

The Seagate Times

March 30 1996

The Journal by Adventurers for Adventurers

Issue 15

The Calamar Situation

By Count Blitzkrieg of Barretskine

I joined a party mid way through their efforts to locate and destroy an item called "The Baleful Icon of the Foe".

This item was located off plane and a great deal off distance from the nearest portal. The party spent a good deal off time flying around in a boat which was made airborne by a magical "helm".

Firstly, some background. The Calamar are a race of humanoid, squid like creatures with tentacled faces. They employ, among many magics, a college called Dimensional Weaving which is one of the thaumatugies. We are currently undertaking to obtain a counterspell for said college. For transport, they primarily use a craft/creature called a "Void Cruiser" which is a huge, nautilus like creature crossed with a ship. They fly at great speed and can travel between planes. We encountered one which had a bow weapon that disenchant magic, i.e. turns it off. The Calamar are an honourable, but basically evil race bent on interplanar conquest and slavery. Several planes have already suffered this fate at their hands.

The Baleful Icon of the Foe was a crystal which contained an avatar entity known as "The Force". Its place of rest was the temple in the Calamar capital, casting it's green light over the surrounding area. The

Calamar used this item to transform Humans into Beastmen, goatlike, humanoid chaos creatures subservient to their will.

The Calamar had established a fort around a portal on Alusia which was neutralised. The fate of their island base is unkown to me at this time.

We obtained several alchemical concoctions which, we hoped, would get us through the dome.

The capital is at one end of a vast canyon, previously created by some horrendous
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Ice Queen sighted on Southern Atoll

Reports have just come through that the Frost Giant known as the Ice Queen has been located in the archipelago Pasifika. A reporter was dispatched immediately (the Guild sparing no expense) and she was able to interview the Ice Queen in person.

"I found the Ice Queen resting on a mat woven of palm tree fronds. Nearby an Ice dragon was buried up to its neck in sand. Other Giants were out swimming in the lagoon... and the Ogres were play ing murder-inna-palmtreees with a hobgoblin. I asked the Ice Queen why she had left her home to come so far to this deserted island: she replied 'Are you kidding'? Do you think

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Rendition of a Calamari DarkSphere as seen close up by the party

Next Edition

- * *Sultry Sabrina's Swimsuit Sortie*
- * *Spring Scoop! Lath and Phaeton's Love Child*
- * *Fashion! Hot New Hobbitwear from Amelia*
- * *Cooking! A Orc Special by Shooter*
- * *Tips Galore! Scorpion on being Subtle*
- * *Lightness and Truth! Damien reveals his inner feelings*

Rag and String Trade

Are you looking for that special outfit made just for you?

Clothes made for all occasions.
Enhance your looks.
Improve reactions to your appearance.

Contact Sh'rel at the Guild for custom made clothing that enhances your looks and improves your reactions.

Jewellery, Perfumes, and Boots also available.

Name of King Sought

Recently the resting place of the ancient king, 'Hurolg the Hammer' was discovered. located far north from Seagate. Liessa Varden is seeking his Individual True Name, rumoured to be known by an unknown member ot'the Guild.

The name is required so a returning party "can enter this place, see what happens and collect the treasure there."

The supply of the name will earn you a share of the loot recovered. or two shares if you accompany the party.

New Envoy Appointed to Tac

A new Guild envoy to the Adventurers Guild of Tac has been appointed by Guild Security. Ptolemy, described in the guild registers as a “journeyman celestial shadow mage”, takes this position after three years of adventuring. Guild Security is keeping quiet on his sudden appointment, replacing as it does the long standing appointment of Sir Randolph Scott, a Knight of Brastor with family links in Tac and amongst the plainsmen of the Sea of Grass. When asked about the change, Sir Randolph said “no comment”, although he was obviously not impressed.

“Guild Security is extremely happy to find a secure place for Ptolemy,” a Guild Security representative said. “Tac is several thousand miles from Seagate, and we feel Ptolemy will represent his and our best interests there. Guild Security has a large file on Ptolemy’s exploits, and everything we know about him suggests he will go far in his new position.”

It is possible Ptolemy’s senior patrons at the Guild may have helped him get this position. Before adventuring, Ptolemy served as Engleton’s servant for two years. However Engleton said “I didn’t help him get it [the envoyship]. But the further away he is, the better he can serve Guild interests.” Guild Security is also adamant that Ptolemy’s currently incurable blindness (caused in a recent mission in an undisclosed city in the Duchies) will not be a problem in his new position. “The little scum doesn’t need to see to get into trouble,” one of the junior members of Guild Security admitted.

