

The Seagate Times



Issue 42 - Spring 803 AF

Destiny Abolishes Feudalism

Anti-Slavery War Looms

The Council of Ten of the Most Serene Republic of Destiny have finally completed the constitutional reforms which began with the overthrow of Don Carlos, variously known as the Usurper, King Carlos, and Carlos the Martyr.

When dealing with foreigners, the Duke of Destiny retains all Dignity and Precedence of a reigning Royal Duke; domestically he preserves only the title of President (of the Council of Ten). Apart from religious, military, or civic offices, there are no titles other than Senhor or Don - and the appropriate feminine forms. Our confidential correspondent understands that, in practice little has changed, although in the past years the remaining local Barons have unanimously reverted to using Don with first names, rather than their Lordly titles. While placating the crowds at this Winter's so-called "Anti-baronial riots," Colonel Santiago, the Minister of Peace (Domestic), admitted that cabalists, astrologers, and forensic philosophers had indeed proven that the word "Baron" was ill-omened and a source of evil influence, but that was no excuse for unseemly public assembly during wartime.

Feudal titles of foreign dependencies and client states are unaffected since, as Donna Astoria officially stated, "Destiny does not desire to interfere in the internal governance of her Friends." Nonetheless, the few Destinian foreign ports that were under control of Barons are now governed by Counts. The Guildmember Count di Ebolo was unavailable for comment. Donna Lucia, the presumptive heir of the executed Baron di Ravenswood was available, but her assault on a respected journalist proves that she is no Lady. On a related matter, the Bastard heir of Don Carlos, a pagan Ellenic princeling, has turned over to Destiny all claims on Don Carlos' personal estate & irrevocably revoked any claim of Carlos's heirs to the Throne of Destiny. As a good-will gesture, Destiny has given some ships and training crews to Prince Goatstrength, and signed a trade deal with his kinsman, the King of Argos. The Argolid Empire (sic) is a minor Ellenic coalition of coastal towns, in an area totalling about a third of the remains of the Duchy of Altrandor, which is mostly waste and monster-inhabited wilderness.

The trading and private ownership of slaves has been abolished; and several thousand serfs, principally from Baronial estates that Don Carlos gave to his co-conspirators, havenow become citizens. Technically prisoners of war can be sentenced

to slavery in the State mines; however, as Lord Antikazala reputedly said, "There are no disasters in Statecraft - think of the moral superiority that Abolitionist Destiny now enjoys, since accidentally misplacing her gold mines." The statement has since been officially denied. It is understood that Destiny may be using this anti-slavery attitude to gather support from nominal allies in concluding its war with various southern and far-east countries. There are rumours that a major offensive will be made, perhaps this summer. It is common knowledge that a small fleet of anti-slavers has been assembled, although actual details are vague. It is supposed that an approach will be made to guild-members, especially Michaelines, to assist in this anti-slavery crusade, no doubt for a share of the "prize money."

Ex-Con To Head Illusion College

Disguise Artist Escapes Noose - Guild Council Duped?

During winter, the Guild Council announced that Timothei Lübars would be the new head of the Illusionist College.

What they didn't tell their tax-paying members was that the same distinguished member of the faculty had recently been knocked unconscious in a Sanctuary sewer where he was assaulting a Guild party, and dragged back to the Guild for questioning. Apparently he was inches away from a hangman's noose before a compromise was struck - that he would be paid with our taxes for corrupting Seagate's impressionable youth.

Rumour has it that he was released on the recognisance of another illusionist. Other parts of his history that were suppressed include membership in a kidnapping guild, and a shady youth in Caulder with Lord Azure. If you needed another reason not to trust Illusionists further than you could spit them, this has to be it.

*The new Guild
Illusionist - in
one of his many
favourite guises*

Elsewhere in This Issue

News in Brief

Who is?

Guide to Planes

Bestiary

Puzzle Column

Rumour Mill

and more...



News in Brief

Foul Winter in the West

Reports have trickled in that this winter has been particularly fierce to the west of Aladar, especially in the kingdom of Flugelheim (and Artzdorf).

