

GUTTER PRESS NEWS

THE KING IS BACK

Despite dying and going into retirement this icon and inspiration for the renowned Michelinier Sect, King Michel Roll-Backy, has entered the White Retreat to take up a position at its head.

When asked to comment about this total U-turn in policy Michel said that you can only chill out for so long.

Michel wanted it known that this new role does not mean he intends to follow the 'slaying of all things evil' stance that the Micheliniers take and the folks should be told that "I'm just this guy, ye know."

This well loved Restaurant Critic has recently returned from the Orin Rakatha Limbo Championships where his laid back attitude helped him win, beating off some seriously stiff competition from a slug from Wolfhold.

For Sale

A Two Handed Sword
empowered to rank 1
Cash offers preferred but will consider
exchange for empowered / ensorcelled
dagger.

Contact Shard, Wolfhold Seers

Problems

Dear Uncle Sprong
Since entering the White Retreat I have noticed some strange appendages attached to my posterior.

Worried Cool Dude

Dear King Michel
I am sure that the Hospittalers will be able to surgically remove Merlin and Quicksilver from your arse, eventually.

Dear Uncle Sprong
Ever since my last mission I have been inundated with offers of mechanical timepieces.

Concerned of Wolfhold

Dear Virana
I'm sure that a large enough clock will come along eventually.

Messages

Do you have a broken Magic Item,
Sword or Shield?

Looking for it to be repaired?

Then look no further, you can now get
your magic items repaired after a
small contribution to the Blue School
of Magic.

Casters of Brown Magic need not
apply.

QUAD XXXV

EDITORIAL

Thanks go to all the contributors for this time's QUAD, especially Andy, who wrote most of the write ups this time (and for the next QUAD as I have a story yet to be typed).

As Shitfer tells you later he is on the Internet, and he can forward any inputs to me. (Mine is an office address and 'Da Management' don't approve of lots of personal mail coming onto the system). So if you are on the net send stuff to Shitty. I do QUAD during my lunch breaks at work so prefer files as Word 6, but text, rich text format, etc are also suitable.

Best Regards
and I do look forward to hearing from you

Paul

Copyright © Paul F Evans 1998
Portions Copyright © Heroquest 1998
All Rights Reserved.

1998 Adventure Prices

Heroquest usually run the following length adventures with the relevant prices -

Adventure length	Price to Members	Price to Non Members
8 hour	20	25
24 hour	40	50
theme	40	50
36 hour	60	75
72 hour	120	150

Other adventures are priced individually, such as Heroquests etc

Membership for 1998 is 25 pounds and expires on 31-12-1998

Note the above price is only applicable when payment is received at least 8 days in advance .

There is a 25% surcharge for any payments received within 7 days of the event .

The charge for cancellation is 50 % if cancelling within 7 days of the event

Youth Hostels - there is a £5 a night charge where youth hostels are used, from October - March . From April to September this charge may be increased as hostels cost more to rent during these months .

Monstering

The following credits are available (cumulative) for Monstering

8 hour	4 pounds
36 hour	10 pounds
72 hour	20 pounds

Themes - you can monster the Saturday daytime of a theme and play in the evenings for half the normal price and your character will get half the points for the theme (15)

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.

Sponsored by the Dai-fah-Dyne, Group Thorn, under the leadership of Squire Jeff, were to assail the Northern Inn under the control of the Dymwan. Some two hours away from the World Window the inn was being used as a research station. There were four other groups assailing the other three inns and the main building at the World Window; the Shadowsfall taking the Training Inn to the west, the Morgothians taking the Barracks Inn to the south, the Dai-fah-Dyne taking the Information Facility Inn to the east, and a mixed Free Towers Pact force taking the main building. As all these attacks were happening at the same time, and because the Drow were going to Shadowshift in a large force, this occurred at night.

We arrived at the Inn to be met by magically gifted Undead, which were briefly dispatched. The building was warded yet we gained entrance and assaulted the Dymwan there. It seemed too easy. The inner doors were warded and caused some inconvenience going through them. We found a skull which was identified as being a component in a ritual which had been completed. We also found a Melnibonean from the Vanishing Tower, who stood behind a powerful ward leading to the top floor. We agreed neutrality until his business had been finished.

A Dai-fah-Dyne arrived and announced that all the attacks had been successful and that the World Window had been regained. It had recently been used by a small group of people, perhaps a dozen, and they were headed in our direction. The Dai-fah-Dyne told us that the Free Towers Pact were to guard the not fully functioning World Window, and suspected that the Dymwan had used outside assistance in operating it. We speculated that this was the Melnibonean. Soon after this two Navanti from the Brotherhood of Strength and Steel arrived looking for the Melnibonean, and wanted to talk business with the Dai-fah-Dyne about the World Window. The Navanti showed the Melnibonean a silver baton, which we were told was the Rod of Dukarron. The Melnibonean instantly left with it.

