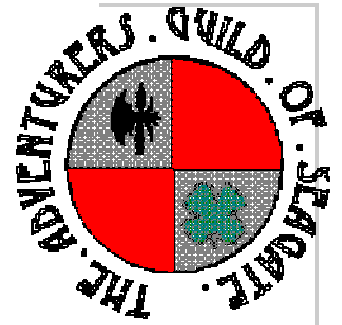


# The Seagate Times

Issue 60 – Winter 808



## Evil Cult Discovered Plans to Take Over the World

While investigating the disappearance of a family heirloom, a Guild party discovered a Cult bent on the domination of the entirety of Alusia. This Cult, known as the Circle of Blood, is a remnant of the Dark Circle and a demonic Death Cult. The party discovered it in the ruined town of Kirkul, one of the Five Sisters, which had been a city of 40,000 people. The undead in it had been cleaned by Church Knights after the collapse of the Dark Circle, but not resettled.

Members of the cult are known to worship undead and there are four to five leaders, one of which is a woman called Death Claw. The party were able to scry and saw the following (from the scribe notes 'The Family Jewels'). "There was a great hall where there were twelve people chanting, in a Drowish language (a blessing ritual), and bleeding onto a black sphere with red flecks, about 3ft across. We move the crystal ball view to just above the sphere. Its aura read 'Concentration'. They changed the chant and the sphere changed to yellow. We looked at the people. The leader was a Drow female, whose aura read 'mind mage'. There were also a necromancer and a fire mage. They changed to a third chant and an eyelid appears on the sphere and began to open. Its GTN read 'mind', with the effect 'perception'".

Later on, the party managed to sneak in and capture a sleeping vampire in its coffin. Interrogation revealed that the cult's aim is "purification of this world". She (the vampire) is a religious fanatic, and believes that what they are doing is "good". The cult leaders included Death Claw, a very vicious enforcer, Osric el Muerte, a dedicated military type, Bliss (the senior vampire), Silver Blade, Rufus the Red, (who is close to Death Claw), and Cauldron Mike. There are hundreds in the cult. They all worship the "red one" sphere, which is a created new life. She believed that if she was killed she will join the mind. Around the central part of the city, underground, there were ten giant vats (5000 gallons) with blood in them. The amulets that they had, they bind the mind and soul, and simply wearing one won't fool cult members. The more Cultists in the room, the more they enhance

each other. Other undead in the city include: Mummies, Wraiths, Wights, Daddies. (*No, we don't know what Daddies are either—Ed*). They bled their food slaves to fill up the vats while regenerating them. They have a target amount of blood collected, that will allow them to expand into other cities, and expect to reach this target in about six months. The "mind" was in the sphere. It had powers of observation, sees the future, the void, and the ethereal. It wants conversation and blood. It came into being by accident, about three months ago, created by experimentation with Wild Magics. It usually does no harm to touch it, but once, someone touched it and was totally destroyed. The Mind has some influence on permanent magic such as portals, and some ritual magics. Portals come out near the mind over a vat of blood and they have now set up a cage to get anyone who portals in the city. The drow leading the sphere ritual was an Arabique priestess, one of 25 members from Insel der Freiheit, who taught them the Exsanguination College.

They were experimenting with melding colleges and extraplanar portals, looking for a suitable guardian for Rishan, who was a young girl, and who will be the leader of the cult. She was the daughter of a very powerful being, her mother, who may be reborn into her. She remained near the mind, and is part elf, part human, with elven features and a human nose, six feet tall, long black hair, black and red eyes, and has grown about two feet in the last couple of years. Her birthright was to rule Alusia (*so they said—Ed*). She was one of six daughters, all three years old, two others are on Alusia and three are on other planes.

We can only hope that Guild members can deal to this threat before it gets any worse.

*Elsewhere  
in this  
Issue:*

News in Brief

Bestiary

Puzzle  
Column

Rumour Mill

and more...

