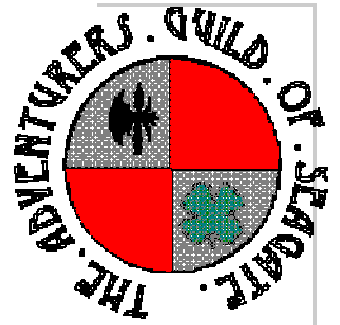


# The Seagate Times

Issue 64 – Winter 809



## Winter Storm Hits Carzala We're Predicting a White Samhain!

The unusually severe storms currently besetting Seagate are causing considerable concern, especially among the farming community. Therefore, we at the Times, took the problem to the weather experts. Masters Toadswart, Master Chan and Master Vesubie, from the Astrology, Philosophy and Air Magic (respectively) departments all discussed the matter late into the night recently and have decided to release this statement:

*“The recent storms and near future inclement weather are unusual events and in fact may be termed once in a decade events in that snow is expected to fall across Carzala including Seagate. These storms are most often avoided by Seagate and Carzala due to its clement seaside climate and latitude and sometimes by magic, but not so in this case. These storms are seemingly natural with little or no power driving them or magic causing them, and thus they will die out in due course and with reducing ferocity unless fed by other storms or localised conditions.*

*We expect them to last no longer than a week or two from the 24<sup>th</sup> of Vintage, however inland and higher altitude areas can expect more severe conditions and lingering effects. The series of storms expected to hit the central Western Kingdom of Aladar, Aquila and Bowcourt etc will be more usual for the deep winter season but still in character for this time of year.”*

A source within the Air College who spoke on condition of anonymity did confirm that the Air College was approached by locals with a request to move this possible weather issue away from Carzala ‘for the good of the realm’ but were unable to due to Vapour’s unique backfire accident with the magic requested and thus the storm across Carzala will take effect as nature intends.

“Air mages who over inflate their skills and abilities when asked to undertake simple weather control rituals that they only learned to impress some floozy

should have their well oiled torsos and coifed hair dealt to.”

None of this is any help to the herders who will almost certainly lose many of their livestock or the farmers whose winter crops may be ruined. “If them toffs at that Guild be wanting their taters fer Samhain dinner they’d better get off their backsides and help us,” one was heard to complain. Citrus trees are especially vulnerable to frost, and with the intense chill killing trees, orange and lemon harvests may be affected for years to come. It remains to be seen what will be the effects on the 810 vintage.

It is entirely possible that the Guild will be accused of actually causing the bad weather, and there may be legal repercussions for the person or persons responsible. A certain Air mage may be about to suffer not inconsiderable financial damage. The Times would respectfully point out that, in the interest of good public relations, it wouldn’t hurt for Guild Members to get out there and offer assistance to those less fortunate.