The King (and Queen) of Flugelheim has been reported to have set the army to guarding the granaries and haystacks as the peasantry have been burning unused (initially) wooden buildings. There have been a number of reports of granary explosions around the kingdom and there are fears for the new foals in the Artzdorf herds if the winter does not abate.

Travellers are warned that at last word the ice pack had reached as far as Port Artz, typically the last port west (and north) to remain open and navigable through winter. A number of trading ships have had to turn back to Felicemouth when attempting the first spring run to Port Artz.

After last year's rediscovery of the kingdom, trade had resumed through the summer with Flugelheim's old exports of grain, feed and livestock being much welcomed in Cazarla and the other Northern baronies. All had appeared to have returned to normal and political as well as merchant connections were being reformed.

However the few travellers who have managed to make their way across the Senner range into the Felice valley this winter and thus back into normal trading routes report that the harsh winter conditions have decimated both livestock and peasantry through cold, fire and starvation.

Also worrisome are a few reports of beasts roaming the countryside preying on the unwary, weak and infirm. These appear to be mainly with in the foot hills and mining areas of the Senner Ranges and the foothills of the great Flugel peaks. One traveller even reported hearing stories that a great white bear had been sighted, fishing and hunting.

Curiously, the Times has yet to receive reports of similarly inclement conditions in the neighbouring countries of Caledonia, Eltrador, or from the Western Marches.

GoK: "I figure it would be good not to take out my sword and kill all the goblins."

Gerald: "GoK — you thought!"

Jhiselle: "And he was right!!"

Hamish:
"He's lying. His lips are moving."



Caledonian Portal Re-activated

At a recent Gathering of the Clans in Caledonia, the Laird Stuart admitted to the Laird MacLeod that a portal linking Seagate with his estates had been re-opened some months ago without the knowledge of the other lairds. The original purpose of this portal was apparently primarily to supply a former Laird's kitchens with fresh produce from these more southerly climes, and secondarily to supply arms manufactured by Caledonian dwarves to this region, then very much a frontier.

Keys to the portal, located in a undisclosed smithy in Old Seagate have been delivered to Guild members hailing from Caledonia, including Mira Stuart, Brigetta MacLeod and Hamish MacLeod.



Baron Becomes Duke

An adventuring party recently aided Lord Argent, a Baron on the Plane of Farway, in his endeavours to become a Duke. To do this, he had to journey to seek an audience with the King and content with a band of assassins who were attempting to stop him. Our party was hired as bodyguards.

We managed to fight off one incursion at the Baron's summer palace before we started with the aid of several Bound Speech spells installed by our two Binders. This resulted in the capture and subsequent execution of one of the assassins.

The rest of the assassins were finally caught in one of the towns en-route. After the new Duke's investiture, the two survivors were delivered back to their Guild, in the town of Ashe for them to deal with. We then headed back to Seagate.

By Aurora Steelwind



Answers to Last Issue's Puzzles:

Shoji Servants:

- An Chovi, Foodtaster, 6 days, Poisoned
- Tai Wun, Sculptor, 10 days, Sent to Quarries
- Chi Nup, Doctor, 4 days, Banished to Border Forts
- Hei Yu, Astrologer, 2 days, Imprisoned
- Sho Men, Chriopodist, 3 days, Exiled

Riddles:

1. An Excuse
2. Gloves
3. Your name
4. A Saw

Who is Faith?

We recently had the pleasure of taking cocoa at the famed Alfonses, with the captivating Faith. Despite certain similarities, Faith is not to be confused with the hobbit customers more usual to that esteemed eatery. She is a short (2'6"), rotund, copper-skinned elf with long black hair and a cheery smile, (even if she often has a partially eaten apple in her hand - ED).

SGT: I understand Faith is the name you use in common parlance. What is your real name, and why did you choose "Faith"?

Faith: My name is Vaithu Yacuna. Roughly translated, it means swift-running alpaca. On my journey to Destiny from my homeland, the Destinians shortened my name to "Fe", the common translation of which is Faith.

SGT: Is there a title associated with your name, if so, how does it fit into your social hierarchy at home?

