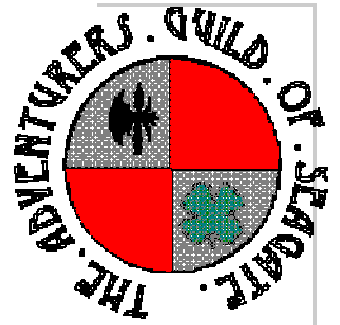


The Seagate Times

Issue 62 – Summer 808



Elvish "Spring Break" held in Lalhaudh! Major Political Ramifications to Revived Fertility Rite

An ancient celebration of "old gods", outdoor pursuits, and Elven fecundity was revived this year by the Lady Anellia and Lord Protector of Lalhaudh province. Despite predictions of resistance from the Elvish crown, due to the origins of the Festival stemming from the teachings of a heretical sect and being based on texts widely understood to be part of a prophecy to do with the fall of the Elven crown, the Queen of Alfheim sent envoys to protect the participants and the interests of the Empire.

The rites were hotly supported by the Wild Elves and the concerns of a noted Elven philosopher that the species may well face a population crisis if the sinking birth rate was not addressed. The specific details of the crisis have been suppressed, but it may have had to do with the demonic curse of apathy only recently lifted from the region by a party of famous Guild adventurers. The tattered remnants of the demon's cults attempted to disrupt the event, but a further group of adventurers uncovered their plans and the locally posted Beltan soldiers scoured them from the woods of Lalhaudh.

The celebration took place over most of Seedtime and into Blossom, with over fifty thousand Elves arriving from all over the provinces, the capital, and a strong representation from the Beltan and Erelheine cousins. Events focused on the selection of a male paragon of the race and champions vied in contests of athletics, hunting, poetry, and physical fortitude. This culminated in the eventual victor receiving the affections of countless admirers and subsequently being drugged, his organs removed and burnt,

before his spirit was released into the powerful atmosphere of fertility magics generated by the rites to ensure that future offspring be born blessed.

The winner was a previously unknown individual from the Southern Continent and his whole-hearted embrace of the winners rewards, along with a number of legions of Beltan troops, coupled with his enthusiasm to personally performing far more of the final acts than anyone deemed possible made him a crowd favourite and deeply respected by his fellow contestants. Despite his grisly sacrifice there has already been talk of the event being staged on a regular basis, but as many of the those visiting for the Rite appear to have temporarily settled in Lalhaudh province a serious imbalance may result in populations and resources.

Political tensions may not settle for some time, as the following comments attest:

* A Mysterious Stranger: "If you'd told me two months ago that my species was dying out and too Krrf-addled to do anything about it, I might've believed you. Twenty minutes in the capital and I was wondering how it'd lasted this long."

* Sister Suspicion-Is-Proof (a delegate from the Western church who were invited to send a group to observe) commented: "It is timely warning to all that a great civilisation has been forced, by the long decline into decadence that they have plumbed since their height, to backslide to these sort of bestial practices in an attempt to preserve themselves. We can only trust in the teachings of the United Church to be the fire in which we temper our spirits against such a fate."

*Elsewhere
in this
Issue:*

News in Brief

Bestiary

**Puzzle
Column**

Rumour Mill

and more...



Axis:

"I once had an axe that always returned, but I lent it to a friend and it never came back."

*Mortimer (to Sir Kit. in surprise):
"Actually you may be right."*

*Chesca (Kit's wife):
"Don't tell him that!"*

Axis:
"So the leaders in this Drow civil war are KIN & SLAY. Are we sure some dragon somewhere isn't sniggering over that?"

News in Brief

Dwarf Smuggling Retreat Announced

The select committee headed by Lady Loreimai has announced that they will be spending summer in Mais's Drift, a palace in Bordensee famed for its breathtaking views and tranquil nature. "We will spend the summer gaining our focus and vision in determining what our role in the holistic process is. Ours is a spiritual path and not to be undertaken lightly." said Lady Loreimai.

Dwarf smuggling is an ancient crime in Alfheim and apparently still current. Its origins seem to be with employing dwarven artisans for crafting various artefacts of power and the power plays surrounding the control of such artisans. These days, with not a single written draft of the law extant it has become pressing for modern Alfheim to revise and redraft this law.

