

## PROBLEMS IN THE SHADOWSFALL TOWER

The decision by the Shadowsfall Tower to join the Free Towers Pact appears to have caused a rift within the tower itself. An unconfirmed report from a member of the Valley Alliance, who remains anonymous for security reasons, suggests that there is a great deal of political tension because of the decision to align with the Free Towers.

## CRIMSON FEAST WITHDRAWN

Reports are coming in to this office that the Crimson Feast, elite legion of the Kallid, have been withdrawn from the Icarthian Triangle. Reasons for this are at present unknown.

## CHOSEN PASSES REVOKED

The following edict has been issued by the ruling councils of the Valley Alliance

As of the full moon of the tenth month this year all members of the group known as The Chosen, and those who have been associated with them, have had their respective tower passes withdrawn. The Chosen are no longer to be considered as Valley Alliance members.

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# QUAD XXX

## ***EDITORIAL***

*Thanks go to everyone who has contributed to this edition of QUAD without whom it would not have appeared.*

*It would be good to get some more adventure write-ups, especially of the short type so that the news can be a bit more substantial. In a world where there is an ongoing campaign information is needed by all players and QUAD could be the forum where this information is disseminated. Just remember a scrap of information could help your character stay alive ( information = power, Dark Seer evil laughter, information, give me information, more evil laughter )*

*Best Regards  
and I do look forward to hearing from you*

***Paul***

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## **CONTRIBUTIONS**

### **AKA HOW TO GET SOMETHING PRINTED IN QUAD**

The best and only way to get your submissions printed in QUAD is to send them to me in the first place. If the material is suitable then it will be used, so send me anything and everything that you can. **I want write-ups of quests, notices, adverts, letters and plenty of scandal.**

Please send all material to

**QUAD  
C/O Paul Evans  
Rose Cottage  
6 Charfield Road  
Kingswood  
Wotton - under - Edge  
Gloucestershire  
GL12 8RL**

The policy of awarding articles of any substance with a five gest reward will continue, whether the article is published or not. I will endeavour to make these payments as speedy as possible. An SAE guarantees a swift response and the return of any valued material where appropriate.

QUAD should be published for each of the Theme Weekends in 1997 and the deadline for material to be included is therefore 7 days before the start of the theme. Obviously material on floppy disk is preferred as I am not a good typist and the QUAD will be processed more quickly.

### **RIGHT TO REPLY**

If there is anything that you would like to take issue with in this edition of QUAD then please write to the above address. I want any comments, criticisms, queries, questions and suggestions.

# QUAD XXX

## ***THE RETURN OF ONYX***

My name is Onyx, High Priest of the Michelene Sect, Sergeant-at-Arms in the Order of King Michel and Hero of the Valley. Earlier this year I was rescued by a valiant adventuring party from the Valley Alliance, after nearly two years in captivity. There has been much speculation as to what happened to me, so this is my story.

At the beginning of July nearly two years ago, I was part of a White Retreat and Halmaddonian group investigating the Brotherhood near the Elven Glade. I had heard rumours that my father, Grizneg an Evil Orc High-Priest, was also in this area. I had decided that I wished to track him down and confront him. As a result I joined a group of Valley adventurers. With this group we discovered a Brotherhood plot to summon an aspect of the Sphere of Hate to turn against their enemies. The party I was with managed to disrupt this ceremony and instead turned this aspect of Hate - the Dark Vortex - against the Brotherhood forces. Unfortunately many of the party, including myself, were afflicted by the Dark Vortex - I was cursed to hate fighting and violence.

As the party were preparing to return to the Towers, my Halmaddonian friends had managed to track down my father and fooled him into a meeting with me. When I met him I was confused, by the influence of the Dark Vortex and my fathers evil scheming. My father was nearly crippled with age, being a mere shadow of his former self, this combined with his beguiling tongue convinced me to meet him in the same place a week later. I was unsure of what to do, whether to slay him for being evil and the evil deeds he had performed or to try and turn him to the side of good. Influenced by my aversion to violence I decided to try the latter course. What a fool I was. My father had put the time given him to good use, coming to the meeting having assembled a large Brotherhood force. The joint Halmaddonian and White Retreat group was ambushed and severely outnumbered, several were slain and the group forced to retreat, leaving behind the bodies of their comrades.

