

Biannual Meeting Summary

By: Arlene Brown

Our most recent biannual meeting was held on January 26, 2018. Officer positions were renewed making January meetings our new renewal for all offices.

We had two new applicants at the time of the meeting and another very shortly after. We have hopes to make all three of them full members at our next biannual meeting in July.

Updates were made to our by laws regarding vetoes. We reviewed our current games schedule making appropriate alterations to best possible meet member need and desire. We also set tentative dates for our upcoming events. We have several movie nights coming up including Ready Player One, Solo: A Star Wars Story, and Avengers: Infinity War as well as a role players tournament event occurring in June. Our next board meeting is Friday, April 6th and our next biannual meeting is scheduled for Friday, July 13th. Please refer to our calendar for a full, updated schedule.

Black Panther

Movie Night Review

By: Xander Smith

While watching The Black Panther, I was drawn to Wakandan language and culture. There were many interesting facts about both, showing that the filmmakers did research for these things. First, I will speak was the language.

One interesting thing about the Wakandan language is that it uses click consonants. This is a sort of stereotype about African languages. They use a variety of clicks (palatal, alveolar, and dental). It would have been interesting to see a bilabial click, but it is a rare sound in a group of rare sounds. It is clearly based on Bantu language (many of which have clicks). The syllable structure is alike Swahili (the most commonly spoken Bantu language). It has prenasalized consonants like most Bantu languages do.

One thing that bugs me is that they have words like T'Chala, which are unusual for Bantu languages. As this is a proper noun in a comic book, it's surprising that this "rule" was broken.

Another thing about the language is its writing system. It doesn't look very African and reveals to be a simple cipher, which is very disappointing from the view of a conlanger.

Now about Wakandan culture: there are many interesting features found in Africa, such as lip plates, ritual scarring, traditional clothes, etc. The Jabari tribe were actually based on the mountain folk of modern day Lesotho, especially their clothes. Wakanda seems to be very egalitarian. Their royal guards are all female, as are many scientists and spies.

Unfortunately, I know don't know as much about African traditional culture as I know about linguistics. One thing I will say about Wakanda is that it is thriving and not torn apart by war. They are seen as economically better off than the rest of the world in a film industry that often underestimates Africa. Over all, Black Panther has a lot of really great qualities for how they portrayed Wakanda and its culture.

Arkham Horror Tournament

By: Robert Weaver

Bad Moon Rising in Arkham

The afternoon of February 10th brought another adventure to Now & Then as people from every hillside and villa swept into the store to try their hand at being an investigator. Quest Club proudly presented its 2nd Arkham Horror Tournament. Over 18 people showed up to experience the Lovecraft story told through a board game. Teams of investigators were formed, ancient evils were identified and everyone settled in for an adventure into the occult happenings in Arkham, Massachusetts in the 1920's. The tournament, paying homage to the original release of Call of Cthulhu in February 1928, showed that even 90 years later, people find the mythos fascinating and mysterious.

Many thanks to all our sponsors and players. Now and Then offered many prizes and great accommodations to facilitate our tournament. One grand prize was offered, a brand new Arkham Horror board game, was won by Quest Club's very own, Joe Coombs. Not every group of investigators were able to overcome the threat facing the small New England town, but each did their best while enjoying the role they chose to play.

It was clear from the start that these tournaments continue to grow in popularity and even more boards will be needed to accommodate the overwhelming support. The store was still abuzz after the event with talk of what could have been done differently to see a more positive result in their respective games. As the event coordinator, that type of after game action truly makes all the planning well worth it. We hope to see you at the next Quest Club event and certainly at the next Arkham Horror Tournament.

Lead to Gold

Written Work

By: Xander Smith

Episode I: Lead to Gold

By Kåre Tvasen



Putting the "Class" ...
...Into Armor Class.

The Last Will and Testament of Fredrik Olav Johansson.

I, Fredrik Johansson, swear on my deathbed that I show truly how I amassed my wealth and rose to the top of our nation.

For those in the future who don't know of my situation, I am from the New Chicago Republic. See, in the nineteenth century, the American civil war led to instability. The Confederate victory led to more instability, even in the Union. As time passed, more and more states seceded. Illinois seceded and broke even more. Chicago and the surround lands joined together in their own union.

