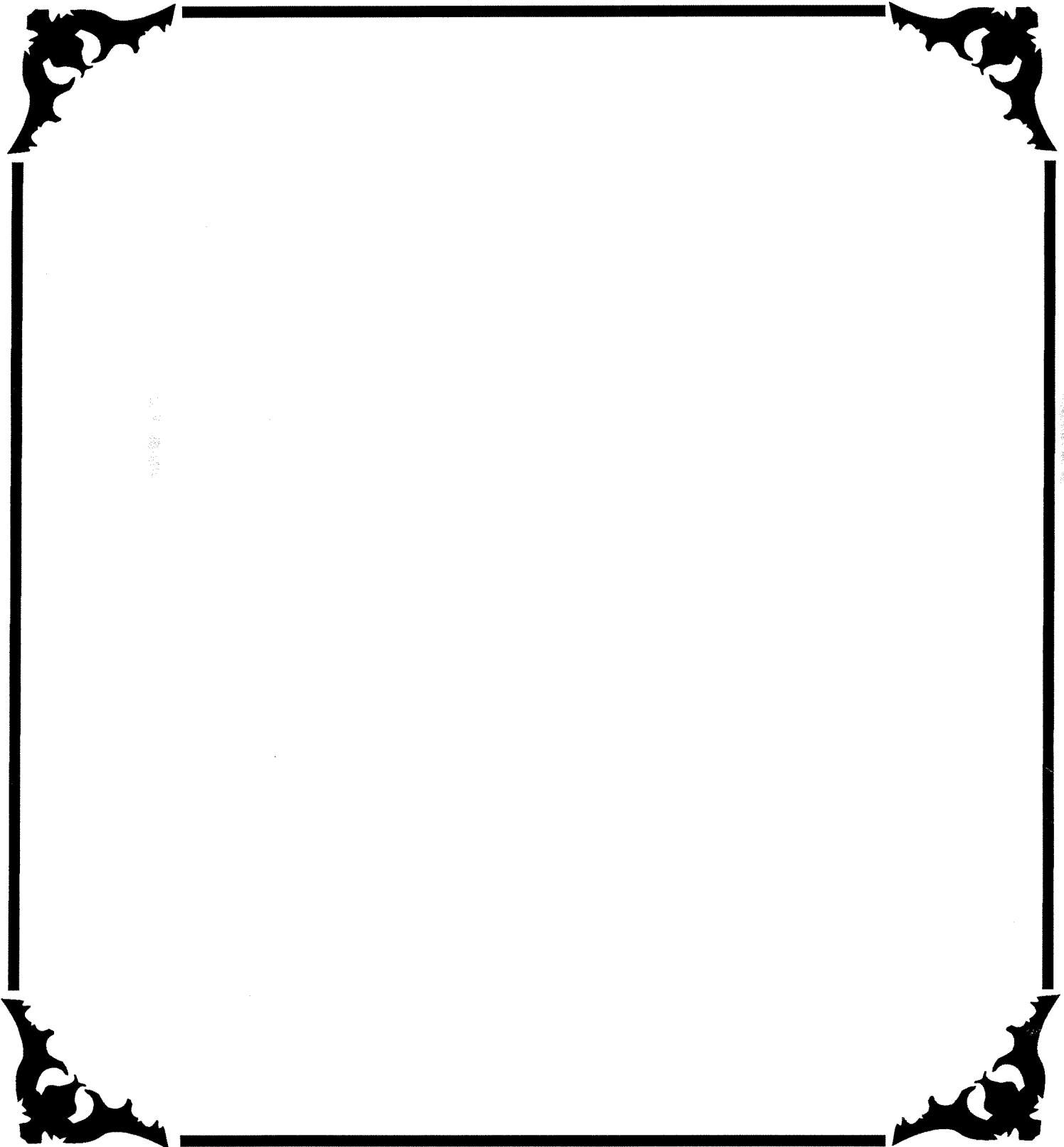


QUADRANT

Number Seventeen



The Fantasy Role Player's Fanzine

QUAD 17 INTRODUCTION

Thank you again to all those who have contributed to this edition of QUAD; please, please can we have some more artwork as we have virtually exhausted the previous pieces sent in.

The Power Rules are now finished and anyone who wishes to buy a copy should send cheques or postal orders for 7.00, along with a stamped addressed A4 envelope to:

Mark Roberts
14 Grove Crescent
Barnwood
Gloucester
GL4 7JJ
Tel: 0452-610342

Remember, Giles is still offering a 5 Gests payment for written accounts of quests undertaken. So send it to the above address, along with a SAE, and the money will wing it's way to you by return.

