against the Vampire, a group of creatures bearing the symbol of an 'A' within a circle appeared and kidnapped Lord Giles, Acting Guild Leader of the Yellow School of Magic. Subsequently, a Kalid delegation appeared claiming responsibility and indicated that the terms of his safe return would be communicated in due course. Later, another individual arrived bearing no identifying markings but carrying Lord Giles' sword, All Bran. He indicated that Giles would be returned safely if the Valley Alliance agreed not to renew their treaty with the Reader AzardAn during their impending visit. This agreement was given although no date for Giles' safe return was set.

READER AZARD-AN DELEGATION

Early in the investigation the camp was approached by a Reader Azard-An delegation who professed to have been invited by leaders of the Good Camp to discuss the possibility of reforming the old alliance between themselves and the Valley. No-one at the camp was

aware of this invitation and none of the Good Camp leaders were present. Master Trader Miras Hedrati agreed to return in due course after he had completed some other business.

Two days later, Mater Trader Hedrati revisited the camp together with a group of Azard-An mercenaries led by Azard-An himself. Seamus was also with the group. Subsequently, Apshall Farlight appeared to discuss the Alliance with the Master Trader.

Whilst some trading took place on the night, no new Alliance was forged as certain Valley members had held quiet discussions with Seamus and subsequently with Azard-An concerning the disappearance of Lord Giles and the ultimatum (see above). When the Reader Azard-An left, therefore, insults were slung noisily between the two groups and no new alliance has been formed. Please note the sensitivity of this information.

THE TRIAL OF MERLIN

The trial of Merlin proceeded as planned on the evening of the New Moon. Presiding were:

Apshall Farlight, Good Camp representative and Foreman of the Jury.

Raven, Dark Camp representative.

Avalon, Neutral Camp representative.

Sir Vanderlos, prosecution.

Snarlow, defence.

The charge was that Merlin, in casting a Touch of Death upon Harry, had broken Valley Law and should be put to death.

Evidence was provided by both prosecution and defence witnesses, including Galadrin, Merlin, Harry, Karl, Ruff and others.

The verdict was that Merlin is guilty of breaking Valley Law by taking hostile action against another member of the Valley Alliance. However, as this action had not resulted in the death of Harry the sentence of death was rejected. Instead, Merlin's Neutral Talisman was confiscated and his Evil Talisman returned.

Later, Merlin resigned his position as a member of the Good Camp as he had had nothing but trouble from them. In response, Sir Vanderlos excommunicated Merlin from the Good Camp.

Subsequently, Sir Vanderlos accused Snarlow, Lord Velteyn and another prominent dark camp member (unnamed) of being involved in the disappearance of the three Micheliners (Hanrow, Clavados and Taraman) some months ago. He demanded that Snarlow surrender himself to the Good Camp representatives to be taken back to the Good Camp for interrogation. Snarlow declined Sir Vanderlos' invitation and in the ensuing debate one of the Dark Camp ambassadors was slain by Sir Vanderlos and his men. This event caused much concern amongst the members of the Valley present at the meeting, although many agreed to continue the original mission until the reaction of the other council members and guild leaders is known.

THE VALLEY ALLIANCE

As a result of the events following Merlin's trial on the night of the New Moon, Sir Vanderlos has requested the opportunity to present his evidence against Snarlow, Lord Velteyn and the other alleged conspirator in the disappearance of the Micheliners. The basis of the request is that if members of the Council of Ten have been involved in this act, the long standing Valley Alliance is in serious jeopardy. Consequently, Faldor Steel has called a general meeting of the towers at which all relevant parties together with representatives of all Camp Leaderships will be in attendance. The date of this meeting shall be 18th July 1992, at a location yet to be announced.

OTHER EVENTS

Earl Tenrin Dun-Moor and Earl Gavin de Lande, Knights of the Havens of Argental, entered the camp with a prisoner. They were seeking the Valley Tower and, in particular, the Seeker's Guild. With them was a prisoner known to them as Tarquin who the Valley had previously identified as a Dymwann Necromancer named Skull, wanted for crimes against the Valley. The Argenites had caught him in the act of summoning an undead and had decided to turn him over to us as we had previously expressed an interest. Despite questioning, the Knights refused to comment upon the location of the Havens.

