

The Seagate Times



Issue 49 - Winter 805

Alliance Official Statement

Alliance Forces Holding Brastor

Reports of a temporary encirclement by Dark Circle forces have reached the Carzalan commanders who had this official statement distributed.

The army of Rashak, having been heavily reinforced with the arrival of thousands of goblinoids (including Orcs, Ogres etc) have taken the Northern and North-Western 'Ildrisholm Hills' surrounding Brastor, effectively cutting it off (temporarily) from outside aid at present. The Undead forces of Rashak have slowly advanced from the Southern and South Eastern hills and are heading towards the centre of Brastor.

Sir Gaius and his superb Church knights are in the centre of Brastor and have stated that they should be able to clear the area by Frysdag (4th Frost 805) with help from the Brastor Heavy Regiment, the Brastor Pike Regiments as well as other Alliance units. The church has a significant number of Michaeline knights in Brastor at present and expects that these hardened troops of Michael should deal with the enemy troops in short order.

Sir Gaius made the military decision to pull back from the hills and concentrate his forces in Brastor once he confirmed the strength of enemy forces arrayed around Brastor. His strategy is to once again concentrate his forces and then smash what must be the last remnants of Rashaks forces making a desperate, last ditch attempt to drive out the righteous Alliance forces bent on destroying the evil pervading Carzala and surrounding realms

Guild Security Statement

Brastor Cut Off

Reports have just reached our Seagate sources confirming the official release, which is that Brastor is now cut off from the rest of Carzala due to the heavy presence of goblinoids and other Dark Circle forces in the 'Ildrisholm Hills', NW of Brastor. The remnants of the Alliance forces are battling on within the confines of Brastor and there is hope of a swift end to the fighting when fresh Alliance troops arrive at the front to destroy the new Dark Circle forces.



Reinforcements Sent to the Front

The news recently announced by the high command was punctuated by the hurried departure of several military units stationed in or around Seagate. There were several units that had been relieved from the frontlines some 3 months ago and weren't due back there until spring as well as a number of units being reconstituted after heavy losses on the battlefield. The Seacroft Marauders (1st Medium Infantry Company), the Seagate Lancers Regiment (Medium Cavalry) and the Stonosboro Crushers (2nd Heavy Infantry Company) were among the local units despatched with speed to the front lines.

Also immediately despatched were the two Eltrandorian brigades with the Kiltary Heavy Brigade being sent directly East to the Northern borders of Brastor while the Halph Brigade has been sent to the passes in the 'Ildrisholm Hills', NW of Brastor with orders to relieve or assist the troops battling there.

The Engineers and Artillerists attached to these formations have stopped some 40 miles SE of Seagate and look to be readying their equipment, but no official word on their proposed activities has been received.

The Hordes of Rashak - Artist's Impression

Elsewhere in This Issue

News in Brief

Bestiary

Puzzle Column

Rumour Mill

and more...

Guild Eyes Only - Please Do Not Distribute

Sir Christopher in an audience with the God of Knowledge:

"If you want to read my mind, go ahead, just avoid the madness sections - apparently they affect gods too."

The Battle of Carlstons Switch Pass

The Algain Heavy Cavalry and the Halph Heavy Cavalry Regiments which departed Seagate last week are reported to have met heavy resistance in the 'Ildrisholm Hills', NW of Brastor and were ambushed in the 'Carlstons Switch' pass by dug in Orcs supported by Ogres and Goblins. The Heavy Cavalry Regiments battled valiantly and managed to secure a Pass taking some casualties but inflicting heavy damage on the goblinoids.

The key supply route between Seagate and Brastor splits into three major passes through the 'Ildrisholm Hills' just north of Brastor. These passes, 'Hardens Pass', 'Orgons Saddle' and the 'Carlstons Switch', are used year round due to their elevation and ease of passage. The loss of these passes will mean that the troops in Brastor are cut off from further supply and reinforcement until the passes are retaken.

The Regiment was assisted somewhat by the arrival of a number of Aquilan Knights known as the Eagles Talons who were on route to Brastor. These knights were of great use in severely damaging an approaching enemy formation while the Eltrandorian Heavy Cavalry dismounted most of their troops and fought hand to hand to clear the 2-mile length of 'Carlstons Switch' of Dark Circle forces.