YOUTH HOSTELS

With winter fast approaching, players are requesting nighttime stays in Hostels. Obviously, this expense will be passed on to all those staying in the hostel, but will not be immediately tagged onto the cost of the adventure, it will be collected separately; the referee cannot be expected to go around collecting the money off every individual player and monster, so if you could please make it your priority to get all monies owed to the referee as soon as you see him or her, then your adventure will begin all the sooner.

This is not the case though at Theme Weekends where the price of the hostel is included in the overall adventure cost.

This months crossword is even harder than last months, so the prize is a free 8 Hour, so get those answers in quickly.

Episode 12 - Sparky's explore

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The replies to Sparky's invitations slowly began to arrive at the Grey Rangers Guild and acceptances were soon received from Felix, Narnia, Eleanor, Scud and the Prophet (who actually paid 5 Gests to the Grey Rangers to help pay off Sparky's large guild debt).

However, Felix felt that Sparky should invite another scout and hospitaler to go with him so he invited Nishi and Buttercup along as well.

Then he heard rumours that a Valley hero called Fearon had encountered Max and Nashidasan in a tower bar and asked them what Sparky was upto. So Sparky sent him a letter explaining what he had in mind and inviting him along also. Further acceptances were then received from Fearon, Max filthy Fil and the yellow wizard Malignant.

After this things began to go downhill a little; Buttercup could not come as she had agreed to go on a secret mission elsewhere (but donated a small elixir to the mission, while hoping it would not be needed) Felix and Giles were both kidnapped to stop them coming, Nishy and Sally could not make it, Durgrat and Bungo never replied and Nashidasan decided to take up an honest job to get some some money.

Sparky got desperate and wrote an urgent letter to Lord Krane asking him to send him a hospitaler to help out. This was just as well for on the day the only hospitaler to turn up was a young girl called Gawain that Lord Krane had ordered along.

Meanwhile Waterlily had persuaded a hospitaler friend of hers called Cuddles to seek Sparky out and ask if he could join the mission. Sparky kissed his feet and said 'Well...if you insist of course you can tag along'. He then went to his temple and spent the night saying a prayer of thanks. As it eventually turned out Cuddles could not actually make the expedition but sent along an acquaintance of his called Teppic (a dark power user) instead.

Sparky had just about decided that he would lead the mission on an explore of the Farielund Forest when he received a letter from a fellow ranger named Arken Stone offering to pay 5 gests per party member if the mission was to go near to the old Taranor tower, meet with one of his friends (a ranger called Ramp) and then try to find out who or what was ambushing merchant caravans in the area and if at all possible stop them. Never one to turn down good money Sparky adjusted the route and told his party to turn up looking a bit more like merchants and a bit less like thugs for this journey.

The explore was not a great success but did have its highlights. Sparky and his mates met up with their guide and Sparky asked to see his pass but Fil said it was not necessary as he was a mate of his so the party set off towards the old Taranor tower.

They came across some goblins and a Troll in a quarry. Sparky had a talk with them and discovered that they were mining magic rocks and selling them to a local ogre. Sparky was quite happy to talk to them despite their hostile stance but some of the others got bored and Sour Puss suddenly attacked them. They were all killed in the ensuing fight, except for one particularly pathetic goblin who was later butchered by the dark camp members, who claimed that the poor creature would be a threat to them if he were allowed to go free. Sparky felt that as the goblin probably couldn't write simply cutting its tongue out would have ensured it was no real threat to the party but everyone yelled at him not to be so stupid and several of the party led by Fil murdered the creature. A mage of little consequence has a piece of the magic rock from the quarry.

The party was then led by the guide down a narrow path to a cave complex. This was found to be full of strange spider like creatures who attacked the party. At first Sparky barely felt the spiders blows and easily killed a couple of them. Only then did he start to feel a little odd. Someone mumbled something about him being poisoned and a white healer rushed over to attend him. He was soon sorted out and back on his feet.

Meanwhile Ramp the ranger guide had run off and deserted them all. Sparky later wrote a stiff letter to Arken Stone telling him exactly what he thought of this. Also, somewhere in the middle of all the fighting Silver (the Sharky responsible for everyone having a large green fish on their foreheads) had appeared. He said that he had been looking for the Prophets group for some time as he needed their help to kill off a bunch of hairy tics. Sparky thought that this should be easy as he was pretty good at catching tics.

A short while later as the party moved towards the tics lair they were attacked by a bunch of bandits who started to consume lots of potions. Luckily most of the potions were not very good and most of the bandits were slain during a very prolonged fight, in which Sparky felt that his side were badly let down by their own mages; who did a grand job of telling the fighters which of the enemy had skins up but then forgot to do anything about it, failed to shatter a single potion bottle and eventually started diving into the fighting in an effort to acquire the type of front line experience generally reserved for hardened warriors, this resulted in several people being elixiered, including himself, and worse still in Sour Puss, Malignant and the poor old Prophet being killed. Sparky himself used the last of his power trying to heal the Prophet and only discovered later that this had not been enough to save his friends life. The Prophet was however, apparently ressurected by Silver so the party only had two bodies to carry.

