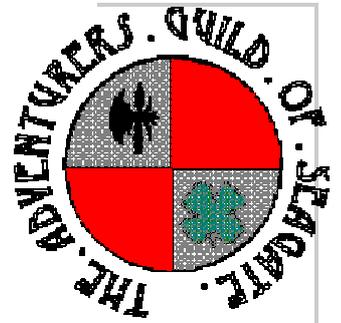


The Seagate Times

Issue 59 – Autumn 808



Beast Rabban Dead! Furfur Exposed, Disposed and Deposed!

Is it an on-going campaign to destroy the Guild's traditional enemies? We at the Times aren't prepared to speculate, but we can report that Beast Rabban has now bitten the big one. The Daemon Furfur has also been slain at the hands of Guild members, and been twice replaced.

It seems that many years ago Furfur made the mistake of vesting some of his power in artefacts designed to inflict great harm and suffering on his enemies. In the middle of the afternoon of the 2nd of Heat 808WK, near the docks of New Seagate, centuries of scheming by Furfur's enemies culminated in a Guild Party wielding these artefacts to bind Furfur to a permanent death.

One of those who had conspired against Furfur was one of his own minions, Beast Rabban. In the days that followed the destruction of Furfur, Rabban gathered former allies and artefacts of Furfur, conspired to achieve the binding of his other two demonic masters (Leraje and Fouras), and made his own bid for power.

On the 11th of Heat, witnessed by Berith and thousands of demonic minions of Furfur's Realm, Rabban played at kingmaker, promoting his controlled patsy Furon to lead the realm. At his moment of triumph, Rabban was brought low by the Guild Party he had used and thought discarded. They struck once more with the artefacts of Furfur destroying Furon, casting Rabban onto the throne and destroying him utterly with the last of Furfur's ill-wrought chords.

For over twenty years Beast Rabban has been hunting and 'farming' guild members, now his reign of depredation is over!

Some of Rabban's plans and evil deeds unravelled with his death, Fouras and Leraje were released, his most trusted lieutenants destroyed by vengeful demons, and his other minions left scattered and

leaderless on Alusia. However, over the years Rabban stole many powerful items from guild members and others. Many of these items are still in the hands of his trained minions, so travel cautiously and hunt them carefully.

As the party left Hell the Demon Silguitia descended to the throne of Furfur becoming the new Earl of Storms and Lightning.

Related in part or whole to these events:

* An old warehouse in New Seagate and a building in the east of Seagate were significantly damaged on the 2nd of Heat and barricaded off to prevent further death until the demonic taints could be cleansed.

* Two Titans battled at the Seagate end of the bridge, the magical remnants of their fight faded over the following days.

* An area half way between the guild and the Seagate Bridge was warped and twisted by Rabban's minions.

* The lands of the dead in the Fastness of Girwyllan are no more - over a year earlier than expected.

* A guild party recovered a giant sized goblet of golden nectar from the Isles of Adventure.