I was born into this nation. It was an oppressive place, I will admit. I can only admit that, because I am an oppressor. It wasn't always this way. I was born in Chicago. I went to school and was fascinated by alchemy from my youth onward. I graduated and bought a large house with a lab. I was not interested in the steam-powered technology Chicago has brought forth.



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As an alchemist, I followed the passion of founders of the science. I wanted to create gold. I worked for two years trying to do so. On the seventh day of November, 1908 I made my breakthrough. It was lead. Lead is the metal of the gods. It's such a common substance, but no one got it right. I created gold. After much consideration, I decided not to tell anyone of this. If gold is this easy to create, than gold has no real value; therefore my work is pointless and destroys monetary value.

I, like many people, had an automaton powered by steam. I called it 'Jeffery.' Jeffery was the only thing that knew of my work beside myself, as I have no family left. I ordered Jeffery to swear to secrecy of the discovery. It did so, it was an automaton that had to do as it was told.

I decided to use the money to my gain. I bought many things of great value and social appeal. I became well-known as a rich man. My influence skyrocketed. Politicians wanted my opinion. Makers of tonics wanted my ideas. I was a force to be reckoned with.

My wealth seemed to come from nowhere. The tax office makes no accounting error. Agents from the government came to discuss my wealth. I had prepared and trapped my home. I had a filing cabinet the read 'IMPORTANT.' It only contained a load of boiling hot steam to power my home. I led the two over to the cabinet and opened, jumping out of the way. The two got faces full of steam. They fell to the ground. I grabbed a pan and struck them with it.

I had many connections. I had them put on a train to the countryside to be dealt with by someone who was morally unsound enough to handle the situation. Their report was forged and sent in.

I then used my wealth and influence to gain political advantages, which is easy in Chicago if one has enough money, as I did. I rose to the top, having no adversary. I stayed there until this day upon my death bed. I could have done things to increase the freedom of the common people, but I didn't. I enjoyed my advantage far too much; however, as I am about to ascend, I expose this knowledge in hopes that the commoners of Chicago can overpower their oppressors. Having said that, I leave all my wealth to the editor of The Chicago Voice, Michael Davis, who knows all this and is prepared to expose the scandal.

More than just Yu-Gi-Oh

Written Work

By: Robert Weaver

Recently I've been getting more and more into Japanese anime. I've seen bits and pieces throughout my life but never got into the genre very deep. After gaming with the guys with "Wizards of Candahar", I wanted to check out one of the shows they always talked about. It started with Fairy Tale, which is every bit as good as they led me to believe. From there, I found animes like Gate, Sword Art Online, and Log Horizon. These are all very good examples of how great the genre can be. One of my more recent finds, probably one of the best ones I've seen, is Overlord. Similar to other animes, Overlord follows the storyline of an online gamer being trapped within a virtual world.

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The following is a synopsis from myanimelist.net, "The final hour of the popular virtual reality game Yggdrasil has come. However, Momonga, a powerful wizard and master of the dark guild Ainz Ooal Gown, decides to spend his last few moments in the game as the servers begin to shut down. To his surprise, despite the clock having struck midnight, Momonga is still fully conscious as his character and, moreover, the non-player characters appear to have developed personalities of their own!

Confronted with this abnormal situation, Momonga commands his loyal servants to help him investigate and take control of this new world, with the hopes of figuring out what has caused this development and if there may be others in the same predicament."

Entering its second season, the story has only gotten richer and more fulfilling with every episode. I can't wait to get home from work every Tuesday night to watch the newest episode. I only dread the week when the season comes to an end. The fighting scenes are some of the most elaborate that I've seen in an anime like this one. The amount of thought and detail that goes into creating spells, powers, and character backgrounds is phenomenal. If you haven't had a chance to watch this show, I highly recommend giving it a viewing. If you like the review or the show, feel free to drop me a comment on the Club's Facebook page. I'd be interested to know what you think about this anime. Until next time QCers.

Campaign Updates

Buccaneer's Blood

By: Zack Infanger

Avast mates! Here we telltale of the Blackwater boys, Lucky Theo, and the rest o' the lads. A sure and proper band o' privateers sailing under the English flag. Committed to Articles of Governor-General of Jamaica - Christopher Myngus and personally allied with his daring lieutenant - Henry Morgan.