I was beset by large numbers of Bethelim and cut off from the rest of the group, I fell to the blows of several Trolls. I was then elixired and carried from the battlefield - my father had no use for me if I was dead. In my weakened and elixired state I was taken to a prepared ritual site where my father and several other Evil High-Priests performed a complex ritual. I was beguiled by my father and interrogated for several days, kept in chains within the Brotherhood camp. During this time my father, aided by other Brotherhood High-Priests, designed a ritual to remove my Good Spirits from within me and turn them to his own ends. He performed this ritual, also aided by the Dark Vortex, but the results were not as he had planned. My Good Spirits were torn from my body, one was a spirit of pure good which immediately fled into the wilderness and the other was twisted and tainted by the Dark Vortex. This tainted spirit was unable to be controlled and attacked the group who held me captive before also fleeing into the wilderness.

My father was in a rage that his plan had backfired and cost him the lives and respect of many of his men. He then used one of his most prized artefacts on me, a Soul Trap item. I was extremely confused and in great pain when my father placed the device around my neck, and then I seemed to fall a vast distance. It was some time before I came to my senses and when I did I was in a dreamlike state, unable to think or control my limbs. My father had turned me into an automation, unable to do anything but obey his will. I was then used as my fathers personal bodyguard/healer for several months, as he fought alongside the Brotherhood. Then the Cult of Hate tricked him and managed to steal the controlling keys. My father was forced to leave me in the hands of the Cult of Hate, as he had been ordered to return to the Halls of Bethelim.

I was then used by the leaders of the Cult of Hate to further their own ends. However, I was able to resist some of the commands of my Evil masters, making it very difficult for them. As a result my control was passed to Callum Grath, a Halmaddonian Hate Cultist, whom I was unable to resist. Callum Grath remained my controller for just over a year, using me like a tool. During this time I was often forced to perform many atrocities and unspeakable acts, becoming that which I despised so much. All the while I was helpless to prevent any of this, watching my actions as if it were a nightmare. This continued until I was rescued by the brave Valley Alliance adventuring party - to whom I am eternally grateful. I must particularly thank Brother John and Melkeron for striving to break the possession I was under and to return me to my normal self.

I was handed over to a member of the White Seers of King Michel, who took me to Halmaddons Heights. They have managed to totally cure me, after some considerable time, and I currently reside within Halmaddons Heights, coming to terms with what has happened. I have learned that what happened to me was made possible by an influence which was placed upon me by the Dark Seers, several years earlier. I can only surmise that their offer of help was part of some foul plan, started years earlier, which thankfully has not worked. It will take me some time to recover from what was done to me, if I ever will, and when I do return to the White Retreat I look forward to adventuring again with my comrades, to try and atone for my many sins.

I am confident that some people will choose to mock me and try to throw my evil deeds into my face, but their petty insults mean nothing compared to the hatred that I bear for myself.

*Onyx*

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## **RULES UPDATES AND EXPLANATIONS**

### **Nature**

The Sphere of Nature can only be taken as your primary sphere.

The only exception to this is a Hero ability . If your 1st sphere is neutral then you may take Nature as a second sphere in path only.

The Druids who teach us the sphere of nature are not prepared to teach the path to any who have a primary sphere other than neutral.

### **Necromancy**

In the spirit of the alliance and working together the Necromantic sect within Wolfhold have offered to teach Necromancy , as a second sphere , to any acolytes or priests who have grey path as their primary sphere .

## **LETTERS**

*It is with a saddened heart that I broach this matter with all members of our Alliance. How long must we of the White Retreat turn a blind eye to the growing number of atrocities that are being performed by the inhabitants of Wolfhold? Each being has a right to freely practice their faith within our Alliance. When one man inflicts his will on another, and that other suffers, the protagonist is brought to justice. Yet we find in our Alliance a whole tower of twisted, mad, creatures, bent on the subjugation of others and the expansion of their might no matter what the cost.*

*Wolfhold's secular orders are well known for their bloodied rites of death, not to mention their torturing of souls from beyond the grave, one need only look at the Dymwan to see what sorrows lie along that particular path. Wolfhold's secular orders are not alone in their tyranny, it's militant orders are just as diabolical. Here we find those who would take another's life just for the pleasure in it, those who kill for their own selfish purposes. We find a group who blatantly flaunt their skills in murder to such a degree that they offer their services to end life for pay.*