During the course of the investigation, a group of Grimlocks were seen escorting a human in the direction of the Aldonar tombs. The human forwarded his greetings to Gus (who was present at the time) and indicated that he had formerly been a scout of the Valley Alliance but that he now has a new master. It was assumed that this master might be the Mind flayer.

In addition, a pair of humanoids with red hair and yellow skin were encountered who, it transpired, were psionic creatures from another plane. They are not, apparently, hostile.

FAERIE FOLK

Several of the faerie folk of "Starbound wood" were encountered. At first they were thought to be hostile as the "Dark Faerie" attacked a group of Valley Members led by Giles The Warlock. However, subsequent events proved the Faerie folk were only concerned with "Protecting the woods" from all the undead in the area. Apparently, it is unprecedented for so many of these mystic creatures to be seen at one time.

MERLIN'S TRIAL – THE AFTERMATH

In the aftermath of Merlin's trial and following a heated argument with members of both the Good and Neutral Camp, the wizard Felix was seen to storm out of the Valley Encampment. On the following day, his clothes and focus were found by the side of a path about a mile from the campsite, there was no sign of a struggle.

ARADEL MISSION 25 – 27 APRIL

Some weeks ago, myself and a small group attempted to return to the Old Valley to contact the Deep Wood Elves of whom we visited some weeks ago. Although we had been told how we could contact them, our attempts were futile and, eventually, we decided to use the Dai-Fai-Dyne's world window to gain access to the Old Valley.

However, the place in which we found ourselves was definitely not what we knew as Valley lands. Events and the inhabitants were not as they should have been. The Empire was nowhere to be seen, instead, the area was under control of the Chaos Jester, a figure from the Valley's past.

He and his troupe, consisting of a magician, acrobat, strongman, ventriloquist and necromancer, had a large area under their domination. It was almost (but not entirely) as if we had travelled backwards in time. One theory was that we had travelled to an alternative time line, but how this happened was unclear and would merit further investigation.

Have the Empire found a way to prevent us from returning to our old home?

Is the World Window an unstable and unreliable form of transport?

Could there be interference from an – as yet – unidentified source?

The following were members of our group. Any can be contacted for more details, or suggestions on how we can investigate this strange event.

| | |
|---------------|------------------|
| Felix | Finn |
| Dec | The Count |
| Bannor | Fearon |
| Spark | Marooke |
| Aradel | Vedar |

Wolf

REPORT 3 – 5 APRIL

A small group of us were sent out by the Valley Tower at the request of the Dai-Fai-Dyne to their trading post near the world window. We were met by one of their representatives who said that he could not take us there since they were meeting members of the Wizard's Concillium. Instead, we were taken to a small house, where there were already a number of members of the Good Camp investigating a large appearance of undead in the area. Our mission, we were told, was to investigate the appearance of a HEp-hath of Transportation.

We entered the house and found that it was empty apart from a Hobbit called Gonfidius, (another member of the Good Camp, who became our guide). However, the house was not empty for long as the Hep-hath and an accompanying priest called Getherryc arrived in the main room. They took Sven and left. We chased them, but could not damage the Hep-hath and Fearon was Beguiled. Sven was blinded, weakened and Power-drained before being left. Shortly afterwards, we were attacked by a Ghoul and a Dark Priest who was looking for Lord Ghoulishadow, of whom we had not heard.

A little later, two of the Good Camp members, Onyx and Patrick returned, saying that their party had been attacked by an Hep-hath and a man called Getherryc and many were killed. One of them, Sir Kevin, had been captured alive. We were asked to find him.

Patrick went to meditate and almost immediately, Vaughan was captured by another man. He claimed to be a member of the Regionesse, a resistance movement from another plane. He told us that Getherryc and the Hep-hath were part of an organization known as the Stalkers, who captured people from all planes to drain them of knowledge. Sir Kevin was one of them. We were to pass through a portal, where a war was in progress and try and rescue Sir Kevin. Unfortunately, nobody on that plane liked non-humans, so we were likely to be attacked on sight.