It was during the period after the fight when the weaker members of the party were taking time off to rest that Sparky and Scud got down to talking about how easy it might be to cast spells and Sparky decided to try and practice by pointing his finger at Silver and yelling "FZAM". It came out like a fly spell with Silver being airborne for a good second or two. He had no sense of humour however and retaliated by putting a fear spell on Sparky who spent the next few minutes blundering about in the forest before being found by his friends.

The party continued onwards following Silvers directions and eventually came to a ruined cottage. Silver claimed that this was the hairy tics lair but Sparky

couldn't see any, although there were a couple of lizard men higher up the hill side. Then someone spotted an assassin lurking in the bushes who later claimed to be waiting to assassinate Malignant, but seeing as how Malignant was already dead, he was really just wasting his time and everyone else's; but that did not stop him from beguiling Narnia and getting her to try and bring him Mals body.

Then just as all this was going on the Red Sharkies came down the hill with a small fire elemental and asked the party to kill Silver because they didn't like him. It seems that when faced with a choice between fighting Silver on his own or fighting a few Red Sharkies with a little old fire elemental Cats Paw decided it was a no contest....Silver was suddenly surplus to requirements. Cats Paw and Phil, apparently, killed Silver but omitted to do two important things; firstly, to ensure that there were no other large vindictive nasty Sharkies, such as Scud, about and secondly to make absolutely sure that Silver really was as dead as he at first appeared and keep him that way. As a result Scud very nearly killed Cats Paw trying to stop the murder and then the supposed body of Silver suddenly jumped up a couple of minutes later and ran off into the forest looking very lively indeed.

The Red Sharkies then as a token of good faith offered to either resurrect one of the party or remove someones Shark Mark. There did not seem much point in resurrecting Malignant at the time as the revenge crazed plane hopping assassin was still in the area trying to get him and he would not get any spells worth mentioning back until after a good nights sleep anyway. And while Sparky was contemplating what to do Scud jumped in and demanded that his own mark be removed. This was done and the party decided to retreat to a nearby inn for the night with the bodies of Mal and Sour Puss in tow.

The inn was called the END OF THE WORLD and it was quiet. Too quiet !! It had run out of beer! The landlord was a good haggler but he eventually agreed to let the party stay overnight and to supply everyone with a single glass of wine for a modest fee. Sparky spent a very pleasant evening in the bar learning all about virgins on pogo sticks, mercenarying and why there was no beer. Then, having told Scud to wake him when he got tired of being on watch, Sparky went to bed.

Next morning Sparky awoke just in time to hear Scud moaning about how he'd not got any sleep because he had been on watch all night. Sparky was totally unsympathetic.

Eventually, after even Fil had got up, a Sharky scout turned up and demanded that the party follow him to a big meeting of Sharky elders in the village at the top of the hill next to the inn. The party's own scouts did not appear to suspect that he was anything other than he seemed so slowly everyone set off after him. It soon became apparent that something was amiss however for, having demanded that the party follow him, the scout then stode off up the path ahead and vanished from sight despite Sparky's protest that he should slow down and wait for everyone to catch up.

A few yards further on a couple of lizard men were encountered who claimed that they had been thrown out of their village by some nasty evil shark cult types but they ran off without giving further details. The party decided to get ready for what might be a serious fight. Then properly prepared they entered the village to discover that Silver was there with some of his pals. A short no questions asked battle followed in which the Sharkies were totally overrun. Silver was killed and his head severed, burned and lightning bolted. Then Cats Paw looted the Sharky temple and everyone voted that we march home quick before we managed to lose any of the treasure. Sparky decided to carry what remained of Silver along for a while, just in case he should bump into the Red Sharkies

on the way home.

The party wandered back towards the End of The World and immediately bumped into a group of Red Sharkies. Sparky gave them the body and opened up talks to get his shark mark removed. The Red Sharkies however only seemed prepared to remove the mark if Sparky would let them replace it with one of theirs. This did not seem to be a very good idea. Instead Sparky decided to be as nice as he could to them for apart from that they seemed quite friendly. As usual some people from the dark camp got bored with all the talking and started to cast various spells behind Sparkys back. Sparky reckons its the dark camp who are getting the Valley a bad name (really...I'd never have believed it) and thinks that perhaps he should make an effort in the future to stop them running amok so often. The Red Sharkies understandably began to get a little nervous at this but Sparky feels that an agreement would have been reached if it had not been for the fact that at this point a member of the dark camp named Nightspear who was accompanying the Red Sharkies decided to attack them. A very unnescessary and fierce fight followed at the end of which Sparky was fighting half naked, having had much of his armour shattered, several elixiers had been consumed and Teppic and Zenith were both found to have been slain.

