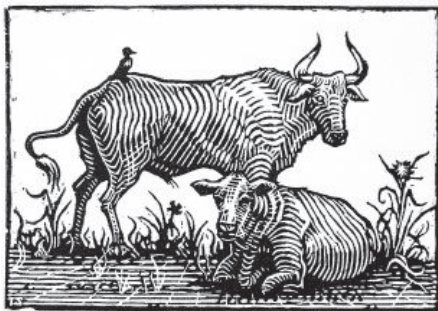


## The Cattle Drive Me Crazy



You wouldn't think that a property dispute between neighbours would result in facing down an avatar of Aim. But that is exactly what happened to us this season. Tegan, Prue, Daisy, Lady Nicola, Elgar, Flash and Billie successfully dealt with Baron Belrain overstepping his authority this summer. The Baron was still running his cattle over the land given to the Veterans of the Dark Circle war.

On the first night out, much to our surprise we encountered fire cultists at Blim. Not wishing to get side tracked, the incident was reported to the local authorities and the trip to the veterans' holding, Felders Sted, continued at pace. Lunchtime of the third day was our first encounter with Belrain's men. No blows were exchanged but they warned us not to be on the sweet riding this night.

The next oddity was discovering a



goblin ambush further along the road to the sweet riding. It was easy work for us to defeat them and they gave up their mates with only a little coaxing. Belrain had hired an Orcish war band to drive off the Veterans from the Sweet riding. The goblin's reported that they had orders to be away from the main road before the guild meeting, but things had gone awry and they were foolishly where they shouldn't be. They are part of Gorrack the orc's warband, which consisted of 20 goblin warg riders, 5 Ogres, 40 Orcs, and 4 bands of goblin ambushers.

On arrival at Felders Sted, the warning was sent out to all the local farms to expect trouble in the night, and we prepared for a large battle. All night war drums sounded and no one got any sleep. When morning rolled around the drums still sounded but still Gorrack did not make his move.

Tired and annoyed we decided to take the fight to the Orc's. Clever Elgar suggested that we borrow the Baron's cattle and stampede them over his warband. We managed to capture the cattle with only a little violence and none of the cowpokes died in the struggle. It was a bright morning when we rode the 500 head of cattle over the large warband, decimating it. After defeating a few of the stragglers, including two of the ogres, we looted the encampment.

One of the things we looted from the war band was a chest of cash. Upon investigation this cash transpired to be demon money, originating with Botis the Ugly Earl. A greater summoner called Bahomeh had procured the monies. After a few days rest to heal up, we headed back out to check on the warband's survivors. The Orcs had dispersed, the cowpokes had rounded up their cattle and everything seemed peaceful again.

That day we encountered a Shaman from one of the plains tribes. He sent us a dire warning that unless we speak

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More in Quantity and greater Variety  
than any Book of the kind and Price

- Mission Reports
- Puzzle Column page 9
- Guild Gossip page 4
- Tanglebone's Bestiary page 10
- Astrology Guide page 7
- and more...

to the Balrog in the volcano a great calamity will befall the land. Bravely the trip to speak with the Balrog was undertaken. The Balrog calls himself the Shape of Fire. It seems that the summoner Bahomeh has been stealing the shape of fires elementals and he wants them back.

Two crazy weeks were spent gathering up resources for capturing the summoner. The church knights at White Chapel were exceedingly helpful. On leaving White Chappel Abbey we capture an imp and force it to show us the summoner's lair in the hills. The lair turned out to be full of Aim cultists, which we defeated with the help of a large barrel of holy water. The Shape of Fire's elementals are released.

That night an avatar of Aim showed up to retrieve the soul of his disciple and after a brief moment of excitement both parties decide to let each other pass.

The next day the summoner showed up. He was not expecting us so we managed to easily capture him. We turn him over to castle Chilton in an effort to discredit Baron Belrain for consorting with greater summoners.