*Morgan:  
"Never  
underestima  
te the ability  
of a guild  
party to  
scank up the  
works."*



*Pierre:*  
"Ah yes, the  
fruit from  
Seagate is  
well known."  
*Christopher:*  
"And so are  
the nuts"



*Haann  
Uberriech:*  
"You chaps  
are awfully  
closed  
minded and  
open  
scabbarded."

## News in Brief

### Eidolon holds Daffodil Vote while Bergelfen burns!

The queens council in Eidolon have been criticised by vocal members of the Elven society for failing to respond to reports of unrest in Elven provinces and fighting in the streets of Bergelfen.

Top Western Kingdom officials criticized Eidolon's response to a devastating attack on Bergelfen, calling on its ruling council to postpone a discussion on controlling wild daffodil populations in the southern provinces.

Senior courtiers within the Western Kingdom now estimates thousands of people have been "severely affected" by the recent hostilities in Bergelfen and other parts of Alfheim in the past few months.

"If we lose time at this critical juncture, not only will many more people die because of this crisis, I'm also concerned northern Aquilan lands may be pulled into this conflict," - Aldemar von Rache, Altgraf of Coldritzen.

Aldemar called on Alfheims's military leaders to postpone the daffodil discussion and "focus instead on mobilizing all available resources and capacity for the emergency response efforts" because of the scope of the rebellion, and he was "deeply concerned again by the inflexible positions of Alfheims's government."

A spokes-elf for the Queens Council reiterated the position that the troubles were in hand and while very serious indeed the problems would be resolved as quickly as possible. When pushed on this issue he confirmed he was referring to the daffodil issues and that there were no other pressing matters facing the council at this time.

The discussion on the wild daffodils is scheduled to continue into the Winter months with a preliminary determination expected by the 2nd day of Merciful Tears of the Eagle. (25th Ice 808WK)

### Bergelfin raid halted - "Nowhere is safe!" says Seermaster.

In the early hours of the 23rd of Heat, the Bergelfin Museum of Antiquities was attacked by the IVS Peace of Destruction. Appearing above the western wing of the Abassadorial Palace the warship proceeded to the museum and disgorge it's raiders.

Prompt action by representatives of the Beltan Expeditionary Force resulted in the attackers being repelled and the artefacts mostly recovered. Despite the rumours damage to the town was almost non-existent excepting the damage done to the embassy. On further investigation the damage was mostly due to hastily erected defences than actual spellfire.

"You can't have solars and balconies on a modern fortress," commented Force Leader Ellian overseeing the reinforcing of the new defences. "No pits, mana walls, honey traps; has everyone forgotten the basics of magical fortification?" Ellian shook his head and went back to work.

The Ministry of War thanked the Expeditory Force for defending the city and wished them well in the war on the Ruskan Front. The Beltan reaction to this was less than well received.

"I think what the Civilian population fails to understand is that there is no front," replied Seermaster Yarbareal. "The Calamar can and will strike anywhere and anytime of their choosing. They are in Ruska because they want to be there and we are fighting to deny them whatever it is they want. I would be well-advised to reconstruct all the old defences starting with the Nexus stones, faerie rings and unreal time clocks."

In other news the Elvandans have repeatedly requested that the blade Mortal Dread be returned to them 'for the duration of the upcoming emergency'. The response from the Ministry of Antiquities being "Are you mad? Lending it to them for the Lunar Games almost set off a war. Do so now and there will be no 'almost'."

### Plague removed from Setagen

A plague, of magical origins, has been removed from the city of Setagen on the Isles of Freedom. It was caused by some sort of ritual designed to sap lifeforce, especially when the moon was new.

A Guild party was successful in destroying the ritual responsible which was instigated by a Calamar. Once the ritual was gone, the city was purged of the plague. A warning was also passed to this reporter that Guild Members who are pacted should take extreme caution when travelling to the Isles as there is a danger of the Pact being compromised.