Its been a bit of rough sailing these past years. Many a month spent with nigh a doubloon to call their own and often a ship stolen from under their feet, sent down to Davey's Locker by Spanish guns or by hurricane winds. For a while there, it was felt that the boys might be plagued by an old Franciscans curse, so bad was their fates. But tides change, and with them comes news. News that the old Franciscan died. With him, the curse. The boys found new measures of merit and soon, we're back at sea - hunting the despicable Spanish and the Frivolous French!

Despite the weathering season coming on nigh, war waits on no one. The winds of war blew Northward - to the Windward Passage up and around Cuba. Morgan sailed West, to the Bay of Campeche, on his own with his own ships and men, under Myngus' orders to undertake a daring raid upon the Spanish cities there lying upon the Gulf of Mexico. His Chief target - the rich and distant port of Vera Cruz. In the meantime, the boys had been tasked with harassing ships headed to Santiago, in the southern shores of Cuba. The plan was to starve the Spanish port until such time that it was ripe for a raid. The Blackwater crew and ships hunted the passage for months with little to show for it. And then, with ships spotted, they moved to engage. A little late and a little hesitant as they came upon their prey - a prey that itself had teeth - a Spanish small galleon and two supporting baroque-class ships. Not an armada by any measure but still, formidable none-the-less.

Command was taken by Edward Blackwater, the elder of the two brothers and to date, still lacking the measure of a bold sea-captain. His hesitance shook the morale of the crew. A choice was made to engage the enemy ships but to do so through deception instead of direct action. It was decided that the Blackwater ships, three in total, would move ahead and away from the enemy. There they would seek out a close-in islet. There to hide their ships until the enemy came close and passed. It was decided that Captain Francis would take his ship out as a ploy, drawing the enemy into engagement.



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Then to have the remaining two Blackwater ships to swing in out of hiding and ambush the unwary enemy. This was, in theory, a good plan, like so many are. In the end - it fell apart under the weak leadership and poor captains. At first, the ploy seemed to be working. The enemy ships took a sight of Captain Francis' fast Caravel and gave chase. That was the extent of success. Almost immediately, inexperience raised its head. Captain Francis drifted far and away from the island where his cohorts waited to spring the trap. The enemy's small fast Baroque ships closed the distance and engaged Francis faster than he had expected. They held him in the shot until the heavier, more dangerous fast galleon caught up and joined the battle. All the while, the Blackwater boys held back - leaving their ally on his own in a three-against-one battle of blazing barrages. "He's too far!" they cried. "We'll get blasted" they complained. It was over quickly. Francis and his ship were battered into submission. All the while, the Blackwater boys kept hidden, too fearful to come to the aid of their friend and co-captain. Francis had no choice but to hoist the white flag of surrender and beg for mercy - or so it would seem. But then, in what some would say was a great act of cowardice, Captain Francis jumped overboard - leaving his crew to face the Spanish Tercios alone. He swam away from the aftermath of the battle. Perhaps he planned to board the enemy ships alone in a desperate bid to turn the tides but it didn't work. Instead, his ship and crew were captured. His fate, this writer admits, slips from memory - or perhaps it has been willfully forgotten - such was the sad state of the affair. The enemy ships continued on their way, eventually making it to Santiago and replenishing the troops and supplies therein. The exact opposite of their English intended goals. The mission, it would seem, was an utter failure.

After the loss of their allied ship, the Blackwater "fleet" of two ships limped back to Port Royale to lick their wounds. In time though, through guile and charisma, they managed to overcome the stigma of their failures and set out once again - months later - to try again to make a difference in the Battle for Santiago. At long last, the fates, it would seem, finally turned in their favor! Perhaps "lucky Theo" finally rubbed off on the Blackwater boys. This time, there was a measure of redemption as the boys spotted another Spanish ship. This time, they engaged hard and fast and direct. The battle was quick and bloody. When the smoke cleared, the Blackwater boys were finally victorious! Capturing an enemy ship, crew, and guns! They sailed back to Port Royale, sold off the captured ship, ransomed off the enemy crew, paid their crews by share, and reveled in the spoils of their victory! A long overdue and needed breath of bravado.

Renewed and renowned, the Blackwater Boys were joined shortly thereafter by their newly returned mentor - Henry Morgan. Back to base with a success story to tell, his crews rocked the streets of Kingston and Port Royale as they spent their hard-won doubloons and made a merriment madhouse of the port cities. "And now that I'm back", Morgan said to the boys, "It is time that my victory and your victory drive the campaign towards Santiago! We will sail together me lads and together we will shatter the walls of Santiago and plunder the city to its foundations! Hazaah!"