Faith: I am a Coya. These are the virgin princesses directly descended from a previous Emperor. It doesn't mean much here, but carried a fair weight back home. Over here on the Eastern Continent, I am an Envoy-at-large for the Empire of the Sun.

SGT: Despite how well known your name is around the guild, I get the impression that you are a new member. When and why did you join the Seagate adventurers Guild?

Faith: I joined the guild five or six years ago. I had just escaped my enslavement in Destiny, and learnt enough Common to survive, and thought I would join the only active enemy of Destiny on the continent. It also turned out to be a great source of diplomatic contacts for the Empire, and great entertainment.

SGT: Please describe your homeland a bit.

Faith: The Empire of the Sun is on Southern Terranova, flanked by saurians (lizard-men) to the north and east, and actively hostile jungle to the west. Our empire is almost entirely populated by elves. We have an emperor who rules by divine right, and a highly structured and centrally-organised culture. We believe in communal property (which causes problems over here). We do not use the wheel, money, or most complex machinery. Metals are rare (except gold), and most tools are stone or wood. We have advanced writing techniques, including alphabetic, character, and quipu (knotted-strings) languages. Everyone is content and works hard. We have little disagreement with our neighbours, and people have time to grow wise.

SGT: Why are you still an adventurer - what motivates you to join a party?

Faith: I find that a little excitement is necessary to maintain my svelte figure - also, there are times when it is better to leave town in a hurry.

SGT: You weren't always an E&E mage, when and why did you choose to learn the college?

Faith: I started off as a pure fighter, but as I couldn't wield your heavy metal daggers, I thought I should learn something else. E&E was appealing because they have a general knowledge flying spell, and Mass Charm and "Find Cocoa". It took two years for me to overcome the height requirement for E&E. Only Mind and Namer would let me in initially. Racism is still alive and well in Carzala.

SGT: How would you describe your major skills / abilities that contribute to the success of a party?

Faith: I am polite, honest and steadfast. I plan well and delegate responsibility to capable people. I avoid risks. I make highly accurate snap judgements about people. I can tell the truth in such a way people generally go along with me. I am law-abiding when I understand the laws. I realise when people are better off dead, and can implement this without due fuss. Skills - I can weave, know most elvish dialects and etiquette for several sorts of places, and study social philosophy.

SGT: What would you consider as a highlight of your career so far?

Faith: Explaining to Uriel (Archangel of Justice) why we had acquired the object containing the source of her Individual True Name from a heavily guarded void. While she didn't agree with our right to put all knowledge into the public domain, she had to release us as we didn't "break & enter", we had no profit motive, and we answered all her questions honestly and forthrightly until she couldn't stand another moment. I like Uriel.

SGT: Which places would you recommend visiting, and conversely, any places you would recommend avoiding?

Faith: Avoid temples of Bune. Avoid *bad* demon summoners. Avoid the Empire of the Sun. Visit the seven elven capitals. Visit MMHS cocoa shops. Visit the treasuries of major towns - you meet the most interesting people.

SGT: Is there anything else you want to say to the guild populace?

Faith: I'm setting up an organisation to swap information gathered in foreign realms. This is not a Spy Network - that would be wrong and taxed heavily. It's more of a communal information-sharing service. You get information in proportion to the amount that you provide. Anonymity assured. Particularly valuable information rewarded with gold. Training available.

Drum: "Let's NOT camp in the ruins — that's beginning adventurer stuff"

Silverfoam: "Actually it's more adventurer ending."



Faith

Fashion tip from employer: "Black is worn only by peasants, thieves, and spies."

The Adventurer's Guide

Tips for success

Remember - that which is most interesting may be hidden in plain view.

Never leave your valuable magical items outside the door - even when they do backfire!

Continuing to cast multiple spells when you've already back-fired more than twice is just asking for trouble. Do you want to end up looking like a troll?

Remember that the adventurer's best friend is the little word "no" spoken whenever the rest of the party insists you do something you know you shouldn't.

If you find a sentient artifact, leave it alone - they're just a pain in the posterior - and in other parts of the anatomy if you're not extremely careful.