*The Bergelfin Museum of Antiquities*



## Alfheim Springs into Action!

This report was leaked to a Seagate Time correspondent and while it has been translated and heavily edited for brevity, it is a true depiction of the content. It presented without comment by the Editor.  
*My Honoured Lords,*

*This humble servant of the flower of Alfheim's exalted lineage is pleased to inform that the committee appointed to investigate the reports of Dwarf smuggling in the region of the Bay of Autumn Storms (ed: archaeological records suggest this was a pre-Penjarre name for Confederation Bay) in recent decades have reached a number of preliminary findings.*

*Firstly; the committee will continue to meet on the third new moon after Samhain for the foreseeable future.*

*Secondly; all official correspondence and reports issued by the committee will be on cornflower blue parchment and written in violet ink. There will also be no further discussion on this matter.*

*Thirdly; it will be necessary to petition for about six further committee members, to ensure that it may draw on those with knowledge of the habits and general appearance of Dwarves.*

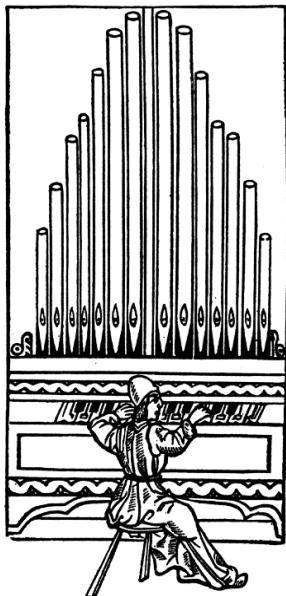
*Fourthly; it has been determined that a particular area of interest will be the study of claims that Dwarf transportation and storage is a "victimless crime" and may be considered for decriminalisation in the outlying regions of the Empire. Though the hardships of the terrible Hobbit migrations of previous millennia still weigh heavily in some minds, it may have come time to consider a more tolerant approach to such matters.*

*Your humbly obsequious servant,  
<redacted>*

## Aquilan Noble Arrested for Treason

The Times correspondent in Aquila reports several arrests have been made in the wake of Herzog Albrecht's sweeping sumptuary laws concerning the ownership of musical instruments, the most notable of these being the siege by Aquilan military forces and eventual arrest on charges of High Treason of Graf Gerhard of Hallenstadt. The Graf is accused of the possession of a "prohibited strategic weapon", namely the hundred year old bellows powered pipe organ built into Hallenstadt castle's family chapel.

The Aquilan forces were commanded by the recently appointed Inspektor der Musikalischen Waffen (Inspector of musical weapons) Eberhard Hüsich, Ritter von



Drakenbad, an ardent supporter of the Herzog's musical laws and former Heldenbariton (heroic baritone) of the Aquilan National Opera. Ritter Eberhard is quoted as saying: "The Herzog's laws concerning permitted and proscribed instruments are clear, they are there to protect all of us, and will be enforced scrupulously and with rigour, regardless of the rank of the perpetrator".

Representatives of the Landrat (the Herzog's council of Aquilan nobles), have protested both the attack on the Graf's holdings and his arrest in the strongest terms. Graf Gerhard is being held in Königburg Castle awaiting trial.

## Liessa Attains Godhood!

In Breaking News!! You heard it here, the rumours are true. Liessa slayer of Rashak, and defeater of demons has learnt the secret of Ascension. After contacting the Fates, asking for a happy ending and asking many seers how to ascend; Liessa has finally discovered the secret after slaying a Balrog 'Dark Fire' that had remained undefeated for Thirty Thousand years.

The Balrog, known in the ancient tongue as 'Dark Fire', who had sacked and was holding the ancient fallen Capital of Alfheim, was defeated by Liessa who reportedly ate its brains with a fine brandy. Count Engalton OM is said to be in mourning over the loss of his wife and blames the Royal Court of Alfheim for employing her to open an Elvish portal network/way to the abandoned royal city.

