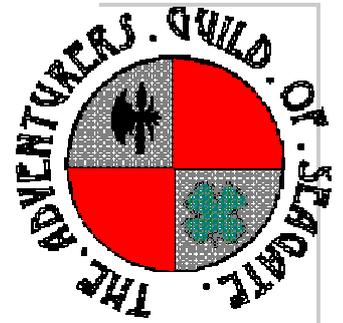


The Seagate Times

Issue 57 – Spring 807



Engalton is Counted!

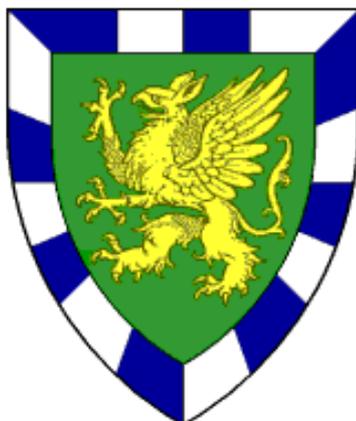
Duke Leto Appoints Guild Member as Count of Newhaven

Duke Leto of Carzala on the 15th of Frost 807 appointed Engalton Redwood OM as the new Count of Newhaven. The County of Newhaven will cover the area of Newhaven and the newly secured lands to the south east. Newhaven will also act as protector of the new barony of Novadom.

The Duke welcomed merchant Prince Rainer of Novadom as the newly appointed Baron of Novadom. The Baron said he is happy to continue enjoying the support of Carzala while the new Barony city of Novadom is being rebuilt.

It is widely known that merchant Prince Rainer of Novadom who is a friend and ally of both Duke Leto and Count Engalton OM is most pleased with the appointment. The Prince who had been suffering health problems since the invasion of Novadom said “I am pleased things are going well in Novadom, and embrace my return as Leader and Baron of Novadom. The Duke’s support has been key to the survival of Novadom as a habitable entity. I look forward to further co-operation with the Duke and other Carzalan nobles.”

Novadom has been continuing to get support from both Carzala and Newhaven over the last year while rebuilding continues. The Duke is also continuing to support efforts in Brastor Holdings.



The Arms of the City of Novadom



Elsewhere in this Issue:

Who is?

Bestiary

Puzzle Column

Rumour Mill

and more...

Count Engalton OM

Western Kingdom Campaign Against the Dark Circle Ends in Festival

The Arch-Bishop of Novalar opened the Royal celebrations which lasted for four nights and five days. Starting on the 15th of Harvest 807 the celebrations marked the end of the Western Kingdoms campaign against the Dark Circle. What some Western Kingdom scholars are calling the years of darkness have come to an end said King Ulric.

The effects of the war on the Western Kingdom will be felt for years to come. Already many older nobles are claiming that the quality of “noble sons and daughters” within the Kingdom has suffered as a result of so many well trained sons and daughters having died while fighting in the Dark Circle. Some parts of the Kingdom resemble lawless bandit states, overrun with out of work men-at-arms and soldiers who have returned from the Dark Circle. Local lords in the west of Aquila are finding it hard to deal with the lawlessness. Other nobles say they are just relieved and pleased that the Dark Circle has gone.



*"I'll blow him
before I get in
close."
- Braegon*



The new arms
of Brastor

*"There is
such a thing
as a free
lunch."
- Flamis after
looking at all
the flopping
fish.*

Honoured Guests in Novalar

The honoured guests of the Arch-Bishop of Novalar, included His Royal Highness King Ulric Schwarzrotgold of the Western Kingdom, members of both the Elven High Council, and Dwarven Clan leaders. The Arch-Bishop noted and celebrated the church knights and soldiers that directly helped hasten the end of the war. The Arch-Bishop also thanked the Kingdom of Eltrandor, the Mercantile navy of Destiny and the Duchy of Carzala for the large support in the war effort.

Ruling Council members of the city of Novalar are said not to be concerned about the huge cost of the celebrations. One said that the Arch-Bishop had paid most of the cost of the festival with what is understood to be a large donation from the King.

Awards

On the first day of celebrations, sixty-five people received awards from the King, mostly for bravery. On the third day of celebrations the Arch-Bishop awarded both Church Knights and Soldiers with a total of 127 awards for service and bravery. King Ulric Schwarzrotgold and the Envoy of the ruling councils of the Dwarves and Elves awarded "The Alusian Cross" to the following distinguished guild members: Boulder, Saydar, Dunlan, Morgan, Engalton and Liessa for their success in dealing with Fortress of Masada. Engalton and Boulder also received the "Order of Merit" from King Ulric Schwarzrotgold.

Duchy of Carzala and Guild Connection

The Arch-Bishop also invited a small group of nobles to the celebrations, who, together with a large group of leading Merchant and other dignitaries, lead by our own Duke Leto of Carzala, travelled to Novalar City to attend the celebrations and award ceremony. The Duke said that he had secured some funds from the King Ulric for the troubled peoples of Brastor.

King's Rapiers

Also of interest to some members of the Seagate Adventures Guild was the unexpected royal command of King Ulric's which was to "with haste re-instate and recognises the King's Rapiers". The Kings Rapiers' are an old and almost once forgotten order of the Western Kingdom which was charged with the safety of the King and Queen. It is known that the Kings Rapiers have received sanctuary close to the Duchy of Carzala within the area of the Fastness of Girwyllan. The new Kings Rapier will act as King Ulric's person guard. The guard is largely made up of extremely fast halflings.