"Oh, it's very important." said Lady Celeblothiel, the committee's secretary. "This law strikes at the very basis of what it means to be elven. We just cannot afford to have our beautiful culture undermined by the reckless contamination of second rate craftsmanship. We must think of our children, and our children's children. Do we want them growing up using mon-keigh tools, learning their base, gutteral tongues and studying from their clumsy runes?"

Lady Celeblothiel's rather public announcement may of drawn the ire of many, especially the dwarven community in Selkei, the 'lower city' of fabled Eidolon. Jorg Olafson, master-silversmith was particularly upset, "Second rate craftsmanship is it miss? My bloody silverware is what you're using to eat yer dinner and that's one of me cups yer drink so much of my cousin's wine from. I've been ere all my life, I ain't never been smuggled and I'll like to see yer make me leave yer kryf addled bint."

Others differ. "This issue highlights the growing stagnation and ignorance of the isolationist crown." claimed Lady Tialiel of Adjac. "Dwarf smuggling may of been an issue in a bygone age when artefacts of power were easily made, but this is a different age. Our products and crafters are immensely superior to mon-keigh work. If trade was allowed to be opened and freed up it would be a case of us dominating them. Alfheim could easily resume it's position of leadership amongst Alusia through trade and commerce, if only these fools be made to see that."

"We're doing what?" said Sub-seeker Keldor of the Beltan. "I just got off rotation and was told to report to Loreimai. I thought we would be negotiating the

crafting of new weapons for the great conflict. Instead I've been told that I can't come back until I'm properly attired. My seals of duty apparently 'clash'. We sit around all day mainly listening to the Secretary complain about her sister and what I'm wearing. Do they know what's at stake?"

"Dwarf smuggling? Dwarf smuggling? The capital's gone mad I tell you! We're here up to our armpits in hobbits and they're worried about dwarfs?" said Geriel of Passau, "And where has everybody gone?"

While tempers have been running high, the current presence of the Army patrolling the streets of Selkei and enforcement of martial law has kept most matters from getting out of hand. Nevertheless, the retreat has been announced so that the new law may be deliberated in one of the most beautiful and scenic places in all Alfheim.

Prepaid Summer Holiday for Water Mages

Her Grace Meredithis Alfaris Duchess of Ranke, Protector of Ormond, and Countess of Ilsig and her other Realms and Territories, hereby offers a naval commission to all upstanding water mages of good morals and neutral affiliation, for the period of 1 month, being Meadow, the first month of 809 Kingdom.

Applicants for said warrants to assemble at the docks of Ranke city on 26 Blossom or the docks of Sanctuary on 29 Blossom with papers and references. Payment of a thousand pennies is guaranteed to every successful applicant, negotiable contracts for experienced naval officers.



Nagarene Campaign Victorious

The winter and spring campaign led by Lord Veltyn has been reported to be a success. The armies of Elvandar finished the campaign against the northern rebels and barbarians in early Seedtime. Lord Veltyn has returned to a hero's welcome in Western Alfheim.



The campaign quickly isolated the winter retreats of the barbarians and moved quickly to destroy each one in turn before news of the attacks could spread. Despite the harsh climate and inhospitable terrain the army was able to do this with very light casualties.

Oddly, most soldiers were vague and unspecific about how they moved so rapidly and managed with such a small supply train.

Lord Tanglebones, a senior advisor to Lord Veltyn reported, "You wanted exterminated, we delivered exterminated. Every last rebel, bandit and barbarian. Every simpering cultist and foul squirmy thing has been exterminated. Ex-ter-min-ated! What does it matter how we did it, rather that it has been done."

(The editor would like to remind readers that there is no such thing as the Army of Elvandar. The reporter probably confused a host of the Army of Alfheim which comprised of more western units than normal.)

Ranke Invades Ormond

After much sabre rattling by both sides, Duchess Meredithis of Ranke appears to be invading her own protectorate and neighbour, the County of Ormond. Ranke has been press-ganging people in the cities of Sanctuary, Tainsfield, and Ilsig, and Sanctuary's elite military mercenaries the Third Command have been diverted from their pirate-chasing duties to return to Sanctuary for a new mission. Meanwhile, Count Molan of Ormond is calling upon all Ormond's Knights and men-at-arms to provide their 40 days of annual service in person, on the southern border, from the start of Summer. He is calling in political favours, and requesting that Ormond's allies vigorously support its internationally recognised and rightful independence from Ranke, promising provisioning for as many foreign troops as will take to the field in support.