## Guild Members Triumph at Trials!

A Guild Party led by Mebh, and consisting of Pierre, Christopher, Amelia, Toledo Steel and Flamis have succeeded in completing as far as the Ninth Trial in the Trials of the Tridents in the Lunar Empire. They told the Times they would have gone on to be the first ever to complete the Tenth Trial, but time was running out, and the omens were against them.

They report that the first three trials were pretty straightforward, but things got nasty with the fourth trial. "The worst was probably the sixth trial—that damned giant shark nearly had the party for lunch, until Flamis blew it up," one said. "After that, well, we got lucky. Christopher almost got us all killed facing the minotaur, because the rules said you had to be naked and he cast ice armour on himself. Which brought down the Dark Titans on us. But Mebh wisely suggested using the potion of changing fate, and undid the whole thing. After that, taking out the minotaur was surprisingly easy, thanks to a clever move by Pierre. We got clever and didn't have to fight the eighth trial. As for the ninth trial, Toledo was incredibly lucky there, and it was all over in seconds. So, everybody did their bit. It really was a party effort."



*Mebh: "Are you sure you're a Fire Mage?"*

*Flamis: "I'm a Fire Mage with a brain"*

*Braegon: "We're going to have to report you to the Fire College."*

*Haann Uberrieck: (to employer) "Oh, it's no trouble. We're full-service busybodies."*

*Silverfoam to Aryan: "How Zen! To disarm your opponent, you first disarm yourself."*

Spike  
(Mebh's horse):  
"He (Toledo) can feed me oats for a month..."  
Toledo:  
"That's what stable boys are for."  
Spike: "Yeah, I know."

Willard the Oracle:  
"You have one free question. After that, you will have to perform a Quest before I answer any further questions?"  
Party-leader Brock: "Do you have a list of people who've visited you previously?"  
Willard the Oracle:  
"Yes, I do have a list. Did you want to go on that quest now?"  
Party-leader Brock:  
"Doh!"

Who is...?

## Mebh

We found Mebh resting after a vigorous training bout on the Guild practice field.

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

I had heard that the guild offered; danger, loot, really big swords, the opportunity to get rich and do good, so I rushed out and joined up as soon as I was old enough (not that much over ten years ago).

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

I have quested to become an expert in the use of bows, hand n a half swords and tridents. I have also learnt some special shield abilities from a Titan. I specialise in making my friends more militant and capable; fighting alongside me will raise your defence, initiative and make you less likely to stun. People who stand near to me are not effected by the spell of agony.

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

I have an orchard and I like to grow apples. I like to go for rides on my warhorse, Spike.

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

There are so many memories to choose from: Summoning an Angel, Rescuing Michael's Chalice, Resisting the evil temptation of a teleport ability from a daemon, Resisting the evil temptation of a third attack ability from a demon, Saving the villagers from Charity, Helping the Plains Barbarians, All really good things to have done, but the memory that stands out is helping Gok get rid of his vampirism, which has to go down as the highlight of my career thus far.

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

I really recommend never getting any abilities to see in the dark, then adventuring with Aryan, trust me if you follow this advice you will get to go to some really great taverns.

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

I really enjoy fighting with my sword brethren in the guild, it is particularly good when we are working well together and supporting each other. I work to become good enough to stand against the darkness when nightfall comes.

7) *By the way, congratulations on winning the Lunar Games a couple of years back. Would you care to describe how that went for you? Your feelings on winning and are there any personal thoughts and*



*stories about the Games?*

Some of the best fights I have ever had were in the Lunar Games, by the end of the games my team was really supporting each other well, over-strengthening and healing when necessary. Drum did an excellent job as our Namer. Toledo, Basalic, and Human are upstanding fighter types and really fun to play with. It was great to meet so many people from the Guild.

8) *I take it you're more of a warrior than a mage, and most warriors are either Mind or Namers. Out of curiosity, what led you to join the Air College?*

I am a light cavalry tank specializing in both the sword and bow. The college of Air is the only college with bow spells and was therefore the place for me. I have to admit that in my family all the women are elementalists, going back more generations than I can name.