After that the party managed to return home without further mishap.

Episode 13 - The Hunt for Felix

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Sparky heard rumours that Nishi was organising a hunt for Felix. Sparky thought that this was a bit off as Felix is OK so he wrote a letter to Nishi telling her to stop and also made a point of being free on the day the hunt was supposed to start so that he could ensure that nothing happened to Felix.

The appointed time arrived and the assembled troops were immediately ordered by Giles the Warlock to follow him to a totally different demi-plane for reasons that Sparky never really understood but everyone else seemed to think were OK. So everyone stepped through a thing called a WORLD WINDOW to appear on this demi-plane where the party almost immediately discovered that as soon as any of them ventured more than 50 feet away from Giles the person doing so promptly developed a very nasty headache.

At this point Giles started to consult some magic item he was carrying in order to try and locate a portal to another world called Mentalia and ordered the entire group to follow him. Not that they had any choice given that their brains tried to explode everytime they got too far away from him.

A few strange looking human types with brightly painted faces were spotted soon after the party's arrival. At first they shied away from the Valley folk but eventually a couple of them came forward and addressed the party, calling them "THE PROVIDERS". It soon became clear that although they thought that the Valley folk had been sent by the gods they also expected Giles and his band to provide them with a shower of gifts. When this was not forthcoming they got annoyed and eventually the usual fighting started. Several of these tribesmen were slain but at least one escaped. This did not worry Giles unduely so he resumed his attempts to find the magic door again.

The party then met some big bugbears one of whom wanted to eat Sparky. Sparky did not think much of this idea so the bugbears both ended up dead when they pushed the point too far.

One of the painted people continued to follow the party so it was decided that Marco and a mage of little cosequence would get ahead of the main party, hide themselves and then jump on the party's follower when he passed them. This was done with considerable effect and with the culprit well and truely glued to the spot the rest of the party were then able to interview him at length with their swords, maces, and daggers.

Eventually Giles reached the spot where he thought the portal to Mentalia was going to open. At that moment the party were very suprised to see a Kalid scout spying on them. Giles got talking to him but attempts to outflank him or get close enough to spell him came to nothing. Giles did manage to discover that he was one of a group of Kalid trapped on this demi-plane and ten informed the Kalid that the Valley folk did have a way of returning to Orin Rakatha. Having found this out the scout ran off.

At this point the party set up camp for the night and rested.

A little later some folk in white robes stepped through another WORLD WINDOW and although they clearly did not want a fight someone from the valley decided that they did and a big battle started. Giles later explained that these folk were Astral Warriors. They were quite tough and would have decked Sparky quite easily had he not recently been visiting the temple so much. As it was once he was blessed by the Prophet things became far less dangerous and the Valley force soon had the others on the run. A hot persuit started with Giles at the

front and lots of headaches at the back. Things got impossible and one of the Astral Warriors got away.

Everyone returned to camp to sleep and recover.

Sparky did not feel particularly sleepy so he stayed up during the first watch along with Scud, Max and Zenith. Not a lot happened until Giles magic item started to indicate that the portal would soon open. When it eventually did the party found itself facing an line of people several of whom had a serious attitude problem. One of them started by insulting Giles and then another set about shattering all of Sparkys equipment, destroying his shield and breastplate but not his superior hat, which had been protected by a mage of some consequence or his trusty ensorcelled sword. At this point if it had not been for the strangely respectful manner Giles was treating the opposing leader Sparky might well have smashed his trusty ensorcelled sword into the strangers mouth. As it was, he picked up the bits of his breastplate and set off to a mage of some consequence to fix it. As it was he made do with Malignant.

As it was he made do with After a few minutes of ritual mutual abuse the strangers were allowed to pass by without a fight. Giles and Marco then explained to everyone that the nasty guy who had the strangers leader was no less than the Assistant Guildleader of the Yellow School of Magic Aadvark Bumstumper and that the rest of the group had been his helpers and torcs (who are a bit like zombies apparently). They also explained that if you could ever hit one of them with an iron weapon he would almost certainly die as iron was deadly poison to them. They call iron Blood Metal and kill anyone who takes it to their home plane of Mentalia.

As Sparky was climbing under his blanket he heard a character calling himself the Great Spirit enter the camp talking all friendly like just in time to be turned into fishbait by Giles because he made an off the cuff remark about his tailor.

The next morning all was quiet and Sparky had been up drying his troll skins out for several hours before most of the camp woke up. Eventually, after everyone had been dragged out of bed and suitably woken up with a cup of something hot (someone said it was coffee, but Sparky has his doubts), the group decided to stay put until the WORLD WINDOW opened and then go home at once.