The action of the Eltrandorian Regiments was to hold the 'Carlstons Switch' pass for four long days, which were long enough to allow the passage of some refugees from Brastor, many of whom are making alarming statements of huge Dark Circle incursions, large battles and the loss of the Brastor Heavy Infantry Regiment in early Vintage near South Lending.

The Regiments withdrew in good order after yet more additional Dark Circle forces threatened to trap them in the pass, rendering their presence useless. The coordinated withdrawal from the pass means that the troops and civilians in the Brastor region are alone in their fight until aid can break through the enemy lines.

A troop from the Halph Regiment along with the remnants of the Eagles Fist, assorted injured and depleted small troop formations and several hundred civilians are on route back to Carzala across the Sweet Riding.

The remaining strength of the Eltrandorian Regiments and other Alliance formations are valiantly fighting to hold the Dark Circle forces from breaking out of the 'Ildrisholm hills', into the supply routes across the lightly defended Sweet Riding until help can arrive.

The Western Church - Abductions & Secret Trials

Reports and rumours continue of Carzalan citizens illegally detained by the military forces of the Western Church, and in some cases, transported against their will to Mordeaux, where the Gabrielite Inquisition is said to be holding secret trials for crimes of seditious libel -- normally considered statements impugning the authority of government -- but in this case extended to /"scandalum bellorum"/; spreading false rumours about the state of the war, liable to cause panic, and injurious to the public good.

Whether or not these persons are guilty of a crime, the fact remains that they should be tried through the Carzalan Ducal courts, not dragged off to some theocratic backwater where the Church conveniently holds temporal sway, and where the magistrates are clerics and knight of Uriel. Sources who spoke with us on the condition they not be named have confirmed that orders for the arrests originated with Sir Gaius de Malvallet, Commander of the Church's forces against the Dark Circle.

Questions on the matter posed to Duke Leto have been met with sympathy but no action so far. In an official reply via his secretaries, His Grace stated that the situation was under investigation, that these were trying times for all concerned and that it was important in this period of turmoil to hold firm with our allies and remember who the real enemy is.

We at the Times do not believe that this is really good enough, and we await with interest the representatives of the Church who will come to serve us with cease and desist orders for publishing the truth about the war, and exposing the actions of dangerous zealots.



Church Justice?

Dawn:

"Well, I would offer my mind to read too, but there isn't much there."

An Eagle Falls!

Duke of Aquila Slain; King Survives Assassins

In a stunning turn of events, undead assassins acting for Rashak, the Necromancer of Masada, struck at King Ulric, his father the Duke of Aquila, and their entourage, during noon Michaelmas ceremonies inside the famous Königburg cathedral in Aquila.

At least six ghastly assassins, wreathed in black fire and wielding soul-leeching blades struck at the young king, who would have undoubtedly been slain save that his father Frederick, the 69 year old Duke of Aquila, threw himself onto the lead assassin's blade giving the King's guards time to engage the undead and to drag King Ulric to safety.

All of the assassins were dressed as knights of Aquila and even more distressingly, their leader has been identified by survivors as being the late Freiherr Reinhard von Bülow, formerly the Captain of the King's guards, who had been slain defending his Majesty during the assassination attempt on the King's birthday last Blossom, and who had been interred with full honours in the crypt of Königburg cathedral.

Within minutes of the attack the venerable cathedral was ablaze with black flames, a necromantic fire that defied all attempts to extinguish it. A number of other Aquilan nobles and courtiers gathered for the ceremonies died either at the hands of the assassins, or in the fire that consumed the cathedral. Most notable among these were Henrich von Dietfurt, Bishop of Aquila, and Erbmarkgräfin Katherin, daughter of the Markgraf of Innsluber. The dark fire finally burnt itself out the next day leaving little of Königburg save rubble. No bodies have been recovered from the ruins.