Recently I have been saving for gliding so I can leap off clouds and charge the centre of encampments. Somehow charging the centre seems like it should be even more fun than kicking in the front door.

I really like lightning it looks so stylish, I have this lightning shield which slowly arcs lightning over my body, and while it only does a small amount of damage - it looks soooo good.

I like the way my hair always looks good in the wind even when it is blowing a gale.

Air is a pretty great college - the other day I wanted to move surreptitiously across a town. So I summoned a storm and everyone stayed indoors. So much better than actually having to sneak.

People often joke about my college but really it has just taken me a while to get warrior ranked to the tenth rank, and all my attributes raised to their maximums, having done this only now can I concentrate on learning more about lightning.

# The Adventurers' Guide

## Tips for Success

Don't get greedy - being greedy can get you killed.

There are times when a quick exit is more important than gathering loot. Failing to realise this **will** get you killed.

When the alternative is getting killed, resorting to extreme measures is entirely appropriate.

When there are rules to the game, and the penalties for breaking them are lethal, then obey the rules!

## What I did on my holiday

By Serra Angelus

A guild party comprising Anooke, Douglas, Eltan, Lucuis and myself, Serra Angelus, travelled into the Elven Empire this autumn on a mission of mercy to save a god, a god who had been struck a mortal blow by some meddling Orcs. Our aim was to create a potion to heal the Laughing God and prevent a breach of the Covenant of the Gods thus avoiding a premature start to the Last War. A brief visit with Elvandar royalty out in the Cazarlan countryside was followed by an audience with Master Alchemist John Pontanus who was able to provide us with a list of ingredients necessary to create a potion to heal a god.

Travelling via portal to Bergelfen we dined with the Beltan, the newly returned warrior caste before proceeding to an orgy thrown by the Minister of War in Eidolon. After a day of negotiations we presented ourselves at the Tower of the Betrayer where we obtained the use of three of the Swords of Ascendancy. Hurried on by divine messenger we then proceeded to the province of Lalhaudh where we slew the first of the great evils we were to face this season.

A tour of the northern wastes and a hike up a glacier was next on the itinerary with a brief stop at an ancient temple to destroy its guardians, high priest and avatar of Savnok. An exotic drow brain BBQ was served on the ruins of the temple and then it was then on to purge a picturesque mountain village full of drow necromancers and daemon summoners before returning to the resting place of the Laughing God with the ingredients for the potion.

Realising the brew need a touch of eggshell it was a quick Ent ride to the slopes of the volcano known as the Mountain of Baal where we frolicked with the majestic phoenix and overnighted in the workshop of legendary shaper Alan Smith. Back to Lalhaudh we took part in an ancient local ritual, and next day were given the honour of wrestling with the God. Having completed our mission the party, seeing the province

in disarray after the Orc raids, decides to lend a hand in the rebuilding. A breathtaking cloud trip to Artzdorf was undertaken to trade with John Pontanus with a minor detour on the way back to travel into the void and recover artefacts stolen by the Calimar after a raid on Bergelfen.

The party's charitable donations and new investment opportunities are met with joy by the Lalhaudh people who take us into their hearts, gifting us houses and estates. As part of the redevelopment we traipse into the Dragonspine Mountains to reopen the old light crystal mines only to find them infested with goblins and the hunting preserve of the black dragon Anghamerabad. A trek into the depths of the mines and a night spent chatting with the old Elven god of magic provides us the inspiration to send the goblins packing and turn Anghamerabad into an ally.

Antiquing and gardening pursuits are postponed by the arrival of an invasion force of Elves labouring under the mistaken impression the province is in open rebellion led by members of the party. After polite explanations fail, we are forced to beat the commander with the clue stick and together with the level headed civilian leader of the expedition direct the troopers attentions to the proper way to ensue the provinces protection in the name of Queen and Empire.