*Elsewhere
in this
Issue:*

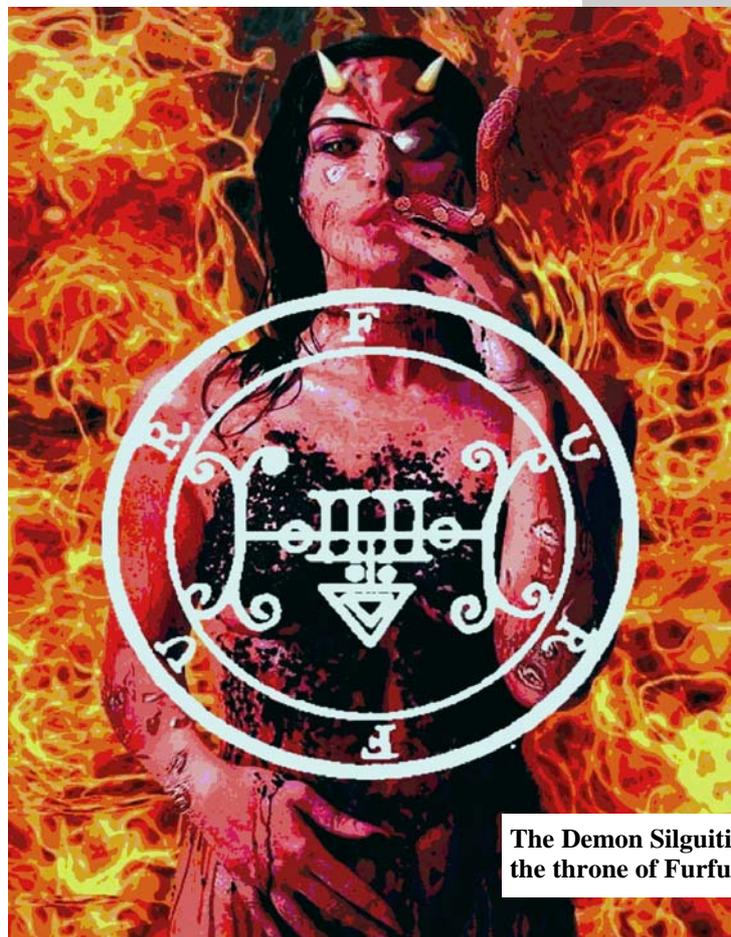
News in Brief

Bestiary

Puzzle
Column

Rumour Mill

and more...



The Demon Silguitia on the throne of Furfur

*Thorn:
"We've
found the
carnivorous
forest, but it's
only three feet
tall!"*

News in Brief

Swamp Incursion Defeated

A Guild party commissioned by the Gentlefolks' Exploratory Society to investigate sightings of primeval beasts and other irregularities in the area known as Sith's Revenge discovered the region had been rendered unstable and prone to planar abnormalities. The most serious was an invasive incursion of creatures known as Mirrog, from a plane known as Mirron. The creatures attacked without calling for parlay, and the Guild Party retaliated in the usual fashion, destroyed the Mirrogs, their Hive Lords and their Mirrog Hive. This had the fortunate effect of causing the malignant incursion to fold in on itself and cease to exist.

An area on the summit of a large mesa within the swamp has been declared a no-go region for all but the most experienced adventurers, and those with the means to extricate themselves from being dumped at random onto other Planes of existence. It is to be hoped that the region will settle down over time and these irregularities will diminish.

Welcome Back, Dalran!

Kali the Nameless (Head Guild Namer) representing the Council of the Seagate Adventures Guild, has decided to extend its warmly felt congratulations and thanks for a job well done to Dalran de Brevic. Dalran acting in the best interests of the Seagate Adventures Guild and its members conducted himself in an exemplary manner going beyond the call of duty and ridding the Guild of the problem of The Beast Rabban.

Dalran has acted as a Guild employer a few times since leaving the Seagate Adventurer's Guild in Autumn 806WK and joining the Sanctuary Mages Guild. In this time he has worked tirelessly to remove The Beast Rabban. Kali the Nameless and the Guild would like all guild members to know that Dalran is now once again a full member of the Seagate Adventures Guild. The problems and impact on his reputation as a 'Failed' or 'Blacklisted' guild member that he incurred while taking on this extremely dangerous mission have been forgiven, fixed and forgotten. Kali the Nameless would like all Guild members of good standing to extend their thanks to him upon your next meeting.



Spotted Around the Guild:

Rumour has it that the most beautiful Countess Liessa and Lady Erzsabet are both very happy at the news that they are expecting children. It is unclear which of them has the ability to "change shape" but

both have been spending time with the Shape-changer Hobbit Bear - Clementine; who is understood to have narrowly avoided being banned from Guild membership for collecting another 'shape or form' that she would be able to change into - being that of Furfur. Shoka was reportedly offering to 'pact' to her, until he read the fine print about becoming chaste.

Also Erzsabet is understood to have summoned a spot of trouble up, and has reportedly expanded her ritual of Summon Hero to include other less favoured 'creatures'. Kali said that Erzsabet was an important member of the Namer College and would remain so. Kali hopes that all Guild members will assist Erzsabet her endeavour. In breaking news, a Kinlu warrior killed himself in the guild grounds after speaking of a broken heart for Erzsabet - perhaps he is the father to be?

Dalran somehow managed to lose some crystal balls on the same adventure. Another guild rep said that Erzsabet has been writing out lines on the back wall of the outside of the Healers clinic at the Guild, in chalk, saying 'I must not be bad' over and over again. A large Titan understood to be named 'Matt Tumbledown' commented that this was mainly because Furfur, a younger god, had some influence and power over mortals making them fornicate and perpetrate perversions. Another nameless Guild rep said that these rumours of children are without basis, and it is clear that Braegon, who has gone out of his way and removed his rocky skin, is interested in Erzsabet, since this is the second season that the dynamic duo have been 'adventuring' together. Other reports of Mordrin becoming the Dwarvish Princess have been misplaced and are in fact untrue. She is now the Protector of the Fastness of Girwyllan.

