

# The Seagate Times



Issue 68 – Spring 810

## Royal Race Result - Five Remain of 120! King Still to Make Final Selection

A Guild Party was hired to protect Princess Mary of Artzdorf and Flugelheim as she traveled to the royal capital of Aquila, Konigburg to attend the Royal Debutante Ball starting on the Winter Solstice (17th of Snow 810). This involved a number of stops mandated by social, political, diplomatic and personal obligations. And naturally the party were in an excellent position to report on developments in this right Royal Marital Race.

First, the party had to make sure that Princess Mary got there safely - it was suspected that there could be attempts to eliminate the competition before the main event. This they managed to do despite the bandits, the weather, and occasional injuries on their side. The social niceties and obligations on the way were also met with little incident.

At the Debutantes' Ball on the 17th Snow, no less than a hundred and twenty notable young ladies were presented to King's attention, but he only danced with twenty-five. Of these, he "conversed meaningfully" with only eighteen.

This was reduced to ten "favoured attendees" by the end of the Tea Party and Museum Tour on the 18th, and the Hunt

on the 19th. These ten chosen ladies received invitations to a dinner with King Ulric on the evening of the 19th.

Finally, when on the night of the 24th Snow, the "Twilight Beauty in the Snow" Ball was held, not one but five "Belles of the Ball" were announced; these ladies being:

- 👑 Duchess Meredithis, the Duchess of Ranke
- 👑 Princess Mary, daughter of the King of Artzdorf & Flugelheim
- 👑 Wilhelmya con Sartra of Eltrandor
- 👑 Analise Schaefer, daughter of the Count of Grobbety
- 👑 Miranda Alagaad, daughter of the head of the Borderlay Alagaad family

From what we understand, the King's Regents have differing opinions, so we can only wait and see which one of these ladies will finally prevail, and win the prize of being the Queen of the Western Kingdoms.