*Prudence Smith*

GM: WILLAIM DYMCK



# Character Services

## 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 Miracle 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 Wraithcowl 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.

### WANTED TO BUY

Invested Witchsights and  
Featherfalls.  
Or anything that lets me see in the  
dark.

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

### 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.

## 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.

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.

## 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.

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.

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!

## 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.



# Six Go Mad on Mescaline Sexual Misadventures

The party head out of Seagate and visit this old witch in the hope of getting some Greater Enchantments and useful potions out of her if she is in a good mood. What they neglect to tell us new comers is that her good mood depends on how satisfied she is with our sexual performance, that's uglier than sin and hornier than a Satyr on a quest to deflower The Seven Virgins of Macedonia, which as we all know has less VPSM (Virgins Per Square Mile) than the Gatar Depression. Lucky for me, she is blind as a bat and Pug is too stupid to realize he has been volunteered 4 times tonight to do the dirty with the old hag.

She sends us off to clear out some Ogres that have invaded her duckpond and are making out with her ducks while she goes and finds us some potions and pretty's herself up which will probably take a million years. It's nearly dark as we cunningly allow the Ogres to ambush us as we approach the pond. It's an Ogre to the front of us, an Ogre to the rear of us and two crocodiles up the jacksie. Before we know it we are Fireballed, have grenados bouncing off our skulls and the crocodiles have mistaken Pug for a wishbone. Oh and our evil E&E has backfired and slowed Robin-ton and yours truly taking us both out of the fight. And that was just the beginning. The fight is not going our way at all when a lucky blow kills one of the Ogres revealing him to be the very best

kind of Gnome Illusionist, a dead one! Before we know it the fight is over, the rest of the party are busy looting and Robin-ton and I are failing miserably at keeping the mosquitoes from eating us alive. We trudge back to the hags lair. I think about giving Pug a swig of brandy to prepare him for his coming ordeal but decide he would only set himself alight and burn down the witch's house. I consider this awhile as I drink the brandy.

After dinner Pug and the Hag retire, the rest of us breath a sigh of relief. Despite his PPP (Piss Poor Performance) Pug somehow manages to survive the night with only minor brain damage, which is lucky as he has a VERY minor brain! Pug barely warms her up for Skafloc the Elf whom is dragged kicking and screaming into her boudoir. Now we all know this must end badly as the average elf has a willy smaller than my pinky and there is no way in the world that Skafloc could be described as average. To call him weedy would be an insult to every weed on the planet, he has less hand to eye coordination than a mole, two left feet and a small kitten could probably take him. Sure enough they are back in less than a minute and I push Pug into her embrace and slam the door. Did I mention the small kitten has more endurance than our Elf...

GM: MILES JACKSON

## Other Missions Out

### And Darkness Was on the Face of the Deep

GM: JIM ARONA

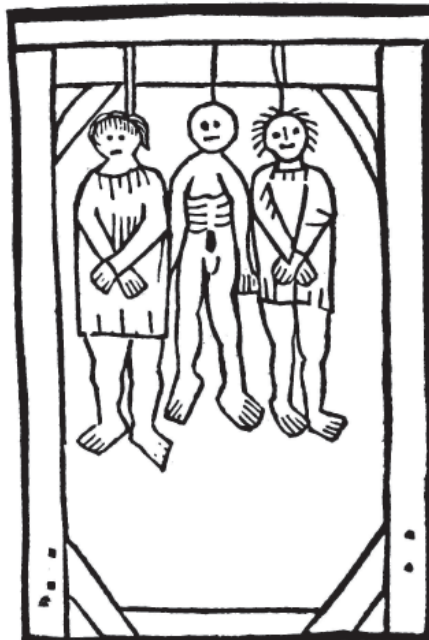
### SauRus's Curse Removal Quest

Stormed the Ruined Temple on SFrigeida, recovered the books + artifacts, escaped the guardians. Returned to the Temple of the Dream King on Iska, returned the books

GM: HELEN

### Horns of the North

GM: MICHAEL YOUNG



# Slow Portal Fixed

With the aid of a Guild Party, repairs have been carried out on the Slow Portal to Elfenburg. Since Autumn 809, people have been disappearing from inside it and turning up in swamps. In Autumn 810, a Guild party did some investigations on what exactly was going on with it and carried out some preliminary investigations on what was required to fix it.

