

## Lambs with Teeth

We (Dalran, Mordrin, Tegan, Cher, and Thorn & Lizette) were employed to undertake a mission dealing with bandits near Novadom, but we knew that this was in fact a cover story to get a guild party kidnapped for some nefarious purpose. Our job was to allow ourselves to be captured, find out who was responsible and eliminate the perpetrator.

The antagonists turned out to be demons from the plane of Haven, Etrigan, who geased us and paid us a million silver pennies and Pithius, an illusionist, who tried to insinuate himself into the guild, before we discovered him, chased him down and eliminated him.

We went equipped as a solid medium party with reasonable amounts of equipment and we were promptly ambushed, captured, taken away and given to the being who wanted us.

Delran and Mordrin recognised the kidnapper as Grygor, a minion of the late Beast Rabban, and we determined to return for our belongings and to avenge ourselves and other guild members.

We were stripped of all equipment and our kidnapper handed us over to his employer, who offer us a "job", one that we couldn't refuse, or if we did we would find it very difficult to return from as we'd be very permanently dead. So we agreed to deliver a Geas not to interfere with certain plans for the next 10 years - oh yes - and 1,000,000sp between the 5 of us - Lizette refused to have anything to do with the deal but suffered the Geas so that she may live and whine about it. We also rescued two other captives as a condition of our agreement.

So, naked but for some formless clothes, unarmed and unarmoured we departed the enemy stronghold by way of our master ranger getting us lost on the way back to Seagate. She successfully got us lost then an unfortunate series of events occurred (Delran was incapacitated at the time) which led to our losing the lost path and falling out of 'time and space' into an alternate reality of Alusia where the Ice Demons of Artzdorf & Flugelheim had won

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and taken over the entire plane.

In order for us to return home we had to defeat the king demon snake in our under-protected, under-armed state and by our wits alone as we only had our intrinsic skills, magic and street smarts. We looted where we could and found some leather armour and some weapons of a mundane nature and we staged our attack as best we could think of at the time. We succeeded by the skin of our teeth and by the angelic weapons we had come across due to minor divine intervention, without which we would all have died, as the enemy demons were truly powerful and numerous in their massive Icy Citadel upon the Lake of the Moon.

We then found ourselves upon our Alusia and we made haste to impart our message to the guild and reequip ourselves before heading out to wreak our revenge on kidnappers and thieves.

Upon arrival at the guild we discovered that we had been accused of a heinous crime which was the attempted assassination of Uriel.

Uriel tasked us with discovering and destroying the would-be assassin. We returned and saved the guild from a demonic master assassin/spy illusionist that had gained entry to the guild through subterfuge and who turned into a nasty huge demonic snake. We chased him across the countyside, as he moved through the earth, before we bringing him to heel.

We then went after revenge and our items that had been looted from us when we were captured, so to that end we went looking for information

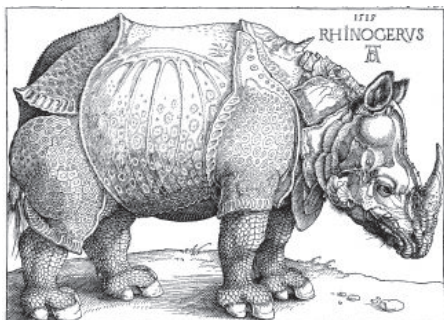
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from previous

on Grygor, who was one of the Beast Rabban's surviving Lieutenants and who had returned to the Mt Desai area to continue his work as a ruthless immoral mercenary. We located him and set about trying to recover our items, first by direct assault but then by stirring up political unrest between the camps in an effort to escalate already simmering tensions and enable us to get into the target camp and recover our gear.

This plan didn't achieve what we wanted, but Delran instead located Grygor in Sanctuary about to hold and auction of our equipment via the Thieves guild in a few days. We quickly hot footed it to Sanctuary (who knew getting lost all the time was so useful), established ourselves quietly and made plans. Finally we noticed Grygor leave his place of safety and so we ambushed him in the dank nasty sewers and after a fight which involved a rhino, TK rage in a crowded part of town, an uncontrolled dark sphere and numerous deaths on the part of the opposition we finally had our man.



We interrogated him and recovered our items from the auction house, then returned to the camps. Delran entered the camp disguised as Grygor and sent the enforcer, who had Cher's gauntlets, out to be ambushed by the rest of the party. We then returned Grygor's guards to them from a great height, with a note attached which read "Don't mess with the Seagate Adventurers Guild or its members again or this will happen to each and every one of you."

On our return to the guild we are informed that we have failed our mission so the guild won't be paying us, and will be holding most of our million to be doled out at 10,000 per year each.

Lizette donated her share to Uriel and Delran gave his to Duke Leto to finance a new prison to assist with the dispensing of justice.

GM-STEVE MARTIN

# Starflower's Bestiary

## The Awful Aboleth

It continues to amaze me that after twenty years of adventuring on as many plains of existence, I continue to encounter new sentient creatures - and then have to kill them. So many things out there seem to be inimical to elven-kind - or at least to this elf! And such is the Aboleth.

An Aboleth is an ancient creature of the vasty deep, remorselessly evil, and delighting in manipulating the minds of the creatures around it. It is entirely possible that it was the Aboleths who set the sahuagin on the merfolk and aquatic elves, starting the Pasifikan Underwater War (though sahuagin, being the orcs crossed with piranha that they are, they don't really need an excuse).