Listen to your military scientist - you never know, they might actually know what they're talking about.

Always take a healer with you on adventure - preferably one who has learned beyond the skills of a novice.

How to Win Friends and Influence People...

Transmutation is a Mind Mage's best tool for gaining the confidence and trust of their Guild party (after Bind Will). However, if the consequences are not thought through, all your hard work can be rapidly undone. Here are some do's and don'ts for Transmutation on adventure:

- You can turn a silk purse into a sow's ear but after your first two hundred pound canary try to remember that mass is conserved.
- Removing an elephant corpse from a tunnel. Changing it into water is not recommended, as you will get your boots wet. The fastest way is to turn it into methane. Make sure you are above ground and at least fifty yards away, to view the resulting fireball and rain of debris safely.
- Aquatic travel. Swordfish are the fastest fish for long-distance travel. Strip the party of their weapons and armour in advance, so they don't sink when the spell ends. Merfolk, despite being able to talk, cast magic, use items, etc., aren't nearly as fun to watch swimming.
- Conferring night vision. Minotaurs are the only humanoids that can see in the night without magic. Leopards or other big cats are better - they are house broken, and keep your feet warm when curled up at the end of your bedroll. They will also eat the corpses of any attackers.
- Guidelines for changing party members into other shapes. Make sure they don't need to (a) use any items; (b) cast magic; (c) tell you anything important; (d) give their permission in advance.
- Starting a bar brawl. Transmuting the entire bar to water doesn't make other patrons aggressive - try something smaller, like their beer.
- Taking prisoners. Giant tortoises, anteaters and manatees are good choices - they can take collateral damage and won't get away or hurt you. Wolves, squid, and antelope aren't so good. Trees are fine unless you want to move your prisoners.
- Tunnelling. Turning earth into air leads to shock waves and burst ears. Gold, being ten times denser than earth, is much better. A gold lined tunnel will slow any pursuit and prevent the mountain from caving in.
- Lighting fires. Transmuting rock into greek fire is unwise - it floods the surrounding area and sticks to your boots. Rock into magma is a much safer way of starting fires.

Drum breaking off his divination of a Magical Sword-in-Stone: "The sword told me to piss off!"

Gerald: "Well, they tend to be blunt."

GoK pulls the Magic Sword from the Stone, pauses, and then says to the empty air: "I've taken an oath to kill Vampyres."

Jhiselle & various party-members, sternly to the Sword:

"Step away from the GoK"

"Put the GoK down"

Adventurers Guild of Seagate

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Please send completed orders (with payment) to

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Or Email

security@dragonquest.org.nz



A Guide to the Plane of Haven

When travelling to the plane of Haven it is important to have some knowledge of what to expect to prevent annoying deaths, I, Arnaud, have provided this as a guide to assist future parties.

The Legion

Haven is populated by the Legion which consists mainly of undead and deamons, they are millions strong, during the night they are more powerful than during the day, with sunlight burning them. During midnight they are vastly more powerful and midday much weaker (about equal to Alusian forms). They control most of Haven apart from a feeble scattering of cities and strongholds inhabited by living beings. **DON'T GO OUT AT NIGHT.** We encountered them several times, once they had an disguised deamon knock on the door at night and plead to be let in, another time they had dug a pit into the dark which party members fell into and were attacked. All undead and deamons life drain, most use magic, they are very feral. Most live in cities of darkness which absorb darkness at night and radiate it during the day, where they keep slaves to torment and feed off until they are past breeding age and get to join the legion. If you die you join the legion at midnight if not resurrected beforehand, and if killed as an undead turn to dust the next midday. The legion are plant friendly with their land being covered in untouched forests and fields of wildflowers.

Dwarves

Living in one known location the dwarves of haven are an lying bunch of misbegotten sons of bitches who don't keep their word or pay their debts. Half of them were captured, along with all their leaders, by the legion to provoke the crystal dragon into releasing her crystal animals prematurely (the legion have R15 astrologers / military scientists) and so allow them to be defeated. They have numerous special items and defenses they keep secret and do not share with the other races, probably in violation of treaties.

