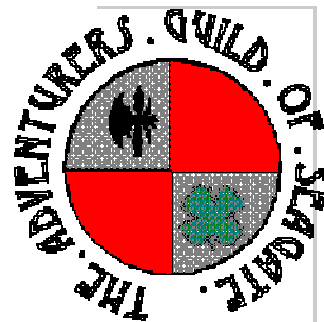


The Seagate Times

Issue 65 – Spring 809



Mad Lass Lands Lost Landmass in Demon Dharma Farmer Drama

Recent reports from traders leaving Rokar that a substantial island appeared (or reappeared) South of Hindia have been confirmed by a returning party, who say this is the lost subcontinent of Dakhini, arriving after travelling through time from a previous age. Stories of merchant and fishing vessels crewed by monkey- and goat-headed creatures of myth, and tales of coastal villages coming under attack from Orcs in long-ships, dressed in colourful garb, wielding bronze weapons, and playing frightening music have also been spreading about the region.

The most remarkable tale is that of the captain of the trading vessel The Viceroy, Charles Canning, which was traversing the Bight of Hindia when Dakhini reappeared and they found themselves suddenly beached in the mouth of a river delta.

"We were surprised to see the trees and sand-bars fade into view, but when a small group of brilliantly coloured and dressed Elves flew up and tried to address us in horribly broken Elvish we were amazed. Some had multiple sets of arms, extra faces, blue or red skin, and were generally excited and interested to see us but didn't seem to understand that humans were able to sail boats or much of what the rigging and sails were for. They quickly become bored, but before they left, two of them picked us up from the sandbar we'd hit and carried us out to open water. We stayed away from the coast from then on, but could see villages of beast-men; monkeys, snakes, crocodiles and such along the shore."

Appearing as only a footnote in a few Elven histories, the peninsula was thought destroyed in a fiery cataclysm over 25 thousand years ago during which the skies across Alusia were tinged red and the once-pristine moon was pitted with scars from

debris apparently ejected from the site of the tumult. The favoured speculation was that the ruling Maryn Consociation had sided with (or offended) the Drow and been struck from the face of the world in one of the final acts of aggression following the War of Tears. Others speculated that they had transgressed against their own Elvish natures by cooperating with lesser races and thus fell into chaos.

Dispatched into the past by the Demon Orias, who was at the time calling himself the Drow moon goddess Inanna, Clarissa D'Ornay (guild member, air mage, and Orias' psychologically suspect agent) was hoping to reconcile her parents' feuding families, driven by a dispute that stretched back until the world-shaking event. Mortimer Graves, Amelia "World-Breaker", Darien, and Glass aided her in making sense of the Consociation's caste system, myriad of beastman species, and the structure by which they supported their Elven patrons to the degree that they were practically demigods. The rules of Dharma laid down strictures for each species, with those adhering to them, gaining energy from their peers and neighbours and those who broke the rules sacrificing their share to those in the hierarchy above them. Since most of the rules were complex, enforced by a huge Human-run bureaucracy, and at times seeking to guide the hybrids' natures from their origins, the Elves largely lived a life of cantrip-quick gratification, properly separated (according to Dharma) from the suffering of the "mortal races".

**Elsewhere
in this
Issue:**

News in Brief

Bestiary

Puzzle
Column

Rumour Mill

and more...



*Clarissa:
"I'm flattered
that you're
concerned for
my existence,
but I have been
flirting with
oblivion most of
my life."*

Seeking to avoid the prophesied (and historically documented) destruction and the ensuing exchanges of blame that may have fuelled a feud, the party decided -- following a possibly "divinely" inspired notion of Clarissa -- to skip the land's recorded absence entirely and push it into the future to a time after they had left. Using an obscure ritual recalled by Mortimer, which was designed to protect a garden from frost by sending it through winter into spring, they scaled the magic so that a power source based on millions of sentients keeping and breaking the Dharmic laws could potentially move the lands of the Consociation to the present day.

After no small amount of deal-brokering, diplomacy, and pointing out of omens of impending doom, the Court's agreement was gained. While the most Dharmically invested members of the Maryn Court formed a "power pyramid" and channelled their energy up to Queen Aistaraina, a subsection of the court who represented the seven of the eight Celestial Elements (some have since been lost and rediscovered), along with Darien, guided the peninsula's journey, and a very "special" individual acted as the fulcrum and focus for the energy.