What was required was Warpstone from the lost dwarven mines in Kheledgundu. The first party found the mine but discovered that it was populated by some dwarf/crab hybrids that had suffered the effects of long term warpstone corruption. That party had been forced to retreat out of the mine so, in this last session a stronger party went in.

The warpstone was actually found in a lower level that was being guarded by undead guardians. Fortunately the party were able retrieve seven slabs of refined warpstone which was what was required to patch the 'holes' in the portal.

An elven expert was also employed to do the necessary rituals required to anchor and close the holes. The main piece of warpstone was used to at-tune the portal stone to the warpstone which means that one end of the Slow Portal is now permanently anchored in Elfenburg. The other lumps have been anchored at the The Ffenargh Swamp, Middlemarch (a fey plane not on Alusia), the Mucklands, Sith's Revenge, the Roughlands, and D'Arbres.

The last location required sensitive negotiations with the local fey court. One of the conditions of their agreement was that the party had to participate in several challenges set by the fey during one of their celebrations. The nixies must have been sufficiently entertained as permission was granted to allow the warpstone to be anchored in their territory.

However, travellers are still reminded to be careful while traversing the portal and NOT to use any strange magics especially anti-magic devices while in transit.

Aurora

GM: ROSEMARY MANSFIELD

# The Naked Truth

You heard it here first, Grizzelda is pacted to a troll. It seems the young witch has aspirations to becoming a black mage. She was overheard at Alfonse's expounding the benefits of a nice little black dress. I quite agree dear but while the troll hand may be useful for those lonely late nights, it doesn't go with nice pair of Frederic's sexy boots.

Watch out all you dedicated fans of oats and barley. Senior Mind Mage, reportedly in good standing, Grendel has been training Billie Rubin on how to hypnotize - no longer will he be giving away free drinks at the pub but actually getting a free drink when he uses his spell. Next he will be working on taking candy from a baby.

The hot new dish this year is a Merco sandwich - small tasty and dripping in oil. Aqualina and Victoria vouch for the quality of the snack. The ladies have been seen with a "Merco" on the hip always handy in a tight spot.

Sources say that Dalran would be the perfect woman if only he had the right equipment. Apparently he has been setting male hearts a flutter to such a point that Sabrina was put to shade, I hear that there are nice perfumes which would allow you to equal Dalran dear. Speaking of things that flutter, Braegon and Eric got it on with sylph nymphs and Pent bagged a hag. I think we all know who got the better end of that deal.

Weighty questions have arisen after Lady Hope's recent transition to a male orc. Should Lady Hope de Winter be changing his name? Perhaps to Sir Sadness de Winter? Has Duke Leto de Winter heard of the orcish connection to the De Winter name? Will there be a new patron at the Fight and Fuck and does Lady Hope enjoy Orcish ale?

Strong man of the month is Eltan. In a surprise move he has taken on a new career as a bouncer in a brothel. Logan was heard to wonder if he could get something for free if all he has to do is get past Eltan. The rat creature has been honing his skills, but just between you and me the skill he is most renowned for is the speed at which he can get his two foot frame to flee from undead.

# New Guild Members

A range of new members from Halflings to Giants, some skilled and some unskilled, have joined the guild. In celebration of this event Lady Isil Eth will be giving the winning guild member a Elven Magical item and accommodation. This prize given out by Lady Isil Eth is in addition to the already standing offer to all new members for a Newhaven Starter Kit.