Other Races (Humans, Orcs, Elves)

Living in a few massive cities with walls which absorb sunlight and mana during the day and glow during the night they grow crops in the land around their cities and have extremely high quality goods and services available. Weirdly money is not used. When entering a city you must say you will not aid the legion or harm anyone in the city, if you lie, you die. They have a few anti-undead weapons but rely mainly on the sunlight of the city walls, evidently if the walls can be tricked into thinking it is daytime at night they turn off and then everyone gets to join the legion. They are pleasant and honorable, but ultimately doomed.

Crystal Dragon

This entity is not actually a dragon, it has assumed the form of a hundred foot crystal dragon. Its aim is to become a god and it is nearly there. However to complete its apotheosis it requires

Ghoul Wanted

Functioning caged ghouls wanted (must be of infectious type and reasonably intact). Will pay 1000 pennies and reasonable price for cage (to 500 pennies).



Arnaud de Montfort Esq

worshippers and so has created around a thousand crystal animals which emit sunlight to hunt down and kill the legion so people will view it as a savior. If it ever achieves its goal it will be forced to leave haven as gods cannot exist there (pacted people beware you cannot summon your master to this plane), possibly taking its followers and crystal animals with it and leaving the few survivors to torment and death. We were hired by its dwarf (priest/follower/slave) to fool people into believing that we were fulfilling a prophecy to save the world to assist it in its goal. It cares little for the lives of the people on the plane, as after releasing the crystal animals it refused to personally join the fight and save the dwarves as it would have been diminished (not killed), which would have delayed its apotheosis.

As an aside I received 5,503 pennies from our adventure, whereas the remainder of the party received 30,503 pennies (in items & training mainly), the guild determining that the gifts they received would not be split in accordance with the adventurers agreement, basically I could go suck eggs. Enraged by this and out of spite I have taught the legion the counterspells for the crystal dragons magic, allowing them to deactivate the crystal animals, the location of her lair, which along with the counters will allow them to easily attack and diminish her and the defences both physical and magical of the places we visited to assist them to extinguish of all life on that plane.

Ed: Please note that in the publication of this article, we at the Times do not in any way condone Arnaud's actions.

Darien: "Of course we HAVE to remove all this magical stuff, the army isn't meant to have any of it."

Silverfoam: "An army isn't meant to have pay?"

[pause]

Gerald: "Well, it's in a magical chest..."



Starflower's Bestiary

The Mighty Minotaur

I have to say that it's been a long time since I came across a minotaur. This rare beast has the body of a human man and the head and hooves of a bull, and some of the worst characteristics of both species. Minotaurs are invariably male and it is thought that they reproduce by breeding with human females, with male offspring being minotaur calves, and female offspring being fully human. It is said that the horns do not grow out until adolescence, and perhaps the minotaur child might be concealed among humans. It is more likely however, that the father will come for the child soon after birth and raise it as one of its kind.

Fortunately the minotaur is a fiercely territorial and solitary beast and almost never encountered with others. They seem to dislike each other's company even more than they do of other species, and it is an extraordinary military commander who can persuade minotaurs to march to war in company. I have heard of an army fielding a platoon of minotaurs - once. How that was achieved I have no idea, but I would not wish to face such an enemy, or such a general.

Minotaurs tend to be reclusive creatures with a curious affectation for mazes and labyrinths. Indeed they possess a truly amazing talent for finding their way through underground tunnel systems of any size shape or description, although they do not construct such things themselves. Thus the adventurer is most likely to come across a minotaur in the depths of a complex and baffling dungeon - though what an essentially herbivorous creature finds to eat down there I have no idea. Perhaps hunger accounts for their notoriously vile temperament? Mayhap taking along a bundle of hay or even a bunch of flowers might not be such a foolish idea...



The invading goblin army was arrayed facing Silverfoam & the local General, protected only by 20 archers and Gerald. The local militia (trained by the party in the preceding weeks) was on the army's right flank, the rest of the Party took the Left.

Drum: "Let's GoK them"

The final score was Militia 1 company, Party 5 companies - highest individual scorer was GoK.