Crises averted we settle into our new digs to tackle the mundane problems associated with re-energizing a failing economy until the next guild day and a return to training.

## The Artisan Cook's Corner

### Pierre's Famous Eel Stew

1½ lb Eels, prepared  
A squeeze of lemon juice  
A few sprigs of fresh parsley  
1 oz Butter  
1 oz Flour  
Salt & Pepper  
16 fl oz Milk  
2-3 tbsp parsley, chopped

1. Cut off the heads of the eels, turn back the skin at the head end and peel it off with a sharp pull. Split open the body and remove the backbone. Clean well and wash the eels in salted water.
2. Cut the eels into 2 inch pieces, cover with water and add the seasoning, lemon juice and sprigs of parsley. Simmer for about 1 hour until tender. Drain retaining 10 fl.oz. of the cooking liquid and keep the fish warm.
3. Melt the fat, stir in the flour and cook for 2-3 minutes. Remove the pan from heat and gradually stir in the cooking liquid from the fish with the milk. Bring to the boil and continue to stir until the sauce thickens.
4. Remove from the heat, stir in the parsley, add seasoning to taste and serve the eels coated with this sauce.

*Morgan:*  
"Who wrote that piece of doggeral?"  
*Haann:*  
"The dragon."  
*Morgan:*  
"It's fantastic!"

*Lucius:*  
"I know he is an evil mind mage but sometimes this can be the lesser of two evils."



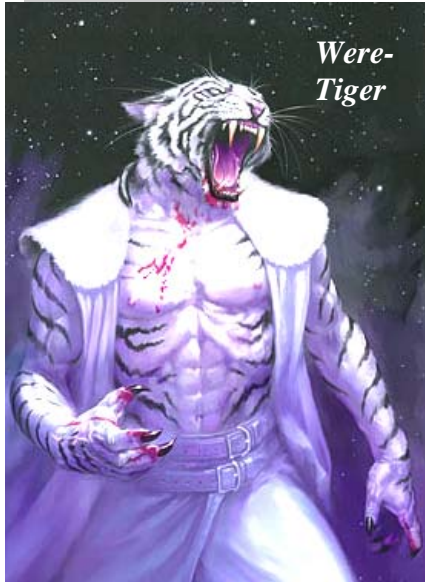
*Amelia the halfling in the Valley of Death:*  
"I think I want supper later. Maybe days later."

Anooke:  
"We still  
haven't  
worked out  
how to use  
this god-  
slaying  
weapon yet."

# Starflower's Bestiary

## Be Aware of the Were!

We should begin any discussion of were creatures by getting one thing straight. The ability to change one's form does not necessarily make a person a were creature. There are those who are born with the ability to change form. Generally of human appearance, these people may be found sitting next to you in the Guild Bar. The usual known alternate forms of the shapechanger are wolf, tiger, bear or boar, and these appear to be inherited along bloodlines. They must generally take care not to get stuck in beast form, but generally are as much in control of their bestial side as any adventurer. Then there are those who gain the ability on their adventures, by means of a wish, a divine boon, a magic item, or other magic. The forms they take are as varied as adventurers themselves—anything from sparrow to dragon. I myself gained the ability to change into a drake through bending a chaos effect to my will.



Were-  
Tiger

Party-leader  
Brock:  
"Can you see  
ugly things  
through your  
Crystal of  
Vision?"  
MilSci Aryan:  
"Dunno!  
Stand on the  
other side &  
we'll see."

### Were-Snake



It is the third and least desirable kind we will discuss here. These are unfortunates whose shape change ability is not a blessing but a curse, and that curse a name of ill omen—lycanthropy. These unfortunates have no control of the change, it comes upon them with the full moon. They lose much of their sentient awareness, and are like animals, being simply concerned with feeding and survival. They will usually spend the entire period when the moon is full either laid up in a lair or hunting. They will attack their friends and relatives as readily as any other prey. Those who are actually killed by a lycanthrope as opposed to bitten do not become lycanthropes, only supper. Once the moon wanes and the were returns to their normal shape, great tiredness comes upon them and they desire only to sleep. Upon waking, most will remember what they did in beast form, and be filled with remorse and hatred for the curse that has come upon them.