The appointment is for three years, although it may be reduced for good behaviour.

Available

Learn to swim today. Be safe in the water. Individual training in swimming and water survival techniques available.

Permanent Waters of Strength and Healing also for sale. Prices negotiable.

Aqualina Water Mage.

Witch causes Death, is Sorry

The octagenarian wiccan Esmerelda was given a caution and a reprimand by the Guild on her very first adventure after her carelessness caused the (unfortunately permanent) death of another starting character, a beginner hobbit mind mage going by the name of “The Great Loudini”.

Jokingly referred to as “The Great Loony” by his comrades, Loudini suffered the unfortunate accident of being eaten by an Ice Dragon when the dog he was tied to at the time ran off into the distance dragging Loudini behind it, on account of the fact that it had succumbed to a Fear spell of Esmerelda’s.

Esmerelda appeared very contrite when interviewed by our Guild reporter. “I’m sorry I caused his death”, she said, abandoning her accent for a brief period (to our intense relief. “Of course if he hadn’t woken up the dragon in the first place, or had remembered that he had a knife to cut himself free, things may not have ended up so terribly tragic”.

Shedding a few tears, she admitted that she hadn’t realised that he was tied to the dog at the time. “It was very foggy,” Esmerelda wishes to advise Guild members that she’ll try not to do it again, and that she is available for making potions and amulets. “I’m most upset by the fact that his death will prevent me from being eligible for the star of Alusia, for saving the rest of us from the dragon. He can be consoled by the fact that he gave his life, albeit unwillingly, to save our own”.

The dog survived in perfect health. When asked if another character will be sought to replace Loudini, a spokesman for the Guild Council said “We feel he was irreplaceable.” Said Esmerelda, “He shouldn’t have eaten all my gingerbread and then maybe I would have remembered him.” A tribute is to be drunk at the Guild mess-hall after the next meeting; toasts will be proposed to “The Great Loss.”

Wanted

Hands of a convicted murderer, hanged on or around a night of the full moon.

Generous remuneration for quality merchandise.

Arkham the Warlock.

Fizzgig’s House of Frippery:

fine silks to the discerning

Finest spider silk cloth made into designer garments to order.

Discount for adventurers,
Also silk rope and silk rope-saws.
Come see our extensive range and competitive prices.

Blitzkrieg is looking for YOU!

Blitzkrieg wishes to speak with all the guild members who were with him on the dungeon bash to Smackbottomthwaite all those years ago regarding the talking sword we found.

Bozo, Pim and Finn were amongst our number.

Join up Now!

Warriors, Mercenaries, Adventurers, Thugs, Privateers, Looters, Pillagers, and other honest decent souls, Swear allegiance to *Saydar* and see the Baronies.

Unique Opportunity - don’t miss out!

Tours begin late ‘97

Inquiries to *Legion of Fog*
Newhaven Office

Adventuring News in Brief

Sir Don has been turned to stone. he was dead at the time.

Dunlen & Axy endured by a rat

Sh’rel trampled and killed by Pegasii, even worse, loosing her good looks in the process albeit temporarily.

Scorpion asked the party leader if he can sneak around, Axy says “OK, but BE CAREFUL”. Scorpion opens a door, beyond which is nothing but a swirling mass of the unknown, no floor, no ceiling - nothing but something swirling around (actually pure mana). Scorpion reached out to touch the unknown and pulled his arm back minus the hand, and an increasing amount of blood.

What's hot and what's not

Hot

Namers
Earth Elementals
Herbalist Potions
Volcanoes
Surviving Xool
Lord Azure
Seacroft
Sabrina [ed: She was last night!]

Not

Namers (if you're a Calamar)
Harpies
Coulder
Kraken
Dragons
Father Rowan's Sermons
Out of control Dark Sphere\
Ptolemy

The Calamar Situation

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weapon used long ago. The whole, vast city (7 leagues across) is covered by a 100' thick crystal dome.

After a great deal of flying about looking for information. the odd skirmish with the Calamar and having talked to a number of dragons inconsistently high for your average adventure. we attacked the city, with the aid of one of the aforementioned dragons of the green, mind mage variety. We agreed to meet it at the portal on the plane of destination, While en route. we were attacked by two contingents of the enemy each numbering two large. metal, crab war machines with fire bolt throwers and 20 infantry accompanied by mages. All the infantry had been cursed with deafness to avoid being controlled. One contingent was quickly dealt with, and the other fled.