We found out that the Sardorians (which the Navanti are a sect) already have one tower on Orin Rakatha, and wish to bring more people. The Dymwan want them to take sides, but they have an interest in the Free Towers Pact. The Navanti have a great aversion to all non-humans and generally attack on sight. They have another two sects which are the Brotherhoods of Darkness and Despair, and Purity and Light. They generally wear red and black.

Quicksilver, in his role of information specialist, revealed to us certain facts pertaining to the war, which I believe are fully detailed within another attached report. Later that same evening a strange man appeared by the name of Marco Raglan, who said he was from the plane of Magelor. He seemed confused, and discerned as being spiritually influenced. He remembered the inn and was searching for a box. He told us he had been through the World Window but the rest of his group had been killed. He found the box and Phaid said that the large rune on the lid read "Ruin".

Marco took the box into the main ground floor room and opened it, whereupon all those in the room collapsed and when they were awoken they found that they were all unharmed, that Marco had left and the box was on the floor with three potions and a letter in it. The letter was from Marco to Maste. It spoke of the foolish Dymwan, that Marco had infiltrated the Shadowsfall and the Dymwan had made a deal with Marco. He would be returning to Magelor later.

In the morning Phaid told us about a dream he had had about the Rod of Dukarron. It had been in the mists for some time and had voices talking to it, and that the Melniboneans had been looking for it.

Group Thorn split up into two groups with Jeff and the higher ranked leaving, and our small group staying on at the inn, awaiting further instructions. A Dai-fah-Dyne arrived and updated us on events. He told us that a Doppelganger had infiltrated the Shadowsfall and that the west inn, despite earlier reports, was still under Dymwan control. The mixed force that had assailed the main building were moving to the West Inn to take it, we were to travel towards the World Window and meet and check on any Sardorians.

QUAD XXXV

We moved off and quickly encountered some Undead and Dymwan, these did not cause too many problems but four of our number were diseased in some way. Our next sight was that of the prone body of the Melnibonean. An instant before he awoke all those in close proximity to him had mana drained away. Those without any magic suffered as if they had overcast. The Melnibonean, who gave his name as Tian Obosson asked for someone to help him recover his strength in the form of mana. Lenor was the only one who could help him and in return she was given an amulet attuned to her. As we helped him I believe we have made a potential ally.

The Melnibonean teleported away and it was at this point that we saw Marco, from the previous night, had been watching. I spoke with him and he said that the Dymwan had taken him from his home plane and contracted him into service. He was aware of the spiritual influence, but seemed unconcerned. We let him leave deeming him as no immediate danger, yet I would recommend any who have dealings with him to be wary.

During the course of the journey we met more Navanti who attacked on sight and Dymwan Undead which seemed to be made up of skeleton, zombie and ghoulish parts. We made our way to the building to find Jeff and the rest of Group Thorn were there, having just had a particularly hard fight with some Dymwan and Navanti. There we found a Bethelim that the Dymwan had captured earlier in the day.

We decided to quickly leave the building and return to the Northern Inn. On our way we encountered two groups of Undead and Dymwan who proved difficult to defeat. Returning to the inn we found it empty and settled back in. During the course of the evening we were visited by a procession of notable people. The first two to arrive were from the mixed Free Towers Pact group that had moved to assault the West Inn. They were Sir Scopulous, a Fell Knight of Ushaz, and the Goblin King's Champion with two attendants. They revealed to us that they had been successful in liberating the Western Inn. The Goblin King's Champion repeatedly insulted Sir Scopulous and eventually the Fell Knight challenged him in honourable combat, to the death, which the Champion accepted. The Fell Knight chose Tarrow to be his second, and the Champion his two attendants.

The combat was short and disgraceful. Whilst Sir Scopulous' back was turned, one of the Champion's seconds hit him from behind with an envenomed blade. Shortly after the Fell Knight succumbed to the venom and was killed by the Champion. A number of us protested, but to no avail. The three goblins took the knight's body and left. We were concerned for the knight's safe return to Wolfhold and I set off in pursuit, but they had covered the ground quickly, and after about a mile I gave up and returned to the inn.

Shortly after we were visited by representatives from the Free Towers Pact meeting. There was Torrin, from the Wizards Concillium, Vambassa, a Morgothian, a Kalid, a Bethelim and Galnin. They came to discuss with us the Sardorians and how we as 'common' people perceived them. We were told that the Navanti had called a meeting of their Sects and heard some of their numbers were in the Towers, particularly the Valley Alliance and Wolfhold Towers.