This curse nearly always transmitted through the bite of an infected person, though it may also be caused directly by magic. Usually the first person infected has either disturbed some ancient ruin or annoyed a powerful mage. Or pissed off a power. On the night of first full moon following infection the person becomes a beast. And so it begins. The form of the beast taken is determined by the caster of the curse, and all subsequent persons infected will take that beast form. Most

commonly this will be a wolf, followed by bear, boar, tiger or snake. Other forms are not unheard of, but relatively rare. The beast form will be an outstanding specimen of its kind, larger and more powerful than almost all natural specimens. Interestingly it appears that were-snakes are unusual in that they have the size and power of the largest constrictor combined with a deadly venom.



Were-Boar

Lycanthropes are easy enough for adventurers to deal with since most adventurers are equipped with magical or at least silvered weapons. In beast form, a lycanthrope can only be damaged by silvered or magical weapons, which makes them rather difficult for peasants to fight. However, a public-spirited party of properly equipped adventurers can earn a great deal of respect by eradicating a lycanthropic plague. Just remember that lycanthropes are cunning and you really don't want to get bitten.

The ideal method of dealing with lycanthropy is to identify the victims by analysing their aura when the curse is not active, and then removing it. This will normally require the services of a mage with a moderately high magical aptitude and the remove curse ritual. However, the Guild is aware of a number of permanent installations with the ability to remove all magics from persons, and Guild Security can advise parties as to the location of the most accessible. The advantage of this method is that the victim can then be restored to their (remaining) family and friends. However, the services of a Mind Mage to help deal with unpleasant memories may well be needed, and you may need a good lawyer to explain that a person suffering from lycanthropy is not responsible for their actions in bestial form.



Were-  
Bear

# The Puzzle Column

## Those Adventurers and Their Pets

Four senior adventurers all went out last session. Each left behind an unusual pet, whom one of the Guild stableboys agreed to take care of for them (after a suitable recompense had been decided upon of course). Kris, the stableboy, made a schedule of stops for each day to cover the four different pets he needed to take care of that week. Determine the name of each adventurer, the name of each pet, what type of animal it was, and in what order each pet was visited each day.

**Adventurers:** Father Futon, Sir Crayon, Holly, Windflower.

**Pets:** Cutie, Nobby, Puck, Tommy.

**Type:** Chimaera, Gryphon, Hippogriff, Manticore.

**Order:** 1st, 2nd, 3rd, 4th.

1. Father Futon didn't leave Nobby. The gryphon was visited last.
2. The first pet fed wasn't the hippogriff, but the hippogriff was fed just before Cutie.
3. Holly's castle was the first stop, but a Chimaera wasn't fed there. Puck wasn't Sir Crayon's pet.
4. The manticore wasn't called Nobby. The Chimaera's name was Puck.
5. The last pet visited wasn't Nobby.
6. Windflower didn't own a hippogriff, but her pet was the second one fed. Cutie is the name of the gryphon.



## Apology

The following line was left out of last season's logic problem (we're only elven, you know):

### Cost of Meal:

10sp, 12sp, 12sp5cp, 14sp5cp, 15sp

## 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.



*Silverfoam: "Not many imperial capitals can pull off a convincing Rustic look nearly so well."*

## Riddles

### First:

What comes once in a minute, twice in a moment, but never in a thousand years?

### Second:

There are four brothers in this world that were all born together.

The first runs and never wearies.

The second eats and is never full.

The third drinks and is always thirsty.

The fourth sings a song that is never good.

What are they?

### Third:

Though it is not an ox, it has horns; though it is not an ass, it has a pack-saddle; and wherever it goes it leaves silver behind. What is it?