Tirion, as he was known, was very reticent. He refused to tell us the name of the plane we were to go to and what the names of the warring factions were saying that Getherryc would notice a mark in his mind if he said too much. However, he did tell us that the portal was open only for twenty four hours, that is till dusk the next day and asked that we should not kill the guard on the portal.

There were a couple of attacks during the night – a Spirit of Fear and a Troll. The next morning, we were joined by another party but before we could leave, the Dai-Fai-Dyne told us that a Yellow Wizard from the Wizard's Concillium had also been taken to the plane we were to visit and would we rescue him too? They refused to pay us in advance, (an unfortunate mistake on our behalf, as they later only gave us ten Gests!!).

We then left and apart from a Khalid in the woods who refused to be captured, we had an uneventful journey to the portal where we were set upon by two members of the Regionesse, one a magical creature. At this point, Arran got carried away and hit the creature with a Magma Blade until it was dead. We managed to trap the other person and make him unconscious.

We continued and found ourselves on the other plane, being attacked by members of the Empire no less!! We dispatched them, but during the fighting, Slyfoot was killed.

We were then set upon by a group of Sardoreans who said that we were their enemies because we allied ourselves with non-humans. We chased after one who ran away and came to a tunnel in the hillside. We tried going through it, but were attacked almost as soon as we entered. It was about this point that Anthony was killed and all but Olwaen and Malignant were paralyzed. Once we were able to move again, we tried to continue but came upon a man doing the blows of seven men and decided to run away. At this point Vaughan was killed by a bolt and was unfortunately left in the tunnel when we beat our hasty retreat.

We waited outside the tunnel for five minutes while Melkeron invoked his sphere, during which time a Stalker came out and told us that we shouldn't have killed one of his number. Then we went forward to deal with the enemy. Slyfoot was given powerful skins and a Dexterity Potion, the foe was defeated with little difficulty. Mention must be made to Dark Moon in this melee – our female mage was in the front line doing the blows of three!

Further through the tunnel, we came across Vaughan. He had been resurrected by a group of Elves. They did not say much but they were fighting for their homeland. We offered them the chance to come back with us to Orin Rakatha, which they refused, saying they had to guard the trees.

We sent Sven back through the tunnel to fetch Anthony's body, which Melkeron resurrected. Then, after meditating and a short walk, we came across two more Saldoreans. They did not want us to pass, but it was only when we tried to that we found that they were doing the blows of seven men! Heroically, Vaughan managed to slit the throat of one of them, but in doing so, he managed to get himself killed again. Sven had his leg cut off and Malignant had his back broken – we were generally not well. Melkeron really came into his own here as he was able to cure everyone. Then a couple of peasants told us we were going in the wrong direction. Arran shattered their trousers for them (eh!???) and we moved on.

We then came across two traders and two Stalkers. Our clever ruse of trying to hide our non-humans did not work, so Vaughan slit another throat and we 'twatted' the other Stalker. The traders did not seem worried by this and offered us a potion they had found in return for information about the portal, which we gave.

A Kalid was discovered, Sir Kevin (recognised by Gonfidius), a man all in yellow and another person. Malignant was befriended and it took a number of us to hold him back. We managed to kill the Kalid scout by telling Malignant that he was trying to assassinate his friend.

The battle at the ruined house was not going very well and many plans were put forward before Sir Kevin and his friends left the house. Another Kalid was then killed and we found a letter on his body. Gonfidius then managed to steal a scroll from the Yellow Wizard. At this point, some of our party ran off, myself included. This was probably a cowardly move, but in the end, it made no difference as the other half were able to subdue the Yellow Wizard and kill the priest who was beguiling Sir Kevin.

That night, we were attacked by some undead whilst we were eating and a couple of trolls in the morning. We translated the scroll (which turned out to be a Magma Blade) and the letter. It also said that he could keep up the charade indefinitely. Where, we did not know.