King Ulric to get Hitched

Factotums of King Ulric were seen holding long talks with chaperones to the Duchess Meredith over Winter. With the two kids less than a year apart, and both looking for alliances to strengthen their positions, what could be more natural than a royal wedding? The list of appropriate suitors for Ulric is short – the Princesses of Eltrandor and Artzdorf are all married, Brandenburg is without female offspring, and anywhere else would distort his foreign policy – unless he married off-plane, or a local beauty from inside his kingdom. Duchess Meredith of Ranke has a similarly empty dance card. The SGT astrologers predict an Autumn wedding.

Hereditary Title for Brastor

At his court of 15th Frost, Duke Leto confirmed Byron Dumbarton as Castellan of Brastor, additionally making the title hereditary "in recognition of the unflinching loyalty and service of the Dumbarton family to His Grace and to the people of Brastor and Carzala, and in memory of Istus Dumbarton, late Castellan of Brastor who fell in defence of the realm against the Dark Circle".

While an hereditary position of Castellan is not common in most of Western Alusia, there are several such hereditary *Châtelains* in Bowcourt, where the title is ranked equivalent to a *Vicomte*. Duke Leto has indicated that the new Castellan will be styled:

Viscount Bryon, Castellan of Brastor.

To mark the elevation of Brastor, and victory over the Dark Circle, the arms of Brastor have been granted an augmentation, and the motto: "No Further".

New Road Planned

The Duke also said he was pleased with the plans for a new coastal road to connect the areas of Newhaven and Novadom, now that problems in the area have been fixed. The road will take 2 to 3 years to build. It is understood that Carzala will talk to the Dwarves of the Superstition Mountains about the road.

The road will help avoid the problems associated with travelling too close to the dangerous Filgiso Forest (in the south east of the Sweet Riding area) when on route from Newhaven to Novadom by way of Brastor.

Demons evicted from Shorapur

Shorapur, one of the Five Sisters, was recently freed from a motley collection of Dark Circle lieutenants working for Alloces the Warrior Duke. After being liberated by a Guild Party, Shorapur is now being jointly administered by the notorious pirate Orc Capt Bazcot and the Urielite vampire hunter Sister Suspicion is Proof.

The party has insisted on a strict division of Church and State, to avoid further conflicts. The castle storehouses were opened to the starving townfolk, and the last of the vampires were hunted down. While remaining threats to Shorapur include Illiyas, a succubus of Seir's, many of the Free Mages of the city, civil war, and continued economic ruin, the Guild has at least given Shorapur a chance to get to it's feet and struggle on.

Aquilan Orchestration in Windy Legislation?

Adding further to the rumours and speculation regarding the mental stability of Herzog Albrecht of Aquila, the Times has learned of sweeping new sumptuary laws being enacted in that Duchy. And what extravagant expenditure or habit might these be designed to regulate? Surprisingly, the ownership of musical instruments. Under the new laws only those with the rank of Graf may own a Hélicon, Barons are permitted a Flügelhorn, while Knights must content themselves with a Sackbutt. The comprehensive laws specify instruments for all levels of society, down from the highest nobles, through the gentlefolk, aldermen (who may own a Krumhorn) and middle classes, into the lower echelons, where a ploughman may possess a Gämshorn, and a Rat-Catcher a clay Ocarina, (but one with no more than four tone holes). Even more oddly, rumours persist that the Herzog was only barely convinced by his council not to make the possession and mastery of the specified instruments mandatory, with severe punishments for those without the ability to play the instrument of their social station. These laws appear to be related in some way to the reforms of the Aquilan military being wrought by Graf Spangler Hohenlohe-Bassenheim, and as a complement to the ranks of War-Tubas designed for the Herzog by Mittlemarkhauptstadt mechanics. How this is supposed to update the archaic Aquilan army however remains anyone's guess.



Hélicon



Flügelhorn



Krumhorn



Sackbutt

**Musical
Instruments
Denoting
Rank In
Aquila**



Ocarina



Gämshorn

We Fought Them FOR the Beaches!

The party I was in was sent to the Plane of Farwey in order to halt an incursion by Sea Powers onto the coastal land areas. I had to admit, if the situation had been different, I might have been supporting the other side, but as it turned out, these were Sea Powers of Darkness, working with the Lord of Pain. The whole nasty business had been triggered by the actions of a certain Guild member, on a previous visit, whom I have been advised not to name.

Basically the coastal area, up to about thirty miles inland acted as if it was out to sea, to the extent that living ocean fish swam along the ground, and it was continually raining. Most of the inhabitants were killed or fled, and if it wasn't stopped, the effect would have kept going inland. So, we went in there to stop it. To do that, we discovered that we had to take out as many of the followers of the demonic powers as we could in order to lessen their influence. So we trashed at least three of their outposts then found their main temple and, with the help of some knights, took out the cult leaders. Some of the minions fled through a portal to parts unknown on Farwey, but that was enough to free the land from demonic influence.

I must commend my fellow adventurers for their bravery, them being, Gok, Vanderhand, Thorn and Flamis. I got you there but you guys did the bulk of the work - even Flamis, despite the very wet and adverse conditions.—Aqualina

Seagate to Chelemby Direct Passage Opens

Sailing from the port of Seagate people can take passage on either of the good, fast and seaworthy Destinian ships: Grey Ice, or Blue Winds. They are both eighty-ton Caravels that travel together in convoy between Chelemby and Seagate, under the protection of the Destinian flag.

The ships call in on the Kingdom of Glissom and the city of Port Artz in Artzdorf. The Grey Ice's Captain Kopi said that the passage would take around two weeks. Chelemby is a safe and welcoming city rich in the ways of the world. Work in the north is plentiful for mercenaries such as members of the Seagate Adventurers Guild.

Bandits and Goblins

Merchants and others crossing the Sweet Riding have reported an increase in the activities of Bandits and Goblin raiders on the trail to Brastor. The Seagate Merchants Guild are forming caravans for protecting which are leaving from Arns Ferry for Brastor.