Physically, an Aboleth resembles a gigantic eel, or perhaps an amphibious wyrm with fins instead of wings. On top they are coloured a brilliant aqua, and underneath they are coral pink. Their heads are roughly triangular, with a rather beak-like nose, above which are vertically set their three eyes. Just behind the head are four long tentacles, and more tendrils hang from below the head. Four secretory organs, that release inky-blue slime, are set along the bottom of the body. This slime is a blessing to the Aboleth, allowing it to breathe both water and air, but a menace to air-breathers. Aboleth slime transforms the skin of an air-breather into an organ that lets the air-breather survive underwater, while taking away the ability to breathe air. Only the skills of a healer who can perform skin grafts can cure this condition.

The smallest adult Aboleths measure some twenty feet long. Given that Aboleths are long-lived beyond the span of elves, and they grow continually as they age, they can reach truly immense proportions. Fighting one underwater just on a purely physical basis would not be easy. And it wouldn't be purely physical, because Aboleths are powerful Mind Mages, and naturally they only get more powerful as they get older.

So, how do you deal with these things? Well, the obvious suggestion is to leave them alone. They generally

live in the abyssal deeps and they are, as a rule, less than interested in the affairs of land-dwellers. Or in the affairs of anyone or anything that isn't an Aboleth, in fact. We are all inferior species to the Aboleth, and frankly they don't care what we think or do, as long as we don't interfere in their nefarious schemes. And there's the rub, because their schemes are the sort of things adventurers have a habit of interfering in.

If you must mess with an Aboleth on its home turf, you must be capable of functioning underwater, and prepared to deal with powerful mind magic. You'll need Mind Shields to bounce its telepathy and make yourselves harder to target. You should also carry Mind General counterspells so you can bounce its control spells. I'd recommend taking it with ranged spells, preferably the kind that do damage even if they are resisted, because being of the Mind Mage persuasion, these are critters with considerable magic resistance. And don't forget to take a healer.

So, you're no doubt wondering how we took down an Aboleth, and what inspired us to attack one in the first place. As it happened, we required the brain of an Aboleth to trade with an alchemist for something we actually needed. So, we cheated. We had our water mage summon an Aboleth onto the beach, negating the need to be good at swimming and tridents. We stood in an area prepared with Mind college counter-spells, and lobbed ranged spells and weapons at it, while it tried to control us without success, until the Aboleth died.



# Tide Turns in Underwater War

A Guild party has been successful in turning the tide in the Pasifikan Underwater War, securing the aid of the Aquatic Elves, and bringing them to the relief of the Pasifikan Merfolk. The party quickly learned that the reason the elves had not been helping the merfolk was that the elves had been infiltrated by creatures called Malenti - apparently hatched from sahuagin, but having the outward appearance of aquatic elves. One of these creatures had made herself Queen and had the Elven King firmly under her control. The party were able to expose her, and took her down, restraining her right there in the royal audience chamber. Then they chased down the Royal Chancellor and a number of the Royal Guard who were also Malenti. In short order, the Aquatic Elves allied themselves with the Pasifikan Merfolk, and with further aid from the Guild Party, they mounted a series of major attacks on Sahuagin positions, sending them into retreat.

GM: KEITH



## Other Missions in Brief

### Following the Fumes

An Air Mage Adventure  
The Duke of Carzala was sending a healing fountain as a gift to the King of the Western Kingdoms in Zumular. Storm Mages stole the fountain. A few good Air Mages were needed to help. We traced the item to the far north, to a cult, and retrieved it at sword point and whirlwind vortex point (with maybe the odd air elemental thrown in for good measure).

GM: CRAIGHARPER

### Echoes in Eternity

The statue of the Archangel Rafael in the Cathedral in Seagate was bleeding. Brother-Captain An Empty Mind Breeds Heresy and The Witchesniffer Pursuivant of the United Western Church Mission hired a party to find out why and how and/or if it should be stopped. It was a plot of Botis, the Ugly Earl to kill Rafael and start Nightfall. He had corrupted Engalton, a loyal and powerful follower of Rafael. We healed Rafael, decorruped Engalton and saved the plane for another day.

GM: WILLIAM

### A game of 2 halves

We were hired to hold onto a recording knick-knack and investigate stuff. We came, we went, we killed things. then we went off for a holiday in the Isles of Adventure.

GM: DYLAN

### For I Have Immortal Longings in Me

We are to find materials of an Elixir of Youth, which le Comte will then make from himself. He has done this before, but the ingredients are different each time, and he relies on the Witch Anathel of Karthri to determine and locate his ingredients. We are to travel to her, and she will give us a list of ingredients and directions to where they may be found.

DM: JIM ARONA

### Dark Dangerous Secrets

The employer was an animal shape-changing creature whose wicca boss (Jane) sent it to get some crime investigators.

Her friend has a husband who encountered the wrong end of a sharp pointy thing a day and a half ago. He was a bank manager - go figure! The country (Unanorn) uses undead/revives (mainly) to fight the An-Abel (demons, orcs and other lesser goblinoids) and the Carmun (sea faring merchants). That 10 year war has ground to a halt in the Slig Marsh battlefield (a wasteland 200 miles away).

GM: JEFF LEDDRA

*Results of these last two is unknown.*

*Not possible to derive from scribe notes!*

# Somewhere through a Rainbow

Ancient gates to another world have recently re-activated. These Rainbow Gates may be opened to the strange world of Grymeron where the Goblins and Orcs are civilised, the magic is bountiful but slow, and the Trolls come in hordes.