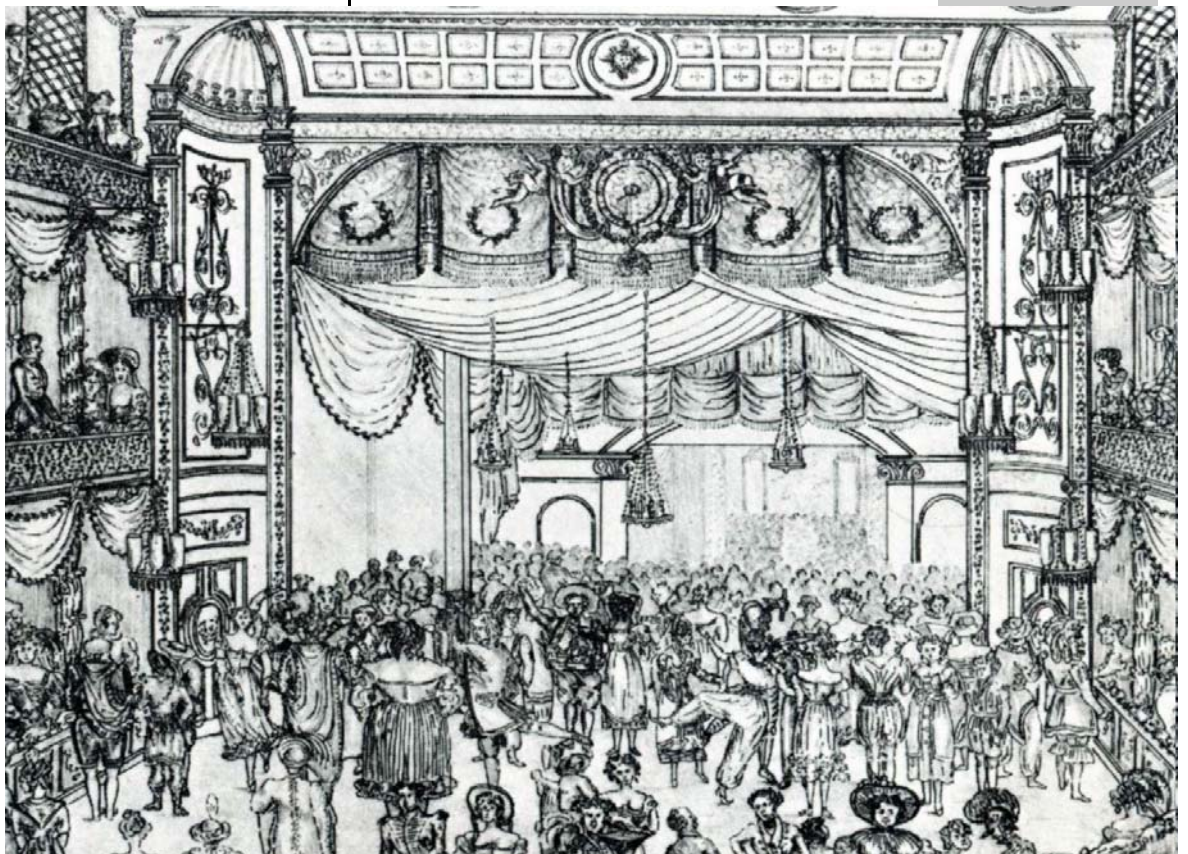
*Elsewhere  
in this  
Issue:*

News in Brief

Puzzle  
Column

Rumour Mill

and more...



Tari:

*"I can travel through Earth, but I haven't learnt it to a great depth."*

## News in Brief

### Purple Discordance

The Purple Orcs, a threat to peace and harmony on Purple have had their overtones of domination reduced to a minor supporting part. The magical roads linking their cities and empowering their rulers have been disrupted and their ability to repair them removed. The profiteering off-world arms-dealers were encouraged to return home. The sky-challenging towers of invasion have been destroyed. And the adventurers picked up a nice collection of jams and preserves.



### Del Toro Founding and Coronation

The County of Ebola and the former-military dictatorship of Plaz'toro have united to found the new Kingdom of Del Toro. The Count and Countess of Ebola will officially become the first King and Queen of Del Toro at their Coronation on the 2nd day of Blossom this spring.

The coronation is planned to be a grand event celebrating the start of a new era of peace and prosperity. The new rulers have promised a restoration of infrastructure allowed to fall into decay by the corrupt dictators of Plaz'toro. New roads, new towns, clear rivers, and a restored port are just some of the ambitious promises being made.

While the average Ebolean appears to be fairly indifferent to the change, the common people of Plaz'toro have welcomed the new rulers. The hildagos nominated to become the new Baróns and form the ruling council of Plaz'toro are all very positive about the new kingdom. The former ruler of Plaz'toro and some hildagos opposed to progress are no longer available for comment.

Guests invited to the coronation include: The Dons of Destiny; Duke Leto of Carzala; Kings & Queens of Artzdorf and Flugelheim, Eltrandor, Glissom, Raniterre, and the Western Kingdom; the Queen, princes and princesses of Elfheim; Captains of the Beltan; Ladies and Lords of Ladlaugh, Elvandar, and Elsfield; Emperor Titus Flavous Valentius Stabilius of Lunar; Czar Peter of Ruska; Lord Yo Long; Matt Tumbledown; Duchess Meredith of Ranke; Count Logan; Count Engalton; Count Blitzkrieg; Countess Aleksandra of Liberty; Baron & Baroness Jotenburg; Baroness Sabrina; Lord Warden Kern; Sir Christopher D'arbres; Sir Mortimer of Alfheim; Chevalier Roke; Lord Vapour.

### Invitation to Coronation

Count Aryan di Ebola, soon to be King Aryan Del Toro extends his invitation to his friends and fellow guild members to join him in celebrating his coronation on the 2nd day of Blossom this spring (two months after the guild meeting).

Specific invitations have been extended to some guild members and an open invitation is extended to all guild members, this open invitation includes transport (2 weeks each way by ship), accommodation (basic rooms) for the week of celebrations, and invitations to parties. On the proviso that you contribute to the event as entertainment, catering, apothecaries, herbalists, healers, and discrete security.

*[On your oath as a guild member you will not engage in assassination, murder, abduction, religious persecution, theft, or other ill-mannered behaviour during the event and you will attempt to stop any such activity that you become aware of. Politics, drinking, partying, debauchery, and securing future employment are encouraged.]*

### Farwey Fallen!

In spite of the best efforts of a Guild party, the plane of Farwey has fallen in to the grasp of the dark powers. The party were successful in retrieving one of the ancient and powerful artefacts that might have saved the plane, but apparently they had little choice but to give it up, when confronted with what they considered insurmountable odds—including having to get the artefact safely back through a vast horde of lesser and greater undead.