*"We're riding along on the crest of a wave, and the rain is in our eyes."
- Flamis and Aqualina singing, much to the others' annoyance.*



"I had hundreds of children rub their hands on my staff, up and down, to make it extremely smooth."
- Logan

Lunar Wedding cancelled

The hastily arranged upcoming marriage between Ambassador Logan Berry of Seagate who is a well liked guild member and Lady Lizette Summers of Brandenburg who is known for her skills as an upcoming healer, is in complete disarray today with well informed sources as saying it's cancelled and will not take place. Others are saying that the it was only rumoured to be taking place and after Lady Lizette Summers spending some time in Lunar City it was clear that the rumours of the upcoming wedding would need to be stopped.

It is clear to this reporter that the wedding was forced upon Ambassador Logan and Lady Lizette by outside influences' in a seemingly bold political move to make trouble for Logan and lower his influence in the Lunar Empire. Others have reported it was the making of Lizette with her actions in Lunar City some months ago leading to the action, to force her into the position of accepting 7th wife standing with Logan even thou he does not have any other wives (that we can find). Some people have said it is clearly the work of allies or Erzabet (formally a Lady in Waiting to the Queen of Glissom) working for Sasha in an attempt to remind Logan of the virtues and values of Sasha (another guild member). Still others have said it may be the influence of people from the Eltrandor court trying to remove Logan as a suitor to the Princes of Eltrandor. The truth may never be known. Some others speculated that it was Braegon and orders from 'The Secret Earth Masters Society' he is rumoured to be a member of.

It is also now known that family members of the Summer household did not know of the upcoming marriage between Logan and Lizette and did not give their blessings on their daughter's intentions. They informed the SGT that Lady Lizette Summers is already promised to the hand of Count Montonbre, in the County of Erin in Brandenburg, which they remind everyone will ensure the family's security and survival.

"Please, I don't want to spend my wedding night on a mattress full of coins!"



The Guild have reported that it understood that both Logan and Lizette have both received letters from the Emperor of the Lunar Empire Titus Flavous Valentius Stabilius, informing them that given that Lizette is not a maiden, he was left with no choice but to not allow the marriage to take place. Given that the Emperor has withdrawn his support it is clear that the marriage will not take place.

Magical Plague Foiled

A Guild party led by Brundar and Logan has stopped a devastating plague that had killed thousands of people. This plague was created by the Calamar and their undead allies, and was spread through the free distribution of thousands of plague amulets. These amulets made the wearer resist the plague for much longer, but also increased it's virility and contagion, so those protected acted as carriers and catalysts before succumbing themselves.

Other amulets were also found, including those of 'LoganBane', specifically created to prevent Logan's economic and magic powers from obliterating his opponents. A few LoganBanes are still available – hurry, stocks are limited!

The Sanctuary Mage Guild Apologise to Kali the Nameless

Stories about a letter that was send to Kali the Nameless from the Sanctuary Mages Guild contain an apology for the mistaken accusation that lead Liessa Varden to be put on the Hunting Season list of the SMG seem true. Liessa Varden was on this list until 24 Frost 807, when she was removed from the list commonly known as "the Hunting Season List". The SMG has sent an apology to Kali the Nameless stating that the over zealous official involved has been suitably reprimanded. Liessa Varden is also known as Liessa Redwood.

Viola has Changed her Way

We are pleased to hear that Viola has renounced her pact with Renove and returned all his favours. She was seduced down a dark path at a young age and now sees that this is the wrong way. A guild party led by Engleton took Viola on a spirit quest to free her soul. Now she can make her own decisions, though Liessa continues to quote from the 4th book of "just say no to demons - a practical study"

High Summer Holiday Event

Guild Representatives have decided that on the 5th of Heat will be celebrated the second (and hopefully) annual event of the "Naked Namer race to Kali's office from the front gates".

First prize - Date with Silverfoam in high heels and uniform (optional).

Second prize - Total world domination.

Eltranian Excitements

If Eltrandor didn't have enough issues with magical storms putting a dent in their Navy, and their King being off-colour, a large portion of their taxes got nicked. As in many rare items stored in multiple chests with centuries-old protection magic. The Dowager Queen had the good sense to call on the Guild to recover it, as anyone who thought they could get past the protection would obviously have access to powerful means. Labolas, President and Master of Murderers, was behind a plot to weaken Eltrandor. After a close fight in Baretzkyne, he and his Pack of Hellhounds were sent back, and various followers and consorts dealt with.

Who is...

Lady Lizette Summers

Where possible, Lady Lizette likes to travel in her luxury caravan with four beds, and it is here, amid silken cushions and drapery that we met her. She is, as usual, very elegantly dressed, and wearing an impressive collection of magic items, including a rarely used neck torc that can apparently turn into strong armour that makes her immune and invisible to all magic.

As a Rank 9 healer she tries to relieve suffering any chance she gets. A somewhat gifted singer she doesn't often sing these days but will when the situation calls for it. She never wears less than rank 8 seamstressed clothing and has wizard sight and the ability to see in the dark. Her greater enchantment is soul bound and persists after death.

When, and why, did you join the Seagate Adventurers Guild?

I joined in 802 in order to escape a political marriage that just wasn't desirable.

What areas/weapons do you specialize in?

I specialise in sap and shield, but prefers not to fight. I also uses a magic sling that never misses. I'm better with my shield than most people ever get, having attained rank five.

What do you do when not adventuring? Any hobbies?

I like riding and spend much of my spare time healing people.

Please describe a highlight of your career so far.

I obtained a blue sling that never misses, and later on that same adventure killed a giant bone dragon in a single shot.

Why are you still an adventurer and what motivates you to join, or form a party?