It is unclear what has brought about this rapid escalation in hostilities between a large Duchy and its peaceful northern neighbour and client-state. However, the highly novel full and prompt payment of taxes from both Sanctuary and Ilsig have seen the Ducal coffers overflowing for the first time in a generation, and the rush of power may be affecting the fifteen year old maiden holding the Throne of

Ranke, or possibly one of her advisors is taking advantage of her naivete. In any case, this should not result so much in war, as in a simple invasion and conquest, Ranke troops outnumbering those of Ormond at least twenty to one. Why Meredithis has chosen to invade its northern neighbour by sea remains to be seen.

Tidings of Comfort and Joy

Henric, Bodric, Mavric and I plus a couple of humans called Vapour and Avatriss were hired by the Seagate Watch to investigate some random art crimes as people were painting weird stuff all around Old Seagate which was making the boss guy very upset plus the last time random art crimes occurred a whole lot of kids were tortured in the old meat works and fires were set and stuff so we had to get to the bottom of it and we did and it was just some strange advertising that a puppeteer was doing for a new theatre that had set up in Old Seagate and then we found some weird stones that worked out to be grandfather stones and we picked them up and put them together and they exploded because they were too old and we found that there was a man called Mr Savage which might be causing lots of problems in Seagate as he seemed to be involved in lots of things that had gone wrong or evil but he wasn't really bad it was just his name made him sound dangerous and the fact we couldn't find him magically or anything like that but anyways we got some pay which kind of covers the damages and healing we had to get done when we caused tavern brawls and street fights but all in all it was fun because I got to do some flying. Good luck on your next adventure or training or making babies if you are an Elf.

Your good friend Lyric Henrikson

Sahuagin Stratagem Impeded

A Guild party, sent to Rangiwhero to investigate Sahuagin activities on the island, reports that the Sahuagin were apparently hunting for artefacts in the ruins, as well as the remains of the honoured dead.

"We think they were hoping to raise undead heroes to help them in their war against the merfolk," a party spokesperson said. "We put a stop to that, killed two of their necromancers, and we've got people moving the sarcophagi to a safer location."

The party successfully retrieved a number of items, including a collection of tridents, some of them highly magical, which were given to the merfolk in exchange for other items. The entire coastline of Rangiwhero was surveyed, maps prepared for the merfolk, and copies made for the Guild.



Mortimer (in shock):
"... this means Stable is a Demonic entity."

Motley (reassuring):
"That's OK, you don't have to worship him."

Vapric:
"I was thinking but it didn't make sense."

Sir Kit:
“How are you going to increase the Drow Population?”

Motley:
“What? Personally?”

Who is...?

Starflower

We found the beautiful Lady T’ana Starflower relaxing in her private parlour at the “House of the Rose”, the high-class house of gentleman’s entertainment she co-owns with her own current gentleman and partner, Sir Vanderhan.

1) *When and why did you join the Seagate Adventurer’s Guild?*

Well, it is something of a delicate matter, but shall we say that my parents wished me to marry a certain person, and I did not. I therefore took my leave of Alfheim, and only once have I since returned. That was on Guild business, and I deliberately avoided my family. As for the Guild, it provided a certain level of security, and the means to advance my skills and magics to a point where I no longer feel threatened. Although, one has to say that the latest news from Alfheim is rather disturbing.

2) *So you found the Guild by accident?*

Hardly. The Guild’s reputation rather goes before it. It was not difficult to find.

3) *What areas/weapons do you specialise in?*

It is well known that I am a sorceress of some skill, and that I have some unique magics. As for weapons I am most highly skilled with the tulwar. I am a Master Ranger, Master Courtesan, and Master Military Scientist. Contrary to popular belief I am not a Master Assassin.

4) *What do you do when not adventuring? For example, do you have any particular hobbies?*

Managing this place keeps me busy enough... and I have my son, Peter.