With a great responding roar of "Hazaah!" did the Blackwater Boys, Lucky Theo, Julio, Thomas and the rest of the crew confirm their renewed vigor for the victory to come. "Soon lads... Soon we sail for Santiago! For God, the King, and to get RICH!" Hazaah!!!!

Gothica Elite

By: Zack Infanger

The Rexler Reports



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AAR REPORT T-141-REXLER-17022018

Location: Riverwalk Pharma Research Facility 01
Dominion City Center

Type: Containment Breach & Escape

Details:

As part of Operation Seismic Shift, Organism AO1 referred to as "The Entity" was transferred from facility X-AGM "Central" to X-RPR "Riverwalk". Due to the Entity's volatility, ArcTrans could not be used. Instead, the transfer was handled by MODTL-Alpha "Rexler" by means of Grounder APC Haulers with full SRT support and overwatch in effect. Inter-agency protocols were suspended. Opposition Intel was not informed. It was decided by Command that as long as actions were covert & Expedient, and utilized non-lethal dispatch, Opposition would not be able to react with any significant effect. This conclusion would prove to be incorrect.

Transport went smoothly. The cover was typical - Ether Hauler Convoy appearance. This allowed for tight security without too much chatter or suspicions en route. The only situation that came up during travel was when one of the picket skips clipped a female child in PT-12 "Sixpence". SOP would have been to ignore and keep on but we were forced to stop. The Entity had, through unknown means, managed to "shift" time-and-space again, escaping mobile containment and appearing beside the child's corpse. Utilizing its unique Etheric Signature, The Entity re-animated it. Ministry Handlers quickly utilized established diversionary and coaxing methods to bring The Entity back into mobile containment. Primary convoy units and support exited PT-12 and continued with the mission. Tertiary support and additional Trope units were called in to handle Blackout Protocol actions. Per Blackout Protocol, all security risks were neutralized, save for the reanimated child. It was secured and returned to Central for further study. Later inquiry confirmed that The Entity had truly resurrected the child. After experiment completions, the subject was euthanized and an autopsy was performed. As with the others, The Entity's Etheric Signature remained, was found, and harvested. There were no further incidents en route.

Rexler Unit led the convoy to Dominion City, arriving safely at the Riverwalk facility. Custody was then transferred to Doctor Simmons and the staff at the facility. The Entity and its handlers established static containment within the facility while Rexler Unit did a security walkthrough. Minor security concerns were addressed and resolved. These included some minor ArcTech additions and the input of an order to update Terminal Defense but the most egregious failures were in the lax attitudes of personnel. Many hadn't updated their passwords in weeks. Most were doing double-entries on single PIC swipes. Professionalism deteriorated in light of rampant gossip and banter unrelated to work. Rexler Unit resolved these issues through high-impact example. NOTE: Riverwalk Security Chief Dennis Finkel has been retired. Security specialist Donna Barker has been made acting Chief. With the security issues resolved, Rexler Unit returned to base. The following aspects were compiled from multiple sources and are reported as an indirect addendum to this After Action Report.

Over the next three days, Riverwalk facility Director (Doctor Simmons) became familiar with The Entity. Initial testing followed the "Play Time Protocols" wherein The Entity was coaxed into the desired action through a pretense of playfulness and games. This initial testing confirmed that the Entity's formidable self-preservation and reflex defense capabilities had diminished considerably since being taken away from its power source at Central. Therefore, and against advice, Doctor Simmons dismissed The Entity's Handlers and opted for a more aggressive level of containment and experimentation. Whatever trust had been gained with The Entity was lost once Simmons strapped it to a table and started poking and prodding it. Despite its weakened state, the Entity's outburst was still formidable. Additional ArcTech devices, Arcanologists, and Arcanes needed to be brought in to counter its power and keep it from psychically slaying the entire staff. Once the Riverwalk team felt they had control, Simmons decided it was time to launch his "White Mice" initiative.