Trade has been established with the Imboo Goblin Tribe, their Ambassador Albrecht will be opening the gate on a regular basis for trade goods to pass through. The Alusian side of the gate is being managed by the Seagate Guild and their new allies. Osbert Pennywise stated "This is an exciting new market for the guild, we expect to see future employment opportunities for our adventuring members."

Adventurers who scouted the gates state that the trade and regular travel is taking place though the most convenient and secure gate but there are others.

The Gate from Tiana Falls opens to the Haunted Forest, five tiers of magical woods, covering thousands of square miles, the top canopy ending over one thousand feet above ground. One of the few places where the high mana is accessible at the speed we're used to, the air is like water to move through, swimming training is highly recommended.

The Gate at the Falls of Valusha lead to the most dangerous place we found, a beautiful magical lake in the mountains, home to Dragons, Trolls, and many other dangers. Be warned, one to five minutes to 'quickly' cast a spell makes these dangers a little greater than we might normally expect.

For those that are permitted to travel there safely, the Gate in the Vale of Tears leads to the storm battered Isle of Shadoot, home to the insectoid warriors, Vindika. Safest use of the portal is in the morning.

In related news, Fort Gryphon as the closest comfortable accommodation to the trading gate is enjoying the increased business.

GM: DEAN

# The Naked Truth

**H**ello Darlings - the news is flowing like champagne at Isil Eth's on a Friday night.

Far be it from me to Judge, but could it be that the Ever Popular Mr. Vapour is trying tip the "who would you turn gay for?" scales in his favour. It appears he is not above donning a bra and magical accessories to win out over the rest of our studly worthies. He was heard to say that he was just after a threesome between himself, Aryan and a mirror.

It has been noticed that the lovely Sin, new to our ranks, has managed to "score" herself a particularly fine pair of mens boots. One wonders who has she been "Sinning" with?

Boulder, ever the ladies' man, is said to have carved another notch on his belt. We at the Times are left wondering, could his inclination towards human females mean that he has more of a Dagger than a Lance?

Speaking of endowments, Dalran has been seen escorting five woman around town. Sources close to him tell me he is no longer singing castrati in the choir. Which of the ladies has inspired this. Is Lizette still dragon bait?

Speaking of dragons, I understand that they are in hot demand this season. Both Imri and Seren have been seen spending time with dragons. Imri has been looking so smug lately that my eyes are glued to her midriff - has she had one too many meat pies or is that a bump I see? Seren has been loudly declaring she is off men, however the ban doesn't seem to have extended to Aubrey the dragon. Sorry Boulder, it seems size does matter after all.

The hot news from the religious quarter, fertility goddess Chantris is flabbergasted upon discovering her number one disciple, none other than

Dean Rowan has been sucking upon the essence of young boys. The Dean swears that "it was merely to get the evil out of them".

Lady Thorn the defender of Bolton Bay has bandit camps to the North and South of her. We at the Times know that such a good swordswoman couldn't possibly be turning a blind eye to this insult, is it possible that the Lady enjoys a bit of rough?

Ever wondered how Dwarves flirt? It turns out even the Dwarves don't know. Stern Athos had to resort to insults and put downs to show his affection for mouthy young Lyric. Even poor Lyric didn't recognise the suppressed emotional torrent sent her way. Doomed love is always such a sad song.

Most adventures are willing to lay down their lives for the mission (or at least cash). Mario seems to want to practise the laying down part. Even to the point of chasing a Nun; it is no surprise that he ended up getting none.

Garrick the Dwarf rescued Zanak the Mad by chopping his head off, then fixed him by chopping off his leg. Remind me to get someone else to rescue me.

In news from the Western Kingdom, King Ulric Schwarzrotgold has found a bride. A little bird told me that Duke Leto was disappointed after pouring money and resources into making sure that our own Lady Isabel De Winter was seen in a good light. A castle source says that the young lady had a good time at the latest ball. But I ask you, with all the show that the King was making of being seen with all the ladies, perhaps he is compensating for something... is it time to lock up your brothers Carzala.

# Shopping



## Boots & Shoes

### Frederick's Fancy Footwear

Frequented by the better sort, Frederick's in Redhill Street is known for its exquisitely made & "made to be seen" shoes. Some of their specialty items include:

**Pristine Perfection:** Your feet will never develop an odour while you wear these.

Cost 50 silvers

**Dance Away:** These slim satin pumps will increase your dancing rank by 1. Available in Ocean Green, Fuschia and Truly Toffee.

