

PRICE
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QUAD

ISSUE 40
(1999/3)



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QUAD XL

EDITORIAL

It has been a really hard year to get QUAD out, the biggest problem being that I have only been on two adventures

I haven't got a clue whats been happening. And that's where you lot come in I need to have your write ups.

Apologies go to those few who have sent me some stuff which has not appeared – an electronic problem has meant that I lost some stuff – please send it again.

**Regards
Paul**

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1999 Adventure Prices

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

Adventure length	Payment 8 Days in Advance	Payment Not in Advance
8 hour	£20	£25
Theme	£40	£50
36 hour	£60	£75

Other adventures are priced individually, such as Heroquests etc
Membership for 1999 is 30 pounds and expires on 31-12-1999

Note the above price is only applicable to members, non-members pay an additional 20% on top of these prices.

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

Youth Hostels - there is a £7.50 a night charge where youth hostels are used, from October - March. From April - September this charge will increase as hostels, etc, cost more to rent. SFB to confirm at each adventure.

Monstering

The following credits are available (cumulative) for Monstering

8 hour	£4
36 hour	£10
72 hour	£20

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**

or QUADeditor@aol.com

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 1999 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.

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The Knight of the Hammer – A Warning

From a recent mission that I was on. I have the following warning. I am somewhat chilled by it and have a premonition that it will prove to be profound in the future.

We were given this warning by some from The Church of All Time. The Church of All Time has as it's home the plane of Dagroban. The primary purpose of the Church is to record the important events of history as they occur.

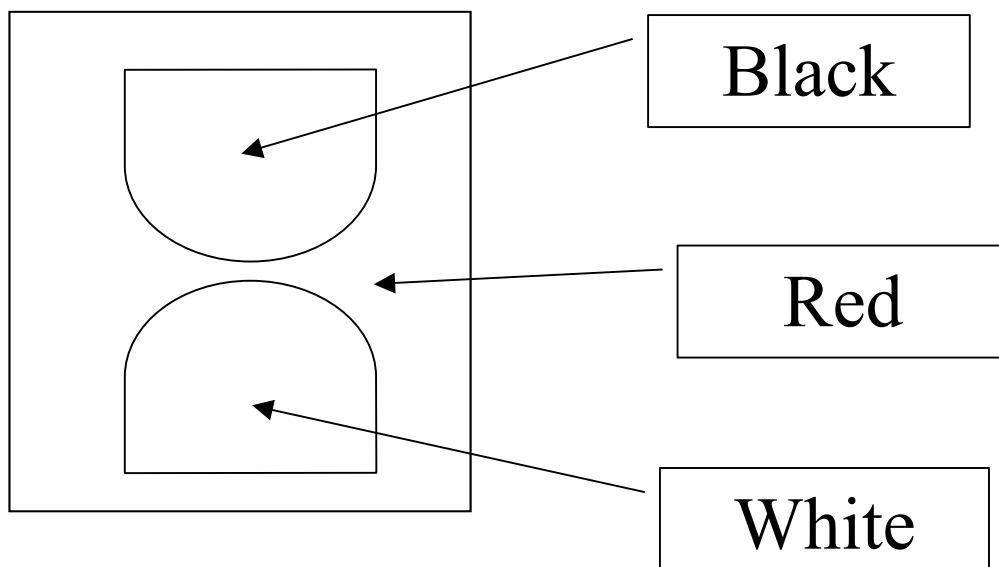
Upon their home plane was a knight called Sir Valmir Sasudra, Grandmaster of the Knights of the Hammer. This knight and order were involved in some activity (the exact nature of which has not been disclosed) and the actions performed were not recorded to his satisfaction by the Church of All Time. He wishes to have the record as made by the Church of All Time altered. They were unwilling to do so saying "History will not be changed." All they wish is for him to return to his duty, and to stop trying to interfere with their work.

Subsequent to this he has disbanded the order of the Knights of the Hammer and he is now upon Orin Rakatha and / or the Plane of the Sleepless Dead. He is looking to contact Dymwan and enlist their aid to have the record changed.