The dragon arrived late at the meeting point after having a tussle with something *it* described as a *large* insect. We did not ask for details.

We used cloud transport to approach the city, then glided down. The dragon got summoned away and the last we heard of him through the mind speech was screaming, followed by the mind speech ceasing. We landed on the dome, applied the substances and found that we could tunnel through. Our air elemental was banished at this point. We tunneled through and glided down towards the temple. By a stroke of luck, we detected an invisible, mind mage force wall and all but one of us avoided it. He crashed into it, slid off and plummeted into the temple 250' below. He got better later. One of our number was mental attacked but we pushed onward. As we engaged the enemy Calamar on the temple. a dark sphere made it's presence known. We replied with a double effect, rank 20 whirlwind vortex and an agony. I flew through a whirlwind vortex ward on my way in towards the spectre which had come up out of the pit which the Icon had gone down moments before. We dispatched the enemy

with ease and found that an iron lined tunnel descended into the temple. We decided that there was no way in hell that we were going into this death trap. so we flew down to the base of the temple.

We proceeded to tunnel our way down through the cities many, hive like layers until we exited into another large. open space at the bottom. We glided down and entered the temple through the 300' high, 500' wide entrance. We walked along the entrance under vast tapestries until we reached the central room of the temple. There were four large, sparkling, jellyfish like creatures (we later discovered they are called Battle Hellises) hovering around a large bowl shaped recess in the floor where the Icon rested. Combat was joined. Four Calamar mages warped in and started assaulting us with high ranked spells from inside a damage enhancement put down by one of their number. We took a lot of fire as we closed the distance, including slowness, mental attack, molecular disruption, dragon flames etc.. all enhanced. We closed the distance and found out how brutal the Battle Hellises were and concentrated all forward firepower upon them. The Icon also attacked us with mind mage spells throughout and the Hellises fired energy bolts at us. After a short and expensive struggle, we vanquished the enemy. We then destroyed the Icon with ice bolts, shattering it into shards which proved to have a damnation aura on them. We then banished ourselves back to Alusia.

The Calamar have been dealt a serious blow and their presence upon our plane should be somewhat lessened by this. They now have a great and well founded hatred of Namers, especially the ones that wear red dragonskin armour.

Yours,
Blitzkrieg.

The Silken Web

The rumours have been confirmed and Scratch will give birth to Ptolemy's love child soon.

A certain dwarf of unsavoury smell, but colourful personality recently had an interesting afternoon in Innesburg.....in the afternoon. he was treated to a French screw by a rather pretty professional. In the evening, he returned to his room to be greeted by the question from Strontium, his male roommate "Do you want to twig and root?". We remain astounded.

There is a rumour that Brian the Red, the noted Dwarven Guildmember, has taken to the higher arts. He was seen performing ballet under the pseudonym "Orlando" for a high-ranking Royal Troubador at a secret location deep within the Fleschenheim woods, He wore a smart red and green ensemble tailored especially for him at one of the most exclusive shops in Innesburg. Perhaps there is a sensitive soul lurking within the Warrior. after all.



In the Line of Duty

Activities of the Unlucky
Arm cut off

Had both eyes poked out
Eaten by a Kraken
(didn't get better)

Eaten by a Dragon
(didn't get better either)

Had shadow stolen permanently(5)

Lost reflection permanently (3)

Had heart turned to ice

Had heart cut out (2)

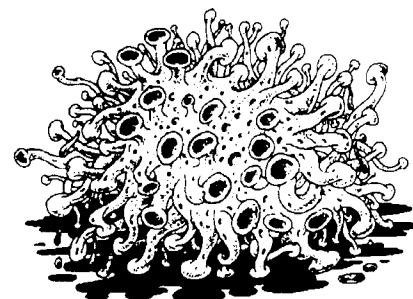
Had soul stolen (2)

Changed race

Misplaced deceased party member

Befriended an undead

Turned to stone (2)



Have you seen this "kitten"?
Reward offered. All enquiries to guild security.

Is This Our Future?

Our Guild party visited the Shadow-plane of Time in the performance of our mission this quarter. After a period of wandering through greyness at a variety of different speeds we found ourselves in a ruined city. After noting a few landmarks we recognised it as Seagate. There were differences, however, notably four monumental edifices of an obviously religious nature. which must have dominated the city. These buildings appeared to be the foci of the devastation. As we investigated the rubble, looking for signs and symbols. we found them to be temples to each of the Powers of Light.

