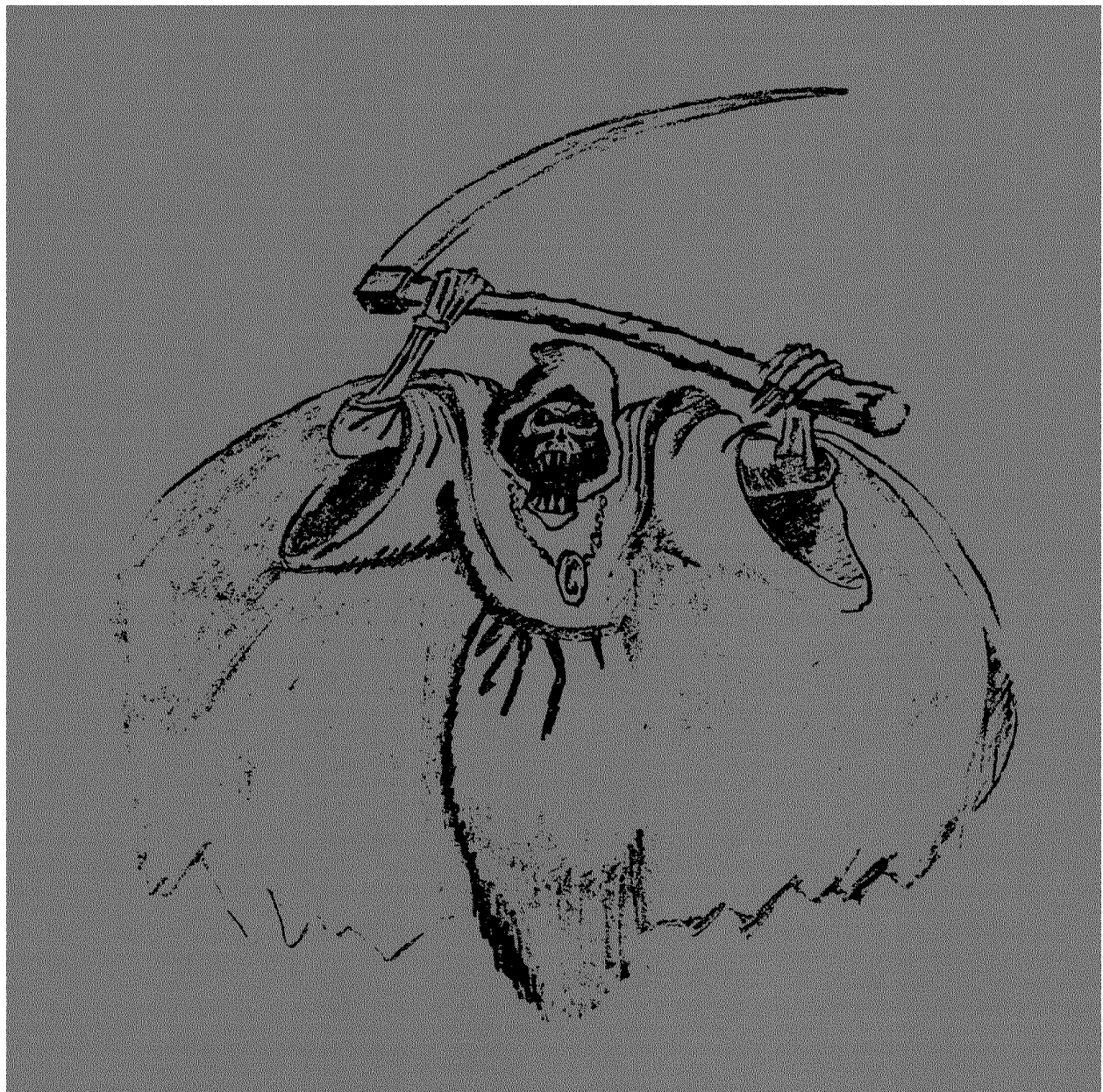


GUTTER PRESS NEWS

THE WAR CONTINUES

Your intrepid reporter, has it on very good authority, from a source close to the upper levels of Orin Rakathan Society, that the war is continuing.
Apart from this there is no other reported news.



QUAD XXXV

EDITORIAL

Thanks go to all the contributors for this time's QUAD, an adventure write up would have been nice though, I know that some adventures have happened as I monstered. Send those write ups in.

Best Regards
and I do look forward to hearing from you

Paul

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Lost lrp kit

The club is missing a number of monster shirts, hoods, bags, potions, weapons, refs etc - could everyone have a look in their personal kit and see if they can find anything of ours. I was going to offer gest rewards but then we would probably have no kit at all .

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.