After some time of discussion we decided that we should talk to the Sardorians and offer neutrality first. Galnin revealed that the White Retreat felt the same. The Morgothians saw three options; 1) to be allies with the Sardorians, 2) to be enemies with them, 3) that the Sardorians stand alone, whichever option did not bother them. The Kalid wished to get the Sardorians to join the Free Towers Pact. The Bethelim wanted to kill them all. Annach Morannanil thought that the Sardorians would cause too much disruption and would attack them on sight. The Wizards Concillium said that if the Sardorians would not teach people magic then they could be potential allies. The Dai-fah-Dyne said that they had traded with the Sardorians since before we came to Orin Rakatha, and that they would wait and see. With that all of the representatives left.

Later on in the evening the Commissioner of the Sardorian Tower arrived with his escort to talk to numbers of the Free Towers Pact, and not the politicians practised to talk. Shortly after he arrived the Herald of Lord Kardinaris' Claw arrived, with a person dressed in black. We tried to convince the Sardorians that the Dymwan were only recently a major power and that they would turn their backs on

QUAD XXXV

them when they had finished with them. The Commissioner decided to wait until after the next Time of Reckoning to see the balance of power before committing themselves. The Herald said that the Towers were either allies or enemies of the Dymwan; neutrality was not an option. With that the man dressed in black uttered a word and the Commissioner collapsed and died. The Herald and the man in black teleported out instantly.

The Commissioner's men were obviously distressed and said that they were leaving because the Regioness already knew of the event and would arrive imminently to avenge the death of the Commissioner on those in the building, even though it wasn't us. Shortly after we were visited by a number of Barbarian types, not the Regioness, and a brief but bloody fight ensued. With that the night passed quietly and in the morning we departed back to our Towers.

Colchis, Wizard of the Yellow Guild

Following reports that I have heard in Wolfhold from my estimable colleague Virana, I feel that the following information be made known. It is details of an outing I undertook, with other Alliance members, some eight years ago.

Our small low-ranking group were called to a Dai-fah-Dyne trading post close to the World Window. We were housed in a small out-building as a Wizards Concillium meeting was taking place in the large main building nearby. Shortly after we were settling in we were visited by 'gentleman' named Gertheric - the Assistant Head of the Stalkers, and a Hephath of Transportation named Malice. Gertheric wanted to know who we were and if we had heard of a Sir Kevin - a member of the Order of King Michael.

After a short conversation Malice took one of our party and departed. We managed to recover our comrade, or rather Malice and Gertheric left his unconscious body when they teleported away.

We were then alerted to a stranger outside who spoke of neutrality and came inside the building to talk. He said his name was Tirrion and belonged to a group called the Regioness - a Militia based organisation. They wear black with a red symbol on their left chest. He was psionic and told us that he wanted our help. Gertheric was from the same plane as he, and that the majority of the Regioness found Gertheric's behaviour distasteful - he drains people of knowledge and then leaves them to die. If we could rescue the people he had taken from our plane, Sir Kevin being one, it would thwart his plans, at least for some time. The Stalkers were some kind of Secret Police.

Tirrion said that the Hephath had opened a portal near the World Window, which he would make sure was minimally guarded. Once we had passed through the portal we would be in a war zone and should go where we were least wanted. He left saying his absence would be noted. We soon found out that a Dymwan Priest - Lord Ghoulishadow and a yellow wizard (from the Concillium) - Vorryax, along with other Alliance members had been captured by Malice and Gertheric.

As we passed through the portal we encountered men, now obviously the Navanti, from the Brotherhood of Virtue and Light. After meeting and fighting more Navanti and Regioness we eventually encountered Sir Kevin, Vorryax, and the man beguiling them. After a long fight we killed the man, subdued Vorryax and rescued Sir Kevin. We also took a letter from a Kalid that was with them, signed Kaleef. The next day Malice, accompanied by Ghoulishadow and some others came to take their revenge. They all died except Malice who teleported away, itself on the brink of death.

The Eye Sees All

Telemachus Jachyra, Acolyte of the Dark Seers.

QUAD XXXV

SHITTY'S BIT

Firstly thanks to Wayne Youngman and Barry Craine for putting us on the internet -

heroquest@btinternet.com

Be sure to send mail ASAP, including items for quad . Thank you as always to Paul Evans and the contributors without who there would be no quad .

Adventures are going well, remember you can book others than those listed, contact me for further details. I think there was an error in the 1998 prices printed in earlier quads, please use the prices printed on page 2 of this quad which are the correct Heroquest prices for 1998

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.

QUAD XXXV

Free Towers Pact Information Update

In accordance with my duties as bestowed by the Cabal, I have been able to secure further information regarding the activities of the Free Towers. I would like to make it clear, however, that my role is merely administrative. I am sure that I speak for all members of the Alliance when I offer thanks to both the Blue School of Magic, for their invaluable aid in performing the teleportation necessary to strengthen our communications network, and to the Seekers Guild, whose members regularly risk their lives to establish the facts contained herein.