The Heir of Aquila

With Duke Frederick's death the Duchy of Aquila passes to his eldest son, 47 year old Albrecht, a child from his first marriage to the Altgräfin Isentrud von Hochburg. Not too much is known about Albrecht who was mainly raised in his mother's lands in far northern



Herzog Albrecht
758 -

Aquila, and who assumed the title of Altgraf von Hochburg upon her death some 25 years ago. Duke Frederick involved him but little in foreign politics, and it is believed that he is very much a pro-Aquilan conservative. It is known that he prefers to speak only Reichspiel, and wishes to revert to using that language's form for his title, "Herzog", rather than the common form "Duke" used by his father. Court sources believe that while Albrecht enjoys considerable support from some of the northern nobles, many in the more cosmopolitan south and east are less than pleased to have such a strong nationalist in the ducal seat and fear increased tensions within the kingdom.



Duke Frederick
736 - 805

Regency Crisis?

The late Duke Frederick was Regent for his son, the 12 year old King Ulric, and his death raises questions about the regency and with it the smooth operating of the kingdom. It is too soon to say with certainty where events will lead, but advisers acting for Herzog Albrecht have steadfastly refused to countenance any discussion of the King's mother, Dulciana, Marquessa de Bowcourt assuming the role of Regent, and although their refusals have been couched in diplomatic terms it seems obvious that the Herzog feels that such a move would not be in the interests of Aquila. Both the Herzog and the Marquessa have despatched scholars to the College of Heralds in Mittelmarchhauptstadt to research the pertinent laws as laid down in the Old Kingdom.

Safety of the King

It is also understood from sources at court that in the wake of now two attempts on the King's life Herzog Albrecht suggested that his half brother be transported to the Herzog's castle of Adlerschloß in Hochburg to ensure his safety, but that this was roundly rejected by the Marquessa who had rushed to Aquila in the wake of the attacks and who opted to take her son back to Bowcourt with her. The Marquessa and a heavily armed party escorted his Majesty to Bowcourt in the week after the funeral service for Duke Frederick, and the royal court has been moved to Bowcourt for the winter.

Other Attacks?

Unconfirmed reports claim that assassins from Rashak also struck at Tomas Xerxes, Bishop of Mordeaux and Archbishop of the Western Church as he lead Michaelmas services in Mordeaux, but that the undead assassins were conclusively destroyed almost immediately they revealed themselves. An official speaking for the Archbishop has declined to substantiate the report.

Mortimer summing up the right to choose: "Love and Fealty are stronger bonds than Command."

Bozo, with his height enhanced from 2'10" to 5': "It's hard to track when you're so far away from the ground."

Eagle's Talons Destroyed

The private Aquilan adventure known as the Eagle's Talons has ceased to exist as a fighting force. Altgrav Lorencz of Ichztmi, Aquila had brought almost 500 Aquilan knights and men-at-arms to Seagate to join the fight against the Dark Circle "Before it was all over". Lorencz said they had all rebelled against their formal military training because it "was taking too long". The Talons arrived in Seagate just before Michealmass, only to ride out the next day on learning of the assassination of the Duke of Aquila - it took 2 more days for their 1000 servants and baggage train to finish leaving. Traveling up to 50 miles a day, they arrived in Brastor Holding so quickly that no one had any plans for their use. The Talons journeyed east where they met with a troop of the 3rd (Algain) Heavy Cavalry Regiment of Eltrandor, who were systematically destroying some orcs. Not to be outdone, the Talons joined in; shattering a small force of ogres. The Talons rode further SE to Chapel Crossing, where a Liaison Officer from the Regiment suggested they turn back for supplies. Instead they went south, hoping to find more orcs. They destroyed or drove off four more groups of orcs and three of goblins over the next two days. The tempo was picking up, and so they continued towards the South Downs.

The Talons were down to perhaps three hundred unwounded when they entered the pass leading to Gryphon Valley. More and more enemy were being sighted: it would be an interesting afternoon. The troops had to crowd together as the valley narrowed, and the wings were attacked by missile fire from orcs on either side. Cresting a small rise, the Talons saw an entire army of Dark Circle troops camped in the bowl-shaped valley below, with the battle banners of a senior General on a ridge just beyond. The Talons could have turned and fought their way back to Brastor, and some argued for that. The Talons prayed for strength, lowered their pennoned lances, and charged. The walls of the valley closed in, the enemy were now in front of them and on either side. The smallness of the Talon's force was all too obvious as the 8,000 orcs, ogres and goblins formed up in a crescent and waited for dinner to ride up.