Generally the chance to perform any good deed would be an enticement, and any chance to heal - which is to be found on most adventures. I have to say that I prefer healing to fighting.

Oh. Congratulations on your marriage to Logan. Were there any special circumstances surrounding that?

Fortunately, it was cancelled. It was brought about by a titan named Matt Tumbledown, talking the emperor into it, but they eventually decided against it. This was something of a relief as Logan has had a minor grudge against me since I cost him a million silver pennies in a previous adventure.

Would you care to describe the circumstances that led you to being fined and put on probation last year?
This isn't quite how I remember it but I was apparently told I shouldn't wear my angelic chain, and then I wore it to the inquisitors residence and so had to be executed, although they were quite civilised about it and even resurrected me.

You are frequently nominated for various guild awards with a moderate degree of success. Would you care to comment on that?

I think I have collected two bravest, three stupidest and two best deaths. That's just off the top of my head. As for comment I just do a lot of stuff and quite often without thinking it all the way through.

What is this that we have heard about you and a Titan?

Matt Tumbledown and I have a colourful relationship. He tends to try to kill me most times we meet and yet I think in his mind we're more friends than enemies. He puts up with a lot more when its just the two of us, but his public image seems to require action when it is challenged.

Anything else you want to say to the guild populace?

Violence isn't always the answer. Sometimes peace is better for everyone.



Wanderers of the Worlds

Having left my home and family and unable to return for reasons too convoluted to mention I would like to hear from anyone who has travelled to the Plane/city of Salamakar recently or who has information, gossip concerning the area.

The last reports were that the city was besieged by the Host though the authorities still controlled the portals and trade was still flowing. Interested parties can ask for me at the Pub where I will stand them a few flagons and a gold or two depending on the reliability of the information.

Regards
Mikhail Demitri Kalishnakov



“Hang on, Things are bad enough that Sabrina's asking for help and we're going closer?!?”

- Dramus

*Father Kit:
“We don't need that; We have zealotness”*

*Father Broc:
“You mean zealotry.”*

*SF (not a Father):
“Yes, like harlotry:
It starts differently, but they both end the same.”*

*"There's only fifty of them."
- Gok's attempt at rallying the party to combat.*

The Adventurer's Guide

Tips for success

When you know you're up against necromancy, make sure you dispose of enemy corpses thoroughly... cremation is generally best.

Teleporting around the battlefield can be key to success—especially if you find yourself standing in the enemy's enhance enchantment effect.

The most critical factor in the outcome of a battle is location, location, location... Chose a terrain that suits you, or modify it to your requirements, and your chances are vastly improved.

Always keep in mind your objective—aim for that, and everything else will fall into place.

Death and resurrection is generally the quickest, and sometimes the only way to remove a death curse, especially if it has an excessively high MA.

Blast mages make great military scientists—if you're a blast mages, go learn about tactics.

Before you take it upon yourself to mess with the order of things, use whatever divinatory tools you have to determine what the consequences will be—and if it looks bad, don't do it.

The Artisan Cook's Corner

Choc-chip Muesli Slice

- * 2 1/2 cups rolled oats
- * 3/4 cup desiccated coconut
- * 1 cup choc bits
- * 2/3 cup, firmly packed brown sugar
- * 2/3 cup plain flour
- * 1/2 tsp baking powder
- * 1/2 cup light olive (or canola) oil
- * 1/3 cup milk
- * 1 egg, lightly whisked



1. Preheat oven to 180°C. Grease a 17 x 27cm (base measurement) slab pan. Line the base and 2 opposite long sides with non-stick baking paper, allowing it to overhang.

2. Combine oats, coconut, sugar, and choc bits in a bowl. Sift flour and baking powder into the mixture. Whisk together oil, milk and egg. Add to oat mixture and stir until well combined. Spoon mixture into prepared pan and use the back of a spoon to smooth the surface.

3. Bake in preheated oven for 20 minutes or until golden brown and firm to the touch. Remove from oven and set aside to cool completely. Cut into squares to serve.

What Type of Courtier are you?

Walking down the street a low level adventurer is rude to you. Do you?

- A) Cut them down like the dog that they are.
- B) Ignore them they are beneath you.
- C) Write gossip about them in the Seagate Times
- D) Poison them from behind.

When asked to sit the oral test do you?

- A) Swear like the trooper you are.
- B) Spit.
- C) Present a treatise on the Western Kingdom politics.
- D) Speak the killing word.

The best weapon at your disposal is:

- A) My glaive
- B) My generous assets
- C) My rapier wit.
- D) My vial of Cockatrice blood.

During a tense confrontation do you?

- A) Yell charge.
- B) Loosen my clothing.
- C) Explain game theory.
- D) Wait for them to drop dead of your poison.

Upon meeting your fellow party members can you?

- A) Gross them all out
- B) Say you know them in an intimate way
- C) Assess their net worth and social status at a glance
- D) Assess their value for the highest bidder within 5 seconds

Mostly A's

While still a valuable member of the party we can't help noticing you are an Orc.

Mostly B's

Clearly you are a courtier of the old school. While Lady Hugebottom the Third will not welcome you with open arms, her husband surely does.

Mostly C's

One of the Courtier school's new men. Please apply to the courtier college to spend a little more of your time with the B's who can open up a whole new world to you.

Mostly D's

Look you scummy little celestial. Go away.

If a tree falls in a forest and hits a Bard does anyone care?

If a Namer speaks and no one can hear them - the Namer is right.

If a Mind mage pacts to the powers of good are they still evil?