QUAD XLV

SHITTY'S BIT

Wow !

4 quads out so far this year, anyone who doesn't believe in miracles see Paul Evans for details.

Everyone remember to get those articles in early, and don't forget you will be rewarded with gests for every article published.

Adventures have been going very well lately, with the majority of people enjoying themselves the majority of the time, perhaps we should raise the prices (only joking).

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.

TREASURE AND THE VALLEY LAW

Some adventures will have more treasure than others, you are more likely to get better treasure from harder and or longer adventures . There was a time in our clubs history when 4 or more people died on every adventure and had more items, however players were not happy and we learn't from those experiences.

Heroquest is about role playing your character in an ongoing campaign world and enjoying your adventure regardless of the number of items you have. Many of the early LRP clubs collapsed because of the number of magic items some characters had, unbalancing the adventures for those who did not have any. When items do come out of adventures please do not argue about who gets what - let everyone go for one item each and roll a dice or something similar, and make sure those who get no items get a greater share of the cash treasure. For those of you who are unhappy with the amount of treasure that you get from an adventure, remember that is how the game works, if you didn't have to struggle to achieve things then they wouldn't be worth achieving in the first place.

The valley law is to stop players stealing from each other, however stealing is not allowed in the Heroquest club for the simple reason that it spoils other peoples enjoyment. For the same reason we do not allow characters to attack each other - although we have an in character rule, again it is really there out of character because it is no fun to be killed by a player. Anyone who kills another player, or is the cause of their death will be punished in character. Heroquest is all about teamwork, working together to complete the adventure successfully. If you do not like another character - great ! That is good roleplaying and can be made into good role playing moments , as long as it does not upset another player .

QUAD XXXV

Briefing on the state of the War – For general release

This report, comprising material which is considered non-sensitive to ongoing operations, is intended for release to the adventurers of the Alliance Towers and their counterparts within other Towers of the Free Towers Pact. I would like to offer my thanks, as always, to the Seekers Guild, and I am pleased to have also been given access to documents from the Pathfinders Guild. Furthermore, I would like to give credit to the like-minded ambassadors/representatives of other Towers within the Pact who have provided me with relevant reports from their own intelligence-gathering operatives.

The Location of the Dymwan Towers

Orin Rakathan Geography – The Effect of the Mists

Firstly, I believe it is important to clear up a misunderstanding that is quite common among the residents of Orin Rakatha; the belief that the geography of our world is immutable. In the search for a ‘definitive’ map, I consulted several eminent scholars dwelling within the western Wizards’ Concillium Tower, who supplied me with a variety of maps drawn over the last century. By cross-referencing them, I was amazed to discover that, not only have the locations of Towers subtly moved over the years, but also the land between has expanded/contracted in a seemingly random manner. All evidence points toward the fact that, when the mists pass across the land, a ‘warping’ effect occurs. Although, usually, this is relatively minor, there are also confirmed reports of localised anomalies, the most extreme case being the disappearance of an entire mountain.

Towers one and two

A brief reiteration of knowledge that should already be widely known and accepted:

- i) Dymwan Tower One is located in the Dragur Forest, southwest of the central Rainbow Lake.
- ii) Dymwan Tower Two is the ex-Taranor Tower, on the southwest point of the Ikarthian Triangle.

Tower Three

The location of Tower Three has now been confirmed as the ex-Tower of Sun, which is located just south of Starfall Lake. I shall provide a small extract from a report submitted by seeker no. 43, assigned to the Dagwood area:

‘...came upon a building used to stash things during the Kalid-TOS war days. My luck was in, ‘cos it was still empty. I holed up there for the night, with the plan of going in for a rec of the Tower the next day. I didn’t know it then, but my luck was really in that night. My head had hardly touched the pillow when I heard voices and footsteps of a large group approaching. Quickly, I grabbed my stuff and began to climb into the rafters above me. Not a moment too soon. It was a large group of Dymwan, along with what looked to be a High Priest with one of those skull-staff things! Anyway, to cut a long story short, King Michel must have been watching over me that night, ‘cos they had a nice long chat right underneath my nose. It turned out they were going home, back to the old Tower of Sun...’

QUAD XXXV

Tower Four

Tower Four, previously unmarked on any map that I could find, lies in the southeast corner of Froghorn Wood near the junction of River Faradew and River Moon. The Morgothians provided me with this report, courtesy of a Thissessin scout in their employ. The relevant extract is:

'...swimss up along Faradew riverss to keep undeadsss away. Hiss! Undeadsss not swimss as fast as lizard but not know when to stopsss. Me kept skullsss in sightsss through nightss. Me follow skullsss to homesss. Tower, yessss! Tower in Froghornsss! Me see groupsss of skullsss go in! Sssssss...'