Clarissa was given this agonising task and had to maintain a mental grip on the land as the power of the Consociation was forced through her to stop time from advancing over the entire landmass while Alusia advanced one Elven Great Year into the future. Despite being gifted with an "unbending will" for the duration, the effort has reportedly all but destroyed her mind and left the Guild Healers in amazement that someone could survive that level of magical burn-out. There has been speculation that her Courtier training has replaced her higher faculties almost entirely, but no other Master Rank courtiers have elected to comment.

"She was never the sharpest knife in the drawer, but we're talking about another sort of utensil entirely now. Maybe some sort of whisk?"

"We always learn something incredible about extremes of mental and pharmaceutical damage each time she returns from adventure, but we really can't let her out of our sight this time. It wouldn't be right."

The ritual succeeded, and might have gone without a hitch but for two demonic interferences. Earlier incarnations of Orias (Surya, the Lord the Sun) and Aim (Agni, the Master of Fire) were members of the court, tolerated for the wisdom and insight, and performed vital roles in organising and running the ritual. However, once everyone was committed to the 24 hour long process, they quietly harvested the Dharmic and magical energy of the Elves that had been overcome from exhaustion. The party suspected that had been their long-

term goal, but was too busy keeping the continent from disintegrating "mid-flight" to hinder the Fallen Ones greatly. One of the court's younger members, Indra, had been maintaining a link to the lands outside of the immediate effect of the ritual, where time moving at slightly faster pace, and managed to rescue some of the court. He'd also organised some of the children of the court to take care of their elders' duties during their absence. During this time the nature of Dharma appears to have changed radically, and these youngsters are likely to be the colourful godlings that assisted the Viceroy.

Was the mission a success? Orias apparently seemed happy (and rather less mad) and several million lives and maybe a dozen species were preserved, and everyone had cake. Clarissa's family is no longer fighting and she is no longer a disappointment to her parents, who have no idea she ever existed. She smiles more these days, but who knows why?

Demonic Security Advisement

An unexpected consequence of the mitigation of the Dakhini Cataclysm has been the alteration in the personality or powers of two demons, motivating this advisement for the personal safety and security of Guild Members.

Orias

Formerly the "Celestial Marquis", and now claiming the title of "Celestial Prince", Orias appears to have integrated a number of previously fractured aspects of himself into a higher functioning whole. Independent aspects may still be encountered at this time. Members are advised to treat all with considerable caution.

Aim

The well-known Fire Duke has acquired a second recognizable aspect: *Agni*. This aspect appears as a handsome and well cultured elven male with courtly graces and a suave false charm. Agni appears far more likely that the usual aspect of Aim to attempt to

reason, bargain, and bluster, but should be treated as deceitful and treacherous. He may also have powers of possession or the ability to alter his form; Agni can sometimes reveal himself by flame-like glints in his eyes. Agni appears to be more timid than Aim's usual incarnation and may have both a fixation on and fear of female halflings. This aspect appears currently to be a semi-autonomous fragment of the demon and Security believes it is likely to spend time attempting to consolidate its position and power base among Aim cults such as the *Red Redemption* within large cities.



News in Brief

Temple Reopens

Tensions are again high in Old Seagate as the Temple opposite the Church of the One-Horned God is reopened. The Reformed Spiteful Sisters of Perpetual Dissonance are rededicating the old temple of the Demon Seir to the Devourer of Souls or 'Lissael, The Devourer of Souls (bad ones only), special rates for old beaus and deserving guild members' to give the new goddess' full name.

The priests of Temple of the One-Horned God are upset due to the constant unsettling noises now emanating from the temple. "It's almost as if the sounds are being directed at us, we just cannot get anything done". When questioned about the disruption to nearby temples, and the Nobblers in particular, the anchoress replied that the sounds are to 'befuddle and confound' wickedness and wicked thoughts, that they are receiving divine and therefore sacred instructions as to the acoustics and did we have trouble reading the name of their order? Complaints to the Duke and civic authorities have fallen on deaf, and indeed several blocks away, ears. The Mayor is however reportedly happy with the new temple. "The Lady spent some time hunting down demons and other monsters in town and it's nice to have her, um, back." The Sister's intend to hold the opening service on 2nd Thaw. Theme "Proper arm technique when throwing holy water vials", readings to be from the Book of Utter Bastards.