*Elsewhere  
in this  
Issue:*

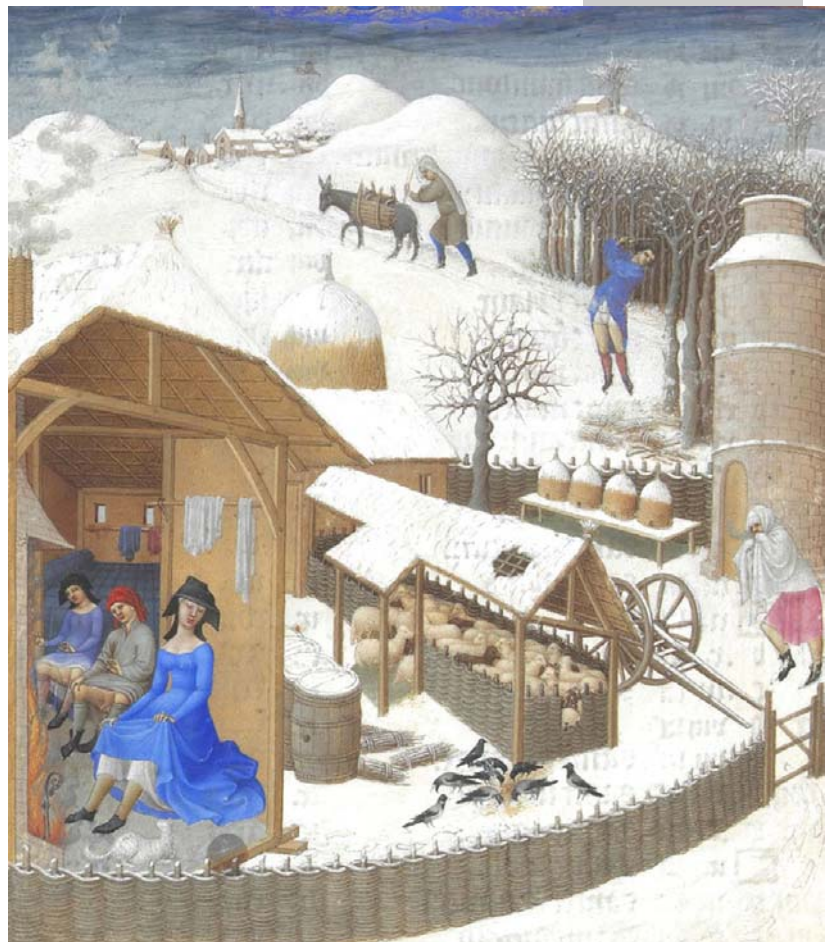
**News in Brief**

**Bestiary**

**Puzzle  
Column**

**Rumour Mill**

**and more...**



*Basalic:*  
“Fire at will!”

*Menolly:*  
“Which one’s  
Will?”

## Is it 71 or 72?

### Demon Lord Slain by Calamar?

Guild philosophers are in total confusion as they find evidence in Guild records and philosophical texts that there was once (and until fairly recently) seventy-two Powers of Darkness and not seventy-one as commonly believed. Evidence suggests that the “missing” power was known as the Marquis of Archers, Lord of Strife. He seems to have been a nasty piece of work, with a penchant for instigating conflict and escalating discord into open warfare. But as far as anyone can determine this one of the Unholy Seventy-Two appears to be no more.

It is understood that the Calamar void cruiser “In Search of Civilian Applications” approached our very own Sabrina in early Autumn, seeking a truce for the purposes of destroying an unspecified third party. There is little direct evidence that the Calamar did destroy the Marquis of Archers; however. With philosophers now struggle to remember his very name (?Leraie?), it is unsurprising that further investigations are also returning blanks.

The philosopher Silverfoam has revealed that the amount of strife in the world has decreased slightly from previous measurements, and that there are now only seventy-one regions of Hell, not seventy-two as previously supposed. As always, the Calamar are unavailable for comment; more surprisingly, none of the Powers (on either side) are voicing opinions either. At this stage, the Times is unwilling to credit the Calamar with a good deed, and can only conclude that they must have an ulterior motive. After all, what if this continues.... Will there be only seventy Dark Powers this time next year? What of the Light Powers? Where will it all end?



An image found in the Guild Library of the so-called “Marquis of Archers”.

## News in Brief

### Red Moon over Confederation Bay

Celestial Adepts in Ranke and northern Carzala have been reporting for the last month that the Moon appears to be a dusky red. This apparent tint is not visible to anyone else, and Astrologers have reported nothing out of the ordinary.

The first sign of problems occurred on the fifth of Vintage, when a vermillion crescent moon rose in the East. It is hoped that the current New Moon will bring an end to this freak phenomenon. Some Dark and Star Celestials have also claimed that magic was more difficult during the third week of the month, but divinations show nothing amiss.



There has also been no sign further afield of this optical effect. The Guild Council denies they are planning a mission to the Moon, and instead have directed our reporters to the marked increase in red paint sales in late Harvest.

### Guild Party Liberate Alfheim Provinces

A guild party, led by Braegon the Magnificent, has swept through Alfheim and put the place in order as part of their preparations for the mass birthing in Ladlaugh. They decided to interpret their mandate to ensure the next generation of elves will have a safe and nurturing environment as broadly as possible. As a result Braegon’s group of senior ‘healers’ slew Gasferis, Dragon-Lord of Úvador and took his hoard (stolen from the elvish crown) as ‘compensation’.