The sound of their meeting was excruciating: metal crashing onto metal, horses, men and goblins shrieking in agony. Amazingly the Talons smashed through the main opposition force, and charged the General's camp. Passing out the other side, the Talons formed up, turned around and charged back again! And back through the disrupted orcs, ogres and goblins. But by now the missiles and darts, the spears and even spells cast at them, had taken tremendous toll and too few Talons were left to mount a decent charge. Altgraf Lorencz therefore led the remaining 96 Talons (56 riding wounded and 43 dead tied to their horses) back down the pass and so eventually to Brastor.

The court poet, Lord Ninnyson, composed the following to commemorate the deeds of the Eagles Talons that autumnal day when a Dark Circle general and his mages were destroyed: no further enemy attacks occurred in this area for another two weeks.

"You can fly hanging onto Bozo, surely you don't think he'd drop you? Not accidentally!"

The Charge of the Eagle's Talons

(Apologies to Alfred, Lord Tennyson)

Twice a mile, now a mile,
Half a mile onward,
Into the valley of Death
Rode the Three hundred.
"Forward, Eagles Talons!
"Charge for their banners!" he said:
Into the valley of Death
Rode the Three hundred.

"Forward, Eagles Talons!"
Was there a Knight dismay'd?
Led by their Count so Brave?
Noble more than well behav'd!
Their's not to make reply,
Their's not to reason why,
Their's but to do and die:
Into the valley of Death
Rode the Three hundred.

Orcies to right of them,
Goblins to left of them,
Ogres in front of them
Thousands upon thousands:
Storm'd at with dart and spell,
Boldly they rode and well,
Into the mouth of Hell,
Into the valley of Death,
Rode the Three hundred.

The three hundred looked so small,
Charging such a massive wall,
Of mighty legions held in thrall;
The noble avalanche was hurled,
At Enemy Banners all unfurled.
Crash, so loud a breeze awoke,
Right thro' the line they broke!
History made at a stroke.
The Generals tho' are
Shatter'd and sunder'd.
Then they rode back, but not
Not the three hundred.

Goblins to right of them,
Orcies to left of them,
Ogres behind them
Shaken to their core;
Storm'd at with shot and spell,
While horse and hero fell,
They who had fought so well
Came from the mouth of Hell,
Back from the valley of Death
Few tho' were left of them,
Left of three hundred.

When can their glory fade?
O the wild charge they made!
All the world wondered.
Honor all their blazons,
Honor the Eagles Talons,
Noble three hundred.



News in Brief

Count Richard Exiled

Following the assassination of the Duke of Aquila, several peers gathered the courage to accuse Count Richard of Foxcourt of sedition, insurrection and treason. As several other nobles had already been found guilty of failing to hinder the assassins, the Marquessa of Bowcourt agreed to a trial.

Unfortunately for Count Richard, failure to turn up for a treason trial is itself treasonous, and so he was quickly found guilty of all charges, and sentenced to death or exile to 1000 miles distance.

Count Richard, known as Tricky Dicky to Guild members, initially sought sanctuary in his major castle, but has since fled to the Lunar Empire. As the court attained his entire family, the county is open for future appointment, or even the rehabilitation of Richard. Sources in Bowcourt suggest a Lord Lieutenant will be appointed to run the county for the short term.

"The Gryffons are making a comeback!"

That was the catch cry of a recent party visiting the Ring Worlds, in search of the lost gryffons of Mount Desai. Their adventurer friend called Dawn led a party to find them after their mysterious disappearance last season. Apparently the same Gryffon pride once lived there as faithful agents of the Goddess of Justice and Vengeance - until their disappearance about twenty years ago. This coincided with their appearance at Mount Desai on the south point of Confederation Bay, the result of a backfire by Hawk, an adventuring air mage. The Old Gods of the Ring Worlds were delighted at the return of the gryffons to help fight against the New Gods (who were attempting to overthrow their place in the peoples beliefs). With the persuasion of Dawn and Mortimer the gryffons entered into the spirit of vengeance requested of them. A slightly smaller pride of Gryffons now reside at Mount Desai -any adventurers requiring an introduction are asked to contact Dawn.