*Darian: "We have to get the hostage out first."*

*Lath: "Which hostage?"*

*Darian: "The party leader."*

*King of the Djinn: "But teleporting dwarves is so ... (um) ..."*

*Fr Kit*

*(helpfully): "... unhygenic?"*

*Silverfoam: "They're attacking anything that looks like a foe ... or Sir Kit."*

*Sir Kit: "Hey, I'm foeish; averagely so ... in fact, foe par."*

*Haann: "And if you're lucky, I'll show you my Jade Staff."*

*Lath: "Loot! ... That's an observation, not an instruction."*

## What's Hot

Wielding Tridents

Master Chefs and their special recipes

Teleportation

Wielding the Swords of Ascendancy

Travelling via Ent

God-sized healing potions

Sacred powerful artefacts

Dragons as allies

Exsanguination Counterspells

## What's Not

Annoying Dark Titans

Giant Sharks and Octopi with too many tentacles

Banding Damage

Guild Members Wielding Swords of Ascendancy

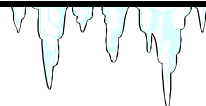
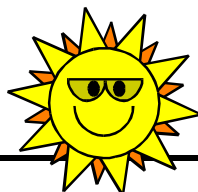
Lack of boot space in Ent

Having to feed healing potions to gods

Explaining possession of sacred powerful artefacts

Dragons as enemies

Exsanguination College





# The Rumour Mill

You heard it here first...

## Lucius Most Wanted

Warrants and a reward have apparently be issued against Lucius for insurrection, sedition, fornication with foreign powers (Fae) and general depression. Although the charge of fornication seems dubious to any one who has actually met the suddenly popular and financially secure E&E.

## Dragons side with Rebels in Elven civil war

Provinces are reported to be in open revolt with nobles being forced to flee as their palaces are sacked and burned. Foreign mercenaries and unidentified elven military units are on the march and have engaged loyalist forces on several fronts. The dragons and Fae are rumoured to be supporting these insurrections by outlawed cultists and disenfranchised peasants.

## Elfenburg Burns

Foreign elves have destroyed huge parts of the city occupying civil buildings and unleashing chaotic interdimensional magics. Museums have been plundered of antiquities, sacred objects sold to common mercenaries and valuable mines seized for the Beltan war machine.

## Water Mage gets Trident Envy

It is rumoured that a certain darkskinned watermage is turning green after her best friend arrived back from adventure sporting a really fancy trident and exceptional skills in using one. "I'm being outclassed by a firemage" she was overheard saying.

## 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



Answers to Last Issue's Puzzles:

### Stall Order:

Lady Aquitaine - crostini - tiramisu - 10sp  
Sir Crayon - pappa al pomodoro - zabaglione - 12sp  
Holly - panzanella - zucchini - 12sp 5cp  
Father Broke - fritto misto - lemon cheesecake - 14sp 5cp  
Windflower - antipasto - raspberry gelato - 15sp

### Riddles:

First: habit, Second: letter D, Third: lion

*Party-leader:*  
"Where's Aryan?"

*Sir Kit:* "He went into town for a shag with Darian."

*Lath:* "And I'm giving up clouds unless there's charity involved ... preferably charity work involving shirtless torsos glistening in the sun."

*Priest:*  
"That's not charity, but Lath's lust talking."  
*Silverfoam:*  
"Isn't Lust one of the 'multitude of sins' that charity is supposed to cover?"

*Darien:*  
"Plausibility is important."  
*Kit:*  
"Deniability is more important."

## 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.



## 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.

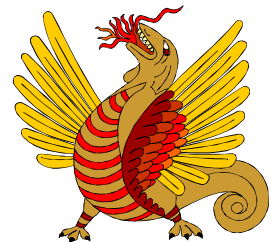


You decide what you want!

## 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



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Or check the dqwiki at:

[http://www.dragonquest.org.nz/dqwiki/index.php/Main\\_Page](http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page)