They then liberated over two million souls that were haunting the forests of Seensplate, leaving a large necromantic place of power in their wake. Lifting the infestation of lost spirits from Seensplate wasn’t intended to provide lebensraum for the tens of thousands of elves being born ten miles south of Seensplate, but as a wedding gift for the Queen of the Dryads, on behalf of her betrothed, Naden. The Elvish Queen is said to be unamused at the casual liberation of two of her lost provinces (and their revenues), but Lord Kerenthos of the rebel province Liesuen claimed it was ‘worth every penny’.

## Slow Portal Broken

The slow portal between the Guild carrot closet and Elvenburg is temporary out of action. The portal was accidentally affected by an anti-magic substance, known as 'blackrock' while the Guild party in transit, was fighting off the attentions of a 'shadow-dweller'. If not for the actions of their Elven guide, it is quite conceivable that the path would have completely collapsed, depositing them in the misty Void. A spokesman for Guild Security tells us that 'work is in progress in re-establishing the portal, but it is currently unknown when normal services will be resumed'.



Guild parties are reminded NOT to aggravate any entities discovered during portal travelling.

## New Resurrection Record Set

While liberating hundreds of thousands of souls in Alfheim, Braegon the Magnificent has set an all-comers Alusian Mass Resurrection record. At the peak of his resurrection binge, he resurrected an average of over 10 souls per second for several hours.

Even now, Braegon, and his fellow life-aspected assistants Silverfoam and Caprice, go all dreamy when this event is mentioned. It is also said that part-way through this stupendous feat, several legions of demons turned up to investigate the mass transfer of souls, and Caprice send them back to Hell with their tails between their legs with a single sharply-worded retort; this interlude did not make the medical report.

## Ladle Not Yet Found ... But Still A Work In Progress

Last season, an adventuring party set forth with the task of following up rumours to the missing Healing Potion Ladle. We didn't find it, but did obtain the information that it is no longer on this plane. We did however discover a type of wine that has healing properties, thanks to special herbs that can only be harvested in winter, and news of a portal to a realm controlled by the Green Queen which seems to be in a perpetual state of war. Whether or not there are opportunities and benefits for warrior inclined Guild members is yet to be determined but a known drawback of this place is Death Aspect. Blessings so far, seem to be accelerated healing and toughness.

So, if any adventuring groups are travelling off-plane and they hear rumours of a Ladle that provides healing properties, Guild Security would like those checked out. After all, it might be ours ... and we want it back.



## Demon Threat Averted

A party, while adventuring in Delph, encountered and destroyed a wood-demon who had power over the earth. The wood-demon had been confined to the summoning circle at the time, but had managed to turn the surrounding environs against its summoner. It is not entirely understood why this demon, who was not one of the seventy-one, but one of their progeny, was summoned. There is little doubt that if it had managed to work its way out of the circle, it could have posed a serious threat to the surrounding jungle, and eventually to the rest of Alusia. The party averted this, destroying the wood demon by turning it into a cabbage, and then making salad.

## Dalran Betrays Seir

The scheming Enchanter and Spymaster, Dalran the Loon has pulled off yet another dastardly scheme. Having earlier sold his soul to Seir to gain earthly power and knowledge, he has now rejected Seir's aid, and reclaimed the remaining blackened fragments of his soul. This change of heart happened after a clandestine meeting with the Calamar agent Larak Mafader, and resulted in several subsequent 'chance' encounters with various Archangels. Whichever side Dalran is nominally working for, you can be sure that he will betray them shortly, if not for personal gain, then for amusement and sheer malice. Turn your back on this evil fiend at your peril.

In other news, the Guild would like to congratulate the senior and respected guild member Chevalier Roke for successfully renegotiating an external contractual arrangement with the Willing Prince.

*Menolly:*  
"Oh no. The spiders killed Santa Claus. Here are all the presents."

Who is....

## Dalran?



*When and why did you join the Seagate Adventurer's Guild.?*

I joined the guild in 787 when an uncle spotted I had some magical talent and he thought it best to be away from the politics of home so that I could become someone other than an idle noble or political schemer. My family would have arranged the path of my life through mercantile interests and I'm sure a marriage of advantage to some nobles daughter BUT that wasn't my desire at all. Once I reached my majority, just before I completed my mage training at the guild, I decided to stay here and become an adventurer until I am ready to settle down.