Cost 370 silvers

**Dashing Dodgers:** These fencing boots increase your Defence by 2%.

Cost 500 silvers

**Sugar Boots:** These sweet sliders increase your Stealth by 8%.

Cost 580 silvers

**Silver Slippers:** These delicately embroidered slippers increase a lady's effective physical beauty by 1.

Cost 600 silvers

### Uncle Grayson Surefoot

Located on south-eastern side of the Newmarket Square in central New Seagate, the shop of this elderly hobbit is the place to go for sturdy and practical boots and shoes. Some of his most sought after items are:

**Light Boots:** Uncle Surefoot's apprentices can make boots and shoes at half weight for 4 times the list price.

**Walking Boots:** These boots keep your feet dry and warm, lessening the fatigue cost of travel by 1 step.

Cost 85 silvers

**Catch-Me-Never:** These give -8 to your chance of being tracked.

Cost 200 silvers

**Get-There-Quick:** These boots increase your TMR by 1.

Cost 2000 silvers



# Tanglebone's Bestiary — the Human

Of all the malevolent, ghastly and icky things out there, none is more hideous than the human. This foul creature is an obscene parody of the elven form. Whether this is by caprice of some demented god or some twisted joke of nature is unknown. The skeletal structure is massively exaggerated, the added mass in the skull coming at expense of cranial capacity. As a result the musculature is also exaggerated to almost comical proportions. While some extra strength and power is unquestionably gained by these arrangements the loss in mental acuity, reflexes and sensory capabilities is a very poor trade. Humans have poor eyesight, inferior hearing and almost no sense of smell. The poorly arranged frame exhausts itself in record time and many develop disabilities long before the pittance of time allotted to them. Huge rolls of fat hanging off everywhere and obscene amounts of hair literally everywhere ensure that you never want to encounter 'the naked ape'.

Humans range from the minor nuisance of a single being to massive infestations straddling the earth like cancerous sores. It is in groups numbering up to the millions that humans are most dangerous. The squalor, filth and lack of awareness of the word hygiene is a danger to the land itself, its poisons affecting the area many miles away from the primary infestation. More frightening is what a human will do to another to survive. Each human gives no thought to wanton slaughter, uses and abuses of each other. Walking



into a human infestation will bring risk to one's life, limb, ability to reproduce and sanity.

Worse yet humans have a unique special power making them particularly dangerous. Humans consume magic. With a single, isolated and feral human the effect may not be noticed and some mages have noticed a boosting effect in the tiniest of infestations demonstrating that most is simply excreted in a more concentrated form. But just as your average human happily consumes the dung of others so too it will consume excreted mana. Larger infestations eat, excrete and eat the local magic until very little usable magic is left. Extermination procedures do little to mitigate this effect. Often the land must lie fallow for millennia after a particularly virulent infestation.

Unfortunately in this region local containment failed after those respon-

sible decided that drugs, partying and a lily livered 'live and let live' attitude would suffice in the place of vigilant environmental management. Some blame the demon wars but in truth the rot was already in. The blame for the now unmanageable plague of humanity lies squarely with the Krrf snorting bozos and pansy faced surrender monkeys in the Western provinces. Extermination may no longer be possible and containment is definitely out of the question. A localised trans-planar holocaust may be the only answer to halt the human spread.

*Editor's note: I believe Tanglebone to be a nom de plume of an elven guildmember... watch your backs*

# Ulric Betrothed

New Queen of the Western Kingdom Announced



The guild has just learned that King Ulric of the Western Kingdom has asked Duchess Meredithis of Ranke to be his Queen and she has accepted. Our source close to the royal family informed us that as a result of his spring season of official visits to Artzdorf & Flugelheim, Eltrandor, Ranke, Aladar and Borderlay he made up his mind and on the 28th of Blossom he discretely went to Ranke and asked for her hand in marriage after asking permission of her Uncle, Prince Kadakithis of Sanctuary.

King Ulric has announced that he is betrothed to Duchess Meredithis of Ranke as of the end of Spring 810 and that they have set a summer wedding date of the 3rd of Heat 812 in Konigburg as a wedding of this importance is very complex and Duchess Meredithis must nominate her replacement as the leader of Ranke. The regents of the king, the Marquessa of Bowcourt (his mother) and his older brother, the Duke of Aquila are said to have given their most effusive blessings to Ulric's choice of wife as they had met her last season and were most impressed with her skill and ability to survive the labyrinthine politics of Ranke.

The royal court is now abuzz with planning a wedding which is expected to be the wedding of the decade, if not century. A courtier out of favour with the court was said to have whispered that the Marquessa has been digging into Meredithis's family and life and been less than impressed before he was dragged away by some royal guards.

## A new round of 'Trade Negotiations'

We have news that King Ulric Schwarzrotgold was despatched abroad on trade visits to various realms internal and external of the Western Kingdom.

Spring 810 saw him visiting the towns of Artzdorf, Eltran, Grobbelartaun, Ranke City and Borderlay as part of 'trade negotiations' and he spent some time with various local families in order to get a better idea of the area and local population. He spent at most 2 weeks in each location starting on 3rd of Thaw in Artzdorf and departing Borderlay on the 23rd of Blossom to return home before Walpurgisnacht on the 30th of Blossom. The news of these upcoming 'trade visits' meant a huge increase in the number of civic works being completed and post winter repairs being bought forward.

An unconfirmed rumour had a lot of 'unsightly or unpleasant' relatives being sent away for extended breaks on various estates - no doubt to give them much needed rest!

## 20 Million for 10 Years?

The guild has been offered an unusual contract, 20 million silver pennies for 10 years of not interfering in the affairs of the Plane of Haven.

With guild tax income down the past few years and the unpopular looming prospect of increasing guild taxes to 15 or 20% again, the guild council is seriously considering the offer. While some guild members have already accepted this contract, the guild council is divided, so is putting the option to the adventuring guild members to cast the deciding vote.

Where is Haven and why should we care? Haven is a plane beset and cursed by Demons and Undead, the guild has regular contact with its besieged living population and has provided them magical trainers receiving many fine goods in return, including Guild Security's new magical cloaks. Adventuring members have received employment and significantly contributed to the liberation of the living. This contract of non-interference is from the other side.