Deploring the standard of Guild Scribe notes

Guild members, as head librarian in the guild I have seen all manner of scribe notes dropped off for archiving and referencing over my years of service, from illegible lines of scrawl on the back of some outhouse paper through to huge well written volumes of information in bound files. We have worked as much as we can with the verbiage provided to provide logical, consistent and useful information.

However I am increasingly being asked to interpret information detailed in these notes and frankly I can't comprehend some of the things written, described or detailed, never mind interpret them. To be blunt, it's not my job. So my gripe is this – if you want your 'scribe notes' (I use this term very loosely as most are barely legible notes on getting drunk, fornicating or fighting with no real factual information for future



people to follow should they be hired to do so) to be useful then index, reference, detail and complete them with useful information.

Where they are concerning the same areas travelled by other guild parties then establish the correct links, names, places and such like. I don't have any tolerance for any guild members who ask "what does this mean" so don't do it of you'll feel the sharp end of my quill. When you write your scribe notes make sure they make sense and are useful or else you may as well make stuff up like some of

the 'scribe notes' you have dropped off in the past which have lead to deaths and worse.

Now I have tried to use small words here for those of you who have trouble with language in general, not just common and I hope you take my words to heart.
Cuong Chan – Head Librarian

I like the explicit content, I'll look after it for you, I have special shelves for the good bits, especially the illustrations, just file them in my special cubbyhole. I also do readings some evenings, in the corner under the red lamp, only 1sp each.

Dubie Scrymes - 3rd Assistant Librarian

Party Completes House-Cleaning (and Pest Control)

A Guild party recently returned from off-plane with a train of horses and a number of large chests. They had been employed to clean a castle that was occupied by undead squatters. We managed to intercept one of the members of this party in a corridor and obtained the following:

"It could have been much more difficult, but we had Isil Eth who destroyed a lot of undead just by being there—doubt that it counts for Star of Alusia, though."

"Starflower was shining like the moon, and Isil Eth was glowing like the sun... in fact most of the party were glowing for some reason or other—except me, I was trying to hide in the shadows, as if there were any to hide in."

"The toughest monsters were those Jumpin' Jack Flashers... or Spring-Heeled Jacks, I think they were called. Leaping around the combat, and only able to be killed by castration—not the usual place to stake an undead, but hey, whatever works."

"If they had had a kitchen sink, we'd probably have taken that too. No, I'm not sure how fast these horses go—I'm calling it ludicrous speed."

The Guild Treasurer, Ozbert Pennywise, has been seen rubbing his hands with glee—apparently this party made a conspicuous contribution to the Guild finances, but he's not saying just how conspicuous.

Darien:
"So, before we do the day-long ritual to save the continent, we could experiment with the short version."

Mortimer:
"No."

Darien:
"Why not?"

Mortimer: "We could find out something we don't want to know."

Who is....

Vapour?

We catch up with the Air College's most buff member busy oiling his incredible torso. His muscles rippled and we found it hard to know where to look as we began the questions...

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

Aaah, that was some time ago - at least a decade ago now.

2) What areas/weapons do you specialize in?

I am a warrior, so as such do many weapons. I am particularly skilled at unarmed combat, and have a natural ability in oiled wrestling that is unmatched. Minimal clothes always helps, so unfortunately I don't get much chance to practice while working, except for sport and exhibition matches.

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

I am focused continually improving and tuning toning of my body. I am fortunate to have my natural beauty and strength, but I'm always looking for new ideas and ways to further improve. As such, I do find myself helping out with hard work around Seagate, or wherever I am. I am quite a popular choice, as you already know. [cheezy smile]

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

Visit Orcs - a good strong people. Shame the tough skin hides the muscle tone. Some are a little tetchy I hear, but the ones I've come across have been superb. [gaze drifts off again with a smile]

And Dwarves. Great fighters, strong and brave. Visit them too, and learn.

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

The world needs heroes, champions, strong leaders to raise spirits and hope. That is me.

6) OK ... I have to ask. What's your secret? How did you manage to stay so buff? And are there any tips to achieving this you wish to pass on?

Focus, focus, focus. Too many people are distracted by the niceties of life. Of course being naturally buff helps, but everyone can benefit. I have regular morning rituals to help tone the body. This also helps. You have very fine shoulders - good upper arm strength. Impressive! I think we should work on your leg muscles first.