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Doctor Simmons White Mice Initiative would test serums derived from the Entity's biological and Etheric essences by injecting them into ordinary citizens and seeing what happens. To conduct his initiative, Dr. Simmons asked the Ministry to send him groups of 8 subjects that represented a cross-section of the citizenry and social class, including two from among the Elite. Not surprisingly, the Ministry denied his request to include Elites. The rest of his request was approved. Randomly selected citizens were sent notices by the Ministry that they had been chosen for a great opportunity to help out their society. Over the next 8 weeks, experiment after experiment failed with test subjects either dying outright, going insane, or mutating into abominations. Most subjects had to be terminated but some were contained and sent to Central for other initiatives. After an additional 4 weeks, a pattern started to emerge showing that a select few were compatible with The Entity's Essences. Armed with that knowledge, the Riverwalk team (and Doctor Simmons himself, mostly) poured over the records of scores of citizens to find the right candidates. At long last, Doctor Simmons found his new batch. The "recruitment" messages were sent out once again and a new batch of test subjects were called upon. This time though, things didn't go as planned. After action investigations pieced together that The Entity had managed to reach out in a psychic manner to influence events. Through its influence, Doctor Simmons chose subjects that must have held some special level of compatibility with the Entity. Also, the Entity reached out to its dismissed handlers, influencing them to alert Opposition forces to the situation. The end result was, to put it in the parlance of our times, "a ClusterFrackking of epic proportions".

Saturday, March 17th, 2018 S.R.

At first, the experiment cycle went as planned. The six subjects had been chemically prepped over the prior 24-hours through their meal cubes as per SOP. Confirmed by contact agents to be in a properly receptive state, they were sent their individual summons. The subjects were given the address for our front company, Riverwalk Pharmaceuticals, and told to arrive by 9 am - which they all dutifully did - no surprise there. Reception maintained an upbeat and welcoming tone while escorting them back into the secured area of X-RPR. The subjects were stripped of their street clothes and carried items during the faux briefing presented by Doctor Simmons and his team and then dressed in facility gowns and walked through sterilization fields, to the administering and observation chambers. The intention that day was to administer serum X-21E - a mind-expanding formula that Simmons hoped would unlock mental capabilities akin to The Entity's Remote Viewing and Astral Projection powers. This is where things went to pieces. Before the serum could be administered, a surprise attack was launched on the facility by Opposition HRT forces.

Due to what we can only determine to be internal assistance (likely through The Entity's influence), the security protocols initiated by Rexler Team had been disabled. Level One security protocols failed and the localized Riverwalk Pharma security forces were caught unprepared and quickly overwhelmed. The rest of X-RPR went immediately into lockdown mode. Dominion HRT teams responded from within the facility and engaged Opposition HRT troops in a firefight. Lockdown kept the subjects restrained and staff locked in securely. Unfortunately and again through sabotage, anti-ArcTrans devices failed. This was evident when Opposition SpecOps agents phased into the Entity's containment chamber and attempted to abscond with it. Internal Trope defenders engaged. In the chaos that ensued, the Entity escaped but was believed to be wounded. Security systems glitched out from there. As a result, the record of what happened between the Opposition SpecOps breach and the arrival of Rexler Team has been lost but what took place has been pieced together.

It is believed that the Entity was seriously wounded - perhaps grievously - and slipped out of containment during the fight. It somehow made its way up to the administering and observation floor where it made contact with the 6 subjects who were locked down there. This was an intentional meeting, perhaps pre-cogged by the Entity. The details cannot be known due to The Entity's altered relationship with Time itself.



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Whatever took place next is sketchy but what is certain is that the six subjects were entranced by The Entity and helped it to escape the facility while Opposition and Dominion teams fought each other. Rexler Unit arrived on site but got delayed briefly by remaining Opposition SpecOps (who were terminated). By the time the facility was re-secured, The Entity and the Subjects were long-gone. T-141-Rexler found Simmons but, the doctor was dead. He had apparently hit his head on multiple walls on his way to the roof, where he jumped off - committing suicide. After noting Simmons death and calling in a clean-up team, Rexler Unit issued an APB and got to work on profiling the fugitives with the intent to close a net around the city and recapture the lot of them and the Entity. The six subjects include one female and five males.

Vonda Hickey - the only female subject. She is well-documented as a paramedic in the employ of Citizen's Metro Hospital. Other than a basic paramedic skill, she is unremarkable. Simmons' records indicate she has a 97% estimated compatibility rate with The Entity. Hickey's high compatibility along with her gender make her an ideal connector for The Entity. As per SOP, all aspects of her life, connections, and interfaces have been locked and monitored.