*Recently it has come to light that certain members of Wolfhold are responsible for an attempt on the life of one of their own officials. How long can it be before they turn their attentions to the other towers of our Alliance? Wolfhounds spokesmen will claim that affairs of their tower are no concern of ours and outsiders are not involved. Yet as long as this double standard exists they will continue to take liberties, taking one more step over the line of moral conduct. One can only speculate on the possible outcomes of such a scenario. It is fortunate that we still have time to rid ourselves of this unfortunate turn of events and uphold what is just.*

*Our Alliance has been likened to a rose which must be nurtured, yet when a petal becomes infected and withered do you not remove it? Perhaps it is time to pluck the diseased petal from the blossom of our Alliance.*

*I hope you consider my words.*

*May you all know joy*

*Correllathil Lamballethallion*

# QUAD XXX

## SHITTY'S BIT

Quad 30 , I remember when we thought we would not make it to quad 12 ! .

Thanks to Paul Evans and all the contributors , keep them coming .

I would also like this moment to thank all those who took part in the Chosen Heroquest , either behind the scenes or on the event itself , particularly Andy ( take no shit from the party ) Penny .

We should have another Quad out for the Xmas theme , if you cannot make it let me know and I will have a quad sent to you .

see you all out there .

**Mark Roberts ( SFB )**

Heroquest is run primarily by Mark Roberts and any questions bookings letters etc should be sent to

**Heroquest  
14 Grove Crescent  
Barnwood  
Gloucester  
GL4 3JJ**

Please remember to include a stamped addressed envelope with all letters, this will ensure a prompt reply. I can also be reached on the **phone 01452 546871**. Office hours are :

Monday		5 p.m. - 7 p.m.
Tuesday	12 p.m. - 2 p.m.	5 p.m. - 7 p.m.
Wednesday	12 p.m. - 2 p.m.	5 p.m. - 7 p.m.
Thursday	12 p.m. - 2 p.m.	5 p.m. - 7 p.m.

## THEME WEEKENDS

From now onwards Friday nights on theme weekends will give players a chance to play higher level characters than would normally be allowed for that theme .

If you let me know far in advance which character you will be playing then I can try and sort out some sort of guild or sect representative to be there to sort out any in character matters that you may have . ( new spells etc ) Obviously you will not meet someone every time but eventually everyone will have a chance to talk to their guild to discuss relevant matters .

Then from Saturday morning until the end you will not be allowed to change characters again .

## ALLOCATION OF SPELLS AND INVOCATIONS ABOVE LEVEL 4

In order to grant players a little more freedom of choice in the allocation of new spells and invocations , those persons who are due new spells etc and attend theme weekends will be allowed to choose from a limited list .

Those who cannot attend the themes will be allocated spells etc in the normal manner . Although there will be little difference in the power and type of spells etc offered , we feel that players would prefer to be given this choice

# QUAD XXX

## REPORTS

### *A MISSION AGAINST THE DYMWANN. ( or how I died again ).*

The other members of the group were :

Puddle - Green Wizard.      Skika - Scout.      Peppin - Assassins guild.      Smut - Acolyte of Humact.  
Morgan - Grey Gauntlet Acolyte      Harkonnen - Red Wizard      Grugnir - Acolyte of the sphere of nature.  
Elor - Priest of Humact      Po - Monk of the Middle way.

This mission was your standard meet the Valley scout and get instructions from there type mission. Whilst on the mission we discovered that the Dymwann now have a way of binding spells into undead in a way similar to the way that ( so I am told ) the spell Wizards gift works. They apparently achieve this effect by using a suit of armour that is both empowered and ensorcelled. As a group we managed to acquire the helmet from this suit of armour and it has ( I think ) been handed over to the Green school of magic for examination. At this point you're probably thinking that this is not much of a report, well you're right, but in truth it's not the mission that I want to talk about so much as what happened on the mission.