Kali the Nameless said to the SGT that she was completely happy with this party that led to the destruction of the Beast Rabban.

Brastor Holdings Aided

The Guild has received a thank you note from the Dowager Baroness Hannah Hugler. She has expressed her thanks to members of the Seagate Adventures Guild.

They assisted her greatly as follows:

- The safe resettlement of a large number of families back to Huglers Ferry.
- The supply of food and stone to the area was most welcome.
- The blessing of cropland in the area.
- The construction of a low stone wall around the dock area was also completed in the record time of only a few days.
- Cleaning up and removing huge amounts of a dry red dust from the area that was killing crops.

The group of adventures duly thanked are:

Amber the witch, TDP a captain of some note, Vychan the giant, Silverfoam the great military leader, His Grace Kit, Lath an Air Mage and Naden.

*Mortimer to
Kern:
"Did you get
into the Earth
College on a
sports
scholarship?"*

Fastness Much Changed

In early Summer a guild party provided Girwyllan (the shaper) with the resources to be able to complete the ritual to raise the fallen in the local lands of the dead. The ritual was completed and the local lands of the dead was abandoned on the 7th of Meadow 808. Rumour has it that they travelled by way of shortcuts to a far off land to the north. Once the smoke cleared in the graveyard, the ruined giant stone doors to the local lands of the dead could be seen. It is clear that the elemental guardians are gone and that the doors lead only to a dangerous set of ruined cave and tunnels.

It is now said; People who die in the Fastness of Girwyllan will once again (after some time) travel to the lands of the dead to be judged. The hills that make up the Fastness of Girwyllan, are still high in mana, but many things have gone; The Book on the Stairs, the wooden tower that the goblins used, the large set of Standing Stones in the center of the Fastness valley, Matthews the healer's cottage are all but ruined, the dead valley now has plants growing there for the first time in a century, the grasslands are just simple grasslands once again, the Dark Tower now has nine floors, and the Green Water Goblins have seen their giant algae mat shrink in size.

The Wise Owls, Clementine the Water Nixie, Catherine the Witch and others have not been seen since the 14th of Meadow 808WK. Amber village has become very quiet. Well guarded, miners have removing thirty tonnes of stone, which was shipped to New Seagate. Mordrin (a guild member) has been named the Protector of the Fastness of Girwyllan by Duke Leto DeWinter of Carzala.



Halflings Rescued

Well.. it seemed simple enough.. go find some missing halflings, one of whom was due to get married. They had gone off to sell grain and get some copper pots from a coastal town.. and none of them had returned. Grizelda, Sooty, Menolly, Saurus, and myself followed their trail. A trek through the forest and a boat trip took us to the coastal city where we found four of them. The rest had been kidnapped - could have been slavers, could be pirates. Either way, we needed a boat.

Believe it or not, we found one ... a partly broken and abandoned boat down the coast a bit.. a real fixer-upper. So, we fixed it up.. with the application of driftwood and a few spells, and some help with the mast, we got it floating. We couldn't see why pirates would want halflings so we went looking for slavers. Meanwhile, Grizelda acquired a pet seagull. Finally we found a fishing boat and the fisherman gave us

directions to the mouth of a large river. We had to back off a sandbar but we were soon sailing up river. Finally, among the reeds, on the riverbank, we spotted a slaver ship.

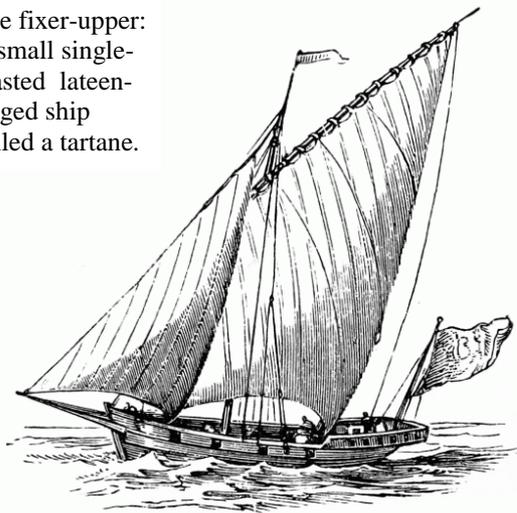
We paid them a visit... they were slavers, but they didn't have any halflings, and said there were no market for them. So, still wondering why pirates would have kidnapped landlubber halflings who would make lousy crew, we sailed out to sea. We knew that the pirates were based somewhere to the north so we sailed up along the coast. It wasn't until the seagull squawked at Grizelda that we found them in a hidden cove.