Another New Plane Discovered

A returning Guild Party reported the successful exploration of another of the Portals on the Plane of Paleolithica, this one in a bowl-shaped valley on an off-shore island. It led to a buried Gate on a Plane called Kalamar.

Future parties planning on further exploration through this Portal show note that the Kalamar Gate was apparently deliberately concealed, and that water-breathing magics are required to exit. The party believes that it maybe part of a network of Gates on that plane, but were unable to confirm this.

They added that the local area - a country called Eldor, seemed unusually low in mages, and that future parties should be careful to conceal their magical abilities. However, this did not stop the party from finding considerable magical loot!

Paradise Revisited

Another party has successfully returned from the Plane of Sol, having made peaceful contact with a number of the local residents on behalf of the Paradise community. Their brief was to map the local area, check out various sightings of unusual creatures, and locate sources of various materials.

The first of the unusual creatures in the vicinity contacted proved to be a clan of nomadic cattle-herding centaurs, who were able to explain in broken elvish that the winged creature that members of the community had sighted was most probably a roc - and that a dragon would be asked to send it packing. They also informed the party of the whereabouts of fauns, gnomes and dryads. The party established the location of dryad-inhabited forests, which they avoided, and made contact with the fauns - and also with leprechauns and brownies. The elders of the Paradise community were not amused to hear that their homes would be soon blessed by the presence of house-fairies...

The party were able to achieve all their objectives, in many cases exceeding their brief, without once drawing weapons in anger, thanks in large part to the diplomatic skills of party members, and much to the frustration of Drum, who was spoiling for a fight. On the contrary, Lady Starflower informs us that it was something of a picnic... More accurately, it was a succession of picnics. It appears they even found truffles... And smoked the trout... And had a glorious party with some of the inhabitants, with wine, song, and lots of exercise. Why can't adventuring always be like this?

MDK:

"I'm a dwarf, I know better than to run."



Centaur nomad

First Contact on Kalamar



Who are the

Reynards?

This season we had the opportunity to chat with a pair of guild adventurers who have the distinction of being Knights of Gabriel and Michael, respectively, and that of also of being married. Sir Christopher Reynard the illusionist, and Sir Frances Reynard the ensorceler.

SGT I understand you've been known by other names in your career. What are they and why did you change?

Kat: When I joined the guild I was known as Kate Hardy, but after spending time with Countess Madeleine's court in Westphalia, that changed to Lady Kathleen. Of course when I married Kit I became Lady Kathleen Reynard and started calling me Kat. When ordained as a knight I took the name of Sir Frances.

Kit: There was a wonderful trip to the Ellenic Isles, where I had seven different identities - I think I enjoyed being "Hawk" most. On most adventures I only get to be one or two new people.

SGT Just to clarify for our readers, which came first - joining the guild (& why) or becoming a knight (&why)?

Kit: The guild was a way to make my way in the world, and meet interesting people. Becoming a Knight Inquisitor was a natural progression, after I realised what made people interesting, and how they should be dealt with.

Kat: I joined the guild after learning to my college, mainly to pay of the debt. It seems that as one goes on the cost of adventuring rises proportionately with one's experience, so I still find myself trying to pay off debt. I became a Michaeline after an epiphany of sorts. It helps that we can be an united front against the demon worshipers and summoners of the worlds.

SGT How did you meet each other?

Kat: We first met on an adventure - its where one always meets the most interesting people.

SGT A few years ago you jointly hired a party to help remove a curse of sorts - what that was about?

Kit: There was a misunderstanding and a small death curse, wherein most Michaelines, nearly every demon worshipper, and anyone who was competent with a sword wanted me dead. This meant invitations dried up for a few months, and we needed to take action to avoid becoming social pariahs.

Kat: A trip to Hades to rescue a fellow Michaeline helped the bishop see our point of view.

SGT What's it like adventuring together?