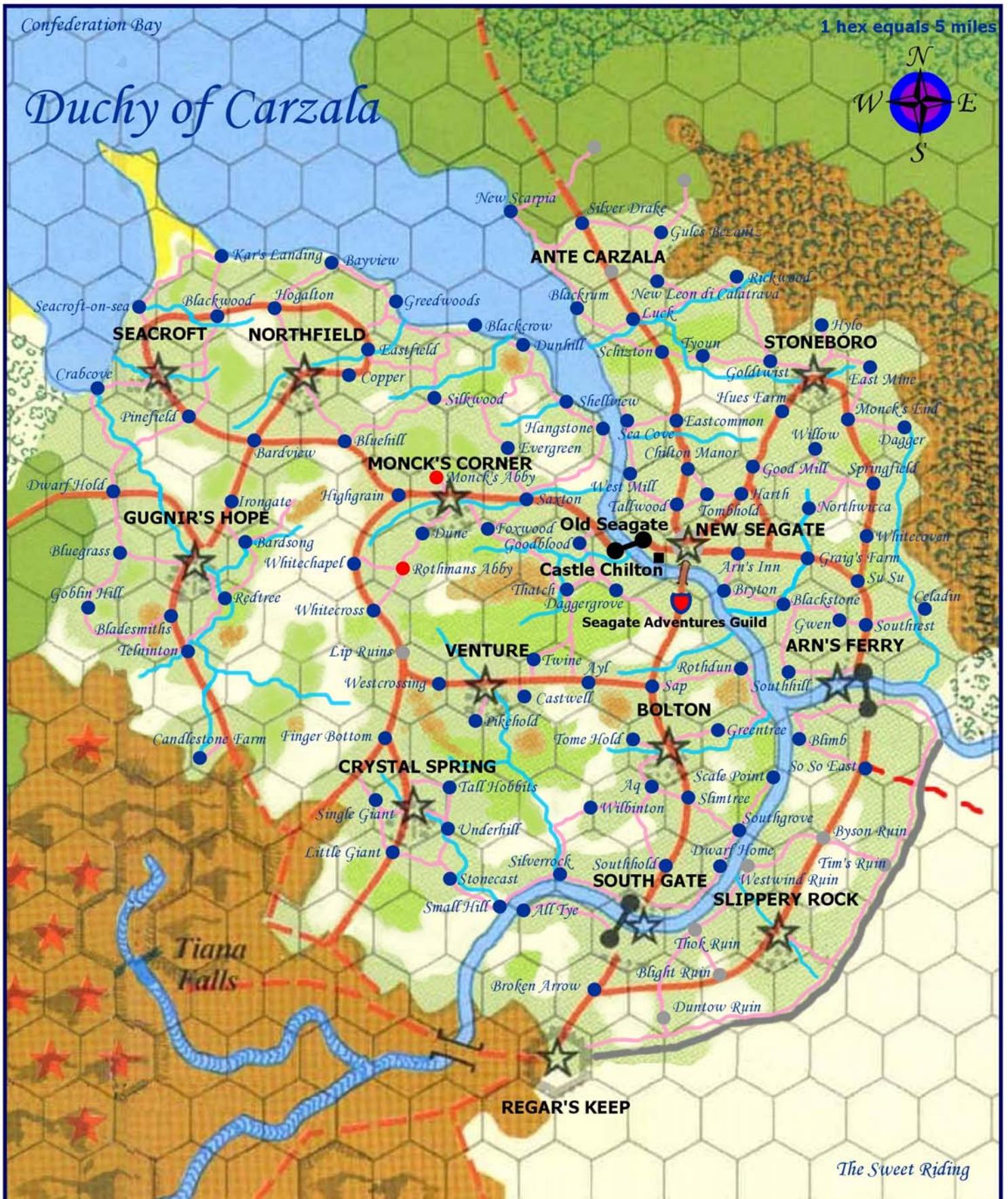
If an E&E rescues the party have they just changed colleges?



Confederation Bay

1 hex equals 5 miles

Duchy of Carzala



	Plains		Ocean		Rapids		Low mana		Abby		Brush
	Hills		Roads		High mana		Village Ruins		Market town		Cliffs
	Cropland		Trails		Woods		Beachlands		The Guild		Mountains/Highlands
	River		Forested Hills		Forest		Bridge		Dark Wall		Ferry

The Sweet Riding

“Why are all my useful spells for this situation all at Rank 0?”
- Aqualina

“Because you haven't ranked them.”
- Thorn and Flamis in chorus

The Orc's Tale

Question: does it contravene Guild rules to administer a spider fang suppository to a paralyzed party member? If so, Tanis is in a lot of trouble. We all fly out to the ruins where a low flying Dwork is snagged by a leaping trap-door spider – big mistake. We step over the smashed carcass and down its small tunnel which leads to another small tunnel (etc etc) until we hear chittering and some type of orcish chat.

We listen carefully. We hear – the sound of a grenado rolling our way. No escape – much flame, much pain (*I like fire armour*). We attack – two mummies and a very large tomb spider. The spider goes berserk to get Melco (*not an uncommon feeling*) but can't fit down the tunnel, but its spit dissolves all dead organic material on Melco (*note: hair is dead organic material*). Armour falls off. Axe head hits the ground - Melco picks it up and attacks (*must be part orc*).

Some sort of lightening web captures him. Other party members attack the back end of the spider - which reacts by excreting some sort of fast setting razor wire web (*luckily we weren't too close*), preventing us from helping Melco (*oh dear, so sad*).

Melco (naked and bald with vivid fluorescent green skin) slays the spider with axe head in hand, but gets petrified in the process. Tanis un-petrifies Melco with the spider's own antidote - and creative use of a spider fang.

Moral of the story

Be wary of a magically enhanced giant arachnid guardian of the tomb
For venom, web and bite will not be its only attacks - you can assume.
Do not assault a tomb spider if you are naked, bald and fluorescent green
For such foolhardy bravery may just be rewarded by a rear end vaccine.