"Might have been different if we had been able to use the damn thing," said a spokesperson. "But being from off plane, we couldn't. So we were confronted with a total no-win situation. We gave it to the lesser of the two evils... but then he threw his lot in with the other one. Go figure. And next time, send in a more experienced party."



Tari's standard greeting during an Orgy:

*"I don't talk a lot."*

# MLGM Awards

The guild's newly formed positive public relations department is proud to present the inaugural Most Loved Guild Member Awards.

Final voting will take place at the summer guild meeting but we're now opening nominations for the Most Loved Guild Member of 810 wk.

## MLGM Nominees



### Sabrina

Still the best selling cover girl in print, but can our love of her beauty overcome the danger of appreciating it?

### Princess Isil Eth

Her beauty is peerless, her presence is awe inspiring, or is that just what she wants us to believe. The favourite to win, ahead in all polls conducted inside of Mind Counterspells.



### Starflower

The beautiful Elven Mind Mage femme-fatales, do we love them by choice or by command?

### Caprice

Queen of Gypsies, flower of the road. Her smile to die for, her scowl to die of. Maybe it's not just the Sorceress Elves that so blithely control our hearts.



### Engalton

Everyone recognises the clean and sweet-smelling Engalton a hero and adventurer from Seagate. Undecided? Perhaps a vote for largesse is in order.

### Kern

The surprising dark horse of this competition, loved by strangers, this hero of Alfheim is making a name for himself with everyone yet to meet him.



### Vapour

Air College Man of The Year! Most polished pec's in Seagate! Cover boy of vanity! Who could fly safely after voting for anyone else?

### Aryan

Looking for love in all the right and wrong places, not one to discriminate, it's hard to take offence to this philandering rogue.



### Albion

Speaking of indiscriminate, this lusty Elf qualifies by quantity alone.

### Sam the Ork

Apparently nominated by ALL his girlfriends, this self-nomination is yet to be formally seconded.



### Zanak:

*“God. I don't have a penis anymore.”*

### Falco:

*“I think Zanak displaces the Taint. He arrives and it leaves voluntarily.”*

### Vladimir:

*“You're all mad, and Zanak is just plum crazy.”*

*Centaur:*  
“How do you feel about the opposite gender of your species?”

*Nomad:*  
“You mean women?”

*Sau Rus:*  
“So, does anyone have the merchant sub-skill demon boon?”

Who is....

## Aryan

We found Aryan waiting for the Times, alone, at the Ebolan Embassy in New Seagate.

Before us we saw a youthful well-built and tall human, with short-cropped red hair and dusky skin. While more often seen in black metal armour and carrying an unreasonable number of weapons, he is currently wearing stylish clothes cut to best show his handsome body.

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

I'm a hero, it's what heroes do, go on adventures and save people.

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

I'm a Warrior and a General, I lead from the front, first into battle and last man standing. Weapons are all about the right blade for the job at hand, Great Axe and Hand and a Half are the most fun.

Sometimes I'm a mage but I can't decide which college, I've been an E&E the most. I got bored of Namer, I had to break my rule and change college mid-adventure. Never a Mind Mage again, that only leads to evil. Maybe I should be an Air Mage 'cos Air Mages are hot.

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

I like a girl not afraid to ask, yes I am free tonight, all night...

4) *Please describe a highlight of your career so far.*

I just gained a very interesting talent but it's not something easily described, I'll show you once we finished with these questions.

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

I know everyone says this but Hell ticks both boxes, no end of evil enemies to slay, but there's no good pubs and the girls bite.

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

'Cos I'm a hero, people and worlds to save and stuff. And the pay is good, and being a Noble gets a bit boring, unless there's a war or some good bandit activity.