Come to me later - I can help.

7) What do you attribute your success in being voted the Air College's "Man of the Year" several times?

[Shrugs] When you look like me, it is difficult not to be noticed. And the Air mages do have an affinity to beauty in natural form.

8) And .. is it really true that you're engaged? How did you meet?

Aaah yes. We met on adventure, of course. She is a fine woman, with incredible skills of healing and body manipulation, and admiration for fine art. We got on very well from our first meeting, when she re-sculpted my face after having it half eaten off by giant spitting spider acid. Nasty stuff. But look, you can hardly tell, and the shape is magnificent. Even the slight scar she left behind improves my looks. Now that is skill!

9) Is the rumour true that you were responsible for the sudden cold snap just before the last Guild Meeting?

Sorry - I've got to go! I've got a meeting with the sorceress who needs some boxes shifted again. Let's continue this meeting later. It's been a pleasure - and keep up the good work on that upper body.

*Mario:
"If Vapour stops that can only mean one thing."*

*Aposta:
"He found a mirror?"*



The Adventurers' Guide

Tips for Success

Be prepared—be very prepared.

Never be afraid to use up those gold bricks... there is always more gold, but there won't always be you.

Speaking of which, immortality is a good thing, but it's not worth selling your soul.

An alternative method of entry to a defended area is worth looking for—going through or under the walls, or under water has the advantage that you're less likely to spotted.

If you're up against hordes of undead, then it doesn't hurt to pack an Isil Eth.

If your job is to stand there and keep preparing healing spells, then stand there and prepare.

If your job is to hit the bad things, then hit them hard—but don't forget to protect the blast mages. And the healers.

Finally, a battle you can avoid is a battle you have already won. If you can talk your way out of fighting, then that's generally the best policy.

Artisan Cooks' Corner

"Tweetie Pies"

These oatie cakes are like little round flapjacks. They keep very well, and are great for adventurer lunchbox snacks.



Ingredients:

150g butter
100g soft brown sugar
225g porridge oats
2 Tbsp honey
2 Tbsp of as many of these as you like:
Nuts, raisins, pumpkin seeds, sesame seeds,
sunflower seeds, coconut, sultans, currants...

Method:

1. Soften the butter, and add the sugar. Beat with a spoon until creamy.
2. Mix in the other ingredients.
3. Put into greased muffin tins. (Makes 12)
4. Bake in a 190°C oven for 15 minutes.
5. Allow to cool, remove from tins – eat!

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 Earth 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!

TOP QUALITY NEW AND USED CARTS,
WAGONS AND CARRIAGES AVAILABLE NOW AT
RONALDO'S OF ARN'S FERRY



TOP STOCK FROM CARZALA AND THE BARONIES
AT ROCK BOTTOM PRICES
HORSES, DONKEYS, MULES AND TEAMSTER
SUPPLIES
ALSO AVAILABLE ON REQUEST
GO NO FURTHER FOR YOUR #1 CART SUPPLIER

Starflower:
"Well. No wonder my ESP didn't pick up any brains"

Aqualina:
"Yep. That's a no-brainer!"

Starflower's Bestiary

Spring-Heeled Jack

I have admit that it was something of a surprise after watching hordes of undead, skeletons, zombies and worse fall into dust at the touch of Isil Eth's glowing splendour. But there it was, an undead creature that seemed to be totally immune to her glorious elven effulgence. And I can't say that my swords were much more effective. Or Arwen's for that matter. Or even Sooty's powerful fire magics.