Maze Minotaur

Plains Minotaur



This fetish for labyrinths seems even more strange when one considers that the minotaur is not the most imaginative of monsters. Bull-headed in attitude as well as in appearance they are generally thought to be strong-willed but slow-witted. This is not necessarily so. Those thick skulls conceal brains which may not be the most dextrous, but can nevertheless be possessed of a low cunning. Minotaurs may even occasionally practice magics - most often of the Earth or Mind Colleges.

Physically minotaurs are imposing. A charge from those horns could hurt rather a lot, and I personally wouldn't recommend going into close combat with a minotaur. They favour relatively primitive weapons which take advantage of their not inconsiderable strength. Minotaurs have been seen wielding great axes, long spears, javelins, even glaives; but rarely if ever, swords, and never missile weapons. I have yet to heard of a minotaur sighted wearing plate armour, but they are certainly known to don leather, hide, and occasionally chain armours. Like many monsters who rely on brute strength they are best fought at range, preferably with missiles or magic. Maybe that's why they like mazes.

Perhaps the most dangerous minotaurs are those found herding cattle, buffalo, yak or even elephant. These plains minotaurs would be no more hazardous than their cousins, if not for the curious control they seem to wield over their beasts. A cow may seem to be a non-threatening ruminant chewing its cud - but it is one of a herd, and a herd of stampeding cattle is a terrifying thing to behold. I would recommend running away at speed, or better still, flying. There are times when even the most powerful of us must run from seemingly mundane things. And a herd of charging elephants is one of those things.

The Puzzle Column

The Case of the Archaeological Dig

"I've finally earned my place as assistant curator of the museum", said Nevada Brown to California Smith, the chief administrator of the Gentlemen's Exploratory Society. "I moved west of the dig site and we've just unearthed some wonderful coin artifacts."

"Why did you start digging in a new area?" asked California.

"One of the local natives told me that, for many generations, his family had passed down a legend of a lost village and he found a map among his father's things," said Nevada. "His father recently passed away", he added. "The native followed the map and led me to this site on the condition that if we discovered anything of value he would be paid one thousand silver.", explained Nevada.

"And what is it that you found buried?" asked California.

"It's just terrific," exclaimed Nevada. "We found three gold coins of various sizes dated 400 BP, and after properly dusting them off I found them to be in excellent condition." "I quickly paid the native to complete our verbal contract and keep him from trying to claim a portion of the discovery," concluded Nevada. After thinking for a moment, California told Nevada that when he got home he should look for another job!! Why?

The Case of the Gold Digger

California Smith had just ordered a drink at the bar in New Seagate when a young man with sun-bleached golden hair and tanned cheeks sat on the stool beside him.

After ordering a scotch and water, the sunburned man nodded toward the gaming tables. "My name is John Patmos," he said genially. "It's great to be back in civilization and hear people and money talking out loud."

California introduced himself. "You've been out in the desert?"

"Yeah, I flew back yesterday," said Patmos. "Washed the dust out of my ears, had a barber shave off my seven months of whiskers and trim my hair. Then I bought a whole wardrobe on credit. All I had to do was show that dwarf a sample of my gold. By all the powers, I going to celebrate."

"You found gold?," inquired California.

"Yes sir. Hit the big load." Patmos stroked his bronzed chin thoughtfully; then in a low voice he said, "If I can find a backer, I'll take enough out of those hills to buy ten pleasure palaces like this one. Of course, I'm not trying to interest you. But, if you know someone who'd like to get in on a sure thing, let me know. I'm staying in room five. Can't give out the details here, you understand."

"I understand," said California, "that you'd better improve your story if you want to sucker someone into a deal that's worthless." How did California know the story was fictitious?

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Dragonflames Rk 10
Weapon of Flames Rk 10
Also Rank 8 Weaponry.

Now with added Radiance for
Positive effect on dark creatures.

Prices negotiable.
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Riddles

"At night they come without being fetched,
And by day they are lost without being stolen."

"Runs over fields and woods all day
Under the bed at night sits not alone,
With long tongue hanging out,
A-waiting for a bone."