7) *So you're going to be royalty now? How did this*

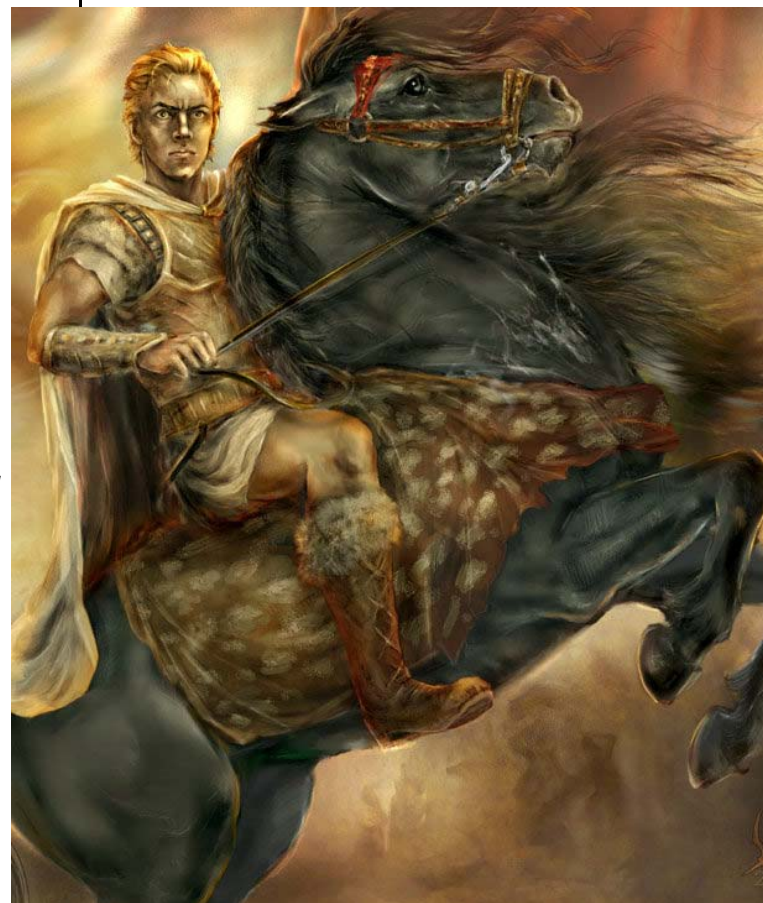
*come about and does this mean that you're retiring from adventuring?*

Well I was a Knight and that was cool for a while, then I became a Count and that was better, and the neighbors had crappy leadership so I took over and made a new Kingdom.

Now I'm King and that's so cool! Though apparently I need to be coronated to make it official.

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

The party's at my place this season and you're all invited. I've got a brand new capitol city that needs its cherry popped Guild Style!



# The Adventurers' Guide

## Tips for Success

Going sneaking off on your own, away from the party, is generally a very bad idea... especially if you then proceed to get drunk.

Oh, and on that subject, strong drink and strong magic don't mix...casting under the influence is a recipe for backfires that will give you an even worse hangover in the morning.

And we won't mention flying under the influence...

Carrying a light when you're adventuring in darkness just makes you a target. So you're better off finding some way to see in the dark.

Rushing into combat, ahead of the rest of the party, is generally also a bad idea, with quite possibly fatal consequences.

If you're out-matched and the military scientist says "RUN!", then you ALL run. Don't try to fight in a losing battle.

Always make sure you have a route of escape. Never get into a situation where you are trapped, with nowhere to run.

Never pick up a shiny object on a pedestal (or whatever) without a) checking its aura and b) checking for traps and wards.

A recent party discovered that Windstorm can be useful, but only if you are prepared for it.

## Things not to do in a Windstorm

- \* Use your bow
- \* Fall off your horse
- \* Cast Sleep Gas
- \* Flutter about
- \* Try to out-maneuver your opponents
- \* Get the Princess's dress muddy

## Things to do in a Windstorm

- \* Stay within two feet of the air mage
- \* Stay on your horse
- \* Kneel and cast
- \* Close with the enemy
- \* Drink Strength Potions
- \* Free-fall out of range

## Things the Party actually did, even after training

- \* See List #1

## Sam's Recuperative Draft

Earth Magic restoratives, available at Rank 8 or less, any flavour of alcohol.

See Dr Sam for your tonic.

550sp each.



Arwen:

*"There is no such thing as a good dragon!"*

## Artisan Cooks' Corner

### Pasifikan Coconut Bread

A great way to use up those almost black bananas (you really do want your bananas like that for baking). And no cows were milked in the creation of this recipe!

