

THE QUESTORIAN

Vol. 2; Issue 01; Page 01

Electrify Your Imagination!

January-February 2017

QUEST CLUB BACK IN ACTION!



NEW GENERATION

After nearly a decade of absence, Quest Club Games Organization is back and active in Forest City Iowa! We've kicked off this incarnation of our club with a handful of new members ranging in age from 9 to 44, great energy, and a lot of high hopes!

Our newest members (inducted in January) include: Noah, Ridley, Charlie, and Gabriel Brown; as well as their mother Arlene Brown. Brothers Joe and Josh Coombs and best friend Xander Smith have also joined the club. Taking the oath along with them, as a reaffirmation of membership, was Zack Infanger – Club Director and Founding Member of the original Quest Club back in California in 1988, nearly 20 years ago.

Here's to the new club and members. May you have success, fun, friendship, and loads of great memories over the coming months and years!

New Coat of Arms

The original coat of arms (logo) of Quest Club included the weathered crossing axes over a weathered “QC” shield, topped with a cracked skull – a controversial image for a youth group but one not so surprising to have been chosen, since at the time – the club consisted of mostly teenagers and this was the “coolest” design.

Our new generation decided to keep the core symbol, as a nod to the original club.

They made it their own by adding the Celtic coiled spine-covered serpent to represent new beginnings.

The club's original color scheme was also adopted by the new generation (being: Black, White, Grey, and Blue – Electric Blue, to be more specific). These colors are representative of “Yin and Yang” aspects (the White and Black) with the Grey representing the balance we seek. The Blue resonates our motto: “Electrify Your Imagination!”



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- Campaign Updates -



Brethren's Blood

(A D20 "House Rules" role-playing campaign. By: Zack Infanger)

Avast ye! Stand fast and listen well!

It be the year O' the Lord Sixteen Hundred and Fifty-Five. The many kings of Europe vie for a place in the New World but it is the Spanish that hand grasp the greatest power in the region. It is a time of war, of discovery, and of men who sail to serve their God, their King, and to GET RICH!

And so it was that the English Parliament sent forth their champion, Lord Robert Venables, to the Caribbean.

Along with a fleet of privateers, Lord Robert moves to take the Spanish-held island of Jamaica; There to capture the Fortress-Port of Santiago De La Vega, rename it "Port Royale", and make it England's focal point of trade and expansion in the region.

Standing out among Lord Robert's many Lieutenants is a daringly cunning Swashbuckler named Henry Morgan. He and his men took to the sea to sail for God, for the Nation, and to GET RICH! The most daring and dangerous of tasks have fallen to Morgan and his men.

Through drawing of straws, three teams must sneak into the three fortresses in order to foul cannons, burn armories, and destroy the sea chains blocking access to the harbor and bay. Once this is done, the defenders will be in disarray and Lord Robert can lead the fleet into action – bombarding the forts, landing troops, and taking the town from the Spanish.

It is with one of these groups, most literally drawn-together, that the focus of our story lies. It is with Lucky Theo the drifter, Xocoton the native healer, Hugo the Swashbuckler and the brothers Elliot & Edward that our story starts.

Our band departs at night in a jolly-boat. Led by a local native, they hack through the Jungle North of the city to a secret tunnel which leads into the fortress. After a series of challenges, our band manages to succeed in their mission. By the end, Lord Robert's fleet takes the town while Death takes half the team! One rises from the grave – a zombie – strange magic is afoot and no one can say what the next adventure could bring. But those that survived (in one sense or another) have impressed Morgan and thereby are granted a ship of their own. What they will do with it remains to be seen! Check the logbook again in a moon or two and see where the trade-winds lead our band!

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- QC News, Events, & Bazaar -



HBD to...

Zack Infanger (01/06)

Gabriel Brown (01/17)

Hope you had a great one;
and many more!

Upcoming Events:

The Player Vs. Player RPG
Masters Tournament!

Join us for a day of
bravado, backstabbing, and
battle!

First Place winner earns a
\$25 gift certificate! Runner
Up earns a \$10 gift
certificate!

At Now & Then Comics
Store in Mason City, IA
03/25/17, 12pm – 6pm).
Call 515-357-1057 for
more information and to
reserve your seat today!

Bi-Annual Meeting

Quest Club met on
01/10/2017. Here are the
highlights:

New members inducted:
Arlene Brown, Noah
Brown, Ridley Brown,
Charlie Brown, Gabriel
Brown, Joe Coombs,
Josh Coombs, and
Xander Smith. Welcome
to Quest Club!

Club Officers Elected:

-Director: Zack Infanger

-Treasurer: Zack Infanger
(aided by Arlene Brown)

Secretary: Zack Infanger
(aided by Arlene Brown)

Special Events: Joe
Coombs

Membership: Ridley
Brown & Josh Coombs
will share this role.

Information: Noah
Brown

Trustee: Xander Smith

Other Items: general
function issues were
discussed and voted on.
The next Bi-Annual is
scheduled for 07/29/17



QC 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

Seeking Star Wars:

We want to play the
Star Wars Role-Playing
Game – you got a copy?
Want to sell it? Trade?
Gift it? Contact Zack at:
Zinfanger@gmail.com