The recent information made available by the Seekers efforts is as follows:

Re: The Morgothians

They are currently engaging the Dymwan in the area between Froghorn and Mossflower wood; Thissessin scouts are definitely working alongside the Morgothians. They have reported a strong suspicion that the Labyrinthe of Xenos has fallen, and is now a Dymwan Tower.

Re: The Kalid

Their main military action is based along the river Rundig and they have established a large blockade around the Reader Tower, which lies in this region. Also, a large force of Kalid has been sent against the Dymwan in Dragfar; unfortunately, this contravenes the boundary agreement made between the Kalid and the Azad-An.

Re: The Halmadonians

No information is to be released at this time, due to reasons of security. Be assured that the Halmadonians are working very closely with the White Retreat in a mutual war effort.

Re: The Dai-Fah-Dyne

They are doing their utmost to supply the Free Towers but they currently have to charge due to the cost of transporting supplies across the undead roaming Orin Rakatha.

Re: The Wizards Concillium

As always, they are being very helpful with their teachings and aid in moving small strike groups to locations of importance.

Re: The Bethelim

The Bethelim Tower still lies under virtual siege and the Free Towers Pact should be sending aid; however, there is little we can do from our Towers and apparently nothing that strike forces can do against the army of undead present there. Most members of the Pact seem content that the Bethelim are using up so many of the Dymwans forces.

Re: Annach Morrananil

The Drow have been severely weakened by the Dymwan and it seems likely that they could lose their Tower. There is, nevertheless, a possibility that the status of the Duegar may save them. Their dealings with the Dai-Fah-Dyne have been numerous in recent months.

It has now also been confirmed, by the Reader, that the ex-Taranor Tower is under the control of the Dymwan. Presently, most of our information gathering resources are committed to the task of locating the remaining Dymwan Towers that are unaccounted for; I have full confidence that I will soon be in a position to make an announcement on this matter.

It is possible that we may be able to strike a most deadly blow against our enemies in the near future. Watch and all will be revealed.

May the Alliance prevail,

Sergeant Quicksilver, OKM.

QUAD XXXV

Call to Arms

The event commences on the afternoon of Friday 19th June and officially ends on Sunday 21st, although you may stay over until the Monday morning. We are having a party Sunday night!

Event Features

Adventuring throughout the event with purpose built locations set in 45 acres of private woodland with excellent costumes and props.

A realistic medieval fayre consisting of market stalls, traders, a tournament, and competitions.

Entertainment's consisting of music, dance, and theatre both during the day and evening...

Groups attending

The Golden Apple
Peascod
Bluemoon Mummers

"The Queens Legs" Tavern will be serving good food and fine ales, ciders, & wines etc.

Dedicated NPC's to ensure your full involvement and enjoyment

This is a camping event, where we are paying particular attention to the standard of facilities and wherever possible we are striving to make the event as in character and as pleasurable for all attending as possible.

For these reasons we are strictly limiting the numbers to two hundred.

Please contact Peter Howe to reserve your place....

Tel: 0121 4478036 Day or Evening.
(Please leave a message on answer phone if unavailable.)

Call to Arms
194 Old Birmingham Road
Marlbrook
Bromsgrove
Worcestershire
B60 1HH
Email: BGTimes@aol.com

Honour, Adventure, & Revelry.

*Listen, lords, with all your might
And I will tell you, honour bright,
A tale of mirth and game,
About a fair and gentle knight
In battle, tournament and fight...
Geoffrey Chaucer*

Baron Alfred calls to service freemen of the county and local districts to come and bring order to bear upon the serfs of the village of Wilcote here in Oxfordshire.

Heroquest and BGT have combined to produce a quality fantasy role play event full of plot and action at a private woodland Near Witney in the Oxfordshire Cotswolds.

The event centres around a small travelling fayre encamped close to the infamous Wychwood Forest, where all is far from tranquil! This is a Fantasy event based in an alternative Medieval England. Players will take on the roles of local freemen upon service to their Baron. Don't Miss the event of the Year.

Call to Arms

Player Details

Name
Address

Postcode
Telephone (Daytime)
(Evening)

E-mail

Signature

Where did you obtain this form? An Event / The Adventurer / A Mailing / A friend / QUAD

Traders are welcome at the Call to Arms and will be asked to pay the per person admission only. We are asking traders that they make their stall appear as in character as possible such that it will fit in to the market place as an integral part. We will be happy to provide assistance in this matter. Please state the name of your company, what you trade in and we will contact you to discuss your requirements.

Please tick box should you wish to trade ()

Please note that players must be over 18 to attend this event.

Discounts will be available to groups in excess of 10 players. Please telephone prior to sending your booking form.