Vincent Algernon - an ArcMerc, trained in the streets by members of the Southside Veteran's Society. Green-level recruit, this one has the potential to be dangerous. Like with Hickey, we've locked and monitored Algernon's life. We've also sent out an ArcTech Tracking Ping to see if that opens any doors. As a merc, this one can likely be bought.

Tim Grayson - Conman. Makes his living by bilking others. Tech Track is light on this one as he manipulates others more than using his own resources but we've initiated lockdown all the same. Once cornered, we expect him to fold as most conmen like him will do under true pressure.

Jeff Forts - Dust Addict. Off-grid loser. Makes him unpredictable and hard to track but SOPs in place all the same. Sent out Ping among street agents. Will likely find him in the South Side slums and Dust Dens.

Dexter Sari - Ghetto Hacker. Likely the most irritating and problematic of the six. His skills make tracking him like tracking a ghost. There isn't much to lockdown in his case but SOP is still in effect. In the meantime, we've seeded the Virtual Environment with specters and are waiting for a hit.

Nyata Mearn - we've got the most details on this one. A male Mongreloid of Feline mutative species (aka "Cat-man"). Mearn overcame his genetic disposition to mediocrity and instead landed a life in the Upper Classes. Though Mearn believes he achieved this on his own, by merit, in truth - he didn't. As is often the case, his unique mutative combination was of interest to a handful of Elites who decided to see what they considered their "pet" educated - as a social experiment. With their secret support, Mearn became an educated specimen and graduated as an Arcane. He was recruited by the Essence Corporation and is employed as a Trainer therein. As per SOP, a full lockdown and tracking have been initiated. We feel that Mearn, with far more to lose than the others, will be the weak-link that Rexler Unit will be able to capitalize on and recapture the Entity.

Sunday, March 18th, 2018 S.R.

We got a hit today on the fugitives and moved on a Dust Den in South Side. Upon arrival we found an altercation already in progress - an Elite named <REDACTED> was engaged by a group of thugs led by a local street boss known locally as "Garrick". <REDACTED>'s limo was being pulverized by Garrick's Ogre henchman. Clearly, this Garrick and his goon didn't know who they were harassing. In a matter of moments, <REDACTED> had maimed the Ogre and sent the hoods fleeing. The Authority denied Rexler Unit's request to intercede. We were ordered to stand down and only allowed to observe. Clearly, there are other forces at work here. Not a surprise considering <REDACTED> is involved. Once <REDACTED> was clear of the scene, Rexler Team was authorized to re-engage. Unfortunately, the subjects had used the <REDACTED> event to slip away. Tracking was engaged and Rexler Team spread out to reacquire subjects. RT-4, 5, and 6 broadcast acquirement and pinged in that they were in chase. Remaining team members closed on ping location only to find RT units down. Subjects have dropped out of sight. It is believed that they are in hiding, but doing so without significant means and will need to resurface soon.

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Rexler Team is being hampered by a series of tracking failures, Ministry bureaucracy, and false reports. Tactical capabilities of the subjects needed to be reconsidered. Either the subjects are more capable than original Intel would have us believe or there are other forces interceding in their favor - or both. The remainder of the duty cycle was spent re-evaluating Intel and augmenting strategies. When they resurface, Rexler Team will be ready. It is only a matter of time.

-TRANSMISSION INTERRUPT...

QC News, Events, and Bazaar

Upcoming Events

April:

- 5th Ready Player One
- 6th Board Meeting

May:

- TBA Solo: A Stars Wars Story
- 24th to 27th Tree Town Volunteer

June:

- TBA RPG tournament
- TBA Avengers: Infinity War Pt 1

Birthdays

Joshua Coombs	April 3 rd
Joseph Coombs	May 6 th
Ridley Brown	May 9 th

Quest Club Trade Bazaar

Seeking Swag:

Got any old role-playing gear you're not using? Consider donating it to the club! We'll put it to use with our campaign groups and/or add it to the "grab bag" to use as prizes for events and tournaments! Donate? Contact Zack at: Zinfanger@gmail.com

Editor's Close

I hope everyone enjoyed their holiday weekend. Hence why this is two days late. Here in the club we are looking forward to three months full of fun events. We are aiming for high turn-outs and more recruits at each and every one of the events. Until next time, Electrify Your Imagination!

Gratefully,
Noah Brown