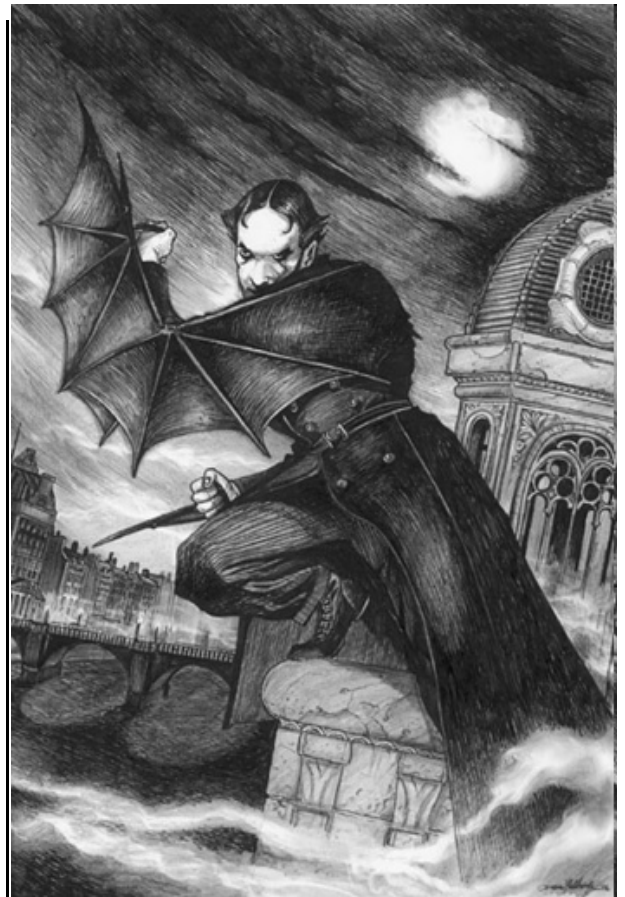


The facts we could deduce immediately were that the creature was humanoid in appearance, with the pale features typical of undead. The glowing red eyes were more distinctive, as were the bat-like winglets on each arm. It was highly intelligent as determined by telepathy. And it was a messy eater—bits of human bodies were all over the place. But the truly outstanding feature of this monster was its sheer agility, its ability to leap across space and attack with headlong ferocity. It seemed to have some special ability to destroy elementals, because it made the two earth elementals

we had with us vanish with one strike each!

Fortunately, Isil Eth was able to dodge most of its attacks, as we laid into it, doing as I said surprisingly little to slow it down. Even chopping its head off didn't stop it. Finally Arwen read its aura, and we learned that it was called a "Spring-heeled Jack". We also learned its weakness—castration. We needed to emasculate the monster!

It was Isil Eth who got the lucky shot to the groin that felled that Spring-heeled Jack. It seemed to stand there momentarily as if stunned—though being headless it was quite expressionless. Then it disintegrated into a pile of rotting flesh.



Now while this was a rare species of undead I'd never even heard of, never mind encountered before, and likely will never encounter again, there is much that is instructive in this encounter for the adventurer—the professional killer of monsters.

Firstly, I will remind you that information is key to success in this game. If you know what it's vulnerable to, you have a much better chance of making a quick and efficient kill. If you know what you're going up against in advance, some research in the Guild Library is a fine thing. Of course, this little expedition was off-plane, to a plane no Guild party had visited before, so such resources were unavailable to us. Given that you don't what you going to face, then assuming you have somebody who can read auras (you did pack your DA mage, didn't you?), taking a moment of time early in a combat to analyse a monster's aura can save a lot in resources—and sometimes lives. After all, if it's immune to fire, you're not going waste tossing those Fire College gold bricks at it. And the quicker you kill it, the less painful it's going to be for all concerned. The trick is getting the question right. Something like: "Most significant weakness" is generally a good call.

Secondly, be prepared. Not just for the expected, but also for the unexpected. Never assume that because something looks like a duck, and quacks like a duck that it really IS a duck. Because sometimes it isn't. Some would say that we wasted some of the excessive amount of coin we put into invested items, scrolls and potions before setting forth on this little

The Puzzle Column

The Princess Paintings

Princess Silivith loves art. Her palace is filled with the works of countless artisans, both well-known and relatively obscure. When on adventure, she is always on the lookout for new artworks for her palace. To her intense pleasure, she struck a gold mine last season, when her party were hired to clear out a mansion infested with undead. She found four new paintings for her palace and after getting them back to Alusia spent a happy afternoon eagerly finding places to hang her new treasures.

You need to figure out the style of each of the four paintings, the height and width of each canvas (one height was 24" and one width was 27"), and the room in her palace where the Princess hung each painting. All of the paintings were rectangular.

1. The landscape painting wasn't hung in the throne room. The painting that was 22" in height had a larger width than the portrait painting.
2. The painting with a height of 20" and a width of 35" wasn't hung in the hall of mirrors.
3. The painting that had a 16" width was the still life but it wasn't hung in the blue bedroom.
4. The battle scene, which wasn't 24" in width, was hung in the hall of mirrors.
5. The painting in the throne room was 28" in height.
6. The landscape painting wasn't hung in the green dining room, but it was less than 24" in height.