We landed on a beach on the other side of the promontory and went up the hill. What we saw was a village with two boats, one the size of ours, the half again as large. We scried into the village but had no luck finding the halflings. Grizelda made a storm for cover, we went Unseen and Sooty summoned a salamander for a distraction while we poked around, finally discovering a cellar in the tavern. Scrying that cellar revealed that the pirates had total of thirty human slaves and eight halflings... and they were in the process of digging an escape tunnel. That would take them a few more months, but we weren't waiting that long. After all, the wedding was next week.

Sooty used the rest of his boxed salamanders to start a forest fire at the far end of the farmlands, which caused all the pirates to rush out and fight the fire. While the fire was catching hold, we boarded the two ships and captured them. Once that was done, we went to the tavern and got all the slaves out and on board. Sailing all three ships back to the city under mage current was easy. Ransoms were paid, ships were sold, and then we fire-walked back to the halfling village.

There was much celebration and feasting, and that was before the wedding. Once the wedding was over, we headed back to the Guild. For some strange reason, we were accompanied on the last part by a large cat. Oh well, got back safe, did good, got paid. I'm happy.

The fixer-upper:
A small single-masted lateen-rigged ship called a tartane.



Sooty: "And all we have to do is make it look as if we jury-rigged a sail after a storm."

Aqualina: "Even if we have to use a pair of Grizelda's bloomers..."

Dramus: "I'm not running anywhere, not in these heels!"

Dramus: "Yes, yes, the faerie prince comes out of the closet... heard it before."

*Starflower:
"Reading
adventurers'
minds tends
to be counter-
productive on
so many
levels."*

Who is...?

Braegon

We found Braegon sitting in the pub enjoying an ale at the end of the day. Braegon is a quite ordinary-seeming human, about 5'11", medium build with red hair and pale skin.

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

I was a surplus son, my eldest brother inherited and loved the farm, my father trained me in the basics of the healing arts, and I decided to take my skills on the road.

As it turns out people don't pay much to be told they're sick and there's nothing you can do about it. So I mucked stables and worked farms making my way to the frontier.

During my travels I heard about this guild that would teach you magic and then you get paid to travel the world, it was irresistible.

2) *What areas/weapons do you specialize in?*

I'm not much of a fighter, I have the training but not a lot of aptitude nor the right attitude.

I'm a healer and a mage, when adventuring it's my job to keep everyone alive.

3) *What do you do when not adventuring? Any hobbies?*

I read, study, travel, breed horses, help people, and enjoy a fine ale. There is so much to learn and see and do, it is hard to fit it all in.

4) *Please describe a highlight of your career so far. For example, defeating a dangerous foe, best death, best magical item/ability gained.*

Best Death? You have a strange set of values. I don't think I could pick any one highlight, there have been many important victories, many amazing sights, and many wonderful gifts.

5) *Which places would you recommend visiting, and conversely, any places you would recommend avoiding?*

You don't have to travel that far to find nice places to see and live, and if you're not too focussed on gathering gold there is a wealth of natural riches to be seen. But I suggest avoiding Hell, the locals aren't that friendly, the rain is fatal, and it's generally inimical to life as we experience it.

*Sauros (of
Grizelda the
Giantess):
"She weighs
as much as
the rest of us
put together –
I think she's
allowed to
forget
anything she
likes."*



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

I'm no longer concerned about making money or where my next meal is coming from, but other than that my reasons are much the same as they have always been. To see the world and make it a better place.

7) *I hear you're covered in magical rock.... How did that happen? And how do you breathe etc in there?*

I was for over five years, I just had it removed, hence the lack of a tan. As to how it happened, I was in a place where magic was very strong and I experimented... Some things worked well, others had consequences.

It was an interesting experience and I learned a lot from it, the protection certainly saved my life several times but it did make more social activities a bit limited and cost me a lot in broken furniture.

Breathing is a different matter, I haven't breathed normally in a much longer time.

Adventuring has its consequences and you should always be careful what you ask for.