The strength of the Valley alliance comes from the fact that we all support each other and would lay down our lives for each other to achieve a common goal. Unfortunately this spirit of esprit-de-corps seems to have been replaced by one of enlightened self interest. In order that no one else should have to suffer my fate ( I now have the strength of spirit of a squashed gnat ) I would like to make the following points to all Valley Alliance adventuring groups;

1. Work together, fight together, survive together. This is a quote from Erf Ironclaw and its true. On the above mission the group seemed happy for our Humacti priest to fight three bad guys in a small room on his own whilst they stood outside and listened. I ran in to help, even though I could not affect two of the bad guys, and died because of it. Had the whole group gone in, even if we could not affect any of the bad guys we would have presented multiple targets, the damage would have been spread around and we would have all survived.
2. There is no point in a party taking elixirs on a mission if no-one knows who is carrying them or where they are. When I staggered out of the room with the three bad guys my life could have been preserved by use an elixir 2 ( which the party had ). However, because no-one else had bothered to make themselves aware of where the elixirs were, I died, even though the person carrying them ( who was out cold at the time ) was no more than eighteen inches away from me!
3. When someone goes down in combat it is up to you to defend them from the coup-de-grace. With the exception of one other, I was the only one who made any attempt to defend my fallen comrades. I may only have been a scout armed with a dagger against fully armed warriors, but I had more chance than the person who was on the ground.
4. If you have been taught powerful spells and invocations, USE THEM. Much of the physical combat on this mission could have been avoided or at least made easier if our mages and acolytes had done this.

Although it is a little unfair to single out this group for particular criticism as this sort of thing now happens all the time, I hope that you adventurers out there will take this on board to save anyone else from a fate like mine.

*Kim - Pathfinders guild.*

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## ***THE STATE OF THE WAR. - A report from the office of Sir Thorlec.***

The following is a brief summary of what the other towers are doing in relation to the Dymwann war.

**Halmadons Height.** The Halmadonians state that they are now going to take an active part in the war. No other details were forthcoming.

**Morgothian tower.** The Morgithians recently made a sortie in force against Dymwann forces stationed by the river on the edge of Lastgate Wood. As yet we have no reports as to the success or failure of this mission, however, your attention is drawn to the fact that the Morgothians may have been using the Thissessin as scouts. If true, clearly this is a significant political development.

**Wizards Concillium.** Following diplomatic pressure from the members of the Free Towers Pact, the Concillium have now agreed not to teach magic to the Dymwann.

**Shadowsfall.** We have no reports on the actions taken by this tower. However, it is believed that as members of the free towers pact they are active in operations against the enemy. On another note, an unconfirmed report by a member of the Valley Alliance suggests that there is a significant amount of tension within the Shadowsfall tower caused by its political alignment with the free towers pact.

**Kalid.** The Kalid are known to have made several raids against Dymwann bases throughout the length and breadth of Orin Rakatha. These raids have had varying degrees of success, and the Kalid have made it clear that they will continue with their policy of raiding Dymwann bases until they admit defeat and surrender to the might of the Kalid legions. It has also been reported that the Crimson Feast have now been withdrawn from the Icarthian triangle area. The reason for this is at present unknown.

**Dai-fah-Dyne.** Whilst they continue to refuse to trade with the Dymwann, the Dai-fah-Dyne have recently shifted to a more politically neutral stance. Anyone encountering Dai-fah-Dyne should be aware of this change in their attitude.

**Annach Morannanil.** Since the Battle of the Long Night ( the recent epic battle between the Drow and Dymwan fought within sight of the tower itself ), the Drow are reorganising and regrouping. A spokesman for Annach Morannanil expressed his thanks for the help of the Valley Alliance for the aid granted to them in the aftermath of the battle. This battle has enraged the Drow, and they are believed at this moment to be plotting bloody revenge. The Dymwann blockade of the drows' lands has now ended.

**The Halls of Bethlehem.** The Bethlehem are making many seemingly uncoordinated attacks on Dymwann targets in their area, and appear to have lost every battle that they have fought. Rumour has it that at least one of the sons of Bethlehem has been slain in these actions.

**Azad-An.** The Azad-An are still more interested in their war with the Kalid than in fighting the Dymwann, and to date there are no reports of any actions by this tower against the Dymwann.