Before leaving for the Valley Tower, Sir Kevin told us to beat up the Hep-hath. This we attempted, but things did not go well. Sven was killed by a skeleton who trapped him on his own without an Empowered weapon. Then three quarters of our party were paralyzed in the fist skirmish with the Hep-hath. Malignant got blinded and the Hep-hath, with its minions, played with him, disintegrating the straps on his back and cursing him. Dark Moon went back to help, but received a smashed skull for her troubles. Those of us who were paralyzed were put into all sorts of amusing positions by the Hep-hath, Lord Ghoulishadow and another mage. Once we came out of our paralysis, we beat the Ghoul up severely and gave the mage a nasty disease. We were then only troubled by Ghoulishadow, who we dealt with by giving him a disease, entangling him, casting Terror at him and hitting him repeatedly with ensourceled weapons. However, when we looked for the Hep-hath, it had disappeared and we could not find it. In these closing moments, Sven had died with Olwaen.

| | | | | |
|-------------------------|---------------------------------|------------------|---------------------------|--|
| | Aldron (Group historian) | | | |
| Sven(raised) | Melkeron | Teppic | Anthony (raised) | |
| Olwaen (raised) | Festus | Dark Moon | Fang (alias Arran) | |
| Vaughan (raised) | Telimacalus | Malignant | Feanor | |
| Slyfoot | Christian | | Gorfidius | |

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.

JUNE

CONTACT

| | | |
|--------------|--------------------------------|----------------------------------|
| 13-14 | Sparky's mission 24 Hour | Clive (0785) 780429 |
| 13 | Pre-HEROQUEST | Nick Blewer (0793) 855069 |
| 21-27 | HEROQUEST IV – SCOTLAND | Nick Blewer (0793) 855069 |

JULY

| | | |
|--------------|-----------------------|---|
| 4-5 | As yet unbooked | |
| 11-12 | Elven Special 24 Hour | Jon Lowndes |
| | | 38 Livingstone Road, Ellesmere Port L65 2BE |
| 17-19 | Theme Weekend | Mark Roberts (0452) 610342 |

AUGUST

| | | |
|------------|--------------------------------------|---------------------|
| 1-4 | 72 hour Shark Cult Mid level Special | Clive (0785) 780429 |
|------------|--------------------------------------|---------------------|

SEPTEMBER

| | | |
|--------------|--------------------------|----------------------------|
| 25-27 | St Brivals Theme Weekend | Mark Roberts (0452) 610342 |
|--------------|--------------------------|----------------------------|

OCTOBER

| | | |
|-------------------------|-------------------------|----------------------------|
| 9-11 | 36 Hour – Welsh Bicknor | Mark Roberts (0452) 610342 |
| 31 - (November)1 | Halloween Theme Weekend | Mark Roberts (0452) 610342 |

NOVEMBER

| | | |
|--------------|-------------------------|----------------------------|
| 20-22 | 36 Hour – Welsh Bicknor | Mark Roberts (0452) 610342 |
| 27-29 | Ridgeway Theme Weekend | Mark Roberts (0452) 610342 |

DECEMBER

| | | |
|--------------|-------------------------|----------------------------|
| 18-20 | Christmas Theme Weekend | Mark Roberts (0452) 610342 |
|--------------|-------------------------|----------------------------|

Please note that we are close to losing Kinver as a site, we have already lost the campsite, so please, we no longer meet there. The usual meet is at The White Hart Inn on Kinver High Street.

Kinver is less than a mile west from the A449 and leads straight on to the High Street. The White Hart Inn has a large public car park at its rear where we park and meet.

| Skills Purchased. | Cost. | | Skills Purchased. | Cost. | |
|-------------------|-------|-------|-------------------|-------|-------|
| | Cost | Total | | Cost | Total |
| | | | | | |

HERO-QUEST LIVE ROLE - PLAYING CLUB CHARACTER RECORD SHEET.