8) *Are there any 'inside information' that you'd like to tell us about the successful Brastor Breakout ... like how the plan came to be.... And what actually happened while many Guild members were battling at Carlson's Switch?*

I thought everyone knew that by now. The battle was to draw attention north while I drilled a new pass through the hills to get the trapped Brastor residents and soldiers out. Things got a bit tight once Rashak's people caught onto what was going on, but Faith had the trapped people organised and ready to go, and the Michaelines covered the retreat of the last elements of the army.

9) *How is the reconstruction in Tobintown and the rest of Brastor coming along?*

Fairly well, there is a lot to be done and the place is still far from safe. But the people returning there are dedicated to restoring Brastor.

10) *You seem to have had a lot of dealings with some rather powerful and awesome Powers. Is there any advice you like to give to Guild members who suddenly find themselves in that sort of situation? Also, what would be the most memorial moments of such dealings?*

Mind your manners, and remember that no matter how tough you think you are and how many powers you have dealt with or to, any one of them could squish you like a bug if they were so inclined. They have their own interests and agendas, we're only of interest and use to them while we fit in with their purposes.

11) *Anything else you want to say to the guild populace?*

Without naming anyone specifically, I'd just like to say that just because you can crack open the earth, conquer and destroy kingdoms, or slay gods, it doesn't mean that you should.

The Adventurers' Guide

Tips for Success

Storms make for great cover when sneaking around, and if you can call them that's useful.

You can get a lot done with a really good distraction—salamanders make great distractions, as do loud and “drunken” giantesses.

Watching and letting the evil necromancer get on with animating the undead only means you have more of them to fight.

Likewise, letting the elementalists finish summoning their elementals is asking for trouble.

Seagulls are not as dumb as you think. Sometimes they are smarter than adventurers.

A slow-moving glacier is a great way to get a party across a hostile swamp.

Sometimes the best way to find out what you need to know is to simply ask... otherwise you can just try stealing the library...

Remember that fighting leads to the expenditure of healing potions, restoratives, invested items and other gold bricks. And gets people killed. Avoiding fighting may cost you some loot.... But it also saves money (and lives). Balance the pay-off and see if an alternative approach might be more cost effective.

Sooty's rules for surviving a hostile marketplace without being robbed:

1. Be poor.
2. Be well-armed.
3. Be a giant.

The Artisan Cook's Corner

Witch's Nipples Cookies

- * 2oz white sugar
- * 6oz plain flour
- * 4oz butter
- * a few drops pure vanilla essence
- * cherries and chocolate buttons

1. Preheat oven to 180°C. Grease baking trays and line with non-stick baking paper.
2. Melt the butter.
3. Stir in the sugar, vanilla essence and flour. Mix to form a stiff dough.
4. Divide into sixteen pieces, roll into balls, and arrange on the baking trays. Flatten them slightly and press either a cherry or a chocolate button into the top of each.
5. Bake for 10-15 minutes until golden. Allow to cool on a wire rack.

Answers to Last Issue's Puzzles:

Stall Order:

5 Richard	Ferry	Ranke
10 Frederick	Street	Novadom
15 Walter	Bridges	Tuscana
20 Eric	Rhodes	Brastor
30 Geoffrey	Townes	Carzala

Riddles:

First: Snake

Second: Onion

Third: The shepherd who had three loaves should get one coin and the shepherd who had five loaves should get seven coins. If there were eight loaves and three men, each man ate two and two-thirds loaves. So the first shepherd gave the hunter one-third of a loaf and the second shepherd gave the hunter two and one-third loaves. The shepherd who gave one-third of a loaf should get one coin and the one who gave seven-thirds of a loaf should get seven coins.



Lucius' Greater Enchantment

Are you feeling outdated and under powered? What you need is a Greater Enchantment!

Only 200sp per cast rank plus the materials cost. Contact Lucius in the guild kitchens for a Rank 19 greater.

You decide what you want!

Earth College Scrolls For Sale

Scrolls of the following spells can be obtained from me, at the Guild, for up to a week after the Guild meeting. Otherwise contact me at Bolton Manor. The spells are:

Trollskin rank 12 - 1500sp
Armour of Earth rank 15 - 1500sp
Strength of Stone (Endurance) rank 13 - 1300sp

If you want actual invested items or scrolls of other spells, please contact me. Basalic



Sooty:

“I'm not calling a kraken a fish.”

Grizelda:

“Not to its face anyway.”