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

When not adventuring or training, I travel widely looking in on old friends and associates to pass the time, perhaps for a few hours or days as the whim takes me. I enjoy learning new facts as well as historical information about the people and places I visit. I always feel that forewarned is forearmed and that knowledge is something to be cultivated wisely and then stored for use at appropriate times.

*Please describe a highlight of your adventuring career so far.*

There have been several cases where certain beings have taken an interest in me, and I have had to deal with this interest either with direct action or through other machinations in order to safeguard me, those I am fond of, or have been tasked to care for. I'd give details, but in my line of work details can be fatally interpreted by others so I must plead discretion.

*What areas/weapons do you specialise in?*

I am an Enchanter of some skill and I must admit to a specialty in information gathering and retention which has given me an edge in a number of cases. Take it from me, a word, fact or face remembered from interaction, history or local knowledge can be a life saver in later times. I also have developed some martial skill in various weapons for protection purposes, and skill in others to deal with those lacking in manners or whom I have 'an interest' in.

*Are you still associated with the Church of the One Horned God?. If so, could you please tell us a bit about it... We've heard rumours.*

I became associated with the Church of the One Horned God when Darien and I met him off-plane, but I have since renounced any link to the OHG. I have fond recollections of the church, in that it is a place of peace, serenity, peace and love in that the central message of the church is around enjoyment and procreation in any number of ways – what is wrong with that? I'm always happy to help young lasses with learning more about the ways of the church, if you can find me then we can talk more.

*Aurora:  
"I work for  
the Seagate  
Times -  
There's  
nothing in my  
coin purse."*

*According to some sources, you were once associated with the phrase "I am not a loony". Could you please explain how that came about?*

The phrase 'I am not a loony' came from a job I was undertaking with other luminaries such as Kilroy. This involved a very deep and cold lake, strange events, murder, an asylum, mayhem and lobotomies. The specific incident occurred when our party was split up investigating the asylum. Kilroy and I were sitting down outside when several asylum guards came around the corner and looked at us suspiciously. I seem to remember I may have been dressed in a hospital gown after a period of some physical exertion or magical effect and therefore I was recovering from something.

Now being a relatively new E&E I wasn't that capable in close quarters and so when they started moving towards us I started backing away. They didn't know who we were, but they evidently considered us people who should be locked up inside the walls, not sitting around outside. The guards approached, and I stated, "I'm not a loony". Then seeing it having no effect on the guards I turned and attempted to flee, but was captured quickly. It did hasten my desire to better defend myself physically to avoid similar incidents in future.

*Some time ago, you were awarded the Best Death Award for a particularly... unusual death... involving... giant rat trap? Care to elucidate?*

The best death was mortifying, but it was when I was young without many of the useful skills I now have. We were sorting out a rat infestation for a giant, and working our way through his castle riddled with rat holes, whilst avoiding a marauding cat or two. We had a number of tunnels to investigate and I went up one to look for signs of rats and stumbled in the dark (I am human after all) and was cut in half by a rat trap that had lain in wait for a rat. The party arranged for my resurrection, but the experience did prompt me to gain more experience in the skills that enable me to spot and avoid such traps and incidents.

*Why are you still an adventurer and what motivates you to join a Guild Party?*

I adventure for the novelty and to continue my search for knowledge lost and useful. I also have a number of companions who matter more than most and when I can assist them I will do so. A guild party is a family of sorts and while we don't necessarily like all our family there are often ones whom we will go out of our way to assist to the best of our abilities.

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

If you choose to remain a professional adventurer then find those kindred spirits whom you would adopt into your family and then spend time with them to be sure. The trails of adventurers provide the opportunity to see those worthy of your respect and starkly define those less worthy so embrace the opportunity to enrich your life. Respect your fellow guild members and adhere to the principles of the guild but never lose your personal values and aims for your life.

# The Adventurers' Guide

## Tips for Success

When it really looks bad, random magical effects can save the day.

Never be afraid of pain, especially the kind that comes with cleansing flame.