Kat: The best thing is that we look out for each other. Of course in an ideal adventuring party one expects the others to help defend against attack and so forth. With one's spouse also on the adventure, one can trust that the other will be there. I know that there is someone just as keen to keep my skin whole as I am, and that doubles the odds of survival. Also since we know what the each other can do, and is likely to do in a situation, its easier to plan.

Kit: Stressful.

SGT What have you specialised in since you've been with the guild?

Kit: Im my youth, I cast a little fog and spread confusion amongst my enemies. Nowdays, acts of deering-do and diplomacy are more my lot, as I work to repair the fractured trust between nations. Demon-slaying is such a common speciaity, I'm sure it doesn't count.

Kat: I've always been an information specialist, and use my college accordingly.

SGT Any Hobbies/spare time activities of interest?

Kit: I'm working on a crusade down south - it should start in eighteen months or so.

Kat: It's always amusing to see what strange ideas the children come up with.

SGT: Anything else you want to say to the guild populace?

Kit: Don't confuse the bureaucracy and prejudice of individuals with the love that Mother Church holds for you all. We are willing to die to protect your souls, and thousands of us do every year. A little goodwill in response would be charitable.

Kat: Quite.



The Adventurer's Guide

Tips for success

No matter how well the employer appears to be guarding it, always close the portal from the Dark Circle behind you.

On an exploration mission it is essential to have a good ranger in the party - if that ranger also happens to be a good cook, so much the better.

Always take the spice rack.

The more extraplanar carrying capacity you have the more loot you can take away with you. Bed, tables, chairs, globe shaped liquor cabinets, marble-topped vanities....

Knowing when to go away and come back the next day can be the difference between everybody living and everybody dying,

Being able to detect undead is frequently the most useful thing necromancers can do.

A selection of wiccan skin-changes and acces to counter wicca special is an excellent way of taking care of your horses on long sea voyages, across deserts and mountain and sublike places unfriendly to equines.

The Cat's Duel

In a preparation for a duel Mortimer knitted a jerkin for the cat to wear, which then had enchanted armour cast on it. Then a skin change was applied and the cat became a giant wolverine, with a potion of animal growth, it became double giant; but a disguise illusion scaled it down to look merely double cat size. Then multiple images and invisibility to confuse the opponnet, with a few defenses added such as witchsight, featherfall, trolls skin and vapourbreathing. For the final touch the cat had a silk scarf threaded with amulets, cleverly disguised as a jewelled collar with a little bell. In the end the cat had 90EN, 70FT, PS70 SC199, but merely 68% DEF. It was a fair fight. The cat and his opponent were both unconscious before ten seconds had passed.



Current known boundaries of the Dark Circle - end of Autumn 805

Starflower's Bestiary

A Fantasy of Fauns

Having become, shall we say, intimately acquainted with the faerie folk known as fauns on my most recent outing, I feel I should share something of what I have learned of them with my fellow guild members.

Fauns are gentle folk, counted among the seelie faeries. Their delight in giving and receiving pleasure in all its forms is famous to the point where it has entered the common tongue in the form of the words "satyriasis" and "nymphomania". Physically, fauns are slight of build, and most noted for their hairy goatlike hindquarters, and cloven hooves. They also have the elfin features and long pointed ears common among faerie folk of all kinds. They are on average somewhat shorter than humans. Male fauns are also known as satyrs, and females as nymphs. While satyrs are dusky of skin and no more handsome than most men, nymphs are both fair and extraordinarily beautiful - to the point where a mere glance at a naked nymph is enough to cause a man to lose whatever wits he came with.

Like many of the faerie folk, fauns are dangerous, without being in any way hostile. They are strongly territorial and will act to defend their homes, using their powers to beguile and charm in preference to weapons. Some fauns have learned Colleges of Magic in addition to their innate magics, most often Illusions, Earth Magics or Bardic Magics. We believe those we encountered also had access to Air Magics which they used to put party members to sleep. Satyrs have some skill with weapons, most often spears and bows. They rarely use steel weapons, and have the typical faerie distaste for using steel armours, although they have no specific vulnerability to cold iron.