This is other side of the story - a day in the life of a foe of the guild. Here is the story an encounter with one such enemy (as interpreted from the self-serving rantings of a barely literate orc by the name of Dwork).

Ashes to ashes, dust to dust, chaos to chaos.

I am born

Before my eyes open, I can sense the familiar comforting swirling of chaos around me and through me – strengthening me and bringing life. I open my six hands - and my three eyes. My Ajna sees clearly the churning masses of chaos, more powerful than I have experienced before. My other eyes see a green plate mail clad figure, hands moving in elaborate patterns, voice chanting arcane syllables, shaping and molding the flows, directing them to me.

I Breathe

Fragmentary blood filled memories come to me - memories of past victories; memories of past defeats. The wheel turns as the wheel wills. The green man's flows focus me on one enemy; focus my will, my desire, and my hatred on a mage of the air. A name comes: Tanis Kerelon. She is my mother, my genesis – my reason to exist. An obligation in blood; a geas to fulfill, a vow of vengeance. I live to destroy her. She is north to me. Even now I can sense the direction in which she can be found. Kill the air mage and save my world. I will remove her head with my bare hands and drink deeply of her blood.

I Hunt

I am but a shadow of my 'before self'. The green man creates a grey dwarf ally to accompany me. Whatever - the air mage dies today. I find my prey falling from the sky at a huge speed many thousands of feet above the ground. I follow patiently, waiting for the ground to slow her speed. She evades me by becoming at one with the air. I can detect her – within a mile or two, but I cannot remove her head. I return to the green man, but the grey dwarf does not return with me. Never trust a dwarf.

I Kill

The green man constructs more allies – a flock of doom bats. My Tanis direction sense guides us and we flock to a floating palace high in the sky. The flock screams at the lesser beings on the way – and they fall with blood oozing out their ears and red foam on their lips. The Blood and Death gives me joy. A palace comes into sight. The pleasant plazas around are filled with dropping dripping foaming dead.

There – those windows. Arcane magics anticipate our arrival, whittling down my flock to a handful as they fly through barriers across the windows. I smash a hole in the wall and enter.. An orc stands dead with blood and foam oozing - with elemental fire in his eyes and dragon fire in his hands. Pure cleansing fire encases me. I like that – it is a pleasant shower.

There – the air mage. A green goblin dances in front of me – ducking and diving. Doesn't even try to attack me, but blocks my approach to my Tanis mother-in-blood. The green thing can run, but he can't hide. I am impacted by waves of hostile magic. The b@start grey dwarf is there. A goblin unleashes Javelins of Diamond. Malignant flames from the dead orc hurt. I shake off magics of illusion that try to drag me somewhere else in my mind. I batter the goblin to the ground and advance on my salvation.

I Die

My will slips as the elf's illusions entangles my mind. My quest is lost. By the time I untangle my mind, the green thing is back and final waves of magic destroy. I reach for the air mage, but she does not understand the link between us. I fade and die.

Ashes to ashes, dust to dust, chaos to chaos.



After the Party liberated Shorapur ...

Sir Kit: “I’ll explain to him how elections are rigged, er ... run. The poor pay a larger tax than the rich, who have better things to do with their money.”

6th of Frost - A Day in the Life of a Seagate Guild Adventurer

Dirt Bag - Dear Diary

Not a good leader's day.

Good to talk to Horest again, but I figured it would be easy collect a few Ice Remorhaz scales to trade for some Ice Stones before lunch. I wasn't thinking the same when the 40 ft beast had swallowed me and I was struggling to get out a gullet filled with fire and acid.

To add insult to injury, I am still not sure why Galland felt it necessary to cast an illusion of a white spotted gingham skirt on me. "So you don't appear so threatening" sounds like just an excuse.

Even peeing on the orc was a problem. I was just a little too close when the flashback occurred. Sigh.



Tolmar - Dear Diary

Woah, I looove Diamond Tipped Javelins (DTJ). Even better that sacrificing that goblin shaman a while ago. I just cast that sucker and watched the havoc descend upon my foe. Level 20 DTJ here I come! And to top off a great day – I got to pee on the orc. My parents would be proud of me.

Tanis Kerelon - Dear Diary

Escaping the tornado at the ice cave was a bit tense. I didn't think the winds would arrive in time – before we realised it was not really coming our way anyway.

I figured the goblin was dead meat when that beast swallowed him whole – couldn't do that to Dwork! It was satisfying hammering it with balls of ice. Figured that's why it vomited up the yellowed haired one. Healing urine soaked fried orc was a bummer though. And Galland is as arrogant an elf as ever I've seen.

Malco - Dear Diary

I seem to have forgotten how to use my shield. Bugger. Enjoyed watching the others beat the worm thing (my axe couldn't seem to get through the beast's skin) but as usual Tanis' balls were effective. Tolmar's javelins were very impressive. Galland's furry lightening thing was interesting - not seen anything like that before.

I'll have to do some investigation on what coated the orc when he was in the worm's mouth. I've never seen anything explode into such flames when I peed on him. Nearly singed my willy. Make a good weapon that (the fire – not my willy)

Galland - Dear Diary

Busy day of staying out of trouble, killing monsters - and providing much needed guidance to the younger

races. I was a bit surprised when my maze caught the goblin and left behind the worm. Not a problem though. Spectral killers kept the lesser worms at bay, but I had to unleash my yellow furry fury to help the lesser races with the big worm. I would have thought the human air mage would have had that sorted, but as usual my expectations where not met. I think I am going to have to lower my expectations of this party (still further).

Of course it was my suggestion to pee on the orc. The others were very excited by this idea and joined in with vigour.