Don't mess with anything you don't have to—unless, of course, you're sure there's profit in it.

## Still More Things I Learned NOT To Do Watching Lizette on Adventure

Do NOT detect aura on strange things in portals

When they say don't look - DONT LOOK!

Do NOT use anti-magic items in a slow portal

Do NOT value your magic items more than your own person.

Do not mention Lizette yet again in the Seagate Times... it really does only encourages her.

## Birth Notices



Autumn has been a busy time for midwives and healers. Especially for a dozen guild members who volunteered their time and expertise this last month to help with the delivery of thousands of Elven babies in Ladlaugh. High Lady Anelia expressed her gratitude to the guild members: Amelia, Anatheia, Braegon, Darien, Kelestra, Mary-M, Mortimer, Pennlucien, Phaeton, Sabrina, Serra Angelus, and Silverfoam.

Several guild members (and not all of them Elves) have new additions to their families this season...

Arthur & Amelia Pendragon are delighted to announce the birth of their 2nd daughter, Madeline, on the 18th of Harvest 809.

Aryan and Countess Ebola are delighted to announce the birth of their second daughter Aloise. Mother and daughter are well and enjoying the summer in Ebola, Aryan was last seen heading for a pub in Seagate.

Also expected to make announcements are Princess Isil-Eth, Lucius and High Lady Anelia, .Sabrina and Tarahell and Serra Angelus.

Vychan refuses to comment.

### 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.



### 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



### 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!**

### For sale:

A non-magical, non-caster, set of drow half-plate. Suitable for a medium level non-mage adventurer.  
Protects reasonably well (AP 7) but can be a little cumbersome (AG -1).  
Wasn't officially valued.  
I'd like at least 2,000sp for it.

Contact me at Bolton manor.  
Basalic



*Lizette:  
"I don't wanna lose my shield."*

*Lizette:  
"I don't use my courtier skills much. Every time I do it just makes it worse."*

*Aurora:*  
"I'm a  
blonde."

*Rowan &  
Brigetta in  
chorus:*  
"We know!"

# Starflower's Bestiary

## More Big Bad Bugs

There is something about a bug grown to unusual size. First, you have to wonder where they're coming from. Personally, I suspect Earth mages with nothing better to do than to find ways of making their pets grow to outlandish proportions. Or somewhat perverted high mana areas. Or maybe one of the Dark Powers isn't telling us everything—do they ever? Second, you have to wonder what such big bugs eat when they can't get adventurer. Or peasant. And thirdly, let's face it, they're ugly. Not even most of the Earth mages I know consider bugs to be pretty, especially when grown to unreasonable size..

Now, I've met giant spiders. Strictly speaking spiders aren't actually bugs, because they're not insects, but for some reason these are the variety of giant bug that the many planes of the all seems to prefer to generate. Because of this pervasiveness I've discussed them previously. The twin dangers with spiders are their webs and their poison, and the solution is to attack them at range. I heard about a

party confronted with a swarm of spiders recently, who sent their golem in first which worked well because the golem was immune to the poison. Although the spiders did pretty well bite it to pieces.

This assumes that the spiders are not acting intelligently, which is generally the case. Bugs are not smart. Normally. Smart bugs are truly scary.



### *A Hellwasp*

But I digress. The inspiration of this article is a report from a party last session who reported a variety of different species of overgrown bugs. Such variety that I hadn't come across since that memorable adventure into that nasty underground insect world. They reported giant spiders, giant ants, aphids, giant mosquitoes, enormous hellwasps, and giant centipedes. No mantis men, but then you don't get them all.

Their advice was simple when applied to the giant ants—leave them alone, don't poke their nest, and they'll leave you alone. The aphids seemed to be largely docile herbivores. The wasps were a very different story. The party called them hellwasps for their vicious disposition. The only good thing to be said was that these were inclined to attack either solo or in small groups. A swarm could be extremely unpleasant, as good a swarm of giant mosquitoes. The giant centipedes also attacked in small groups, but unlike the wasps which made their presence obvious with their loud buzzing as they came in on the attack, the centipedes were well camouflaged and

*MDK  
(referring to  
the depth of  
the river):  
"It only  
comes up to  
here on the  
ducks."*

### *Fighting a Giant Centipede*

attacked without warning from the undergrowth.