Staunch advocate and supporter of the Living of Haven, Dramus the Necromancer said "This is an outrage, those who would take such a deal should be expelled from the guild! Of course we should reject this offer, let's cram it down their evil throats and destroy their evil influence."

Deacon Rowan, asked from a safe distance for his opinion was equally vehement, his sermon from throne on high involved many repetitions of cleansing, ungodly, fire and brimstone, punctuated by several Hellfires.

Even Silverfoam stirred from his private booth at Alphonse's to vehemently condemn the deal "They do make a fine Chablis".



# “Who Would You Turn Gay For?”

“Oh my goodness! What a question,” says Nikola Rosenstein, “Well I suppose that most of the male adventurers these days seem to be singing in the chorus line. It’s most distressing! What is a girl of marriageable age to do? In any case Rafael would advise a gold piece denched tightly between the knees is not only marvellous thigh exercise, and quite convenient on the days when you just have to have the shiny new silver sword, but also prevents all sorts of unladylike situations!

Of course if Rafael commanded it we would all put our shoulders to the wheel and do our best to go down gracefully.

“Gold against the skin wards off several nasty infections.” reports Princess

Isil Eth, speaking from experience.

“Myself” says Pierre the Illusionist while casting mirror images.

“Mebh” says Toledo Steel.

“Ithilmor,” says Lady Lizette. “I need rank 8 courtier and she could help me to pass the oral.”

(Ithilmor has been a popular choice amongst many adventurers seeing as she is famous for being an experienced courtier.)

Have your say in the next exciting edition of the seagate times. Write to [seagatetimes@gmail.com](mailto:seagatetimes@gmail.com) and tell us who you would turn gay for! (before we make it up for you)

# Engagements

A number of noble families have recently seen their young daughters and sons engaged as a result of recent interactions at the recent series of balls and events held as part of the Royal Debutante Ball of 810 in Konigburg. We are studiously trying to compile a list of who’s who doing what and where but our normally reliable journalist Aurora has been visiting various gardens and woods in Bowcourt and surrounds.

## NEWHAVEN STARTER KIT

As an introduction & welcome to the Seagate Adventures Guild, Count Engalton OM, of Newhaven is happy to provide a free package to each beginning adventurer.

The package contains:

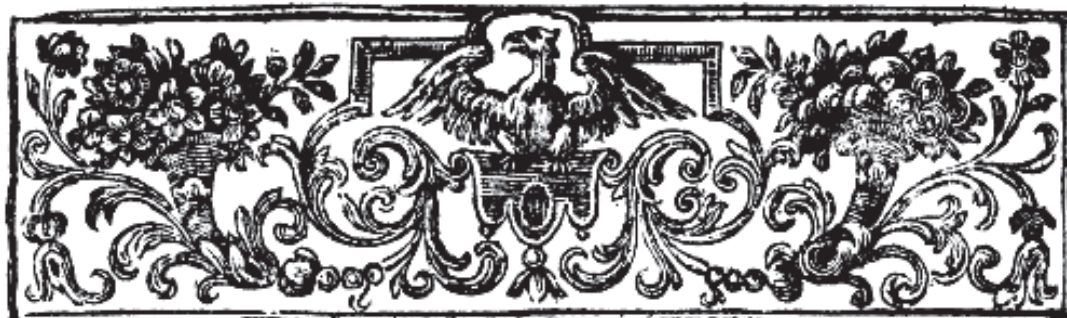
- One small backpack (leather 20lb capacity),
- One suit of leather armour (4pt, up to size 6),
- 50 foot rope (½ inch hemp, 3 lbs),
- One light blanket (2 lbs),
- A flint & steel box,
- A normal hand axe (2 lbs),
- A small pan (fry pan, 2 lbs),
- One waterskin (1 gallon, 10 lbs),
- Two waters of healing (D-5+8 healing, 2 lbs),
- One silvered dagger (1 lbs),
- Twelve candles (tallow, 3 lbs),
- One canvas tarp (8 lbs),
- One sack (2 lbs, 40 lb capacity),
- A pair of boots (low height boots),
- Three torches (Pitch Coated, 3 lbs).

All of this equipment is provided free of charge and is not for resale. Any unused equipment can be returned to Newhaven to be reused.

Available at the Guild Meeting or contact Count Engalton Redwood OM of the County of Newhaven.

## Demonic Infiltration of the Guild Foiled

Reports of a recent demonic infiltration of the guild has been proved true but the demonic assassin and his masters plans were foiled by prudent precautions and tenacious offensive actions on the part of a guild party. The party who had just returned from an unexpected off-planer excursion also had non-combatants that they had saved from death and torture at the hands of a pan-dimensional evil demon. The party reported to the head of the guild on a fiscally sensitive matter and then had to quickly work to mend certain divine relationships and they asked guild security to house their companions in secure chambers. Once the divine relationship incident had been cleared up the party returned to the guild to substantiate rumours of a demonic assassin. Upon return to the guild they had to fight a pitched battle through the supposedly secure guild guest chambers that appeared to have failed their confinement specifications as one of the guests turned into a demonic worm and departed into the ground. The party knew the danger that this worm represented and refused to give up the chase, taking the battle to the worm transiting through the earth in Seagate until finally just before the worm escaped they struck him down, killing him and removing his demon taint.