Theodonna - Dear Diary

Interesting day today. Lots of spells cast, protecting the party from all manner of nasty creatures and effects.

It has been bizarre changing into a man (and today I am fully male). Strangely, I really enjoyed beating on the Ice Remorhaz. Even though my staff just bounced off, it satisfied some masculine need to beat the cr@p of it.

AND I got to piss on the orc – which was amazing. I wonder what else I can do with this thing. Am I brave enough to give it a real go back in Seagate? Well Dear Diary – I ain't writing that down here.

Dwork - Dear Diary

I'm all in for a good pissing contest, but they really should have waited until I was not on fire.

Someone said they were just trying to help, but it is a bit confusing to be vomited flaming from the mouth of a giant worm thing, only to see your friends advancing on you, unleashing a man's best friend (even Theodonna – which is even more confusing).

Well all I can say as they did a piss poor job of putting out the flames – the flames burn even hotter and fiercer (what have they been drinking? – I want some of that!).

Could have been they were helping, as it made it really easy to cast Extinguish Fire on myself.

(Extract from **Fire and Ice** scribe notes: http://www.dragonquest.org.nz/dqwiki/index.php/Fire_and_Ice)

*Ancient racial hatreds may be hard to transcend;
For a goblin, elves and humans - an orc to befriend.*

*But a guild orc on fire is a party member to defend
(Although the little goblin may have to over-extend).*

*Forward they rush to their wee assistance to lend;
Squeezing out every ounce of aid - to the bitter end.*

*Now this is a Guild party on which you can depend
When it comes to guilds, it's Seagate I recommend.*



*Father Broc:
"This free
will thing
is iffy."*

As the visible un-quickened party takes on an evil, invisible, quickened Dragon in aerial combat (mostly as a diversion)...

#1
*SF (MilSci):
“Since MDK can’t see the invisible dragon, he should fly to its lair & investigate professionally.”*

MDK
*(patiently):
“It’s in-visible, how can I see where it came from?”*

#2
*Meanwhile, Sir Kit has flown into the lair to find the item we need and sees three large beings in the lair. Sir Kit (tentatively):
“I rescue them?”*

#3
“Make sure you breathe out all the treasure!”

Starflower’s Bestiary

Knowing your Wights...

I have no fondness for greater undead. The only good thing that can be said for them is that unlike their lesser cousins they do have minds, and there is therefore a better chance of mind magics being effective against them. And of the greater undead, among the more annoying are the wights.

The term “wight” is an odd one. The word is an old one in the common tongue, originally meaning the same as creature or entity. It came to refer to a class of greater undead through the association of these creatures with ancient burial places called barrows. These creatures were called “barrow wights”, meaning “barrow creatures”, and in more recent times the term has been shortened to simply wight.

Theoretically, a wight can only be created when a sentient entity dies under the effect of a geas or an oath which that entity could not fulfil. Thus a knight who swears an oath to protect his master beyond death could become a wight guarding his master’s grave and the treasures therein. However, theory and practice are two entirely different things and many reports exist of wights being encountered by adventurers far from any burial place. I suspect we can lay the blame for this on those nasty meddling necromancers and it strikes me as one of the more perverse things they do—taking a sentient undead away from the place it is bound to, and rendering it unable to ever complete its mission. It is no wonder every wight I ever encountered seemed to be totally pissed off at the universe!



The weird thing about wights is that they vary with the cycles of sun and moon, being ghost-like and insubstantial during the day, quite corporeal after dark, being most solid after moonrise. They are usually most dangerous when corporeal, and able to fully interact with the world around them. They can then cast magic, as well as physically attack and drain energy from their victims. Almost all wights encountered have been celestial mages, usually of the dark or shadow branches. Which is probably the most dangerous thing about them... there are some very nasty magics in there. Whitefire for example.

It is a well known fact that wights can only be harmed by magic or by silvered weapons. Needless to say, by the time in your adventuring career when you may expect to encounter wights you should have acquired magic weapons or powerful damage spells. Which are generally fairly effective. I would recommend tackling wights at range if at all possible—going in close with a creature whose very touch can drain your fatigue away is not a bright idea, unless you happen to be immune to undead drain. Of course, if you are immune to draining, then closing on them may be the best thing, because it’s hard to cast spells when you’re in a grapple.

Ranged magical attacks and missiles are better choices for most of us, against wights. Silvered arrows are cheap enough for even inexperienced adventurers to carry. More expensive options include packing some invested dragonflames—ranged area effects are a great choice, especially since they’ll catch any lurking invisible entities as well. Other useful spells against wraiths include walls of starlight and of fire, hands of earth, hellfire and lightning bolts. Ideally, you’ll want to burn off their fatigue on the first attack, so they aren’t going to be casting. As for me... the main utility of the mind mage in this situation is using telepathy to spot undead lurking in the walls and underground. Then perhaps sending in a phantasm or a mental attack. Oh, and a word of advice for anyone else with a bite attack... Don’t!!! Undead taste revolting!!!

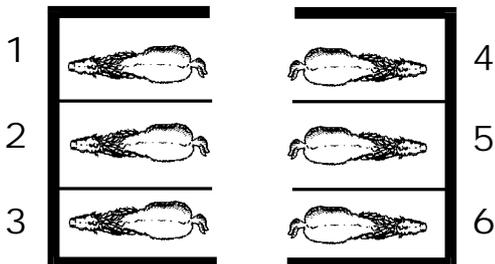
The Puzzle Column

Stall Order

Back on Alusia, our group of foolish adventurers (and squire) stopped at the Cumin & Thyme Inn one rainy night. Their six riding horses were only to happy to find themselves in a nice dry stable for six. Can you match the adventurer with their horses, and which space they were stabled in?