Riddles

First:

There is one that has a head without an eye,
And there's one that has an eye without a head.
You may find the answer if you try;
And when all is said,

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.



Half the answer hangs upon a thread.

Second:

We are little airy Creatures,
All of different Voice and Features,
One of us in Glass is set,
One of us you'll find in Jet,
T'other you may see in Tin,
And the fourth a Box within,
If the fifth you should pursue,
It can never fly from you.

Third:

When young, I am sweet in the sun.
When middle-aged, I make you gay.

Answers to Last Issue's Puzzles:

Baby Gifts

First = 30 sp

Second = 25 sp

Third = 20 sp

Fourth = 40 sp

Riddles:

First: eye

Second: smoke

Third: icicle

What's Hot

Shallow sexual
Escapades

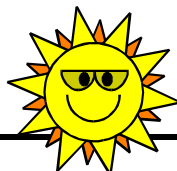
Continents dodging
cataclysms

Killing Undead

Horses that can walk
up walls

Travelling submerged
up river using Mage
Current and Water
Breathing

Raising creatures to
sentience.



What's Not

Demon Summoning
Bunnies

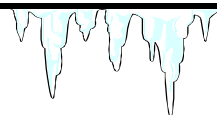
Sacrificing your fellow
Ritual participants

Undead with over 100
in willpower

Having to stand there
and prepare healing
spells while everyone
else gets to kill the
monster

Travelling over 50,000
years just for cake

Exchanging sentence
for cake.





The Rumour Mill

Love or Just Cold?

Mario and Valery both have histories of using and callously discarding the opposite sex, so when they hooked up this winter we all knew it wouldn't last. But night after night they spurned other floozies and himbos to almost exclusively warm each others beds. Then when Mario dared to spend an evening with the lads, Valery tried to kill them in a fit of jealous violence.

Could these two players be off the market? Are the Seagate pubs marginally safer for single men and women? Is it love or just that the nights were very cold this winter.

Pining in the Air

Walk gently around the girls of the air college, they are wearing those black armbands for a good reason. Vapour, Air College Man of the Year, is engaged! The hussy that stole their Vapour is a perky little blonde from Borderlay, Collette Beaumont is reputedly a master healer and obviously misused her skills to entrap noble Vapour.

The Air College officially denies rumours of a 10,000sp bounty for anyone who can release Vapour from the clutches of this wench.

More Ill Wind

On top of the disastrous loss of Vapour's flexing prowess, the Air College is also bereft of it's leading political and society starlet, Clarissa D'Ornay. In an apparent attempt to be acknowledged for more than "giggling, stabbing people, and being able to put her ankles behind her ears" she selflessly attempted to hold together a nation of tens of millions of beings several hundreds of thousands miles in size for a duration of somewhere between twenty-four hours and 25,920 years. With her mind.

While we don't like to use the term "vegetative", we've been assured that she's been found a shady, north facing spot out of the wind, and is being watered regularly.

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

Official Announcement released by the Imperial Government of Kijaand to the Adventurer's Guild of Seagate, CandleMansa 809WK

***The Imperial Coronation
of the Kijaand Empress
Zalvic Kosiva Zaorich Derivent
Yenihozin***

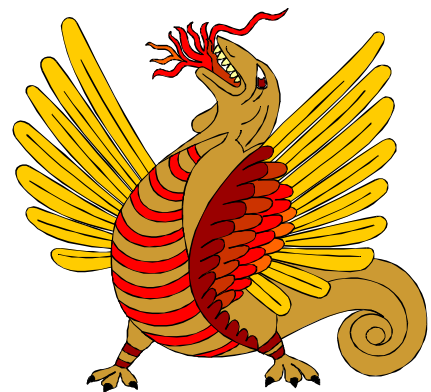
***on Aroplozn Lebn Aiber Toyt
in the year Communique Mercentile
470***

***The coronation will take place at dawn
in the Temple of the Sun
in the Imperial City of Mazarathin***

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.



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Lucius	bridgetjane@yahoo.com
Amelia Pendragon	rmansfield@ihug.co.nz

Or check the dqwiki at:

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