Sauros:

“You know, if some nameless horror came up, and you called it “Bob” it would be just confused.”

Grizelda:

“I think that nameless horrors are only nameless because the Namers can't bring themselves to name them.”

Starflower (as the animals ran away):
“Ah, intelligent wildlife. It’s so good to meet intelligent wildlife.”

Ben (in tiger form):
“I meant to do that.”

Starflower’s Bestiary

The Mirrog Menace

This summer I had the honour to be among a party of adventurers who were commissioned by Professor Lucius Bellamus of the Gentlefolks’ Exploratory Society to explore the primeval swamp recently created in the area once known as Sith’s Revenge.

At first, the expedition was relatively straightforward, as we encountered and catalogued the expected giant primeval beasts. In most cases we dealt with these by simply avoiding them. Or by controlling one of a group and using it to confuse and mislead the rest. Of course, when a giant snake attempted to strangle Thorn by the ankle while we were portaging the punts, we had little choice but to kill it and have it for dinner.

Things got somewhat more serious when we climbed to the top of the central mesa and discovered that the powerful magic which brought about the transformation of the swamp had had an unfortunate side effect. The top of the mesa was littered with flickering vertically lenticular lights, winking in and out, some of them more rapidly than others. These proved to be a host of unstable portals. We hastily departed, concluding that the fabric of the Alusian plane may have been weakened. This was confirmed when we discovered that an ugly malignancy in the swamp, perhaps ten miles from the mesa and over a mile across, actually represented an incursion from an alien plane, bringing with it the Mirrog.

The Mirrog are basically humanoid in form, resembling ugly overgrown toadmen. They have

thick horny beige-coloured skin stretched tightly over their bones, giving them a ghoulish appearance. Like most amphibians they have no tail. They have fully articulated hands and prominent teeth, and average seven feet tall.

Given that they were able to conceal themselves under the swamp waters for extended period of time, in order to spring out and attack us, we believe the Mirrog to be fully amphibious. There was some evidence that they regenerated like trolls when in contact with the swamp water.

Many of the Mirrog appeared to be relatively unintelligent, and attack almost mindlessly, under the mental control of their Hive Lords. This was most certainly true of the giant Mirrog ridden by the Hive Lord depicted below, though I was never able to break that control. These Mirrog used bare claws or simple melee weapons. More sophisticated Mirrog used weapons which project magical effects like lightning bolts or blobs of acid. I still have a Mirrog rod of disruption (though most of those found themselves in the hands of Guild Security, since they are only usable by Mirrog.... and Mind Mages!)

The cleverest Mirrog, the Hive Lords, are formidable foes, equipped with powerful magics, which seemed to be mostly of the Sorceries of the Mind.

Most powerful of all was the Mirrog Hive, a towering festering nest that at one point seemed to be spitting out new Mirrog as fast as we could kill the damnable creatures.

There is much that we do not yet understand about the Mirrog... and though we were able to defeat this incursion, destroy the Hive, and excise the malignancy, it seems that luck (and high magic resistance) was on our side. I would NOT care to meet these creatures on their home plane.



The Puzzle Column

Their Just Desserts

A party of five adventurers decided to celebrate their successful mission by dining together at the new Tuscanan café “Casa Zelda”. All had the Tuscanan pasta with pork ragu as their main course, but each had a different appetizer and dessert. From the clues that follow, can you deduce which appetizer and which dessert was chosen by each adventurer, and how much each meal cost?



Adventurers: Lady Aquitaine, Father Broke, Sir Crayon, Holly, Windflower.

Appetisers: Antipasto, Crostini, Fritto Misto, Panzanella, Pappa al pomodoro.

Desserts: Lemon cheesecake, Raspberry Gelato, Tiramisu, Zabaglione, Zuccotto.

1. The person who choose the delicate lemon cheesecake paid 2sp more than Holly, but less than the person who had the traditional Tuscanan antipasto.
2. Sir Crayon paid 12sp for his meal, but he did not eat panzanella (a salad made with bread and tomatoes) or the crostini (which came with the least expensive repast).
3. Lady Aquitaine choose the tiramisu, and Father Broke paid more for his meal including Fritto Misto than the person who sampled the zucotto.
4. The person who started with the pappa al pomodoro (a rustic tomato soup) finished with the zabaglione, but the raspberry gelato was served with the most expensive meal.