Which brings me to my next point. Part of the problem with fighting giant bugs is the environments they favour. They hide in forests, in the jungle and swamps, places which afford plenty of food for big predators, and which coincidentally provide plenty of cover for over-sized bugs to conceal themselves in. Therefore, one thing you will need if you're on a bug hunt is some means of detecting them. Being skilled in noticing things helps. Infravision generally doesn't because bugs are ectothermic, so they're roughly the same temperature as their surroundings. Telepathy doesn't help, because these environments are full of hungry animal minds, and sorting out the one that specifically wants to eat you isn't going to happen—at least not before it decides to have a bite.

Of course, the problem with that bite is that it's often poisonous. The giant mosquito is a simple bloodsucker, though it can carry nasty infections. The sting of the hellwasp is extraordinarily painful, such that it stuns. The giant centipede's bite carries a paralysing poison which affects agility, so that the prey slowly stops moving. Giant spiders carry a nasty burning poison. So, obvious precautions include wearing an Amulet of Carbuncle, and carrying Waters of Healing. Having a fire mage with Cleansing Flames along doesn't hurt either.

Your best strategy is to attack from range, with bows and magic. This is really the only thing with hellwasps since they sting on the fly, and you're lucky to connect with a melee weapon. Lightning bolts are ideal, but other similar spells are also effective. You want single-target spells and close-rated weapons to deal to giant mosquitoes, which attach when they suck. Mind mages also have a few tricks against bugs. They're often vulnerable to "control animal" spells, and then can be turned on each other. Smart bugs are more of a problem because they're harder to control, and that control isn't as effective. Thankfully, I've encountered them very rarely in my adventuring career. There are said to be some infesting the moon however...



# The Puzzle Column

## The Lion and the Unicorn

Eva the Vengeful is lost in the Forest of Forgetfulness, and needs to know what day of the week it is. She spies a black lion and a white unicorn frolicking in a glade, and shares her conundrum.

The lion says "Well, yesterday was one of my lying days, and you should believe me because I only lie on Sunday, Moonday and Duesday while the Unicorn always lies on Wotansday, Thorsday and Frysdays." Frustrated, Eva threatens them, saying "If I can't figure out what day of the week it is, I'll kill you both, but I'll spare the life of whoever gives me the answer to my question."

The unicorn replies "Well in that case, yesterday was one of my lying days, and you should believe me because I only lie on Sunday, Moonday and Duesday while the Lion always lies on Wotansday, Thorsday and Frysdays."

Eva thinks for a few minutes, scowls at the prancing animals, and then thinks some more. Finally, she says "Thank you, I know what day it is, and who lied to me", casts Sinking Doom once, and walks off, whistling a happy tune.

What day of the week is it?  
Who does Eva slay for lying to her?  
(Warning – the obvious answer is wrong).

## Baby Gifts

Holly and Photon bought four presents for various new-born elves, but couldn't agree on four identical gifts. They bought four separate gifts.

The first cost 5 sp more than the second.  
The second was half the cost of the first, plus one third the cost of the first.  
The third cost two-thirds of the first, and the last one cost double the third.  
They spent a total of \$115.

What did each of the gifts cost?

## Riddles

**First:**  
Pronounced as one letter,  
And written with three,  
Two letters there are,  
And two only in me.  
I'm double, I'm single,  
I'm black, blue, and gray,  
I'm read from both ends,  
And the same either way.  
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.



*Aurora:*  
"I'm a fae. If it's (the cauldron) is cold iron it'll burn me if I touch it."

*Rowan:*  
"It's hot."

### Second:

I am the black child of a white father, a wingless bird, flying even to the clouds of heaven. I give birth to tears of mourning in pupils that meet me, even though there is no cause for grief, and at once on my birth I am dissolved into air.

What am I?

### Third:

Glittering points that downward thrust,  
Sparkling spears that never rust.

What is it?