We are asking established guild members to put forward names of new guild members who have displayed something of worth while on adventure. This can be for anything, such as buying you a drink at the guild pub to saving your life with that healing potion, or somewhere in-between.

The winners, being both the person nominated and the nominee will gain the following: Free medium quality lodgings at Grace Wind Estate for one season & the training of a skill at half price.

Small print: Lady Isil Eth's decision is final.

## 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 containing:

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

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.

# Infestation of Cultist's in Cazarla

Unusual fire related incidents have been reported all over Carazla for the last three months. Housewife Mary Upritchard had to restock her supplies of jam after fires in her home burnt unusually hot. Night cart man Harold Roundtree spent four days in the infirmary after one of his amphorae exploded, many of the good citizens of the avenues in New Seagate evacuated the area for the next day to avoid the stink.

It has been revealed that the United Church has known of the increase in Aim's activities since early Seedtime. Directives from high level Clergy have kept knights busy with previously low priority projects such as repairs to the monastery of White Chapel. The Abbot is pleased with the progress of the new fortifications around the Abby.

Seagate Guild of Adventurer's spokesperson Flash the firemage has told the Seagate times he discovered that the United Church has been focused upon other projects this Summer as some of the Demons have decided mortals are too competent. The Demons had made a pact to start Nightfall and hold it in Carazla due to increasingly tough mortals thwarting their plans.

We are assured that the Demons in question had picked Carazla as the place to hold the final battle between light and darkness, as our guild has been gaining in power of the last ten years and is now seen as a major player in the end of days war. Kali the Nameless reiterates the guild's non partisan position, stating we have many fee paying pacted demon-worshipping guild members.

# Most Loved Guild Member Awards

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

Final voting took place at the summer guild meeting, and the winner was Isil Eth, by a landslide



# Namers Flee in Terror

DIVINATION CHAMBERS FULL OF BEES  
**G**uild Namers fled in terror from the Divination area today when a swarm of giant bees erupted from a box that had been brought in for divination. The bees are about half the size of a human fist and have been identified as 'Ice Bees'.

It took the combined efforts of some Air mages and the Wiccan who had brought them in to calm the swarm enough so that the Namers could return.

The box contained their hive. These bees, including the Queen, had been brought back from the Far North by Grizelda, a Guild wiccan, who had gained the queen bee as her familiar.

Guild members are reminded to declare potentially hazardous substances before bringing them in for divination.

## Isil Eth Unleashes Charm Offensive

**P**rincess Isil Eth has been on a whirlwind tour of Western Alusia, stopping but briefly at each capital and tenant-in-chief, including the church and even dwarves and giants. She has partied in every castle and palace of note before slipping away for some private time with each noble and prelate. The topics of conversation have not been released but we surmise that "Spring Rites" were not on the table, and one senior Church Knight said the military orders would never follow a "sun-worshipping harlot". Is there a new threat to Alusia that she is hiding from us? Is she the threat?

Duke Leto seemed unworried after recently attending a Ball at the Windward Estate, Isil Eth's country home in Carzala. Also attending were some of the most illustrious leaders of Western Alusia, including Baron Silverfoam and Countess Amelia of the Guild. Dwarves, Halflings, Humans, Elves, Giants and even fae were in attendance. It was worth noting that Isil Eth was not the senior elf present, and we know Lord Maristal and Lady Alais were there, as were Herkum and Engalton. Apparently someone called Aubrey from Burgelfen was also there.