Price includes all activities, entertainment's, campsite, adventures, and competitions but exclusive of food and drink. These will be available on site in the tavern.

The event costs £55.00.

Please make cheques payable to "Call to Arms"

The Dymwan - Historical information

Many years ago, in my previous incarnation, I was involved in several missions against the Dymwan. During these times, I, along with several other Heroes, discovered the history of these people and I feel that now it may prove productive to relate this to the other adventurers of the Valley Alliance. Sadly, such information seems not to have been effectively disseminated over the years. If you can bear with me and read through this history, you will discover the true cause of the Dymwan's current strength.

As far as I am aware, all the information contained within this document is correct; others may tell you differently, but most of the details herein were discovered first-hand from original Aldonar texts and conversations with the Aldonar people. Where possible, I will present the evidence at my disposal. Thus, I ask you to heed my tale.

The Aldonar are an ancient race, who originated on a plane other than Orin Rakatha. They are not, as they may appear, human; they have a life span of approximately two hundred years. The Aldonar race was divided into two main factions, which in turn were sub-divided into four Families each:

The Elementalists

- i) *The Family of All Elements*. This was a house of Purple Wizards, led by the High King Thandamond (later became 'the Ghoul of Doom').
- ii) *The Family of the Searing Flame*. This house used the element of Fire and was led by High Prince Sun-Samond (later became 'the Skeleton of Doom').
- iii) *The Family of Night and Day*. This house specialised in white, grey and black magic. It was led by Lord Balman-Balnar (later became 'the Zombie of Doom').
- iv) *The Family of Ancient Lore*. This house used the four elements of old, specifically fire, air, earth and water. The ruling father was Lord Valendar. (Prince Erelan-Black was, incidentally, one of the loyal sons of this House).

The Necromancers

- i) *The Family of the Dead*. This family raised undead using all and any means at their disposal.
- ii) *The Family of the Screaming Soul*. They were primarily Necromancers. Necromancy is the art of embodying undead into living people. Lord Caradanis was of this family, as was his son Dymwan.
- iii) *The Family of the Tomb*. This family studied the art of Nigromancy. Nigromancy is the use of alchemical means to raise undead (such undead are typically 'unranked').
- iv) *The Family of Old*. This family raised undead using the evil sphere (the evil sphere and the necromantic sphere were once closely linked).

Interestingly enough, it was Lord Caradanis himself who brought about the exodus from the Aldonar Homeworld to the plane of Orin Rakatha. Eager to gain in power and influence, he undertook a ritual of cosmic power, with the aim of embodying the whole of the Plane of the Sleepless Dead into himself. He was unsuccessful, and this event is now referred to as 'the Great Catastrophe'. Here I shall present a copy of scrolls written in the Aldonar script, translated by Lord Mordred and Yagi-San, many years ago:

QUAD XXXV

'The Aldonar who had come to see this spectacle, mainly necromancers, though of course there were some curious elementalists among them, had no choice but to flee from the great concentration that was developing before their eyes. Whether any of those closest to the experiment survived and what became of the great necromancer Lord Caradanis himself is now uncertain. There seems little doubt that a huge number were sucked helplessly into the vortex, between the two ancient planes and that others were immediately possessed by the spirits of the undead. A large part of the city in the region of the temple was flattened and as the decay and corruption spread outward Aldonar fled to their homes or used whatever means were at their disposal to escape the Catastrophe. That so much of our race and culture has survived to this day, and thrived quickly in this strange new land can only be a tribute to the strength of our leaders and the pure.'

This Catastrophe caused the Aldonar home-plane to merge with the Plane of the Sleepless Dead and the Aldonar people were left with no other option but to abandon their home; they fled to Orin Rakatha where they were awarded two Towers. Unsurprisingly, after the Catastrophe, somewhat of a wedge was driven between the elemental and necromantic factions of the Aldonar. Many among the elementalists directly blamed the necromancers for the fate of their plane and thus the two factions each took one Tower. The truth behind this is illustrated by another scroll, written by the elementalist Aldonar, translated by my old friend, Spark:

'decreed that all those still loyal to my teachings and command should reject the laws of the necromancer which defy in all ways the principle of the Ral. It is only the secret whisperings of the stirrers of souls who cannot wield true power that turn the Aldonar minds aside from the pursuit of elemental discipline and perfection. Corruption is an easy road to tread, but not true dedication to the principles of our ancient race. Let no Aldonar.'

The Elementalists named their tower 'The Aldonar Tower', and this is the tower in which the Valley Alliance now dwells. Meanwhile, a young necromancer named Dymwan (son of Caradanis) managed to convince the necromancers that the family of Dead (the first family) was responsible for the Catastrophe and through political manipulation, rose to lead the necromancers; he named his Tower, arrogantly, as 'the Tombs of Dymwan'. He disbanded the other necromantic families, and incorporated all necromantic Aldonar under his banner. (NOTE: For clarity, all future references to 'Aldonar' mean the elementalists and 'Dymwan' the necromancers, although strictly speaking they are members of the same race).