Then someone noticed that Assistant Guildleader Aadvark Bumstumper and his gang were strolling down the path towards the party. Everyone cleared the path for them. They opened a magic door and one of the torcs and a figure robed and hooded in white both went through it. We assumed that they both were transported to Mentalia. Then Bumstumper and his mates wandered off and the Valley folk let out a big sigh of relief.

Some of the painted people appeared then carrying the body of the Great Spirit. A couple of them came towards the party and offered to let the party choose one of their possessions as a payment to go back home. Sparky was suprised that everyone agreed to this and that they did not attempt to grab all of the items that were offered. Eventually it was decided that the Valley folk would accept a big pile of jewels and leave as soon as they were able. Then the painted people left.

Then someone spotted one of Bumstumpers servants observing the camp and Giles (accompanied by everyone else) decided to go and have a few words with him. He seemed OK. Then everyone returned to the camp again.

Sparky was sitting sunning himself by the tents when Fil said that he thought everyone should go on a Kalid hunt until it was time to leave. Giles and a few others pointed out that the Kalid would have to come to them anyway eventually as they were the only ones who knew how to get back to Orin Rakatha. Then someone said that this being the case if we moved the Kalid would have to follow us and that at least we could then tell where they were. It seemed to Sparky that merely looking as if we were about to step through another WORLD WINDOW would probably have the same effect but Giles had already made his mind up to go for another jog so everyone set off.....followed by a Kalid scout. Giles was soon in hot pursuit with everyone else developing sudden headaches and trying not to get left further behind. Having failed to catch the scout Giles started to mumble things about the general fitness of the party.

It was at about this time that Sparky spotted a large number of other Kalid come stomping along another path heading straight for the party. A massive fight then broke out. The Kalid were a very physical bunch and the battle was fast, furious and very very dangerous to be in. Sparky soon had one of his legs broken but the good old Prophet was on him at once and he was soon up and in the thick of the battle once more. However, as time wore on, Sparky began to accumulate a large number of small wounds and eventually had to withdraw and patch himself up a little. Still not feeling a great deal better he asked Sour Puss to help him. This she did and Sparky returned to the fray for the second time.

He was soon hurt again however and decided to withdraw from the area where the fighting was most heavy to the flanks where he found a Kalid scout trying to get around the side of the Valley force in order to attack the mages and healers. Suddenly, an evil power user hit Sparky with a huge Power Hammer which totally decked him. Luckily, his comrades saw this and he was immediately defended and healed sufficiently to be able to stand. Sparky felt awful and went to find the great Michalener Harry who was the only healer then left with any power. Harry gave him a bit of healing and Sparky felt a little better but by no means healthy. He returned to guard the flank. He got Power Hammered again. He chased the scout away. Then he joined the other fighters for the last big push to win the battle.

At this point Sparky narrowly failed to parry an awesome blow from a huge Kalid wielding a massive mace and was knocked unconscious.

Later, when he came to, he was in the Hospitalers guild and was informed that they had had to ressurect him again. He then also discovered that despite his own demise the Valley force had not only been victorious but had, a few minutes later, by almost unbelievable good fortune, stumbled across Felix and an old troll. They had then killed the troll and brought Felix home. So things had turned out OK after all.

Sparky thinks that this fighting lark is getting more dangerous all the time and that perhaps it is time for him to find a nice little woman and a well paid job and settle down.

The Half-Orc Barbarian Weekend

My name is Shere Khan and I am a Barbarian Were-Cat learning to be scout. I have just arrived in the Valley from the mountains.

I heard a rumour that there was going to be a big party for $\frac{1}{2}$ Orcs and Barbarians, and as I don't know many people in the Valley I thought it would be a good way to meet some. I ingratiated myself with a couple of colleagues of Narnia (a friend of mine) and got an invitation to go along with Sparky and Scud.

We arrived after dark and I was sent on ahead to scout by Edith another $\frac{1}{2}$ Orc who seemed to be in charge. I must admit to finding it difficult to understand Edith as he spoke a foreign language, but soon picked up some important phrases such as "tuocs og" and "erom reeb". I found the house where the party was to be held but it looked like we were the first to arrive as the place was in darkness.

We knocked on the door and eventually a figure appeared. This was the representative of the Azard-an from whom we had rented the house. After some discussion we were allowed in.

Eventually we found a light source and were able to get settled in properly and break open some of the beer we had brought with us.

I took stock of my companions at this stage. There was Scud and Sparky, both of whom I had already met; Fil and Top, Reggie and Edith. Not one Barbarian amongst them. This was a little unnerving especially when Fil ignored my attempts at friendship and Top admired my tail in a particular way!

However I was determined to relax and enjoy the festivities.

We were all just settling down comfortably when a human appeared and aggressively asked what we were doing in the house he had rented. We invited him in for a quiet word, although Reggie wanted to kick his face in, and eventually he went away to talk to the Azard-an. Not long after some Lizard men arrived demanding the same thing. Scud and Fil wanted to leap out and beat them up, but Edith got them under control and explained that we had also hired the house and were in fact already occupying it. So off went the Lizard men to chat to the Azard-an as well.