# Starflower's Bestiary

## The Ogre Mage - Weird or What?

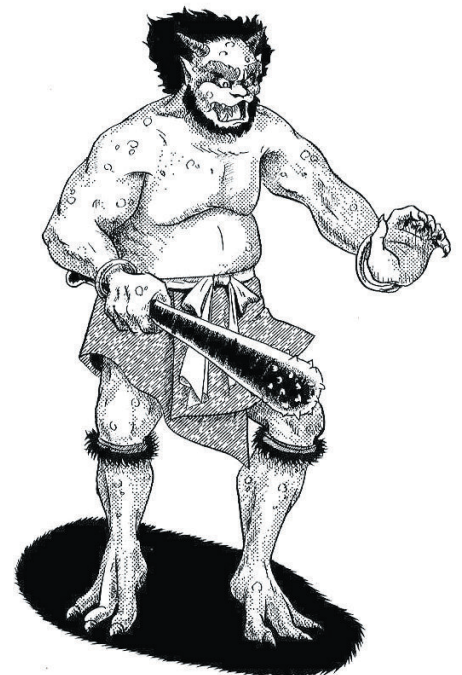
**I**n the scribe notes from a party that travelled northwest along the Alusian coast this summer, I found mention of a creature that I had not heard of on Alusia, that is, the Ogre Mage. These creatures have long been known to be found off-world, particularly on Greyhawke and its associated planes, although this may be the first time a Guild Party has actually met one (though so many sets of scribe notes are missing that it is impossible to be certain).

Ogres we believe know (we certainly encounter them often enough). We think of them as brutish cousins of the Giants, as being big, barbaric and rather dumb. Some scholars suggest that they are just that, a degenerate species of Giant, considerably diminished in wit, and in physical appearance. Others claim that ogres are descended from giant-like unseelie faerie creatures like the Fir-Bolg, and thus have their origins on the faerie planes. Either theory explains the occasional Ogre Mage as either a (possibly magically induced) mutant or some kind of throwback to when ogres were, as a species, rather smarter than they are now. A few documents suggest an Ogre Mage is in fact the result of an off-planar entity possessing the body of an ogre, which may be the case. After all, if this occurred at birth, how would the ogres know the difference? (Note: If you can obtain a living specimen for divination, the Namer department would be very interested).

The Ogre Mage certainly appears to be a kind of ogre from the strong physical resemblance. They're often found with bands of ogres, or other such creatures, and are likely to be encountered in the same sorts of environments - namely temperature hill country and similar rough terrain. The clues that you're not actually dealing with an ordinary ogre generally lie in a more refined demeanour and in superior equipment. Some have unusually coloured hide, shades of blue or green, rather than the more usual brown or grey; and strange eyes, black with white irises. And, of course, once an ogre starts casting spells, you just

know you've got bigger problems than usual...

It is known that Ogre Magi regenerate damage much like trolls, can go invisible, can fly, and seem to cast various spells from the College of Ice Magics. Which of these abilities are innate is a matter of speculation. Then there are its purely physical abilities - Ogre Magi are strong, tough, and use giant weapons, which may be fairly basic, but they sure do a whole lot of damage. But the biggest problem in dealing with an Ogre Magus is its tendency to go insubstantial just when you think you've got it cornered. This is annoying, because the creature can simply wander off and come back for another go when it has regenerated! I can only think of three ways around it.... Weapons that can hit insubstantial creatures, area-effect magic, and a successful telepathy spell followed up by mental attack (or maybe phantasm). All in all, the relatively low level party that met one were lucky to take it down, and it's worrying that one has turned up on Alusia, because it's unlikely that it's the only one. I'd definitely recommend taking a Mind Mage (for telepathy) and a Fire Mage (for area effect spells) on any ogre hunt, just in case.



# Who is... Father Rowan?



This issue's interview is with the Rt. Hon Bishop Rowan Velcanthus. I caught up with him, between sermons, at the Guild Common Room.

Fr. Rowan is about 5'6", in his early thirties. He wears a plain cowled robe, carries a tome and a walking stick.

*Father Rowan. When, and why, did you join the Seagate Adventurers Guild.*

That's the Right Honourable Bishop Velcanthus to you, impious denizen of the Fifth Estate.

I joined the Adventurer's Guild in the winter of 793, to cleanse it of diablery and those who have truck with the blackest pits of the Seventh Plane.