5) *Please describe some highlights of your adventuring career so far.*

There was a certain unpopular individual I discretely made go away, in small pieces through a porthole, so the fishes ate the remains. I cannot, of course, tell you who that was. There was another individual, a lesser deity known as Iuz... I broke his mind, sent him whimpering to the Abyss. I got my swords for that. There was the uniting of the Planes of Greyhawk, that gave me my ranger mastery. Becoming a Hero of Seagate by defeating the infamous Troll Chef. And there was the incident on the Shadow Plane of Chaos, where by imposing my will on the change the chaos forced on me, I became a shape-changer.

Veor:
“I send my iceberg to go forth and multiply.”

Vanderhan:
“You mean Iceberg sex?”

6) *Speaking of which, are you a drake or a dragon? I’ve hear conflicting reports.*

Well, actually I’m an elf. I have the ability to change form into a drake. On some planes, notably the Riftsworld, I have become an actual dragon. Rather inconvenient, but exhilarating.

8) *Which places would you recommend visiting and conversely, which places would you recommend be avoided?*

Sol is a nice plane. Nice people, don’t annoy the dragons. Avoid the Riftsworld –it’ll warp you if it doesn’t kill you.

9) *Why are you still an adventurer and what motivates you to join a Guild Party.*

Basically, it’s what I do. Like a lot of elves, at least those over a century, I have to work hard at not getting bored. Adventuring is many things, but boring is not one of them. However, I’m choosy about where I go adventuring these days—I look for the opportunity to do good where I may.

10) *To round off, is there any advice you’d like to give to your fellow Guild members?*

Don’t be a sucker. Check their story. Remember, you only have one soul, and it’s ultimately the only thing you truly own. So never sell yourself short. Have fun, do what’s right as you see it, and tell the bastards where to go.



The Adventurers' Guide

Tips for Success

Just because it has no visible effect doesn't mean that it has no effect.

Always read the aura of anything suspicious.

When using the detect aura talent always maximise the information gained. Thus "Is this magical?" is not as useful as "What is the nature of the magic?" and "Is this magically trapped, ward or curse?" is not as useful as "What is the nature of the magical trap, ward or curse?" or "What is the intended target of the magical trap, ward or curse?"

Remember that if you are standing in an area counterspelled against another college, that not only increases your magical resistance against that college, it also stops them putting your college counterspell under you.

When in doubt, actively resist.

Things I Learned NOT To Do By Watching Lizette on Adventure

Pick up the funky staff without reading its aura first.

Wear the amulets we just took off the bad guys.

Depend on funky toys.

Neglect your weapon skills, and forget to learn the important spells of your college.

Step into the room before checking it for wards.

Threaten to resurrect the evil necromancer we just killed for questioning—when we don't have a language in common.

Do not mention Lizette this often in the Seagate Times... it will only serve to encourage her.

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



The Artisan Cook's Corner

Pease Pottage is a traditional recipe for a pottage (thickened stew) made with peas and bacon. Pease Pottage is one of the most common dishes eaten by sailors, using the shipboard staples of dried peas and salted meat. This simple dish, with perhaps a few herbs added is also frequently eaten by ordinary people during winter and early spring; once again because dried peas and salted meat were available even during the lean winter months. Here are the classic and modernised versions of the recipe.

My Lord Lumley's Pease-Porage (from Sir Kenelm Gigby - The Closet of Sir Kenelm Digby Knight, Opened)

Take two quarts of Pease, and put them into an Ordinary quantity of Water, and when they are almost boiled, take out a pint of the Pease whole, and strain all the rest. A little before you take out the pint of Pease, when they are all boiling together, put in almost an Ounce of Coriander-seed beaten very small, one Onion, some Mint, Parsley, Winter-savoury, Sweet-Marjoram, all minced very small; when you have strained the Pease, put in the whole Pease and the strained again into the pot, and let them boil again, and a little before you take them up, put in half a pound of Sweet-butter. You must season them in due time, and in the ordinary proportion with Pepper and Salt.



Pease Pottage

2l water (and additional water for soaking the peas)

120g thick-sliced bacon, coarsely chopped

10g ground coriander seed

1 small onion, finely chopped

1/8 tsp each of mint, parsley, winter savory and marjoram

80g butter

salt and pepper for seasoning

Place the dried peas in a bowl and add enough water to cover them by about 8cm. Leave over night to soak. The following morning drain the peas and discard the water. Place the peas and the bacon in a large pot and add 2l of water. Bring to the boil then turn the heat down and allow to simmer gently (uncovered) for two hours (add more water if needed to prevent the peas from burning).