Tower Five

Both Annach Morannanil and the Dai-Fah-Dyne have reported that the Tower alongside Mount Grimm, just outside the Lower Waite hills, is surrounded by a vast number of undead. As yet, no one has managed to get within sight of the Tower itself, but there are only two feasible options. Either an unknown group live within the Tower, and are under siege, or it is the Dymwan's. Most knowledgeable sources seem convinced of the latter.

Re: The Labyrinthe of Xenos

It was previously suspected that the Labyrinthe of Xenos had fallen, but these rumours have proven unfounded and we know for a fact that their Tower is not in Dymwan hands. (My thanks to the Pathfinder's Guild).

Strategic Situation

The Battle of Mossflower Wood a.k.a. 'The Fifth's Hammer'

The Morgothians have supplied me with their report of a crushing victory over the Dymwan within Mossflower Wood. A condensed excerpt from the report of Commander Jal-Aralak, of the Knights of the Vassals of the Witch-King, follows:

'...all was ready. Using the orcs in a role that befits their racial impurity, we instructed them to drive a wedge into the southern side of the circle of undead that the Dymwan had established around the centre of Mossflower. With this wedge established, the orcs split into two groups to form a clear corridor for our elite troops to pass through. Dispatching the Eighth regiment to cover our rear should we need to break out, I pressed ahead to the Dymwan command centre along with the Fifth regiment...

...With no pause for respite, we passed through the woodland like a torrent. Those who stood against us, in vain, were cut down and left to rot as if they were no more than elven scum. By the time we reached the Dymwan command centre my men were drenched in the blood of our foe. Striding forth, I issued challenge to the member of the Chancellery stationed there. As we have come to expect from these cowards, he turned with the intent to flee. His men, necromancers and executioners alike, turned with him. The butchery began.

QUAD XLV

Throughout the night we gave chase, slaughtering every man, woman and creature among them. ...When, finally, panting, their bloated leader was caught, I had the pleasure of decapitating him and offering his soul to our Lord personally. The Shadow of the Eight has fallen upon our foes and I, Sir Jal-Aralak, take full credit...'

The Morgothians now report that the Mossflower wood has been 'liberated'. All Dymwan presence has been eliminated, excepting a smattering of low-ranking undead.

Bethelim siege broken!

The Bethelim Tower, now faced with only low-ranking undead around their tower, have been successful in breaking the Dymwan's bind. It is not known exactly why so many of the higher-ranking undead that were previously there have been recalled, but the troll to whom I spoke speculated that "The dead-raisers is scared of getting their 'eads kicked in!"

The Battle of Dragfar

Although initial reports are somewhat sketchy, the Kalid, in what has been described as a 'classic double envelopment manoeuvre', have defeated the Dymwan forces in Dragfar, forcing a full-scale retreat. Some sources suggest that there have also been some small skirmishes between Azad-An and Kalid forces in this area, but this information is, as yet, unconfirmed.

The Battle of Bremmin Plains

Following the Battle of the Long Night, the drow have continued to gain back the ground previously lost to the Dymwan. The force originally sent to lay siege to Annach Moranannil have now pulled back to the North, which may serve, in part, to explain the mass of undead around what is suspected to be 'Tower Five'.

Halmadonians enter War

Halmadon's Height have now begun to send forth large forces to combat the undead in Greenheart and the Crown of Haval. At present, they report that their sorties have met with success and that they have suffered few losses.

Other relevant information

Undead

In general, reports from all Free Towers indicate that the mass of low-ranking undead which were previously plaguing Orin Rakatha have been severely diminished. Furthermore, it has been noticed that when high ranking undead are encountered there always appear to be necromancers close by, which was previously not the case; many believe that, ironically, the necromancers have recalled them in fear for their own lives. Handfuls of unusual undead have been encountered, such as wraiths capable of using swords, but they are not in sufficient numbers to make any impact.

QUAD XXXV

The Laws of Orin Rakatha – Consequences?

On a personal basis, I find it strange that large Towered groups, some numbering over a hundred, have been freely roaming the face of Orin Rakatha. Many were of the opinion that this was 'impossible' or others that it would result in 'dire consequences'. It is obvious that several of the Laws of the Land, previously upheld by the Shadowsmeet, are being flagrantly disregarded. Many have taken the 'fight fire with fire' approach to the Dymwan threat, and of those active in combat only the Alliance Towers and the Shadowsfall have attempted to abide by what is colloquially known as 'the Law of Travel'. Most 'experts' on the Mystics are agreed that "the land will right itself", but there is much debate about whether this will be a painless process or not.