Riddles

First:

I have one, you have one.
 If you remove the first letter, a bit remains.
 If you remove the second, bit still remains.
 After much trying, you might be able to remove the third one also, but it remains.
 It dies hard!

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.



Veor:
 “What’s a sorbet?”
Ben: “It’s a bay that you’ve smacked around a bit.”

Second:

Every dawn begins with me,
 At dusk I’ll be the first you see,
 And daybreak couldn’t come without
 What midday centers all about.
 Daises grow from me, I’m told
 And when I come, I end all cold,
 But in the sun I won’t be found,
 Yet still, each day I’ll be around.

Third:

What king can you make if you take
 the head of a lamb
 the middle of a pig
 the hind of a buffalo
 and the tail of a dragon?

What's Hot

Master Healers
 Spy Masters
 Titans
 Mooning Demons
 Enemy supplied zorch items
 Tree Ent Mounts
 Looking like the enemy
 Seagulls
 Freeing slaves
 Enemies who leave plenty of loot
 Master Chefs
 Control Spells

What's Not

Quitting the Guild
 Trolls
 Greater Summoning
 Curses
 Running out of zorch investeds
 Low agility Elves
 Smelling like the enemy
 Leopards
 Slavers
 Enemies who use up all the loot firing on you
 Guild Rations
 Control Spells

Aqualina (on the consequences of Grizelda sleeping upstairs):
 “Waiter, waiter, there’s a giant in my soup!”

Starflower:
 “Where’s Veor?”

Guild Security:
 “He’s on ice.”





The Rumour Mill

You heard it here first...

*Sooty:
"So, Elves
DO eat
babies!"*

*Menolly:
"Yes, baby
plants."*

Erzsabet is Fine!

Erzsabet did not do or say anything embarrassing, nothing at all, not one word or deed out of place!

Shoka pacts to Clementine!

"I don't care that you're not a Demonic Earl, I'll still pact to you!"

Dwarven Princess

After thousands of years, the Dwarves have a new princess and her name is... Mordrin.

Mordrin denies all! "Rubbish, I turned them down! Who told you this, I want their kneecaps for my collection."

Lucius on the Prowl

Perennial pauper and sad sack Lucius is said to be in the market for a 'Sugar Mama'. Lucius a known debtor, was overheard discussing the liquidity of certain female guild members assets. Certain guild healers speculate that Lucius could be brought out of his depression by the application of a willing body or two.

Man love Moments

Is Lucius playing for the other team? The elf was seen in a clinch with a known (male) follower of Foras and Binder after inviting the areas local Fey to a debauch in the wine cellars of an Elven lady's summer palace. A witness said that "the noises coming from the pair as they writhed on the floor were almost as bad as the puddle of bodily fluids they were lying in".

Demonic President says "Human is alright by me"

Human the Fool apparently sweet talked his way out of Foras' clutches by convincing him that they were 'cut from the same cloth'. Despite Human's master rank in Troubadour his party members (past and present) remain concerned, especially given whisperings in the pub of sentients sacrificed and arson on a citywide scale attributed to the Illusionist.

Lizette takes on Orc encampment

Mutterings that Lizette failed the Oral in her bid for master ranks in Courtesan would seem to have been put to rest. Lizette apparently sacrificed her body to occupy an encampment of Orcs so that her party could make good their plans for a surprise attack. Any suggestions for names can be sent to the Times.

Let Sleeping Gods Lie

Conflicting reports abound of Gods waking beneath the Northern mountains, whole Dwarven cities destroyed, the Elven nations poised for a second 'War of Tears', and the creation of a deity slaying artefact by Guild Members set to commit genocide.

*Grizelda:
"This
planning to
take over the
world, it must
be an elf
thing. Please
tell me it's an
elf thing.
I mean, what
are you going
to do with
it?"*

Water College Potions for Sale

Waters of Healing Rk 14 - 400 sp
Waters of Strength Rk 10 - 1000 sp
Please contact Aqualina at the Guild.



Restoratives for Sale

New Supplier. Honey-flavoured!
Up to Rk 6 currently available.
Please contact Grizelda at the
Guild, or at the village of Thorn's
Landing. Only 800sp.



New Branch for Namer College

We already know that Namers (once they have mastered Hand & a Half and Healer) can branch into E&E or Mind, now they can become Greater Summoners too! Any Namers seeking training in the new branch please leave a message in Box 666 and a Succubus will contact you shortly.

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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http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page