In these difficult times it is clear that to effectively Marshall our forces we need all the information we can get. Anyone from any of our towers with any information no matter how trivial should put it in a written report and send it to either their guild or this office. *(or the Dark Seers, especially one called Phaid, who is really nice and pays for the information as well)*

May the spirit of King Michael keep you strong,

***Sir Thorlec - White retreat Armoury.***

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## ***ALONG THE KALID BORDER***

Recently whilst attending to my duty of patrolling our border with the Kalid, I witnessed a strange and disturbing incident, which in the light of the Dymwan war may be of great significance.

It was quite late at night, and I was just about to find a safe place to sleep when I noticed two individuals heading south along a path that would take them into our territory. As they drew closer I recognised one of them as the Dymwan High Chancellor, As'yss Soor- bon. He was accompanied by a tall individual with grey hair who was not wearing tower colours. As the chancellor is a fairly significant figure in the affairs of Orin Rakatha these days, I decided to follow him.

I trailed the pair ( at a discreet distance ) for about an hour until they came to a small quarry where I assumed that they were going to spend the night. Whilst looking for a good spot from which to watch the quarry, I heard the sound of several dozen men approaching. They were a Kalid squad. As we have had no end of trouble with Kalid border patrols, it seemed prudent to hide whilst they passed by. As they passed I managed to hear some of what they were saying, it seemed that they had been following the Dymwann for some time, and now that they had him cornered in the quarry, they were going to attack. This they did, and although I did not see the battle, I heard it.

The battle rather than being a short sweet slaughter of two ( apparently ) unarmed individuals by the Kalid, lasted for several minutes. Then there was silence, surely the Kalid had done for our enemy. Imagine my surprise when strolling out of the quarry came an apparently unscathed Dymwann chancellor and his companion. This was too much, I had to know what had happened in the quarry.

When the Dymwann had gone, I entered the quarry to investigate the site of the battle. The whole place was littered with dead Kalid. An examination of the bodies showed that they had almost all been slain by physical combat. The significance of the event is this; What is the nature of the power that the High Chancellor (or his companion) wields that he can defeat more than forty Kalid in combat. Clearly this needs some investigation.

*Kayal - Pathfinders guild.*



# QUAD XXX

## FORTHCOMING ADVENTURES

Below is a list of adventures already confirmed for the rest of 1997. Feel free to book any other weekend for an adventure and if you cannot raise a full party we will fill it for you

### **NOVEMBER**

16th . 8 hour - basic - low level .

This is particularly aimed at non status characters .

20th - 23rd . 72 hour , low - mid level - Steps bridge youth hostel .

Although this may seem a bit of a hike , the site ( never before used by Heroquest ) is worth it . The party is nearly full with 3 - 5 unconfirmed places left . We could also use a few more monsters .

### **DECEMBER**

7th . 8 hour - basic .

An 8 hour for first time players and characters under rank 10 .

12th - 14th . Xmas theme weekend . Street youth hostel .

Our usual end of the year fun and frivolity , if you intend to play or monster on this weekend could you please let us know as far in advance as possible so that we know how much food etc to provide .

I have already taken many bookings for this event so if you wish to come along I have places left for 9 full time players and 8 player/monsters .

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## ***PLAYERS LIST (please contact SFB with corrections, etc:)***

Stuart Baker 100 Hatherley Lane	Cheltenham	Glos	GL51 6SH
Andy Bolland Top Flat 152 Ashley Down Road	Ashley Down	Bristol	BS7 9JS 0117 9091175
Deb Lister , Ian Smith 7 Skew Bridge Close	Wootton Bassett	Wiltshire	SN4 7DW 01793 850 781
Andrew Emery 18a Carters Close	Carterton	Oxfordshire	OX18 3LB 01993 896293
Clive and Muriel Bambury 25 Prince Avenue	Haughton	Stafford	ST18 9ET 01785 780429
Marcus Lavell 14 Woodmarsh Close	Whitchurch	Bristol	BS14 0EP 01275 838178
Nathan Stokes 13 Cabot Close	Yate	Bristol	BS17 4NN 01454 319651
Rick Jackson 30 Church Road	Horfield	Bristol	BS7 8SA 0117 9249847
Nick Turner 2 Orchard Way	Mosterton Beaminster	Dorset	DT8 3CT 01308 868042
Andrew Regan 14 Downton Court Brook St	Luton	Beds	LU3 1DU 01582 456013
Steve Barnes 114 Broxholm Road	West Norwood	London	SE27 0BT 0181 670 9956
Neil Hoyes 105 Longford Lane	Longlevens	Gloucester	GL2 9HB 01452 301193
Miles Berry 15 Celadine Way	Chippenham	Wiltshire	SN14 01249 445720
Tarry Higgins 10 West Road		London	SW4 7DN 0171 4987347
Jon Lowndes 128b Tredworth Road	Tredworth	Gloucester	
Anthony Boulton 62 Cranleigh Court Road	Yate	Bristol	BS17 5DJ 01454 882643
Alexis Macleod 171 Cranleigh Court Road	Yate	Bristol	BS17 5DP 01454 880217
Sarah Archibald Rake Farm Cottage	Hawarden Deeside	Clwyd	01244 533648
Dave Miles and Gareth Ferrant Flat 1 Polden House	Windmill Hill Bedminster	Bristol	BS3 4LF 0117 9531220