We had no sooner got comfortable again when a very distressed Sprite (I found out later it was Buttercup) arrived and pounded on the door. She and the Welk Brothers had been bringing all the supplies for the weekend but had been set upon by Goblins who had run off with the beer. What an outrage. Needless to say the brothers went in hot pursuit while Buttercup came on to break the sad news.

We did our best to comfort and reassure Buttercup, which involved forcing large quantities of booze down her throat, but it worked. Eventually the brothers arrived but without the booze so we all knew what we would be doing the next day. Shirley, Sharon and Karol all seemed quite nice $\frac{1}{2}$ Orcs but soon closeted themselves in another room with Edith.

One by one they called us into this room for an interview and I waited in mounting repidation till I was called. Needless to say I was the last. When I went in I was shown to a seat at a table behind a single candle and a goblet. The brothers were seated in a row against the far wall. They asked me what I liked drinking and poured me a Snake-bite which I downed in one. They then interrogated me as to my reasons for coming to the Valley and what I wanted. They seemed quite happy with my answers and I was offered some conflicting advice about scouting. Then they offered me a second drink and said goodnight.

The next morning I was sunning myself in the garden when a very drunken Goblin arrived clutching a beer bottle. One of yours! Sparky managed to retrieve the bottle which I hid in the house and we attempted to find out where the party was. The Goblin didn't seem to know where he had come from so I went off to scout the direction he had pointed in most often. Some distance away was a large opening to what seemed to be a very long cave. There didn't seem to be anything moving inside so I went back to report.

Once everyone was up we headed back to the cave but this time I could see lights! At the entrance to the cave we were challenged by some Goblins. Scud started the rout by Throat slitting one of them and the battle was on. One of the Goblins ran away into the cave and we killed the rest. We hunted for our beer which we didn't find although we did find a silver ingot.

We ventured into the cave after the one that got away. It was so long and dark that even my cat's eyes were not much use and I was reduced to groping my way along one wall. Suddenly we were challenged by a being who was so afraid of us that he/it tried unsuccessfully to run through the party and away with no contact. A bit further on we started to see daylight again. We were in fact in a tunnel not a cave. At the far mouth was another group of goblins whom we managed to take by surprise. They posed no real problem to us though I was slightly wounded, fortunately Reggie was able to cure me. We had a good hunt but still no beer.

Off I went scouting again, up and down hill and cross country, nothing. But while I was scouting a being all in red joined the party. She seemed very nice at first but insisted we shouldn't go downhill again to try the lower path. Being a scout I thought I'd go down to find out why and she tried to firedart me! Magic ! Grrrrr ! I stayed well away from her after that. While Edith and the others tried to negotiate with her I went back up the hill to talk to Fil, Scud and Sparky. Edith then called us back but the others refused to go down only to come back up again. So after pointing out that it was my job to run messages for them I went down to see what was happening. Nothing was so I went back up hill to discover that Sparky and co had gone exploring on their own: Being a good tracker I was able to catch up with them easily and together we made our way to the lower path. We then made our way along it to join the others only to find them running past us closely followed by the thing in red. I dived into the bushes to hide but she fired bolted me in the back., 'that hurt'. However I was lucky compared to some: Onyx a Half Orc Hospitalier arrived just as she got angry and she killed him! Fortunately someone had an Elixir of the right potency. Top came along and cured me and I scouted after her through the bushes to see what was going on. I was spotted by a Druid who fortunately did not give me away just whispered vehemently for me to get off his plants, which I did.

By this time the creature had been killed - Probably by Fil - and there ensued a discussion between sparky and the Druid about blood being food for plants.

Once again I went scouting, this time along the banks of a river, reporting back whenever there was a split in the path. At one stage I had only just left the others when I discovered a group of pirates around the corner. They were not prepared to let the party past without trouble so they suffered for it. A little further on we came across another group of goblins. This looked more hopeful as they had a half-bottle of beer. However they weren't prepared to share it with us so we dived for it. We won (I think) and drank the beer. They weren't very happy about this and attacked us. We killed a few, captured one, and the rest ran away. The one we captured told us that the beer had been taken back through the tunnel. I think we let him go but Fil probably killed him.

Back we went to the tunnel with me scouting again. Unfortunately the party missed the correct path and despite retracing my steps carefully didn't catch up with them until I reached the tunnel for the third time. This time it was easier to see in the tunnel and we got through it with no mishaps and no challenges. Back to the house and still no beer!

After a while a goblin appeared taunting us that he had our beer. Naturally we all chased after him. He led us to a bridge the far end of which was held by a group of goblins and a troll. And they had our beer! This was a much more difficult fight as the bridge was only wide enough for two abreast. However we force them back and wiped out the goblins which left only the troll to deal with. With the aid of a few curses and power drains our doughty fighters (Scud and Sparky) finished him off and skinned him. And the beer was carried triumphantly back to the party.