*What areas or weapons do you specialize in?*

I am a peaceful soul and do not use weapons. Instead, I am guided by the fires of Chantris redeeming light. Up to six targets, these days

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

I have some interest in farming and apiary. But, much of my time is devoted to developing truly mind-numbingly boring sermons. My current area of research is into a sermon so stultifying that it sends the congregation into century-long sleep. There seems to be no problem creating somnolence-onset but the persistence of the state seems too ephemeral to be defined as century-long.

*Please describe a highlight of your career so far. For example, defeating a dangerous foe, best death, best magical item or ability gained.*

Well, there have been so many. I

suppose my favourite magical item is my battle throne, which is made from the head of a shadow dragon and which I can draw from my shadow.

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

An adventurer should go anywhere and stand proud. In particular, they should all go to Destiny, find out who runs it and burn the scrofulous wretch to a blackened crisp. Then the crisp should be beaten into a fine powder and dissolved into vitriol. The contents should be decanted, dried and then burnt to a blackened crisp...

*Abem... So why are you still an adventurer and what motivates you to join, or form a party?*

- 1) To cleanse Alusia of evil
- 2) To meet new people and convert them
- 3) The loot

*So how did you come to the service of Chantris. Was it that way all your life? A chance meeting? Or a sudden revelation during an adventure?*

I believe Chantris spoke to my heart and told me to take up arms against the forces of darkness within the Guild at that time. I had attempted a religious rite which involved a massive amount of sacramental wine and a heavy censer. Much of the proceeds of that evening are lost to a haze of spiritual rapture.

*How did you obtain your allies? (after a failed attempt at focusing on the fast moving Orbit)*

I don't think you can say I obtained Orbit, he just happens to hang around me more frequently than he does other things. He is a 'young' tronim. I'm looking after him for Raphael.

Paracelsus is one of Chantris' little helpers. He assists me with Alchemical, Mechanical and Calligraphy in return for some experience of the mundane planes. Actually, I'm not too sure what he is interested in but he seems biddable enough.

*Fingers is... well... monkey. I think. The Emerald Sorcerer gave him to me.*

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

Repent, sinner and come to know the light of Chantris!

*Submitted by Aurora*

## Three Ships Lost in Heavy Fog

Captain Marko Lillyfoot of the Seagate Merchants Guild reported to Sea Captains, Navigators and Able Seamen, that a large fog bank, which is grey and blue in colour when seen at some distance, may be behind the loss of three ships from Seagate this season.

A handsome reward of 15,000 silver is given for the return of the Caravel, the Blue Crow, and Captain Barrows

The fog has not been seen in five weeks, leading to some people saying it is an almost normal seasonal event. Others have discounted that this is all but normal. Records of missing ships are being inspected in both Brandenburg and Seagate.