During the years that followed, those of the Aldonar tower were quite active upon Orin Rakatha, and although they had abandoned necromancy, they still had strong links to the evil sphere. Naturally, they were singled out as enemies by the Halmadonians and the newly formed Tower of the Sun, who warred with them at every opportunity. The Tombs of Dymwan, however, were content to 'hide' within their tower, rather than risk their status in joining a War.

Eventually, there came a great battle between the Aldonar Tower, and the aforementioned forces which followed the Good Sphere; the Aldonar suffered a convincing defeat and, in the knowledge that they could not hope to hold their Tower at the next Time of Reckoning, begged the Dymwan for aid. This is when Dymwan, as cunning and manipulative as ever, hatched his diabolical plan to ensure the return of his father, centuries later.

QUAD XXXV

Dymwan, rather than offering military aid or space within his Tower, instead convinced the elementalists that the best option was to place the remainder of their race inside Tombs. In these Tombs, the Aldonar would be preserved by the use of alchemical ingredients;

Dymwan 'promised' to awaken the Aldonar, later, when the forces of Good were no longer so predominant. A demi-plane was especially constructed, to house the Tombs of the Aldonar Royalty, while the rest of the Aldonar were embalmed in the many hundreds of barrows that still, to this day, surround the Valley Alliance Tower. Thus, when the Halmadonians arrived to finally destroy the Aldonar, they found what they thought to be a mass grave and returned home, believing their work to be concluded.

Dymwan received a vision from the evil sphere, in which he foresaw his father's future return. He knew that these Aldonar bodies would be needed, if the prophecy were to be fulfilled; he prepared also, as he knew would be necessary, a staff that was capable of absorbing all the ancient power that the Aldonar Lords possessed. The Staff of Doom. The Dymwan set about slowly entering the Tombs of the Aldonar and corrupting the bodies of those within so that undead could possess them. This was a slow process, since many of the Tombs had powerful elemental guardians, yet nonetheless the Dymwan were successful in most cases (in fact, several of the Tombs' defences proved impenetrable and the Dymwan sent to corrupt the bodies within often gave up but reported their missions as successful rather than face their master's wrath). The Staff of Doom was placed within the Tomb of Balman-Balnar, whose body had been corrupted with the spirit of a Zombie Lord. There it would wait, until Caradanis returned.

Centuries passed. The story now moves to Morendir, the plane on which the Village was once based. A somewhat naive necromancer, named Cranium, began to perform research into the art of necromancy and, unwittingly, became possessed by the spirit of Caradanis which had been wandering the Plane of the Sleepless dead for countless years. Inside this body, Caradanis rose to great heights within the Dark Brotherhood and patiently bided his time until he could fulfil his ambition to return to his people. When the Empire came, and it was decided to flee to another plane, Caradanis subtly manipulated events to ensure that the Valley people 'chose' Orin Rakatha.

Shortly after our arrival on Orin Rakatha, 'Cranium Doomwraith' announced that he would be leaving the Valley peoples. He organised a 'competition', the winner of which would be elevated to become the new leader of Wolfhold's necromancer Sect; taking his fabled 'amulet of necromancy', in fact an item of minor necromantic significance, he placed it in the Tomb of Balman-Balnar. Whoever first found the amulet would be victorious! Many rose to this bait and it was Lord Mian who was successful in finally obtaining this amulet; sadly, in the process, he unwittingly triggered the 'Zombie of Doom' and set the ancient prophecy in motion. What follows is an excerpt from a scroll which was translated by Chanin Hawksword, foretelling the events of seven years ago:

'is awake and holds the staff, then the Zombie Lord will account his work done and will assume his place in the new born army. The skeleton will then awake his own Princes to serve by his side, before the next passing takes place.'

The process described in this scroll is that which actually occurred. Specifically, Lord Caradanis needed the power of the major elemental families if he were to repeat his attempt to embody the Plane of Sleepless Dead into himself with any likelihood of success. Thus the 'Zombie of Doom', the corrupted Lord Balman-Balnar of the third family, charged the staff with his family's power and passed it on to the 'Skeleton of Doom'. The 'Skeleton of Doom', the corrupted High Lord Sun-Samond, likewise charged the staff with his family's power. and so on, to the 'Ghoul of

QUAD XXXV

Doom' and, finally, Lord Caradanis himself. It is now clear why Caradanis chose to adopt the surname 'Doomwraith' after taking possession of Cranium's body.