Character Name:

Real Name:

Race:

Profession: *Acolyte*

Rank:

Skill Points:

Camp:

Guild:

| ARMOUR CLASS | Physical | | Dexterity | | Magic | | Power | |
|-------------------------|----------|--|-----------|--|-------|--|-------|--|
| Head: | | | | | | | | |
| Body: | | | | | | | | |
| Right Arm (Upper/Lower) | | | | | | | | |
| Left Arm (Upper/Lower) | | | | | | | | |
| Right Leg (Upper/Lower) | | | | | | | | |
| Left Leg (Upper/Lower) | | | | | | | | |

LIFE POINTS:

POWER:

Total Power:

Sphere:

First:

Second:

Invocations: Rank 0:

Rank 1:

Rank 2:

Rank 3:

Rank 4:

Rank 5:

Rank 7:

Rank 9:

Rank 6:

Rank 8:

Rank 10:

MAGIC:

Colours:

First:

Second:

Spells:

Level 0:

Level 1:

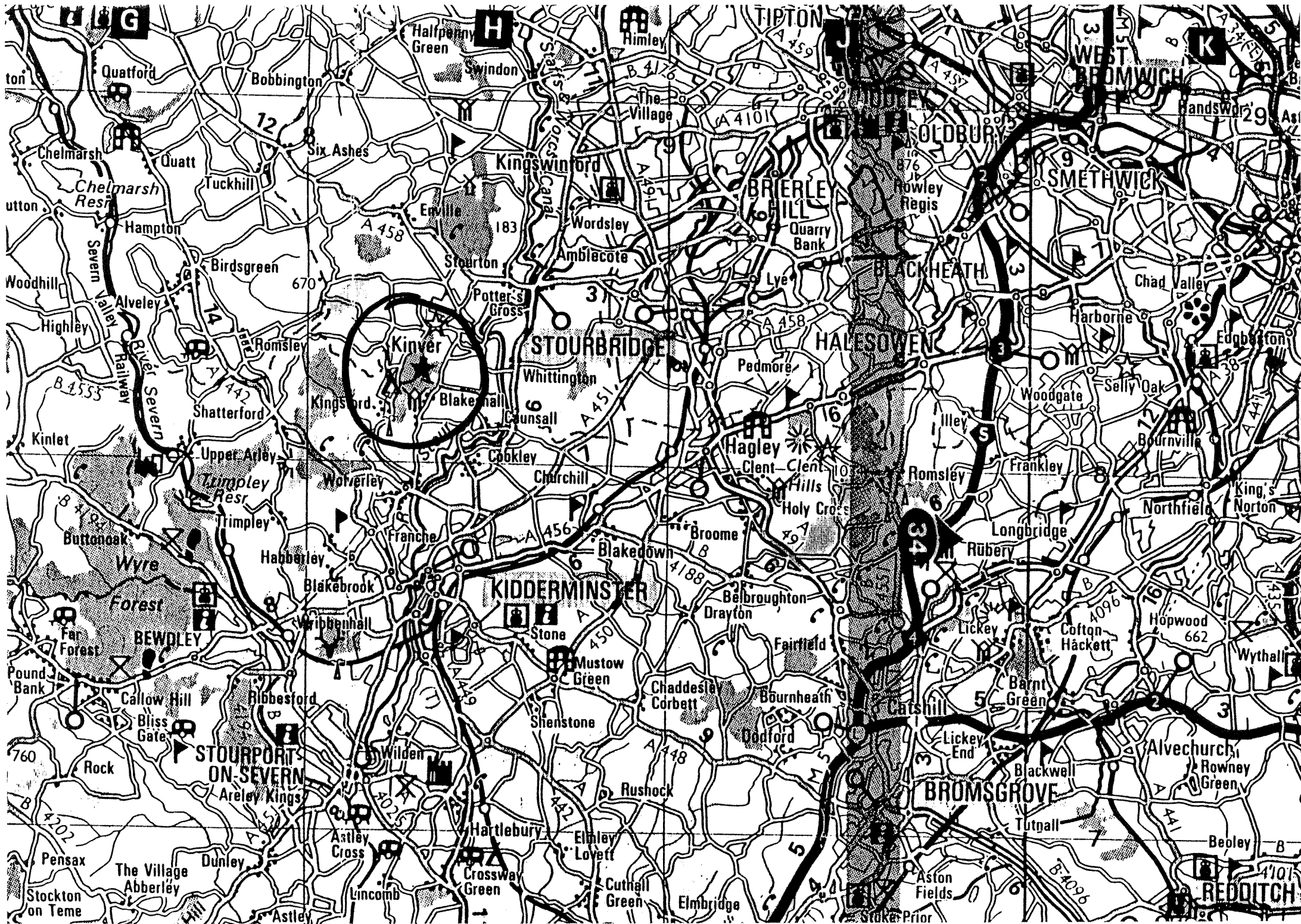
Level 2:

Level 3:

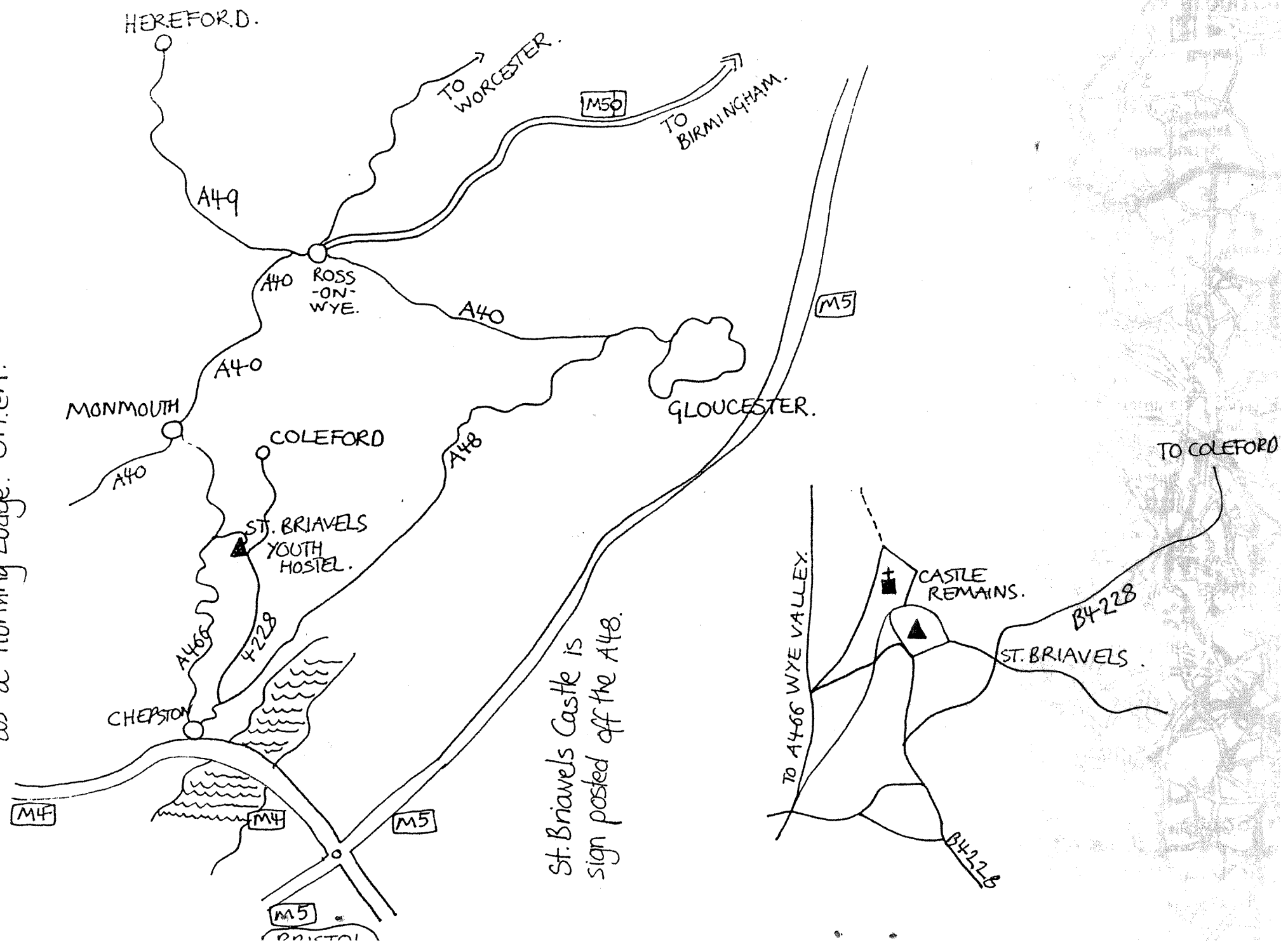
Level 4:

Equipment, Items etc.

Gold, Treasure etc.



St. Briavels Youth Hostel.
St. Briavels is a Norman Castle used by King John
as a Hunting Lodge. Oh.eh.



St. Briavels Castle is
sign posted off the A48.

the LORIEN TRUST

A new adventure begins ...

The Arch Mage requests you attend the Great Tourney in his lands at Drum Hill Camp, near Derby, U.K. on 28th -31st August 1992 for the major Live Role-Playing Event of the Year.

With over forty individual group competitions for you to test your skills in...

Battle
Magic
Stealth
Archery
and much more besides

Wander the market searching for bargains, listen to the musicians, taste the splendour of the banquets or take part in the many adventures.

With a host of character interactions and complex plots to unravel, this promises to be the most original and exciting LRP event you could be a part of. Run by LRP professionals for all LRP enthusiasts.

For a copy of the Rules and character generation sheets, phone or fax Steve Turnbull on 0457 837924

Group applications preferred.



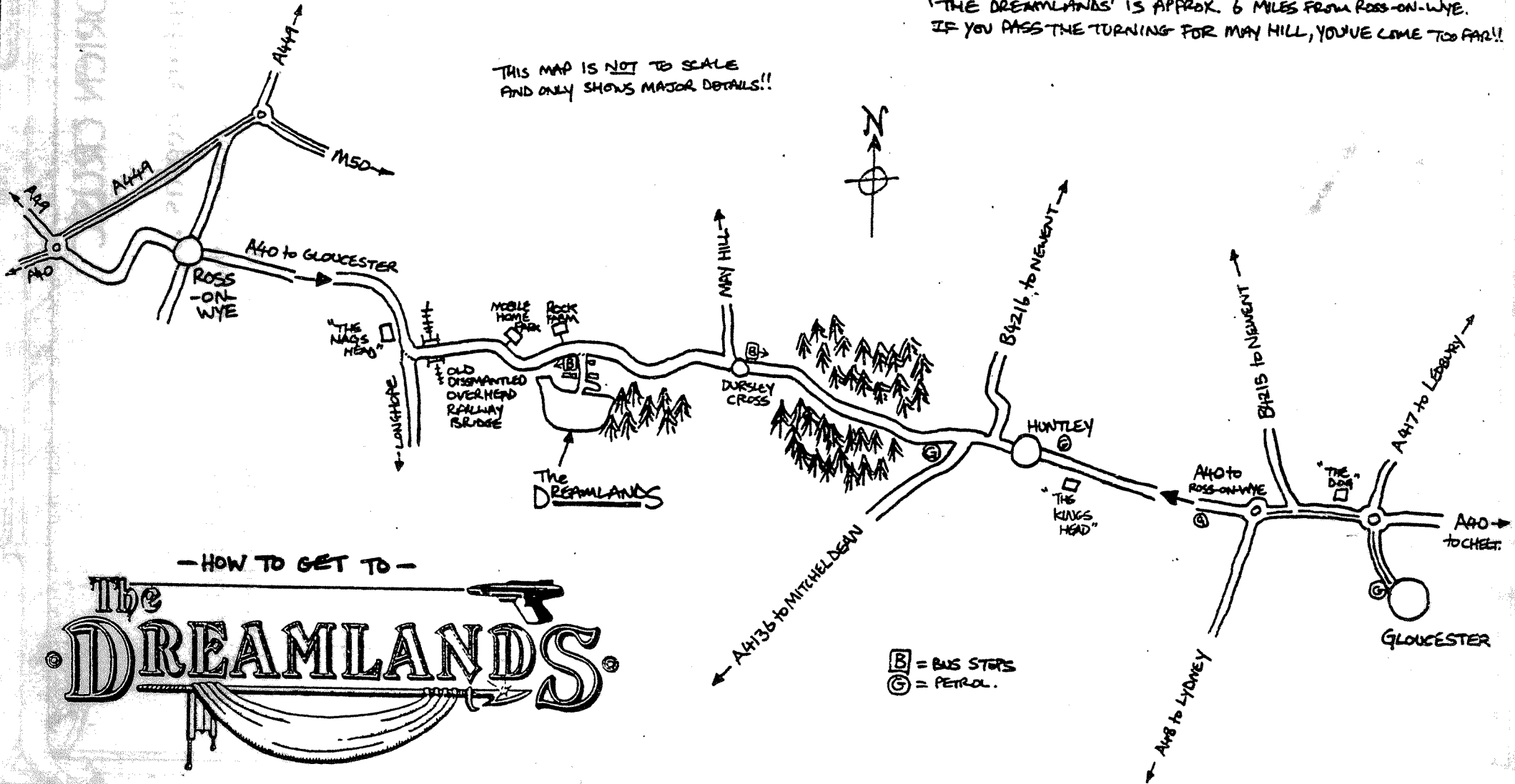