### Answers to Last Issue's Puzzles:

#### Adventurer Training

1 day, Kitty, Strategic Implementation, The House of the Rose

2 days, Starfire, Objectives Evaluation, The Feisty Frog Inn

3 days, Madelf, Diplomatic Analysis, Castle Chilton

4 days, Photon, The Feisty Frog Inn, Resource Management, Alphonse's

5 days, Holly, Feudal Infrastructures, Seagate Guardhouse

#### Riddles:

First: a shadow,

Second: a thorn,

Third: a hole

### What's Hot

Life Aspect

Elven Babes

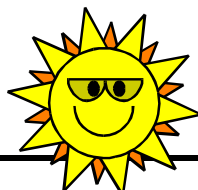
Random Magical Effects

Brownies

Gorgeous Gardens

Babies

Getting Un-pacted



### What's Not

Boring Aspects

Goblins

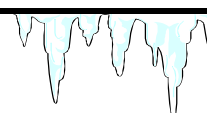
Breaking your Magical Weapon

Giant Bugs

People-eating Plants

Anti-magic Weapons

Being Pacted to a Forgotten Power whose name began with "L"...



*"Why isn't Isil Eth joining us?"*

*"She is neither the prettiest nor the strongest willed, of course she couldn't."*



# The Rumour Mill

You heard it here first...

Ice mages are rumoured to be standing a well toned air mage drinks in any tavern in Carzala thanks to his rumoured great work on the great autumn storm of 809. Some have even taken to calling it 'the Vapourstorm'. Whatever is true, those predisposed to the cold are willing to say that the well toned air mage is the best air mage in the guild's history and several have invited him to spend time with their families and unattached daughters when he has time from his important guild activities.

On the other side of town, fire mages are rumoured to be looking for a well toned and expertly coifed air mage to also show their 'appreciation' over recent events, but a well placed guild source has let slip that the mage in question has slipped out of Seagate before the conflagration of fire mages could get up enough steam.

Apparently, Sabrina turned down the chance to become the goddess of her own plane, because she wanted to get her armour adjusted first. Sabrina's retort that she didn't have her unborn child with her at the time, and wasn't sure it would be a good nurturing environment anyway doesn't ring as true to these ears as an appeal to her vanity.

Naden the famed abstemious monk and 'white' necromancer is about to put his roots down and get hitched. It seems the Queen of the Dryads has tempted him with an indecent proposal, being that she would marry him if only he could grow some wood. He is now seriously contemplating the life of a roving Treant; how this will affect his ability of Scarring Terrain and inclination for a life at sea remains to be seen. His recent gift of an entire province of Alheim indicates that he may be considering it seriously.



## 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

*"Shall we go to the pub first or talk to Twiner first?"*

*"Do you really need to ask that?"*

*"I knew putting on a Featherfall was a good idea before we started experimenting with the Silk threads. What a shame we didn't."*

## Wife Wanted

Powerful E&E seeking smart, pretty wife to join him in world domination (from behind the scenes), and acceptance by polite society.



Huge tracts of land desirable but not mandatory. Must be able to produce at least one child and still look fantastic in court.

If you can't work out who to contact then you're not qualified.

## Tools for Vigorous Missionarying

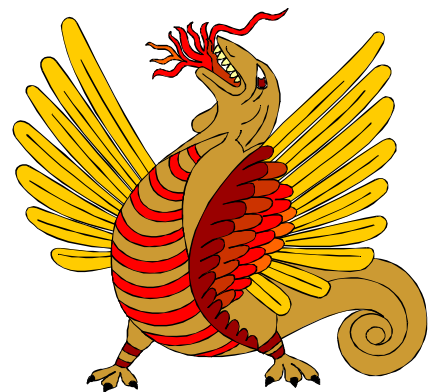
Could current Agents of Light (particularly those who serve Michael or Uriel) please contact Kit at the United Church in New Seagate; I may be able to be of some assistance.

Or bring your gold to the Silk Lounge in New Seagate if the title piqued your interest for other reasons, we'll definitely be of some assistance.

## Holy Water for Sale

Many uses, principally administering pain and hurt to those nasty Undead. 100 sp per 1/2 pint.

Please contact Phaeton at the Guild.



## Contacts:

T'ana Silverwind	Jacqui Smith (275-3080)
Flamis, Grizelda	flamis@ihug.co.nz
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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)