A Satyr

The stories of humans entering the woods, meeting with fauns, and then being charmed into spending their lives frolicking in the forest, never to return to hearth and home, are quite true. The adventurer who wishes to meet with fauns - for whatever reason - should be armed not with steel but with strength of will. Stuffing wads of cotton into the ears might help, since satyrs are known to use the music of their pipes to beguile wanderers into their forests. Of course, that would also somewhat impede negotiation!

Fauns are woodland folk, almost exclusively found in temperate deciduous forests, most often in or near high mana zones. They are known to make their homes inside hills, the entrances concealed so well that a master ranger might well not even notice them. Furthermore, fauns are amazingly stealthy. Even highly perceptive experienced adventurers will most likely not see a faun who does not wish to be seen, especially in the forest environment. Fauns hunt the forests for meat, and forage for plants. The ones we encountered cultivated vineyards and orchard fruits, and others are known to be beekeepers. It was their vineyard, planted on a hillside fringing the forest, that most clearly indicated the nearby presence of the faun community to us. Their wines and meads are of excellent quality and well worth trading for.

Ideally encounters with fauns should not result in hostilities. Our encounter, while initially tentative, ended in a most pleasant time for all concerned. Fauns certainly know how to put on a good party, and I would highly recommend the drinking, dancing and especially the making merry to any but the most weak-willed of adventurers. Satyrs appear to have a limitless capacity both for the production of alcoholic beverages, and their consumption. It would certainly have eased matters if we had had someone among us who could speak the language, but one of the nymphs apparently had the Bardic spell of comprehending languages, which allowed us to explain the peaceful nature of our mission and establish a basis for trade with the humans we represented.

A Nymph

Tehe, when discussing travel options: "In the battle between Good and Evil, gravity wins!"

MDK:

"So, there were more demons than stars in the sky!"

Darien:

"That would be six."

Silverfoam:

"It's only money; I'd only waste it on something else."

The Puzzle Column

Off the Shelf

In a vain attempt to deter light-fingered Guild members, the bartender decided to remove the labels from the bottles on his top two shelves. Using his telepathy, a certain Mind Mage was able to extract the following clues from the bartender's mind. Can you determine from the evidence which liquor is found in which bottle?



[Left and right are as you see them, looking at the shelves, so 1 and 6 are on the left, and 5 and 10 are on the right.]

- The Elven Wine is on the same shelf as the Dwarven Ale. One bottle is full of Caledonian whisky.
- The Pasifikan White Rum is on the top shelf, and the Orkisk Stout is two places to its right.
- The Troll Rotgut is directly below the Gnomish Brandy, which is not at the end of the shelf.
- The Dwarven Ale is immediately to the left of the Faerie Mead.
- The Mermaid's Milk Liqueur (don't ask) is found in position 9 on the diagram.
- The Hill Giant Hooch is kept safely at the extreme right end of the top shelf.

Riddles

A headless man had a letter to write;
It was read by a man who had lost his sight.
The dumb repeated it word for word;
And deaf was he who listened and heard.

A hole leading in, a hole leading out, we connect to a cavern
that is slimey all throughout. What are we?

A horse travels a certain distance each day. Strangely enough,
two of its legs travel thirty miles each day and the other two legs
travel nearly thirty-one miles. It would seem that two of the
horse's legs must be one mile ahead of the other two legs, but of
course this can't be true. Since the horse is perfectly normal,
how is this situation possible?

Get the Power of Fire and Light!

Fire College Invested Items:
Dragonflames Rk 10
Weapon of Flames Rk 10
Also Rank 8 Weaponry.



Now with added Radiance for
Positive effect on Dark Creatures.

Prices negotiable.
Please contact Flamis at the Guild.

Tehe:

*"The bard sold
the party for
his luck
amulet?"*

Adventurer Needs Help.

I want some help. My name is Lath and I am an Air mage. I have a secret plan that I'm going to share with you in the hope that you will be able to help me.

What I need to do is destroy the city of Calder in Brandenburg. It is a walled port town on the coast and I want to flood it so that it slips back into the sea never to return. What I want is to get a few good Water mages and Wiccans to protect the countryside from flooding with the use of their magic. All except this one small area that leads all the way from the city of Calder to the mountains.