"The beginning of eternity
The end of time and space
The beginning of every end,
And the end of every place."

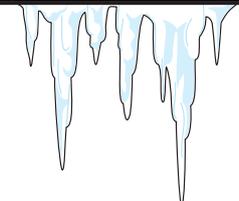
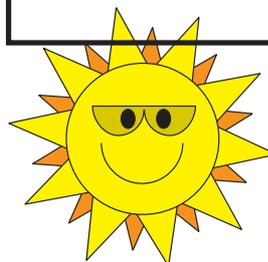
"There was a green house.
Inside the green house there was a white house
Inside the white house there was a red house.
Inside the red house there were lots of babies."

What's Hot

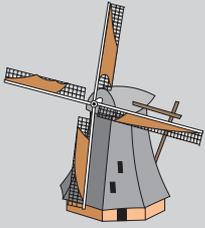
- Flying home
- Snow Mammoths
- Ladles
- Flaming stone bonsai
- Democracy
- Being a citizen
- Saving sentient races from evil undead
- Javelins
- Wearing white
- Spies
- Minotaurs
- Mind mages
- Raspberries

What's Not

- Multiple backfires
- Mimes
- Forks
- Deserting the party
- Feudalism
- Being a serf
- Betraying entire sentient races to evil undead
- Battleaxes
- Wearing black
- Assassins
- Gargoyles
- Illusionists
- Asparagus



Silverfoam: "It may be a dangerous place to camp, but think of the lovely view"



The Rumour Mill

The things we hear...

The luscious adventuress Melisande, and Jazmyn daughter of good-time girl Amber, have been seen competing for the attentions of the heir to Baron Saydar of Erewhon. A smug Lord Samdar had no comment.

Lizette Summers claims that the men in her party beat her every day - on top of her two week bondage session last quarter, she is developing a B&D reputation to rival the fading beauty Sabrina.

Jhiselle the 'friendly' Fire Mage was so taken by the Shadowy Darien that she studied his sketchings while the divinations happened. Maybe it was the outstanding view from atop the tall tower that grabbed her attention. Or was it the cut of his purse?

We're wondering when Baron Silverfoam is going to find someone to share that lovely castle of his with. We could name any number of eligible young ladies at the Guild - some rather more eligible than others...

One has to ask when Guild Security are planning on arresting Arnaud...

And of course, we're all wondering what Hamish MacLeod wears under his kilt - or is it all fully functional?

The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times. We remind you that we reserve the right to edit all contributions and to determine what shall and shall not appear in print. Please note that opinions appearing in this document are not necessarily those of the editors or staff of the Seagate Times.

T'ana Silverwind, Editor in Chief, Seagate Times
Ariel Glitterwing Stargazer, Chief Reporter and Astrologer



Jhiselle:

"I'm easy ...just not cheap."

Wiccan Amulets for Sale

- Amulets of Luck
- increase defence and magic resistance.
- Amulets of Jade
- hold undead at bay.
- Amulets of Carbuncle
- reduce damage from poison



Restorative potions also available.

Please contact Thom at the Guild.

Curses Removed

Up to 42MA curses removed at reasonable rates. 10% Discounts for those who consider Sier to be a patron.



See Dramus at the Guild

Uncle Vychan Wants You!

High level adventurers require Namer to join team. Must be available for rescue missions at the drop of a hat. Fearless or unkillable desirable traits. Unimaginable riches not out of the question.



Please see Adam Vychan or Dramus to apply.

Water College Potions for Sale

Waters of Healing Rk 11 - 500 sp

Waters of Strength Rk 10 - 1000 sp

Please contact Aqualina at the Guild.



Contacts:

T'ana Silverwind
Flamis
Aqualina

Jacqui Smith (275-3080)
flamis@ihug.co.nz
Keith Smith (275-3080)
phaeton@ihug.co.nz

Thom
Dirk
Dramus
Adam Vaychen

julia@drewnz.co.nz
jeffle@datacom.co.nz
Dramus@dragonquest.org.nz
Vychan@dragonquest.org.nz