#### Ingredients:

- 2 3/4 cups self-raising flour
- 1 cup sugar
- 2 tsp baking powder
- 1/2 nutmeg, grated
- 400 ml can coconut milk
- 2 very ripe bananas
- 1 egg, lightly beaten

#### Method:

1. Mix the flour, sugar, baking powder and nutmeg together in a large bowl.
2. Mash the bananas in a separate bowl, add the eggs, the coconut milk, and beat until well combined.
3. Mix the banana mixture into the dry ingredients, and stir until smooth.
4. Pour into a prepared loaf tin (you know that baking paper is a good thing).
5. Bake in a 180°C oven for 1 hour.
6. Allow to cool for 10 minutes, remove from tin. Slice and eat!

PS. This loaf is nice toasted and buttered...



Arwen:

*"For some reason I cannot go down to the local flea market and buy a new soul."*

*Grizelda:*

*“We don’t actually have a swatting-things-at-range-when-you-can’t-properly-see-them-mage...”*

*Sau Rus:*

*“I must say they have remarkably industrious skeletons on this plane.”*

*Grizelda:*

*“Let us not count our artifacts before we have acquired them...”*

# Starflower’s Bestiary

## Challenging the Chimaera

In the second of a series of articles following the period I spent on the Planes of Chaos and discussing some of the creatures encountered in that decidedly monster-rich environment, I shall discuss the appearance, abilities and weaknesses of the fantastical monster called the Chimaera.

In an ancient tome about one of the wars of antiquity one may read this description of a Chimaera: "a thing of immortal make, not human, lion-fronted and snake behind, a goat in the middle, and snorting out the breath of the terrible flame of bright fire". Another old text speaks of: "Chimaera who breathed raging fire, a creature fearful, great, swift-footed and strong, who had three heads, one of a grim-eyed lion; in her hinderpart, a dragon; and in her middle, a goat, breathing forth a fearful blast of blazing fire."

The Chimaera we encountered had but one head, the horns of a goat, the foreparts of a lion, and the rear parts of a dragon (which are rather snakelike, let’s admit it). They were rather large creatures, perhaps twelve feet long and most certainly breathed fire, in the form of a cone, perhaps fifty feet in length. The differences between the Chimaera in the ancient documents and their modern counterparts may be because the beasts have magically mutated—or maybe simply because those descriptions weren’t entirely accurate.

A Chimaera is most likely to be found living in warm to hot climates, in wastes or deserts. It is a thing of ruin, and the area surrounding its lair will have been rendered a burned wasteland by its rampages. In the land surrounding the lair, or occasionally in the lair itself, there may be the remains of victims with their equipment and treasure, but otherwise chimaera do not hoard wealth as do dragons (or adventurers).

The Chimaera’s main weapon is its ability breathe a cone of fire. Other than that, it has no specific skills or magical ability, and is in fact a beast. Which means that you do have to watch out for those mighty big teeth and claws should you get that close! It is primarily a carnivore and will attack for food, to defend its territory, or if compelled (as were the ones we faced). Generally speaking the chimaera is a creature best simply avoided if possible. There is no doubt that a single chimaera can wreak devastation on lightly defended villages and



encampments, leading to useful employment for adventurers!

If you are employed to hunt down a chimaera. or there is known to be one in the area, one should logically prepare defenses against fire, both magical and mundane. Obviously a fire mage would be handy, and although the chimaera is not harmed by its own breathing of fire, it appears to have no immunity to fire as such. Its breath weapon has limited range, and although some are winged and can fly, your best bet is still ranged weapons and spells. Personally, I choose to give them a dose of their own medicine, transforming into drake-form and using MY breath weapon on them, learning in the process that they were not at all immune to mental attack (or cold for that matter).



# The Puzzle Column

## Evil's Henchthings!

No place is a safe place, for in the caves of the World Beneath, the evil Lord Xyron has decided he will not rest until his terrific Master Plan is complete. If he succeeds in his conquest, all sentient life will melt down into the darkness of the Underworld, and the world, as we know it, will soon be transformed into a desert of dust and ashes! He plans to assign five of his most trusted servants to climb up to the surface and complete his terrific task, declare and lead the War of the Worlds.



Lurking in the archive of the Underworld, a party of adventurers have found the files of these most loyal servants, partly consumed by fire. Can you find out the details about each of Lord Xyron's henchthings from what's left of the files?

Names: Axon, Galt, Tamik, Vido, Zarfax;  
 Types: Death Orc, Half-Demon, Black Witch, Werewolf, Vampire.  
 Experience: 629 years, 274 years, 56 years, 31 years, 9 years;  
 College: Mind Magic, Fire Magic, Necromancy, Celestial Magic, Earth Magic;  
 Artifact: Cape of Wickedness, Helm of Chaos, Celestial Necklace, Shield of the Damned, Sorcerer's Stone.