Because of this and our involvement with Dymwan in the recent war and one other matter they brought this warning to us. The other matter was spoken by one of the priests just before he left "I foresee that you will be unable to hold weapons of any kind" were his words.

Merlin, Hero.

The Symbol of the Order as described by the Church of All Time is as follows:



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SHITTY'S BIT

Sorry for the long delay in this years quads but we have all been very busy and after all better late than never. Thanks again to Paul and all the contributors without which there would be no quad.

I would like to take this point to remind everyone that this is a role playing club and how you act and react on adventures is far more important than the rules. The rules are only there as a guideline to help the referee write an adventure and for the players to add some depth to their characters. Spells do not always work, double is not always 8 points of damage, not all monsters can be killed etc. Monsters can always do things players cannot and hardly ever conform to the 'norm' whatever that is.

What I am trying to say is keep acting as your character would see things, try not to think in terms of rank 4 blesses and level 3 skins all the time. Dying is a traumatic experience and should be taken very seriously by all the party. It is not just another res. chance lost and it doesn't matter cause I still have another 3 !!!!!!! Please try and think from the characters view, his sprit stepped into the abyss and nearly reached oblivion, you cannot just come out of that and carry on as if you had just been given a plaster over a scratch.

I am asking for all players monsters and refs. to make a real effort to put the rules behind and concentrate on the role playing side of the club. One of the main reasons for setting up Heroquest in the first place was to do long adventures which would allow you to really get into character.

I personally would be happy to see shorter time outs with each character battle boarding themselves.

On a brighter note can I thank everyone for the new combats with more reasonable blows and going for a different location each time, it has certainly worked well and will, I hope, continue to do so.

Welcome to all the new players and monsters, I hope everyone will welcome them to the club and help them to understand how everything works. Please be patient with new people as we were all basics once.

Mark Roberts (SFB)

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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.

Or e-mail on **Mark@orinrakatha.freemove.co.uk**

I can also be reached on the **Phone 01452 546871**
Mobile 0771 251 7938

As you can see I now have a mobile phone to go on adventures. If, for any reason you are going to be late or are not going to get to an adventure, please ring me so we do not delay the start of the adventure.

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.

Low Level Campaign

As most of you probably know we have been planning and running adventures for new players and characters.

So if you have a low level character or have been meaning to start one then these are the adventures for you.

If you want to book a place on any of the coming adventures (we still are looking for a few monsters for each as well) then let me know asap.

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The Story of Sir Valmir Sesudra - Order of the Knight of the Hammer

The plane of Dagraban is a world of nobles, tribes, lords and churches. One of these churches "The Church of all Time" are seers and prophets. They record history in great libraries and "see all time". They travel to witness actions and write their versions of what happened. Centuries ago they made prophecies for the first born of Noble families. As time went by the church gave out more and more prophecies for any new born and often profited from such fortune telling. The now some what corrupted Church cannot now see into the future as they once could.

Several centuries ago the Church of all Time had a disagreement with one of the Noble Lords. When he had a child they gave a harsh and cruel prophecy

" the child will die by his father's hand"

The Church did not realise, however, that at the time they gave this prophecy the father was dead. This meant that the new born son was immortal. This son is Sir Valmir Sesudra, Order of the Knight of the Hammer. This noble Knight lived much of his life on Dagraban where he reigned as King for two hundred years and sadly witnessed the burials of his grandchildren. He then left Dagraban and travelled the planes.

He has been met on Orin Rakatha several times and has helped Valley groups. His fighting skill is great but his Knightly code prevents him from joining in a fight that has already started and he will only fight for you if he is invited. He once helped a Valley group by fighting "Guy De Valor" (a Knight of the Dark Lady) whilst the Valley group escaped.

Understandably, Sir Valmir Sesudra is now tired of life and wishes to die. He has been able to find a scroll that will, with the help of a Necromancer, enable his father to rise once more and to fulfil the prophecy and end his life. Sir Sesudra would like his father to then be dismissed so their souls may rest together.