Adventurers: Sir Harold, Sir Roderick, Lady Hester, Sir Nestor, Lord Grok and Squire Langton
 Horses: Bay gelding, Black stallion, Chestnut colt, Grey filly, Piebald gelding, Sorrel mare.

- The stall occupied by the sorrel mare is directly opposite the stall where Squire Langton's mount is chewing on hay, which is numbered one less than the stall where Lady Hester's horse is stabled..
- Lord Grok's horse isn't the piebald (which is stabled in stall number six).
- The black stallion is stabled in a stall numbered one lower than that occupied by Sir Nestor's mount..
- The bay gelding is not in stall number 4.
- The chestnut colt is stabled between Sir Roderick's mount and the grey filly—which has the highest numbered space of the three.



Riddles

First:

A hoard of rings am I,
 but no fit gift for a bride;
 I await a sword's kiss.

Second:

Thousands lay up gold within this house,
 but no man made it.
 Spears past counting guard this house,
 but no man wards it.

Third:

I am the red tongue of the Earth,
 that buries cities.

We apologise for the typo in the last issue's puzzle column. The fifth clue should have read:
 "The plants that took three, six and nine months to grow are, in some order, Sir Nestor's, the cornstalk, and the one that grew to a height of 100 feet."

Get the Power of Fire and Light!

Fire College Invested Items:
 Dragonflames Rk 10
 Weapon of Flames Rk 10
 Also Rank 8 Weaponry.
New Dragonsmite!!!
 (ask for details)
 Prices negotiable.
 Please contact Flamis at the Guild.



"So the first order of business is to kill Aqualina."
 - Vanderhand

Humour

Why did Dalran cross the road?
To prove he's not a loony.

Why did Harn cross the road?
He didn't, he was hit by a cart.

Why did Mortimer cross the road?
He didn't, he just researched it.

Why did Vychan cross the road?
To breed with himself.

Why did Isil Eth cross the road?
Because it was what everyone was doing this summer.

Why did Logan cross the road?
He heard the penny drop.

There once was a man named Toledo,
 Who liked to row punts in his speedos
 The size of his buns
 They block out the sun,
 Ladies swoon at his mighty libido

How many followers of Seir does it take to change a lamp wick?

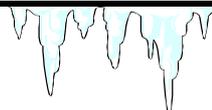
Three. One to hold the lamp, the second to hold the wick and the third to keep an eye on the two intellectuals.

What's Hot

Temples of Aim
 Killing Agents
 Teleportation
 Getting Lost
 Resurrection
 Sabrina fighting in Melee
 Standing behind Mehb in melee combat
 Changing Your Aspect
 Apprentice Trolls

What's Not

Cursed Rain
 Releasing Powers
 Agony
 Death Curses
 Talking to the Dead
 Sabrina hiding behind the mages
 Walking for hours through snow
 Rejecting Aspects from Powers
 Undead Squirrels
 Necromancers



Villainous-looking void-dwelling creature to SF, separated from the party:
"I'm a hunter in these parts, mwa-ha-haaa!"

Silverform:
"That's OK, I'm a vegetarian."



The Rumour Mill

You heard it here first...

Whose Pleasure Boat is it?

Now, we were told that the Engaltoons had "requisitioned" the Sea Goddess Haven (as salvaged of Guild members Grendel, Aqualina, Human et al) for use in the siege of Novadom. And then there was something about the "elves" demanding it back... and not a word about any form of compensation? There are laws about salvage, you know.

So how come we're now advised that the floating warehouse is still moored in the harbour at Novadom? Perhaps the elves still require its services? And we have to wonder.... of which kind?

Letter to the Editors

Dear Sirs,

In our investigations prior to leaving the Guild for the plane of Farwey we were able to ascertain that the problem we had been asked to cause was due to the actions of a prior Guild party, and one Guild member in particular.

It seems that in a fit of misguided religious zeal, this person had left the party specifically to desecrate the shrine of a power aligned with the element of water whom he disapproved of.

The result of this was that that power was released to form a triumvirate of evil with a second water power and a necromantic power, and then wreck vengeance on the land. The whole coastal area, up to many miles inland from the sea was somehow inundated with the element of water, while remaining land. Hostile bands of sea creatures, harpies, sea trolls, together with warriors and mages aligned with the triumvirate had laid waste to the land, killing thousands of innocent men, women and children.

The blood of those thousands is on the hands of this Guild member who styles himself "Father" and "Priest". What can we say, but "Cleric, minister to thyself"? And quit throwing stones... and those hellfire spells, until you've learnt the value of humility- and wisdom.

Yours sincerely,

The party which sorted out the problem on Farwey.

Answers to Last Issue's Puzzles:

Golly Green Giants:

Sir Harold, corn, 2 months, 200ft
Sir Roderick, broccoli, 5 months, 50ft
Lady Hester, tomatoes, 6 months, 25ft
Sir Nestor, asparagus, 9 months, 150ft
Lord Grok, peas, 3 months, 100ft

Riddles:

First: Rain
Second: The Sun
Third: The Moon

*"We could go back and try the three-some."
- Sabrina*

Water College Potions for Sale

Waters of Healing Rk 12 - 400 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.



Earth College Scrolls For Sale

Scrolls of the following spells are available:
Trollskin Rank 12 - 1500sp
Armour of Earth Rank 15 - 1500sp
Strength of Stone (Endurance) Rank 13 - 1300sp
Other scrolls are available on request. Also offering session-long Lesser Enchantments to outgoing Guild adventurers at 500 silver pennies a cast.

Contact Basalic at the Guild.
Will only be available for a week after the Guild meeting so get in quick.



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.

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Ariel Glitterwing
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