The remainder of the day was spent convivially with Onyx generously helping dispose of a lot of beer which he maintained was bad for us. There was lots of food and everyone enjoyed themselves though I got a bit cross when Sparky stole Chookie my regenerating chicken, so he could have a game of football. Those who joined in wished they hadn't.

All in all I enjoyed my introduction to Valley life. The Half-Orcs are a good bunch. But where, Oh where were the Barbarians??? I joined the Goblin Guild instead.

IMPORTANT NOTICE TO ALL VALLEY MEMBERS

Let it be known that the following people have proved to be traitors to the Valley and are guilty of gross crimes against our people.

If encountered they are to be handled with extreme caution and it is advised that only highly experienced groups attempt to deal with them.

Any information on their activities or location would be greatly appreciated.

Signed

GRENDEL KORIMUS

Acting Assistant Sect Head to the Grey Gauntlet
of the Order of Knights Martial

Traitors to the Valley:

Sardonyx (ex-Head of the Red School of Magic)

Apshall Farlight (ex-Head of the White Path Sect)

Kleinwort Ironfist (ex-Assistant Head of the Grey Gauntlet Sect)

Giovanni (Dark camp Seer Priest)

Spark - I know this elf as a loyal friend and believe that he was not of his own mind in the actions against our people, but he must still be dealt with as an enemy until we can take and examine him.

OPEN ANNOUNCEMENT TO THE VALLEY

I have been chosen by a joint group of leaders from all Camps to make a public announcement to all Valley members. I bring tidngs of possible traitors in the Valley and also carry news of the recent allegations made against certain members of the Council of Ten.

1 PUBLIC THANKS

Firstly I attach a notice from Grendle Korimus who led a group that exposed the traitors and in fact foiled a major part of their plan. Our thanks go to this group, who also managed to a save Volminor, the Assistant Sect Head of the Hospittaler Sect; Sir Loren de Hal, Assistant Sect Head of the Humacti Sect; Galadrin , the Sect Head of the Grey Wardens and Duke Hanrow, Master of the White Retreat Armoury. These personages have asked that their rescuers be publically thanked. The group included:

Grendle Korimus,	Acting Assistant Head of the Grey Gauntlet
Sir Ruff,	Knight of the Order of King Michel
Dec	Crusader
Carl Cloudcaller	Humacti Crusader
Gellix	Ranger of the Order of Knights Martial
Zen	Iron Guard
Wolf	Humacti Crusader
Kaalraan	Iron Guard
Aradel	Green Wizard
Finn	Black Sorceror
Starion	Blue Sorceror
Brother John	Hospitaler Priest
Wilf	Hospitaler Priest
Melkeron	White Path Priest
Lathrodec	Dark Brethren High Priest

Further we all wish to pass our thanks and our thoughts to **Crumble, Priest** who gave his final life in the service of the Valley. I would like to repeat a small piece sent to me by Sir Loren de Hal and chosen by Wilf when commenting on the loss of Crumble.

"The sphere of Light and Goodness
Gives many Gifts,
Life, Compassion, Understanding.
When the wind of darkness
Strikes down a flame of life
Let us remember the Light and not the dark"

("Diary of a Bishop at War", L. Ephistus, P31).

2 CULT EXPOSED

Secondly I would like to briefly sum the information revealed by these individuals and also by the recent meetings held to discuss all the evidence against Lord Snarlow, Lord Velteyn and Zanao Scorpion, all members of the Council of Ten.

Primarily it has been discovered that a cult of some kind has been infiltrating the Valley and converting certain people. Further they have been successful in gaining certain positions of power and influence within the Valley.

3 RAUCUS REINSTATED

It has been found that Raucus was in fact set up by certain Cult members and whilst not entirely innocent his indiscretions were by no means in any way serious and he has therefore been fully reinstated to all his old positions. Faldor Steel willingly stood down and was the first person to swear fealty to Raucus.

4 ALLEGATIONS AGAINST THE COUNCIL OF TEN MEMBERS

At 12 meetings recently held Sir Vanderlose and Taraman of the Fellowship presented their evidence against the Council of Ten members, accusing them of organising the attempted assassination of 3 members of the Fellowship namely, Taraman, Duke Hanrow and Sir Clavados. Taraman and Duke Hanrow have been returned to the Good Camp although Duke Hanrow is resting from active service at the moment. Sir Clavados is still missing any information on his whereabouts is sought.

The evidence against the Council members is by no means conclusive. Primarily it centres around a meeting held in secret between Lord Snarlow, Lord Velteyn and a number of Shadowsfall Assassins. This meeting was witnessed by Taraman and was held close to the route taken by the Fellowship members 4 days before they traveled.