The Church of all time are angry with Sesudra as they use his fate as proof of how powerful they are. For the "immortal" Sesudra to die would be most damaging for them. They describe him as an outcast, a cruel and bitter man. They will show their wrath to anyone who tries to help Sir Sesudra.

This story has been pieced together after talking to Sir Sesudra himself, Afrisol, High Priest of the Church of All Time and brothers Maridon and Wilful.

After hearing parts of the story from both sides the version above is based on my belief that the Knight is telling the truth.

Elenar Earedhel

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TRADERS FAIR

Friday 8.30pm to Sunday 1pm

Weekend of 9th April 2000

Wroxton Scout Camp, Banbury, Oxford

Cost: £20 Weekend Trader's Pass (inc. 1 Staff)

£5 Weekend Visitor's Pass

£3 Day Visitor's Pass

This is an opportunity for traders and players to meet up at the start of the adventuring "season" so that players can buy their equipment and traders can both sell and advertise what they do. We also hope that clubs will come along to demonstrate their systems and to advertise what they are planning to do for the year etc.

We are hoping to organise discussion groups and talks if anyone is interested as well as demonstrations if any of the groups will volunteer their time.

The facilities are fairly basic, being a camping field with a toilet and shower block. There is a fire pit with a small stage and we are hoping that those of you with musical talents will provide some entertainment in the evening. Also, if anyone can provide bar or catering facilities the rates are as above.

We are planning a long central "street" with parking on one side and camping on the other. Traders will be expected to camp in their Trading Area for security reasons as you will be responsible for the security of your own goods for the weekend.

Should any group wish to run demonstration games, time slots may be booked in advance in the forest surrounding the central field.

This will be a chance for players, traders and clubs to meet socially and enjoy themselves. We are keeping the costs as low as possible. In return we hope that you will promote this event as much as possible to ensure that there are enough people attending to make it worthwhile. It is in everyone's best interest to do so.

We are also extending an invitation to crafts people etc.

A portion of the gate money, over and above what they are charging for the site will be donated to the Scout Association and should anyone wish to run a stall for a registered charity please let us know and we will arrange a special rate.

If you have any questions, please send them, with a s.a.e. to The Nightmare Crew, c/o Angela Timms, 240 Hale End Road, Woodford Green, Essex IG8 9LZ. Mobile 07880 734377, Pager: 07666 847022, or e-mail us on angela_timms@Bromhead.co.uk

Special Note: Buskers will be very welcome.

AND WE HOPEFULLY WILL HAVE A BAR!!!

*Prices quoted are for **booking in advance**.*

*All weekend prices are **double** if you pay on the day!*

That is to make sure that you get your bookings in as early as possible!

We are working on a first booked, first placed policy so if you want to be near the start of the street book as soon as you can

We are booking pitches in units of 15' so if you need more space than that please let us know.

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TRADERS FAIR BOOKING FORM

Name:

Address:

Telephone Number:

E-mail Address:

Company Name and what it trades in:

I would like to book:

Number

Weekend Traders Pass

Weekend Visitors Pass

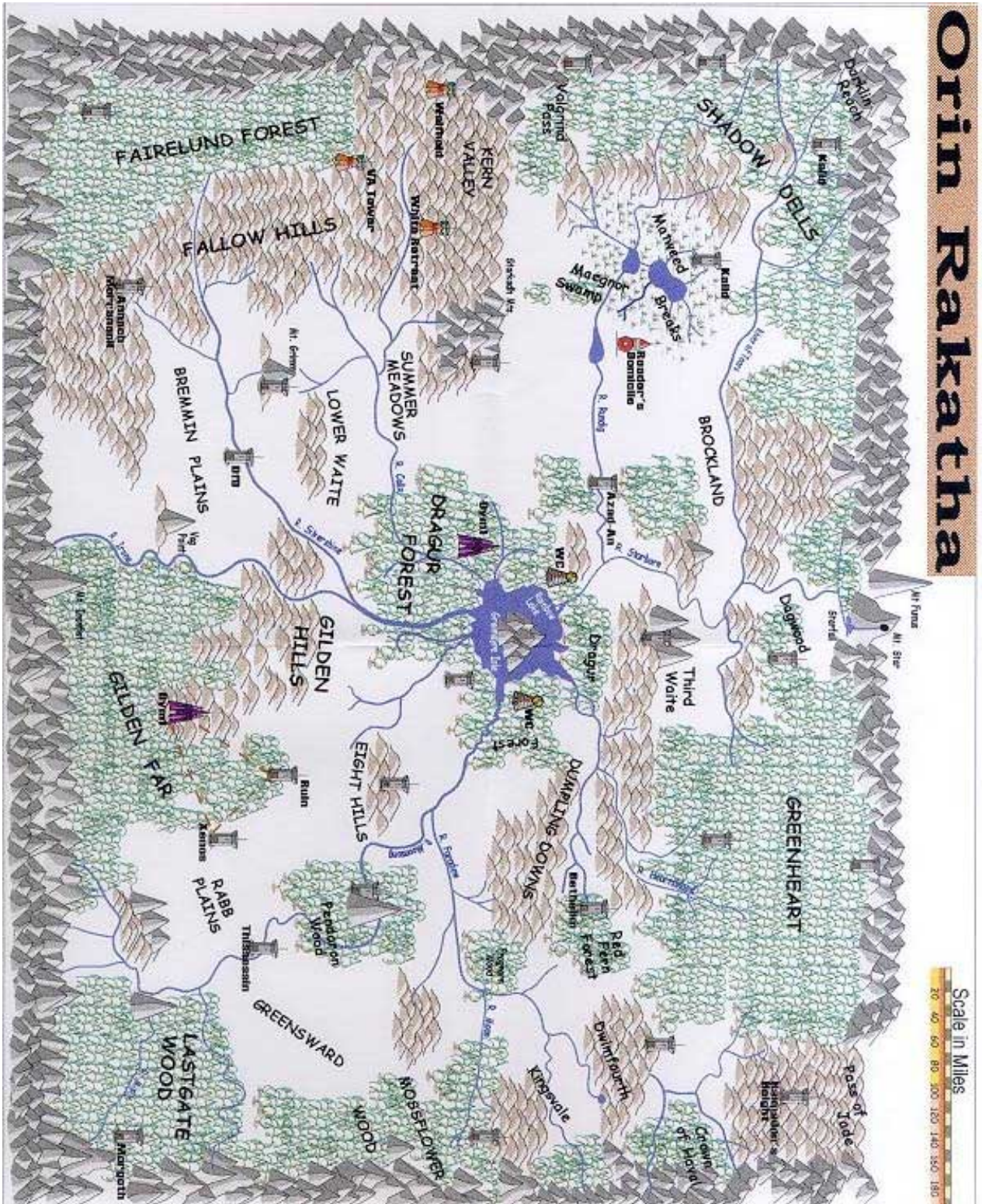
I enclose a cheque for £ payable to Nightmares Incorporated
to cover these places.

If you would like confirmation of your booking please send a s.a.e.

I am an organiser for a club and I would like to book a hour slot to run an
adventure in the woods.

I am an entertainer and I would like to book a hour slot to play on the small
stage or around the fire pit.

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FORTHCOMING ADVENTURES

Below is a list of adventures already confirmed for 1999.
Feel free to book any other weekend for an adventure and if you
cannot raise a full party we will fill it for you.

The four adventures for the remainder of this year are rapidly becoming fully
booked so if you would like to play or monster then get in contact with SFB as
soon as possible

October

22 - 24 Halloween Theme - Duntisbourne Abbots

November

4 - 7 72 hour - Mid / High Level - Pwll Du

18 - 21 72 hour Elf friend Mission - Dimmingsdale

December

3 - 5 Xmas Theme - Duntisbourne Abbots

January 2000

6 - 19 The millennium project 11 day adventure !

28 - 30 Lepracon

February

4 - 6 Celebration Theme - St Briavels

18 - 20 36 hour - Shining Cliff

March

3 - 5 36 hour - Quantock Hills

17 - 19 36 hour - Clun Mill

31 - 2 April 36 hour - Dimmingsdale

April

14 - 16 Theme - Crowcombe