However, we were being led to the Guild buildings. A roughly circular breach had been smashed through the bridge over the Sweetwater. Which, by the way, was the cleanest and clearest I've ever seen it. Through the hole we could see a massive statue of Raphael upside-down in the river. We marvelled at the force that could have cast such a huge hunk of marble half-way across Seagate.

Detect Aura on the wharf piles gave us the date. It was over three thousand years since that piece of wood was part of a living tree.

As we approached the Guild we saw roiling multi-coloured clouds rising over the hills to the south. Mana Storm! We ran for the gates. which were open before us. The Guild buildings seemed relatively untouched by the devastation. and the Storm passed over and around us. We were safe under the Shield which was protecting the Guild. The main meeting hall seemed unchanged aside from the names on the roll of honour which now covered five walls. it seemed that many of them died defending the guild in some great calamity. After that, in spite of our leading, we had to satisfy our curiosity in the Guild Library. How did this come about? What had caused this?'

The answers were there. in the Guild Journals. The four temples had been erected to the Powers of Light, and then their priests, had in their arrogance summoned those Powers through ritual magic. In so doing. they had created a rift. The Powers of Darkness had followed, and there was war. The Guild fought to send the Powers back, and succeeded, but not without cost. The structure of the plane was so weakened in the vicinity of Seagate that Mana Storms swept the area of humanoid life. Those who could, fled. Those of the Guild who were left, escaped to Terra Nova, where they probably still survive.

We believe that what we saw was one possible future, not the only future. However, we believe that it was a warning, and we publish it here, in the hope that it shall be read and not forgotten.

T'ana Starflower. Party Leader.

Harpies ambush Party

The fighting between the Guild and the harpies escalates into open raiding

The continuing feud between the Guild and the harpies to the west has taken yet another turn of the worse with the harpies ambushing a party while they rested at Amba. Both Father Rowan and Athelston were killed and taken in the raid but were later rescued by a brave counter offensive launched by Naden and Jedburgh. "We managed to breach their hideout at Buzzard Rock", reports Jedburgh, "they were driven off and seven of them were last seen flying south into the high mana area, along with a large number of gargoyles. The bodies of Father Rowan and Athelston were recovered, the priest having been systematically tortured and mutilated. Three harpies were killed and the party was able to bring two back to the Guild.

The Duke has issued a warning to the Guild to find a "final solution" to the harpy problem. and use all necessary force to protect the citizens of Karzala,

Eaves Dropping

"You're a pacifistic"
Isilith to Dido

"Wot are you doing with that bound dark Elf?" Scab replies "It's just for recreational purposes, we're not into distribution."

After being complimented on an intelligent plan Thorn replies "Oh no, I'm a natural blonde."

Beyond the Grave

The permanently dead speak out
S'korcha, another recently departed guildmember has a some parting words. Me'd likes ta spank da party, them bein; Ptolemy, Scratch, Kern, Sabbath, Merthac and Uric for lettin me appere in this 'ere rag. It's not da wayz I wanted to go, being eat'n, under water, and not a flame in sight! I ope to see ya soon. In fact I'mz tellin da fotks 'ere ALL about yooz and dey ar rooley keen in meeting you all. Well fings to do, people to kill, hobbits tat.

p.s. regardn dem "heal'n" potions that yooz nikked off me body, da "S.A.G." markins don't stand for Seagate Adventures Guild,

Alchemist Shopping List

All prices in sp and are for fresh and magically unsullied ingredients from 'wild' entities or plants collected in the correct ritual manner. A lesser price may be paid for imperfect ingredients.

Blood

Dragon

Goblin

Ogre

Pegasus

Unicorn

Powders

Dragon Bone

Dryad Hair

Gargoyle Horn

Leprechaun Hair

Unicorn Horn

Items

Basilisk Eye

Gryphon Feather

Manticore Tail

Roc Feather

Scorpion Tail (minimum 1" long)

Hippogriff Wing

Plants

Black Mushroom

Fire Lilly

Snow Lilly

Spider Plant

Mandrake Root

Adventurers wishing to go hunting any of these or collecting any bounty ingredients must see Master Gosfred at the Seagate Alchemist Guild (Restored), Southhill, New Seagate.



"Just try and collect it!"