FROM GLOUCESTER: GO PAST 'HOMEBASE' & ACROSS WESTGATE BRIDGE. STAY ON THE A40 & FOLLOW SIGNS FOR ROSS-ON-WYE. PASS THROUGH HUNTLEY & FOLLOW THE BENDS FOR ABOUT 2 MILES. THE TURN INTO THE DREAMLANDS IS A VERY SUDDEN TURN ON THE LEFT UP A VERY STEEP DRIVE PAST WILLOW LODGE ON THE LEFT & A CERAMICS FACTORY ON THE RIGHT. KEEP GOING STRAIGHT UP THE DRIVE UNTIL YOU REACH A POLE/CHAIN ACROSS THE DRIVE BLOCKING THE WAY. TURN LEFT DOWN A GRAVEL TRACK & PARK IN THE GRAVEL CAR PARK AT THE END.

'THE DREAMLANDS' IS APPROX. 11 MILES FROM GLOUCESTER.
IF YOU PASS 'ROCK FARM' ON THE RIGHT - YOU'VE COME TOO FAR!!

FROM ROSS-ON-WYE: GET ON THE A40 FOR GLOUCESTER & KEEP GOING. AFTER APPROX. 5 MILES YOU WILL TURN A SHARP LEFT & PASS BETWEEN THE SIDES OF AN OLD RAILWAY BRIDGE. SOON ON YOUR LEFT YOU WILL SEE A MOBILE HOME PARK. THE ENTRANCE TO 'THE DREAMLANDS' IS ABOUT 200 YARDS FURTHER ON THE RIGHT AND IS MARKED 'WILLOW LODGE'. YOU TURN UP THERE, UP A STEEP DRIVE, PAST WILLOW LODGE ON THE LEFT, A FACTORY ON THE RIGHT. KEEP GOING STRAIGHT UP THE DRIVE UNTIL YOU REACH A POLE/CHAIN BLOCKING THE WAY. TURN LEFT DOWN A GRAVEL TRACK & PARK IN THE GRAVEL CAR PARK AT THE END.

'THE DREAMLANDS' IS APPROX. 6 MILES FROM ROSS-ON-WYE.
IF YOU PASS THE TURNING FOR MAY HILL, YOU'VE COME TOO FAR!!

THIS MAP IS NOT TO SCALE
AND ONLY SHOWS MAJOR DETAILS!!



- HOW TO GET TO -

The DREAMLANDS