Without recounting any more details that would cloud this issue, I can tell you that I was among a group of Valley Heroes who attempted to wrest the Staff of Doom from Lord Caradanis' control. Sadly, although many gave their lives, we failed to keep the Staff from him. Although, to this day, I believe that we were not in a position, during our final battle with Caradanis, to be victorious, I cannot help but feel that some of us should have shown more courage. Although I shall omit the names of others often blamed for such, I am quite willing to accept my part of the blame; I was afraid and sought to preserve my own life rather than give it to serve the greater Good.

If it gives you any comfort, then know that I hate myself for the coward that I am. Many are the nights that I lay awake, restless, ashamed, fearful; perhaps it will satisfy you to know that behind my arrogant facade lies a soul in torment? I pray to King Michel that I be given the courage to overcome my fears and trust that my friends will give me the support I need.

So, with heavy heart, I return to this story of woe. Lord Caradanis was evidently successful in embodying at least part of the Plane of Sleepless Dead into himself, since he is now, I believe, an Undead Avatar (previously merely an 'Undead Source'). From what I have managed to glean from conversations with my Humacti allies, Lord Caradanis is, effectively, an embodiment of the necromantic sphere who walks upon our world.

This is the Prophecy of Sothsaris, an Aldonar Seer:

*The scrape of nails, the click of bone,
The creak of wood on ancient stone,
A light returned to long dead eyes,
I hear the ancient race arise.*

*In silent halls of pillared stone,
In caverns deep beneath the loam,
The ancient race of Kings has slept,
For ages long and time unkept.*

The Aldonar shall breathe again.

*A mighty host, the purple robe,
The burning, searing, flaming globe,
Night and darkness, light and cold,
The four great elements of old.*

*The cry of battle heard no more,
The stilling of the slashing claw,
In silent slumber all now sleep,
And dream, while ages watch they keep.*

The Aldonar shall live again.

*The limbs they stir, the flesh is cold,
The ancient armour rusted, old,
From darkest times these nobles come,
To war once more beneath the sun.*

*They walk the Earth in bodies new,
They rise to fight an ancient feud,
The dust which rises from their tomb,
Is driven forth by timeless doom.*

The Aldonar shall rule again.

*The Spheres themselves shall pity take,
On those who hear the dead awake.*

**May King Michel grant
us his blessing
Sergeant Quicksilver, OKM**

Our small group consisted of myself; Colchis, Quicksilver, Puddle, Quick, Erf, Elor, Merlin and Correllathil. We were despatched to an area east of the Maegnor Swamp to ensure that the area was safe for the arrival of Sir Loren de Hal to attend a meeting with an unnamed person. We arrived at the specified area late on the evening and soon met a pathfinder by the name of Killian, who said he was from the group which contained de Hal, and that he would stay with us for the next day, reporting back to the group the situation. We were first to head for a camp to spend the night and quickly found two undead, a skeleton and a wraith that wielded a sword. Merlin dismissed the wraith and the skeleton was easily dealt with. However a question arose. How could a non-corporeal entity such as a wraith wield a weapon. Moving on we encountered two more such undead.

At the encampment we found Marco Raglan in the company of a small group of Reader. Marco was the Magelorian in the service of the Dymwan. After bartering for entrance and information about the Reader's last transaction, we entered the camp. The Reader had recently sold items to the Dymwan for a ritual of some kind. We then confronted Marco which eventually led to him striking Erf and attempting an escape. After several minutes of continual fighting and retreat (Marco was using his blood on his weapon which seemed to be poisonous) I throat slit Marco and he soon fell to our blows. However, even after death his wounds continually healed and only burning his corpse stopped this process. Even his bones had residual magic on them, but crumbled to ash. Quick told us that before Marco was slain he discerned to smell like a snake. From Marco's possessions we found a bag of earth and dirt, which when identified had an essence of a dark entity in it that attempted to corrupt Puddle. The earth was from Magelor and could be used at the World Window to transport people there.

In the morning a large skeleton walked into our camp and only myself and Killian were up and awake to defeat it. We decided that we needed to clear the area if more Dymwan and undead were about. Shortly after leaving the camp we encountered a man dressed in black with four humans, who attacked us on sight, while the man prepared spells. A short but bloody fight ensued until the man declared that we were not the ones he thought we were. Stepping aside to let us pass he said that he was non-Towered and had made a mistake. That wasn't good enough for us so we pressed the attack. Instantly he cast an invocation that made two of our group hate each other to the point of fighting and made his escape. The hate effect passed and the four with him were killed but we were too late to capture the man in black.

Further along the path we encountered some Dymwan with undead. These proved difficult as the priest was quite powerful and the wraith with them could beguile. Further on up the hill we encountered one undead at a gate with the body of a Halmadonian behind it. Merlin resurrected the body who identified himself as Sephir de Lancy. He said he was with a larger group of Halmadonians the night before when they were attacked. The Halmadonians were going to meet with Loren de Hal and they had information about some Dymwan - a high priest was in a cave close to where we were. We decided to clear the cave and make the area safer. Sephir left to attempt to meet with the other Halmadonians.