# Lath's Astrology Guide - Summer 811

As everyone knows since we are mortals living at the humour of the old gods, astrology helps guide our lives. Most people live with the combination of the seasons and the elements pointing to a clear combination of events. Only a few seek guidance of the Boundaries.

<p><b>♋ Winter</b></p> <p>Fish will taste a little unclean this Summer. The first time you spit out a bit of fish, it will remove all natural poisons with it, leaving you safe from those poison effects.</p>	<p><b>♌ Spring</b></p> <p>With Spring moving towards Summer, watch for signs from the Elder Gods, they will mark the way. One of your Wicca amulets may work well in the first month of Summer.</p>	<p><b>♍ Summer</b></p> <p>If you follow the powers of light, Rafael will protect you from one Specific Grievous wound this season, as long as you eat pork on the 5th of the month. A creature with a cloven hoof may hurt you.</p>	<p><b>♎ Autumn</b></p> <p>Views into Chaos is unsettling for all. Avoid ship or boat journeys this season, as you will not find your sea legs. Dreams of a wise owl hunting mice may become significant.</p>
<p><b>♁ Air</b></p> <p>In the months of Meadow or Heat look to the Clouds for a sign. A friend with black hair will need your help leading to treasure. Speak wisely to woman on hill tops.</p>	<p><b>♁ Water</b></p> <p>People from a local village may turn to you for help and your insights may save a young child from trouble. Within the month of Heat, fresh stone fruit will help you heal a leg wound of stranger.</p>	<p><b>♁ Fire</b></p> <p>Water adventures are out this season. While under the night sky, you will see the signs of the Return of the Lords of Decay. Fire is less of a strength and friend. If trapped in Ice do not trust the Walrus.</p>	<p><b>♁ Earth</b></p> <p>A statue in the rain will create no footprints and no arrows will pass thee. Voices within dreams are the truth from the Lords of Decay, obey them but take care if you are able to find her.</p>
<p><b>☀ Solar</b></p> <p>Solar influences will help protect you from harm. Within the first two months of summer hot meals will return an extra point of Ft but will lead to 'regularity' issues.</p>	<p><b>☾ Lunar</b></p> <p>The two legged types will try to cast doubt in the heart of the people you love, leading to a movement of both tribes and clans starting 'The Powc' migration early. Creatures of the night favour you.</p>	<p><b>🌳 Life</b></p> <p>Within the warmer summer months, with life being closer, you are able to move more quickly this season (gaining +1 TMR). Cold meals taste better on days when you do not dream of the Returning Lords who will free Eshi once again.</p>	<p><b>💀 Death</b></p> <p>As White Lotus comes closer, your aspect will work against you in large settlements, often leading to nights of sleeplessness and others warning you of becoming cranky. Take care in the month of Heat around warhorses. Within the month of Breeze pain will befall you, seldom resulting in Death.</p>

## Tips for Success:

Don't forget to buff the transport - or the hired help!

*-Starflower*

Don't throw rocks at elementals, they're stronger than you and will throw them back

*-Tegan the water elemental, chuckling*

Anywhere where air elementals are fighting should be considered a no-fly zone.

*-Mebh*

## What's Hot

## What's Not

Being considered attractive	Being considered tasty
Dark Spheres	Dark Spheres with opposable thumbs
Dancing girls	Boulder, naked, oiled and dancing





# The Puzzle Page

## Dauntless Damsels

You know, it's really annoying when the damsel in distress refuses to wait for the adventurers to come and rescue her. Can you match each damsel's name, with the name of her captor, where she was held, and how she rescued herself?

**Damsels:** Alyssa, Begonia, Eliza, Lily, Marian  
**Captors:** Baron de Boeuf, Count Poisson, Seigneur de Farce, Sir Ivor de Diable, Sir Loin  
**Prisons:** Castle Malfeasance, Chateau Noire, Deathgard, Leviathan's Keep, Tour de Farce  
**Escapes:** Bribed mage, Challenged captor, Disguised as guard, Knotted sheets, Swam the moat

**Clues:**

1. The owner of Castle Malfeasance was a knight.
2. The damsel who escaped from Count Poisson by making like a fish, diving into the moat, then swimming across and stealing a horse, was not the Lady Marian.
3. Sir Ivor de Diable, also known as

- the Devil Knight, did not live in the ominous fortress called Deathgard.
4. The Lady Alyssa got away by challenging her captor to a riddle contest (which he lost so badly he forgot not to let her go).
  5. The evildoer whose prisoner escaped by knitting herself a set of chain mail, disguising herself as a guard and simply walking out the gate wasn't Seigneur de Farce, Lord of Tour de Farce, or he who lived at Leviathan's Keep.
  6. The lady who escaped Deathgard by bribing the owner's resident Mage to send her home using a Rune portal wasn't the Lady Lily, who was taken prisoner by the Baron de Boeuf.
  7. The captor of Lady Eliza wasn't Sir Ivor de Diable, but he did have more than one word after his title.

## Riddles

**First:**

I cut through evil  
like a two-edged sword,  
and chaos flees at my approach.  
I balance in hand upraised,  
through many a bar room brawl,  
yet ever blind my gaze.

**Second:**

Full of power, full of grace,  
Ripe with beauty, ripe with strength.  
Through their long lives,  
they set everything's pace,  
For all things must come to live  
under their emerald embrace.  
Either in life, or in death.