Overview

As should be clear from this report, the tide of the War has turned, with the Dymwan suffering numerous losses over the past three months. It seems certain now that they will not stand to gain any more Towers at the forthcoming Time of Reckoning; some voices even believe they may lose one of their established Five.

I would warn you, however, to remain vigilant. On the surface, it appears that the Dymwan are on the way to losing this War quite convincingly, but I am sure they have more than a few cards left up their proverbial sleeve. Now that we have the upper hand we must strike even harder at the very heart of their strength, the necromancers. Let not complacency be our downfall. Rest not until the Dymwan are but a foul memory of a darker time...

*Sergeant Quicksilver OKM
Purple Mage, Cabal Intelligence Specialist.*

FOR SALE

**Full suit of Plate Mail armour - AC5 not superior
(numerous suits available)**

**Cost to have made is 75 gests
Available here for only 15 gests**

**Rank 0 Empowered Sword
Rank 1 Empowered Mace
- reasonable offers considered - will exchange for other items**

**Contact - Nerak Soulblade, c/o the Ironguard
(Steve on 0181 670 9956)**

QUAD XXXV

To the Necromancy Sect, Wolfhold,

I would like to take this opportunity to publicly thank you for 'sponsoring' the mission which was organised by Aradel to discover the truth about Hunter Greenshield's demise.

It is greatly appreciated that, rather than being open and honest, you instead sent a representative with us under false pretences. I congratulate you on using members of the White Retreat to help you learn more about combining the power of Necromancy with the Sphere of Nature. It is heartening to know, that during this time of War when we should all pull together, you are still willing to deceive fellow members of the Alliance. If there is anything that Orin Rakatha needs more of, then it must surely be undead.

Overall, however, your greatest achievement is the subtle approach of your disguised guild member, who allowed a member of the Order of King Michel to discover precisely what he was about. 'Intelligence specialist'? Me? Surely a joke...

My respects,

**Sergeant Quicksilver,
Purple Mage.**

Dymwann Scroll

Maeglor 36hr

These two scrolls were found by Valley Scouts (12/7/98) on the bodies of a number of Dymwann found guarding a portal from the plane of Maeglor. The Dymwann number included a knight. The portal had been used by Dymwann leaving Maeglor and were reported to have been accompanied by a number of 'unusual' wraiths.

Fea-Gilmenorn Silverheart

Temuchin Blood Drinker

Your mighty k(n)ights obscure themselves wiith little skill, perhaps it's time we forgot the river of tears incident and worked together once more. My followers are much better versed in the arts of subterfuge than your men, besides we know much about the Serene One. It is time to divide and conquer, who know(s) we may even let you have a co(r)ner of Orin Rakatha for yourselves

Death to the towers.

Xulhakaur

Orders

Stay in the area and keep alow profile. Keep watching the Shining One and if possible obtain one of his students for interrogation. Wait for our return after the time of reckoning.

Temuchin

QUAD XLV

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.

AUGUST

7th - 9th
20th - 23rd

Summer theme weekend, Kinver.
Low to mid level 72 hour, Ystrafeltde. We are currently looking for more monsters, especially for the Thursday and Friday. For those of you who have not been to this site before we only use it once a year and it is excellent - caves, rivers, mines, waterfalls, ruined buildings, tunnels (what more could you want).

SEPTEMBER

6th
18th - 20th

8 or 24 hour.
Pre Heroquest 36 hour, Shining Cliff. Could all Heroquest players and monsters try to make this adventure.

OCTOBER

1st - 4th
24th - 30th

High level, 36 - 72 hour. Although this is not an HQIX adventure there is room for 4 - 5 of this years HQ party who may want the practice (or grab some points).
Heroquest IX. Devon. If the monsters could confirm who wishes to come and for how many days it would be greatly appreciated by the referees.

NOVEMBER

6th - 8th
19th - 22nd

Halloween Theme.
Sargon 72 hour, Dimmingsdale

DECEMBER

4th - 6th
18th - 20th

Xmas theme weekend. This year we are running the Xmas Theme slightly earlier than normal to allow more people to attend.
Low level 8 hour. The plan is to book a Youth Hostel for this weekend and run the 8 hour on the Saturday so we can have an out of character party on the Saturday. Friday night would be a sociable get together to sort any end of year character problems, talk about next years adventures, etc.

JANUARY 1999

36 hour

FEBRUARY

Celebration Theme

MARCH

36 hour

APRIL

Theme

MAY

14th - 16th 36 hour

JUNE

11th - 13th Theme

JULY

9th - 11th 36 hour

AUGUST

6th - 12th Heroquest X
20th - 22nd Theme

JANUARY 2000

The Millenium Project - an 11 day adventure.