Lizette:
"I'm qualified to do something stupid."

Lizette:
"I'm not pleased with the powers right now."

Flamis:
"You're not pleased with Liessa?"

Lizette:
"Which one's Liessa?"

Lizette:
“So we’re
looking for a
hopefully
empty
necropolis?”

Veor:
“No, we’re
looking for a
hopefully full
necropolis!”

Starflower’s Bestiary Of Succubi and Incubi

Talking of old times and adventures long ago reminded me of the story about the Summoner who called up an incubus to entertain his bored and horny wife while he entertained himself with a succubus next door. Neither of them survived the experience—as the adventurers found when they came to call.

Succubi and Incubi are lesser demons, said to be denizens of the seventh plane—presumably the seventh plane of Hell. If you encounter one, it’s because somebody summoned it, it was sent by a greater demon, or you’re in Hell—in which case you probably have bigger problems, which we won’t discuss here.

These creatures always appear in the form of tall, exceptionally good-looking humans with flowing hair that hides their small horns. Their membranous bat-like wings fold down the back, so as to be all but invisible when not in use. They have retractable fangs, which they can use to open the veins of those individuals whose blood they drink. Physically, these creatures are no match for even inexperienced adventurers, being not especially strong or tough. They don’t usually wear armour, or carry more than light, easily-concealed weapons.



Lizette:
“Apollo? He
was the god
of space
launches,
wasn’t he?”

What makes them truly dangerous is that these are the ultimate seducers, and the sneaky devils that give Mind Mages a bad name. They will generally have the entire Mind College at middling ranks, and that alone is enough to get you killed—and killed in a state of mind-blowing ecstasy at that. They are expert courtesans, spies, thieves and of course, assassins. While the average adventurer may be able to defeat a succubus in a straight fight, that is the last thing they’re going to give you. Instead, they’re going to use all their powers of manipulation and subterfuge to get you naked and in bed, and then they’re going to kill you, slowly but surely sucking the life’s blood out of you. And remember they come in both genders, they don’t have a sexual preference, and they don’t care what yours is. Oh, and as if that wasn’t enough, those small and concealable weapons will almost certainly be poisoned.



So, what can you do? There are some obvious precautions you can take when you think it likely that you’ll run into an incubus or a succubus. Remember also that any time you’re after a Greater Summoner there is the possibility of summoned demons, including incubi and succubi, coming after the party. First, suppress the urge, and don’t get intimate with anyone—even your spouse (this is generally a sensible precaution on adventure, since you never know what you’ll catch). Second, be cautious of any entity that fits that description of tall, beautiful and long-haired. Third, if you’re about to confront a creature you suspect of being an incubus or succubus, then prepare yourselves with Mind Cloaks, and Mind College counterspells. Lastly, you will need to equip yourself with magical weapons, because only magic can harm these demons. It is a good thing that most of those who are prominent enough to be attacked by succubi are wealthy enough to own magical weapons (or adventurers).

The important thing to remember here is that succubi and incubi are rarely acting of their own violation. Certainly they get a lot of enjoyment out of their employment, but they are still essentially sentient murder weapons. They are summoned to kill, and they live for the joy of it, and their greatest joy is to kill by sucking the life out of their victim, while that victim lies insensate in the climax of ecstasy.

The Puzzle Column

Adventurer Pie...

After a successful adventure in distant city, a party of four adventurers celebrated by each going to a different Inn, and dining on the special meat pie—without using a detect aura to determine exactly what it contained. Can you determine which Inn each adventurer went to, what kind of meat pie was advertised, and what meat it actually contained.

Adventurers: Madelf, Holly, Photon, Kitty, Starfire.

Inns: The Blushing Brigand, The Dog and Flagon, The Feisty Frog Inn, The Fine Stein, The Shy Elf.

Advertised Pie: Beef, Game, Pork, Rabbit, Venison.