1. Vido, the wisest of them all, and Zarfax, the possessor of the Sorcerer's Stone, are the only immortals, and so have more years of experience than the mere mortals.
2. The most inexperienced servant is the Half-Demon, possessor of the Helm of Chaos.
3. The Black Witch was born and raised in the spirit of Fire, and is therefore an expert in its magic.
4. The most experienced mortal, and possessor of the Shield of the Damned, is neither Tamik nor Vido, but the Death Orc.
5. Zarfax has been an adept in his area for 629 years, but not in Necromancy or in Earth Magic.
6. The Werewolf is an expert in Celestial Magic.
7. The Vampire is well known for her long undeath; and naturally she is an adept in Mind Magic.
8. Axon has been an adept for 9 years, but not in Earth Magic or Celestial Magic.
9. Tamik, the Fire mage, is possessor of the Cape of Wickedness.

## Riddles

### First:

I can be quick and then I'm deadly,  
 I am a rock, shell and bone medley.  
 If I was made into a man, I'd make people dream,  
 I gather in my millions by ocean, sea and stream.

### Second:

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

### Third:

My first is a vegetable, delicious, round and green.  
 My third and fourth are sound asleep, as can be seen.  
 My fifth is fifty, clear enough for any riddle-setter.  
 Two of my second stacked on their sides will give  
 my final letter.  
 Now my second has my parts, fit them together well.  
 You see me now before your eyes; it's plain to tell.



Answers to Last Issue's Puzzles:

### Square Castle

Place one footbridge across the corners of the most. Then place another across at right angles so it reaches the corner of the island.

### Seagate's Best Baker

Hinny	Good Loaf	apple & spice	4th
Cherry	Bake Shop	sticky honey	1st
Patty	Duke's Oven	spicy sultana	Best
Edmond	Cookie Crumble	cinnamon scroll	2nd
Sally	Pastry Palace	rich currant	3rd

### Riddles:

First: candle, Second: mist, Third: sun

### What's Hot

Debutantes  
 Royal Orgies  
 Long-lost Kingdoms  
 Vapour-breathing  
 Magical boats  
 Wall spells

### What's Not

Practice Windstorms  
 Long-lost Fathers  
 Long-lost artifacts that you can't use  
 Undead hordes  
 The (Un)Willing Prince (and other associated powers)



Arwen:

"Deathly silence?  
 Greater undead bards!"



# The Rumour Mill

## Ignoble Nobles!

Little birdie told us a bit about what all those snooty nobles were getting up to between the Debutantes' Ball and "Twilight Beauty in the Snow" Ball... Described the high nobility of the Western Kingdom as "drug-addled sex-junkies" who engaged in "raucous parties on giant pleasure barges" until they "had lost track of all their changes of clothes and spare garments, let alone who their current partner(s) were." And these are the people who rule the Western Kingdom? One has to wonder.

**Wordsmith:**

*"It's so much better knowing the end is near."*

## Dwarves Counting

We have been appraised that certain dwarves are experimenting with a novel underground counting system called Khazadecimal.

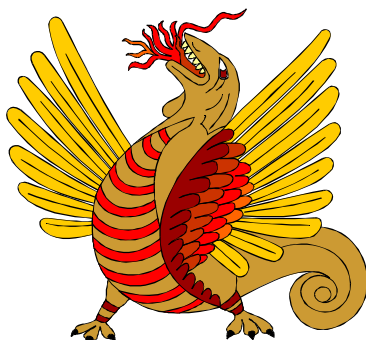
## Vapour the Vainglorious?

You know, we're beginning to wonder just when the over-inflated ego of the self-styled "Air-Mage Man-of-the-Year" is going to finally burst! The girls in the Seagate Times office would like to him to understand one thing—vanity is not exactly attractive.

## 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



**Sau Rus:**

*"You don't see that often... a pale spectre."*



## 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!**

## Restoratives for Sale

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



## Holy Water for Sale

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



Also available to select clients:  
Alchemical potions—you provide the talent, he'll put it in a bottle.  
Consecration of appropriate locations to the healer god Dianchect. Expensive, but worthwhile for your sickroom.

Please contact Phaeton at the Guild.

## 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.



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