**Third:**

As beautiful as the setting sun,  
as delicate as the morning dew;  
An angel dusting from the skies  
that can turn the world into  
a frosted moon.

### ANSWERS TO LAST ISSUE'S PUZZLES:

#### Evil's Henchthings!

Zarfax=629 years, Werewolf,  
Celestial Magic, Sorcerer's Stone  
Vido=274 years, Vampire, Mind  
Magic, Celestial Necklace  
Galt=56 years, Death Orc, Earth  
Magic, Shield of the Damned  
Tamik=31 years, Black Witch, Fire  
Magic, Cape of Wickedness  
Axon=9 years, Half-demon, Nec-  
romancy, Helm of Chaos

#### Riddles

First: sand  
Second: letter "d"  
Third: puzzle

## Quotable Quotes

*Lyric:* "I only know one famous person, and that's Sabrina... and I don't know her".

*Lath:* "The plan is we kick down the front door - that way there are more targets for Whirl Wind Vortex"

"oops" - *Mebh* upon remembering that she is wearing a set of armor that means she has been using Lath's fatigue to buff.

*Starflower:* "We're elves, shopping is an important part of diplomacy."

*Starflower:* "When is a cell not a cell...?"

*Sooty and Vanderhans (together):* "When there's a lock on both sides."

*Starflower (after hours of divinating loot):* "Can a poor elf get some rest?"

*Sooty:* "I'm feeling well-rested, thanks."

*Starflower:* "How about a rich elf, then!"

*Starflower:* "Why do I get the idea that Malenti is short for Malevolent Entity?!"

*Mr Rippley:* Have you heard of the Mouse Water College? - They get Squeak to Aquatics...

*Vanderhans (of the employer):* "She organised for us to commit tourism."

*Starflower:* "We had just acquired a brain."

*Mr Rippley:* "That puts us ahead of most guild parties."



## LATH'S SPECIAL JERKY

This special light coloured jerky has been sun dried and covered in salts and special spices, and has a taste which resembles a salty spicy port & chicken strip, with a hint and aftertaste of beef. When someone eats Lath's Special Jerky, they will receive 8 Ft (damage or tiredness).

One packet contains 4 strips of Jerky and costs 1,000sp.

Please contact Lath at the guild if you are interested.

## Mebh's Magical Arrows

Scrolls of  
Rapid Fire Arrows

Create 21 magical arrows which fire off three at a time, and increase the damage by 1 point

Get them while stocks last.

400 silvers apiece

Also contact for other Air Mage Investeds on Request.

## INDIGO BROWNE'S OLDE ALCHEMY B A Z A A R

*These and other wierd and wonderful potions made to order:*

**Indigo's DA for a Day Potion**—Rank 20 Namer DA for 24 hours—BC: 173 3,000 each—3 in stock

**Indigo's Necrogeny Potion**—Rank 20 Necromancy Necrogeny—Summary: Reduces Infection chance by 25%, Reduce Undead drains by 8 and add 65% Resistance against Fear effects for 24 hours. (Refer to Necromancy College for exact details) 6,000 each—7 in stock

**Indigo's 20/20 Vision Potion**—Rank 20 Elvish Witchsight for 24 hours. 6,000 each—4 in stock

**Indigo's Nodoze Potion**—This potion will allow the drinker to go without sleep for 21 days. 10,000 each—4 in stock

**Indigo's Mirade Tonic**—This potion will allow the drinker to go without both food and water for 30 days. 10,000 each—7 in stock

**Indigo's Elemental Resistance Tonic**—The drinker is immune to climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. Elemental Magic damage is reduced by 20. Duration 24 hours. 12,000 each—7 in stock

**Indigo's Wrathcowl Elixir**—The drinker becomes shadowy and less corporeal, becoming increasingly ethereal. This allows attacks against corporeal and incorporeal creatures. Adds 42% to defence, 25% to Stealth and reduces all damage sources by 8 (Drains, Magic, Enviromental, Melee, Poison, Endurance and Grievous Etc) for 24 hours. 15,000 each—3 in stock

Contact Michael Young  
(lexor.morgan@gmail.com or ring 5203101) to buy or trade.

## Set Sail on the Blue Crow or Black Magic



Captain Marko Barrows of the Seagate Merchants Guild is pleased to invite Guild members to arrange travel on the Blue Crow or her sister ship the Black Magic.

Guild members are welcome to board the majestic Caravel the Blue Crow. Captain Barrows is a young handsome human in his late thirties who can speak many languages. He is a sharp dresser

who is also a skilled Captain and Navigator with many social contacts in many ports up and down the Duchies.

This season Captain Barrows has been fortunate in securing the most pleasurable singing skills of Lady Catherine Summers of Brandenburg. Her enchanting tails and songs gained her a large following in Brandenburg.

The Blue Crow sails from Old Seagate, Carzala, north west (200 miles) for two days along the coastal route to Sanctuary City located in the north west of the Duchy of Ranke. The Blue Crow has seldom had incident or issues in or around Sanctuary City.

From the colourful port of Sanctuary, she sails westward for two days (200 miles) to the shoreline of the Duchy of Brandenburg and then south west following the coast, then west for five days (600 miles) before turning north and then inland to the main port of Brandenburg, Caulder City.

The cost for passage on the Blue Crow ranges from 12sp to 300sp depending on destination.