What we do then, is get some Earth mages (pacifists need not apply) to build this really big dam in the mountains with the help of Mortimer Graves (or Watery Graves as I call him). I will summon a really big rainstorm like never see before, and we will fill the dam to the top. Once all this has been done, we will all return to the lake behind the dam and board our barge. On this barge we will ride the wave of water down to Calder and see what happens.

I will be selling tickets to brave adventurers that wish to accompany us on the barge to offset costs.

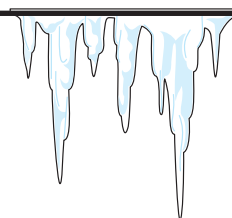
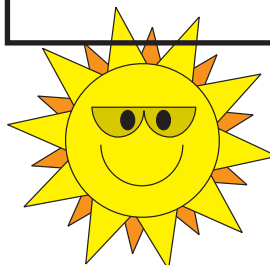


What's Hot

The Truth
Church Knights who fight
the Dark Circle
Thieving from merchants
Dead wizards' towers
Fauns
Truffles and smoked trout
Getting naked
Amber's date with the
Balrog

What's Not

Propanganda
Church Knights who abduct
innocent peasants
Thieving merchants
Kuo-toa filled dungeons
Rocs
Guild rations
Getting drunk
Anything to do with the
Dark Circle



*Party Leader:
So, the Bard's
our best hope.*

*Party: <pained
silence>*

The Rumour Mill

You heard it here first...

Overheard in the guild pub: "There were Dawn and Rowal flying high above the trees; K-I-S-S-I-N-G" Which isn't so interesting until you realise they are both Gryffons at the time! And don't gryffons mate for life ???

When is a dead dwarf not a dead dwarf ? When he's covered in toxic pond slime. But at least his alter ego gets to see the light of day.

How does Mortimer like to converse with trout? Something like this - "Hey fish want to be famous? Don't trigger that charge of death over there which the sneaky person left behind. I said DON'T DO IT! A short interval of bright light Oh, hi, so you're the God of Death."

How does Starflower catch dinner? Telepathy.... Ah, that's a partridge... Mental Attack.... Wham, one partridge... Two partridges... And so very tender! Yes, you can have the feathers.... The whole bird if you like!

Speaking of Starflower.... Just HOW many satyrs was it in one night? Six or just possibly seven? Oh, two at once? Strength of Stone is such a wonderful thing. Of course, Drum just had the one.... Nymph, that is... Or was it a Nymph? Long way from home, wasn't she?

And there was Vanderhand, being such a good boy... Adventuring with three pretty ladies and not a one did he bed. Mind you, what sane man would dream of bedding Arwen? And that Aqualina, used goods isn't she? But the adventurer formerly known as Kryan would know all about her situation, naturally.

Oh, and let's not forget Lady Lizette.... Timid she may be when it comes to monsters, but when she gets her clothes off... We hear she's one for the boys. So let's hear it for "Lady" Lizette Summers...

The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times, especially to new writers. 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



Taynel (of Lizette):

"Now you know - you are acceptable, so long as you are naked!"

Silverfoam, asking after the party:

"I am looking for some compatriots. A couple of idiots who like to dance, a woman who's scared of everything, and a big green monster?"

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



Please contact Grizelda at the Guild.

Water College Potions for Sale

- Waters of Healing Rk 12 - 500 sp
- Waters of Strength Rk 10 - 1000 sp



Please contact Aqualina at the Guild.

Restoratives for Sale

- Up to Rk 8 now available.
- Limited supply every three months.



Please contact Quorash at the Guild.

Answers to Last Issue's Puzzles:

On the Shelf

- A: King Ulrics' Mines, green, 764 pages
- B: Dungeons for Dummies, red, 966 pages
- C: Great Explorations, silver, 663 pages
- D: Those Naughty Necromancers, blue, 865 pages

Riddles:

- First: The farmer, since he carried a full sack of grain, the hired help carried an empty sack.
- Second: In 2nd place.



Contacts:

- T'ana Silverwind
- Flamis, Grizelda
- Aqualina
- Glitterwing Stargazer
- Quorash

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