We moved down to the cave and encountered the high priest, a warrior and several undead. This fight was difficult as the cave main entrance points were warded. We despatched all but the high priest and the warrior, and as they faced death, escaped through a portal. We took all the physical components as Puddle identified the portal. It transpired to be a semi-permanent portal to

QUAD XXXV

Magelor which was keyed to two specific people. We decided to return to our camp when we had recovered power and mana. Killian left to report to de Hal and said he would return later.

En route we met a trio of sprites which slowed us down. I proceeded to the camp while Merlin played with the sprites. At the camp I met an individual by the name of Tristram who said he was looking for some Halmadonians, as the group he was with had been laid low by the diseases of a mummy. He had a marking of black, white and red under his right eye and said he was Towerless; his group looking for a suitable home. As we had healers in our group he asked permission to bring his group in later to receive healing, and left.

We rested awaiting Killians return but our peace was broken by two creatures that appeared to be some kind of Barbarians, they wore blue under their right eye and three white lines under their left. They attacked on sight, heading straight for Quick. They had bursts of strength after making the cry 'for the lion'. Correllathil took a beating but the creatures eventually fell.

A while later Sephir returned and said the Halmadonian group wished to enter the camp. They arrived and their number contained the legendary King Michael, who announced that he was to meet with Loren de Hal, and move on to the White Retreat where he had been offered the position of Tower Head. Michael seemed uncomfortable with all the hype that had been made of him and his deeds, and urged us to acknowledge that he was but a man. He told us that he was late for the meeting and was concerned for de Hal. It was soon after this that Shemal arrived to tell us that Loren de Hal and his group had been attacked by a being of Chaos, de Hal being injured and teleported back to the White Retreat. Shemal told us that the Pathfinders had found out that the being that attacked them had retreated back to the cave with the portal in. Michael asked us to escort him back to the Tower, after we had dealt with the threat. We agreed and Shemal left to rejoin his group.

It was after this that Tristram returned with his group. His leader was revealed to be a Mind Flayer, who was searching for a new home. His group was cured of the diseases and left, saying that they would approach our towers.

With the return of Killian we left to encounter the Chaos being. We arrived at the portal cave to find it empty. Fearing that it may have left to slay Michael we hurried back towards the camp. We met the being on the way, it turning out to be the man in black of earlier. Immediately he cast a mass hate effect on us and we all began to attack each other. A short while later the effect passed and a brutal lengthy fight began. Eventually they all fell including the man. Almost instantly we were attacked by more people, which contained a seer. They too all fell.

We returned to the camp, collected Michael and made our way to the Towers. On the way Correllathil and Quicksilver began to speculate that the man we had encountered was one of the Sons of Entropy, a Towerless group that live on Orin Rakatha and are dedicated to the destruction of all Towers. They use Chaos and Hate effects.

Colchis, Wizard of the Yellow Guild

QUAD XXXV

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.

JUNE

12th - 14th low level and introductory theme, Kinver.
19th - 21st Call To Arms.
26th - 28th mid to high level 36 hour.

JULY

10th - 12th mid to high level 36 hour, Kinver.
10th - 12th Goblin and Sprite picnic - a fun 36 hour, Kinver.
Please note that as we are running two 36 hours both at Kinver we need lots of monsters.
25th - 26th Aradel - Hunter Greenshield 24 hour.

AUGUST

7th - 9th summer theme weekend, Kinver.
20th - 23rd low to mid level 72 hour low to mid level, Ystrafeltde.

SEPTEMBER

6th 8 or 24 hour.
18th - 20th pre Heroquest 36 hour, Shining Cliff.
25th - 27th Pearl Island

OCTOBER

4th 8 hour.
24th - 30th Heroquest IX. Devon.

NOVEMBER

8th 8 hour.
19th - 22nd Sargon 72 hour, Dimmingsdale

DECEMBER

4th - 6th Xmas theme weekend.
20th low level 8 hour.

AUGUST 1999

Heroquest X , at a site to be confirmed , the campaign has already started for this adventure , you may have a character you wish to use or now is the time to start one.

AS A FINAL NOTE - IF ANYONE HAS GOT ANY HEAD BANDS, TREASURE AND POTION PHYS REPS ETC WHICH THEY HAVE 'BORROWED' FROM HEROQUEST THEN CAN THEY RETURN THEM.

AT THE SAME TIME IF ANYONE HAS ANY HEAD BANDS, TREASURE AND POTION PHYS REPS ETC OF THEIR OWN AVAILABLE THEN SFB IS WILLING TO TRADE FOR THEM.