From Old Seagate city (in the Duchy of Carzala) sailing on a fast Caravel to:

Sanctuary City (Duchy of Ranke) ~2 days 200 miles - 20sp

Zumalar (Duchy of Aladar, Western Kingdom) ~3 days 400 miles - 40sp

Caulder City (Duchy of Brandenburg) ~6 days 700 miles - 100sp

Port Artz (Kingdom of Artzdorf and Flugelheim) ~11 days 1,200 miles - 130sp

Chelemy City (Protectorate of Destiny) - 24 days 2,400 miles - 500sp

New Haven City (Duchy of Carzala) ~3 days 450 miles - 50sp

Novadom City (Duchy of Carzala) ~6 days 700 miles - 100sp

Adjepbar City (one of the Five Sisters) ~14 days 1200 miles - 160sp

Tycho City (The Lunar Empire) ~28 days 2,800 miles - 500sp

# Most Loved Guild Member 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.

The final nominations are:



## Aqualina

A swimmers body, a stunning smile, walking out of the water on a white sand beach, need we say more?



## Queen Aleksandra of Glissom

The definition of regal beauty and grace like she was fated to be Queen, inspiring devotion that transcends death and painful transformations, who wouldn't want to serve her.

**LATE BREAKING NEWS** - Last night black clad nymphs stormed in trying to rig the voting papers by changing all of the names to Vapa (sic). The perpetrators flew from capture but sabotage and water damage have left the papers unusable. Consequently voting will need to be done by a show of hands, no proxies or special votes. Despite Vapour's protestations of ignorance, he has been disqualified!

## Recapping the other 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 outside 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 pee'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.

## Letters to the Editor The Cost of Failure

Some members of our esteemed guild seem to take what we do as humdrum, unimportant or it doesn't matter if we don't get the mission completed as long as I get cool loot, but there is a cost to failure on our part, which can be as drastic as losing a battle against invading demons that results in the plane of Alusia as we know it becoming home to Ice Demons.

In 803/804 3 guild parties of graduating levels of competence were employed to find out what was happening in the Kingdom of Arzdorf & Flugelheim as the winter hadn't ended.

The first low level party found out a few things, the next medium level party used those findings and investigated the Kingdom further, discovering a demonic incursion and then a high level party was despatched to resolve the incursion and free the kingdom.

In our time these parties succeeded but we have just returned from a timeline where the guild party(s) died or were beaten off with the result that the entire plane became Ice encrusted, the Guild was destroyed and the peoples either killed or subjugated beneath layers of ice.

A guild party is a strong force for good or ill depending on your perspective and thus we should always act to resolve the mission primarily and other considerations such as looting should be secondary at least, if not further down the list of priorities.

*Delran*

To the Editor,

There was meant to be the regular interview for the Times this issue but I can't seem to find it. I was sure I had done it and I do remember going to the Guild Pub to do it but I can't remember who it was I was interviewing and all I can find in my notebook seems to be incomprehensible scribble.

It also seems odd that I can only remember six members of the last adventuring party I was in but I was sure there were seven. I have this vague recollection of a rather large Earth mage at one point but I just cannot recall who, or where this was. My most sincere apologies and if I do manage to decipher my notes I shall send it in as soon as possible. Your most humble reporter,

*Aurora*

# Character Services

Lucius' Greater Enchantments  
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 20 Greater.

You decide what you want!

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.

## 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.

## Need a Holiday?

Sick of all the adventuring, killing, problem solving and training?  
Tired of maintaining your high social standing keeping your guard up, watching what you say?

All the time the Orcs at the guild giving you the eye whenever you are trying to work on your tan line?

I am offering a package deal to five Guild members for a two week holiday on a remote, private tropical island!

For only 2,000sp each you will get return transport by cloud to the island, all meals and accommodation for your stay.

Please contact Lath at the guild.

*Orcs & Earth Mage Giants need not apply.*



## KITTENS, KITTENS, AND STILL MORE KITTENS

Kittens free to a good home.  
Various colours and types.

Contact Aqualina, either at the Water College or at the houseboat at Bolton Bay.



Restoratives for Sale

Honey-flavoured!

Up to Rk 7 currently available.

Only 800sp.

Please contact Grizelda at the Guild, or at the village of Thorn's Landing.

## Waters of Healing and Strength for Sale

Available now.

Get them before they run out.  
Make sure you're stocked up before your next adventure.

Rank 15 **Waters of Healing** - 400sp per flask

Rank 10 **Waters of Strength** - 1000sp per flask

Contact Aqualina, either at the Water College or at the houseboat at Bolton Bay.

## Gaming Stores

### Local Sources for Dice & Figures

VAGABOND GAMES AND COLLECTABLES

Branches in Takapuna and Auckland Central

[www.vagabond.co.nz](http://www.vagabond.co.nz)

KING OF CARDS

Located Downtown, Auckland Central

[www.kingofcards.co.nz](http://www.kingofcards.co.nz)

C	O	N	T	A	C	T	S
Aqualina	Keith Smith	275 3080	phaeton@ihug.co.nz				
Phaeton							
Flamis	Jacqui Smith	275 3080	flamis@ihug.co.nz				
Grizelda							
Lath	Jono Bean	021 917 173	jonobean@gmail.com				
Engalton							
Indigo	Michael Young	520 3101	lexor.morgan@gmail.com				
Lucius	Bridget DJ	027 554 8142	bridgetjane@yahoo.com				
Mebh	Julia	021 106 7365	juliamcspadden@gmail.com				