The Forge

Fire College Investeds including Rank 10 Dragonflames now available. Weaponsmithing to Rank 6. We'll even invest them with Weapon of Flames. It's there's one thing those Undead don't like, it's a flaming weapon in 'em! Or try our famous Double Crossbows for double the impact!

Contact Flamis or Basalic

'Letters To the Editor

Dear stupid ed.

[ed- it's just lucky both the editors are Dark Celestials as well Uggly]

Wot az becom of the gild wen a poor orc iz turnd away from iz riteful place on a adventcher just becoz of a few rumerz of hiz eatin people and hiz slitley undead nature? Where are thu dayz ov beein payed good money to go sneakin about at nite, looking fer ~~pray victims~~ the enemy in order to eat vankwish them in mostly fair kombat? No more ~~assaaa asasa~~ ~~assass~~ hired killin, lootin or burnin, just nancying about playing wiv thu fairies and bein nice! It's not naturil! We shoold go bak to the good old dayz and get rid of all thu stunties and tree huggers.

Ughbash

[A consernd citazun.]

Dear Sir:

I am appalled at the quality of employees that your Guild maintains. In late September I employed a group of these ruffians and scallywags to escort me through the dangers of the post-war Western Kingdom. Having been previously warned, I refused a surprising number of Dark Magicians, Illusionists and Necromancers and instead selected a group of apparently normal humans (also one Elf and one Dwarf). To my disgust I found out that these humans were actually a sheep, a cat, a tree, and a fish. I advise you to smarten up your act if you wish to continue to be tolerated by the ruling houses of the Baronies.

Madeleine Volar Countess of Aveice

Dear Sir,

I think many of the troubles in the Guild could be solved if Guild members could be taught a modicum of politeness as part of their training. Too many of them are lacking even common civil courtesy - this is perhaps due to the new intlux of orcs to the Guild. Perhaps the allotted percentages of non-humans in the Guild could be modified; Orcs should only really be as common as Giants and other unnatural freaks of nature. On the other hand, other races could perhaps be encouraged to join in greater numbers in order to redress the current imbalance.

Yours Sincerely,

Cameron MacTavish (clan Stonemason)

Ice Queen sighted

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I liked that wintery hole? Just because I'm an Ice Mage doesn't mean I'm masochistic'. I asked her whether she had any future plans. 'Nope. Why would I tell you anyway'? Get lost', I asked her whether the rumour that she had managed to swap her old icy heart with that of a mortal was true, and whether that was the reason that she had been able to evacuate the valley of winter. 'You really are a pest. aren't you'? Yes, it was a stupid ugly little Dwarf who went through with it. What a putz. I hope he enjoys my old heart - NOT. Anyway, he's a Necromancer. so he was bound to end up as a cold-hearted bastard in the end anyway'. Indeed. Anyone having information on this individual should report him to the Guild authorities as soon as they can. 'Are you STILL here'?."



Times in Dire Straits

The Seagate Times has once again shifted location, this time setting up their new press in Seacroft. The chief editor, Sebastian "still on the run" Silverfoot. along with the printing staff (Tie Trident), was not seen leaving Caulder in the dead of night. Ishamael, head inquistor, has advised that Guild members should avoid Caulder for a time.

We lost everything. weeps a heart broken reporter. As a result the Times has had to borrow heavily to finance the new premises and has had to cut down on this edition's size. All will be tine, promises the management.

"Now that we have finally settled, it's business as usual" says Sebastian. "we'll keep ignoring the truth to give you the best stories."

"We only alter facts to hurt the innocent." warns Ishamael, touching up another pictorial.

Guild Lodgings

The following characters can be contacted at Guild Lodgings at the following address.

Character	Player	Phone
Sebastian	Terry	309-9996
Ishamael	Ross	302-4028
Flamis	Jacqui	276-5069
Aqualina	Keith	276-5069
Liessa	William	570-0749
Fizzgig	Adam	378-0343
Gosfred	Struan	524-7594
Saydar	Andrew	302-0477

The Seagate Times

Opinions expressed are not necessarily the opinion of The Seagate Times or management

or that of the Duke's

The Seagate Times is produced on the Saturday before the Guild meeting. If you wish to help phone 302-0477

Contributions can be made to

Jono Bean, PO Box 105-320, Auckland 1030 or fax 302-0477

but preferable email seagatetimes@cs.auckland.ac.nz

plain ascii preferred on IBM or Mac disks