Actual Contents: Dog, Goblin, Lizard, Rat, Wyvern

1. Madelf didn't order venison pie.
2. The adventurer who dined at the Dog and Flagon has a longer name than the one who ate lizard, who wasn't Holly.
3. Appropriately enough, Kitty ate rat pie, but not at the Blushing Brigand.
4. One of the adventurers chose the rabbit pie from the menu at the Fine Stein.
5. The adventurer who ate wyvern at the Shy Elf had not ordered pork pie.
6. Starfire had asked for the game pie.
7. Photon, who dined at the Feisty Frog Inn, wasn't the adventurer who was served a pie containing dog meat pretending to be beef.



Riddles

First:

I have an eye but cannot see. I am stronger and faster than any man alive but have no limbs. What am I?

Second:

At dusk I come without being fetched. At dawn I disappear without being stolen. I'm a poet's tears and a sailor's guide. What am I?

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.



Vanderhan:
“That’s not an animate is it?”

Flamis:
“No, but it’ll hopefully be inanimate by the time you’ve finished with it.”

Third:

No legs have I to dance, No lungs have I to breathe,
No life have I to live or die And yet I do all three.
What am I?

Answers to Last Issue’s Puzzles:

When the Monsters Moved In:

Blueberry had griffons in the stables at his Inn
Holly had wyverns in the attic at her castle
Princess Silivitch had gargoyles in the gatehouse at her manor
Dreadlocks Madelf had basilisks in the cellar of his tower
Sir Vitreous had cockatrices in the gazebo at his farmhouse

Riddles:

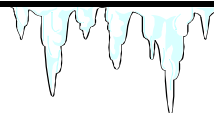
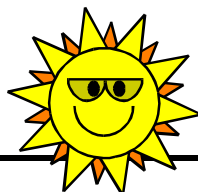
First: a towel,
Second: a sponge,
Third: a river

What's Hot

Alfheim
Live Elephants
Old Gods
Art
Fertility Rites
Merfolk
Funky Healer Staves
Sex-changes
Bikinis

What's Not

Ranke
Dead Elephants
Necromancers
Theft
Civil Wars
Sahuagin
Funky Necro Staves
Curse removal
Voluminous robes



Lizette:
“I don’t think we should encourage namers being eaten by elementals.”



The Rumour Mill

You heard it here first...

Alfheim Expects?

Due to the apparent success of the revived Rites of Spring, Alfheim may be anticipating an unprecedented baby-boom in the coming year. Adventurers are advised in future months to regard any request for medical aid or unusual foodstuffs from Elves as seriously as possible, and visitors to refrain from referring to Alfheim as a "nanny state".

Raniterre to Rampage?

It apparently all started with Elephants. They were missing. They were being hunted, for their ivory. The great hunter was forced to go home. With an army and too much money. The question is, what does he plan to do with it?

Veor is a Girl?

In the ultimate betrayal of manliness, we hear that Veor the Ice Mage, deliberately put on a cursed belt that changed him into a her. She is apparently enjoying the experience, together with a new-found love of shopping. We're just glad that Lizette didn't get hold of this item.

In Memorial

Akuji von Todd

"Not the sharpest tool in the shed, but probably the best used. He passed on doing what he loved best and spent the last weeks of his life surrounded by adoring admirers and his future family. Where ever she is now, his mother could not have hoped for more."

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

Pent:
"What would you want Eunuchs for?"

Verity:
"For a change?"

Wordsmith:
"Well, let's say this cream bun represents the normal amount of fertility magic in the Lalhaudh area. According to this morning's Divination, the current level in the city would be a cream bun 35 feet across weighing about six hundred pounds."

Eltan:
"That's a big bun."

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.



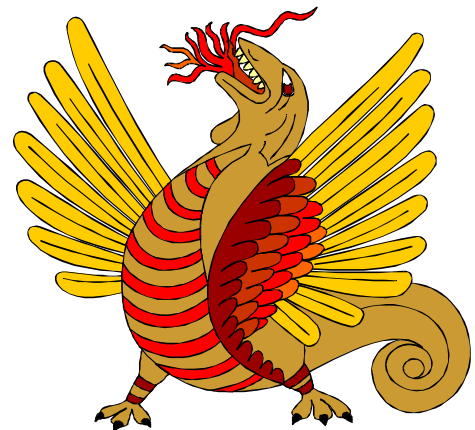
Lucius' Greater Enchantment

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!



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Amelia Pendragon	rmansfield@ihug.co.nz

Or check the dqwiki at:
http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page