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Mark Bathe-Taylor 2 Northumberland rd	Redland	Bristol	BS6 7AV	0117 9048382
Dave Adlam 29a Downleaze	Stoke Bishop	Bristol	BS9 1LU	0117 9685845
Angus Cameron 63 Bobbing Hill	Sittingbourne	Kent	ME9 8NY	01795 844919
Darrell Rowbottom 25 Swithens Street	Rothwell	Leeds	LS26OBU	01132 880827
Paul Teece 49 Browning Close	Blacon	Chester	CH1 5XD	01244 370420
Martin Wise 5 Lime Tree Close	Carterton		OX18 3AB	01993 846693
Charlie Argells 75 The Maples	Nailsea	Bristol	BS19 2RY	01275 855051
Kit Bliss 1Bradhurstst	Barton Hill	Bristol	BS5 9UB	0117 9411721
Simon Morgan 141 Winchester rd	Highams Park	London	E4 9JN	0181 923 1510
Matt Canning 44 Fairmile gardens	Longford	Gloucester	GL2 9DZ	01452 547994
Alex White Flat D 5 North Place	Cheltenham	Glos		
Paul and Kevin Gibson 6 Norwood Avenue	Didsbury	Manchester	M20 6EX	0161 6131871
Paul Matthews 28 Slaney Street	Tredworth	Gloucester		01452 539034
Barry Craine Flat 29 Edward Wilson House	Princess Elizabeth Way	Cheltenham	GL51 0HB	
Rhys and Monique Gravel 15 Aldergrove Road	Porth Rhondda	Mid Glamorgan	CF39 0LU	01443 681314
Tracey Dopson 8 Dunkerry Rd	Windmill Hill Bedminster	Bristol	B53 4LB	
Nigel Brandon 15 South St	Ashby De La Zouch	Leics	LE65 1BQ	
Andrew Goodman 21 Andersons Close	Kidlington	Oxford	OX5 1ST	
Pat and Sean McNally 223 Hill St	Hednesford	Staffs	WS12 5DP	
Jon Peck 15 Delacourt Rd	Withington	Manchester		0161 2863256

# QUAD XXX

## FORTHCOMING ADVENTURES

Below is a list of adventures already confirmed for the rest of 1998. Feel free to book any other weekend for an adventure and if you cannot raise a full party we will fill it for you.

### **JANUARY**

9 - 11th , 36 hour dimmingsdale .

### **FEBRUARY**

6 - 8 , theme weekend St Briavels .

To celebrate the start of 12 years of running adventures , we have booked the whole of the Castle for this theme weekend . Included in the price of the weekend is a Banquet on the Saturday evening .

### **MARCH**

6 - 8th , 36 hour dimmingsdale .

Quicksilver has booked this quest , for more details contact Darrell .

### **APRIL**

Easter theme weekend , site to be confirmed .

### **MAY**

8th - 10th , 36 hour Kinver

### **JUNE**

12th - 14th , low level and introductory theme . Kinver

### **JULY**

10th - 12th , 36 hour Kinver

### **AUGUST**

7th - 9th , summer theme weekend , Kinver .

### **SEPTEMBER**

Hopes for our usual Autumn 72 hour , slightly early due to heroquest IX .

### **OCTOBER**

24th - 30th , Heroquest IX .

If you are interested in playing contact me now for more details on the adventures the party will be doing together beforehand.