Further it has been agreed that Lord Snarlow was fully aware of the supposedly secret route that the White Camp people were to take and that the attackers obviously had some prior notice of this route. The information seemed to come from a Valley source as the attackers acted on information that was relevant at the time of the group leaving the Tower but had changed by the time they were attacked. However I do not feel that a full discussion of all the evidence, on both sides is useful, and so will proceed to the next section, that of the findings and agreement of the joint Councils of all the Camps.

Alaric Tarquinsson

- I have been asked to compose an epitaph for my friend and comrade Alaric Tarquinsson who fell, fighting for the Valley.

No bard am I nor man of letters, so

I must request pardon in advance if I fail

- to do justice to one who was never a laggard into combat and whose greatest fault was a disregard for his own safety.

We first met several years ago, when Alaric had retired to take up a trade as a

- blacksmith, after a somewhat adventurous life, first as a sea rover and latterly as a member of the elite Doranqian Guard. He talked with me and my companion and decided to join with us, as he found his present trade somewhat tedious and irksome.

● Eventually we made our way to the

- Valley and joined the fight against the Empire. At the Battle of the Portal, where we crossed into Oriin Rakatha, Alavic commanded a section of ten, several of whom had Eagles ~~of~~ on their shields.

- later, in memory of this event, together with Yagi-san, an Eastern acolyte we were to form a group of adventurers, named the Eagles of the Valley. Alavic distinguished himself as a warrior, but in time the Eagles became riven by dissension and he left.

- Most of Alavic's adventures took place after he joined the White Camp, firstly as a Crusader, and later as a Paladin. He was utterly loyal to the White Camp and spent much time in attempting to recruit new members.

Many people in the Valley know of his exploits and I will not go into detail.

I will say, however that there is ~~no~~ person in the Valley that I would rather have had at my side in a fight. His courage and tenacity were undoubted and his presence will be missed by many for a long time.

Gellix of Albion

To the memory of Lazarus Gash-axe -

It is with heavy heart that I report the passing of Lazarus Gash-axe, or Melf as he was better known. His body was burnt on the 7th day of the 4th month, Brother John is executor of the will. I have spoken to him since his death and he now occupies a seat in vallhalla. It has fallen to me to write the obituary that appears in the following pages, and as you will see the actions of Melf are those of a true hero. I hereby call for Melf to be made a posthumous valley hero, his life and deeds have been truly outstanding and if he doesnt deserve the title then I certainly dont want mine.

Melf was born in a bezerker tribe in the foothills of the northern mountains back on the old plane, although he grew up quite close to me I neverknew him when he was small, and he left his tribe when he was young. I know he spent some time as a slave to a necromancer, but was freed by some knights before he was tainted. He travelled for a while until he came upon the village and there he started his training as an accolyte.

Melf went through the wall a few months before me and by the time I went through he was already everyones favorite healer. My first real adventure with him was also with the first heroes of the valley, and it was with those people that he began to shine, indeed it was whilst the heroes were fighting the Dark One and friends that Melf and some villagers defeated the first coming of the Shark God.

After this he went on to do many adventures to help the valley and also many to help other people, one of these was when he travelled to mentalia to help the peasants kill the dictators who ruled that plane, and in doing so brought back invaluable aid in the shape of Lord Kreyn and Lord Velteyn.

Melf had always been in the shadows, despite adventuring for the same time he had never gained a position of power that his friends Garth and Galuin had achieved, infact many people never knew how much status he really held until he was taken by the sun duke and kept spiritwacked until me and the boys went to get him back, that turned out to be a bit of a mess but it turned out alright in the end. When Melf returned from Nexus he brought back another 200 peasants for the valley and also another great curing machine: Yllana Stanlovitch.

So now we come to Melf's final adventure on this world. On behalf of Lord Kreyu, Melf agreed to lead a party back to mentalia to sort out the problems once and for all. All we had to do was convince the Janu that free thinking humans were better than their enslaved ones, unfortunately all the free humans were bandit scumbags and after our 2nd day there no-one really cared whether we saved that plane or left it to its destruction, no-one that is except Melf, he felt it was his duty to help the people he failed to save last time.

Well 6 days of being insulted passed and Melf was down to his last life, Lord Velteyn offered us the chance to leave or to fight for the Janu in a stupid and pointless powerstruggle. Lord Velteyn said that if we fielded the cost could be great but the rewards greater still, at that Giles' eyes lit up and our fate was decided, but what a cost.

This obituary can never do credit to the work that Melf did, the beliefs he stood for and the lives he enhanced. If you want to know more talk to his friends, they are many. Personal thanks to Melf for blessing me, teaching me to read, and teaching us to make babies. Save me a seat in Vallhalla, see you soon.

WMM JHM