## 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)

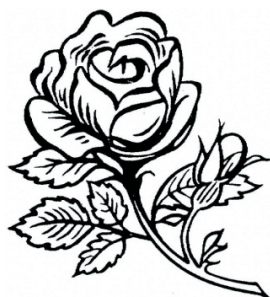


# Lath's Astrology Guide - Autumn 811

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 Autumn. Beef will lead to larger gathers and greater prosperity. Lucky numbers 4, 12, 13, 14. Do not welcome or trust anyone with a touch of death about them, it will only lead to misfortune.</p>	<p> <b>Spring</b></p> <p>With the lack of Spring in ever day of the season, and as days become cooler, turn away from cheeses and cold meets. Watch for signs from the Elder Gods they will mark the way. A person of age and wisdom will offer advice.</p>	<p> <b>Summer</b></p> <p>Raphael's teachings make it clear an elder who is gifted or touched and who once thought to be missing will be found. Protecting them may not be possible, unless from high ground. A creature with four doven hooves and two hands may hurt you.</p>	<p> <b>Autumn</b></p> <p>Halflings and Dwarves make for the best companions this Autumn. Avoid short boat journeys this season. Doorways of red &amp; gold will offer refuge from harm. Understanding the dreams of that owl press on your mind, try not to let it get you down.</p>
<p> <b>Air</b></p> <p>An adept of Water will assist your family line. People of power from a free town will need your help with the elements outside of their control. Again speak with care to woman on hill tops.</p>	<p> <b>Water</b></p> <p>With the success helping others more people will turn to you for guidance and your insights will serve you will. Within the first month, fresh pork will help you heal others with wounds.</p>	<p> <b>Fire</b></p> <p>Water adventures are out this season. While looking for mountains in mystical lands do not forget to watch out for those that can not be seen. Garlic will assist you and others. The Lords of Decay have grown in strength and friend marks the way with blue footsteps for you to follow safely.</p>	<p> <b>Earth</b></p> <p>The passing of night, will make the return of the flames this season. Flame &amp; Earth will somehow become allies. Robes created from strands of mana and forged in the Elements will start many journeys. Lucky numbers this season will be six or seven and will carry battle axes.</p>
<p> <b>Solar</b></p> <p>Solar influences will help protect you from harm. Within the first two months of autumn hot meals will return an extra point of Ft but will lead to 'regularity' issues.</p>	<p> <b>Lunar</b></p> <p>Following the Adepts from the free town into the elemental lands will result in the return of unknown family property with the hope of knowledge. Once more creatures of the night favour you.</p>	<p> <b>Life</b></p> <p>As summer cools and with life slipping away, you are able to heal earth dwellers. You are protected from evil dreams this season, and you know something is coming once again.</p>	<p> <b>Death</b></p> <p>As the pain of summer falls away, leaving only the raw elements of your aspect working against you, it is safe to return to the larger settlements once again. Many sleepless nights of guilt are to be made up for. Death is not far away and will return soon.</p>

## Recipe- Rose Pudding



*Ingredients*  
the petals from a fully opened scented

rose  
4 Tbsp cornflour  
275ml milk  
50g castor sugar  
3/4 tsp ground ginger  
3/4 tsp cinnamon  
575 ml cream  
pinch salt  
10 dates, stoned and chopped small (optional)  
1 Tbsp pinenuts (optional)

*Method:*

• Boil the rose petals in water for two minutes, then press between kitchen towels

- Put the cornflour and milk in a saucepan and stir together. Warm until it begins to thicken.
- Put milk mixture into a blender with petals, sugar and spices
- Blend until smooth
- Blend in cream and salt and return to saucepan
- Heat until thick like cream
- Stir in dates and pinenuts and heat for a further 2 minutes
- Pour into glasses and leave to cool (stirring to stop a skin forming)
- Refrigerate

# 800lbs of Truesilver stolen

## GUILD ACCUSED OF BETRAYAL AND THEFT

### A bounty on our heads!

Just before the Haven demons turned up to collect it, the Truesilver was stolen by unknown parties.

The thieves were pursued north in the direction of Sanctuary but were lost over Confederation Bay.

Slick James Grized and Greasy Mack of Sanctuary both claimed credit within days of the theft, becoming big names in the underworld until their tortured corpses were found floating in the harbour. Nobody has claimed credit since then.

The Haven demons are accusing us of the theft, of showing bad faith and renegeing on the deal.

Failing to receive satisfaction and justice in response to their petition to the Duke, they have offered a bounty on the heads of Guild Members.

Through independent agents in Seagate, Sanctuary, and Novadom, a bounty is offered on current members

of the Seagate Guild.

- Members of the Guild Council: 100,000sp
- Adventuring Members - members for over 10 years: 20,000sp
- Adventuring Members - members for under 10 years: 1,000sp per year of membership

The full bounty is for living or resurrectable guild members. Half is payable for irresurrectable corpses. 10% for proof of kills but no corpse.

The bounty stands until the stolen Truesilver is returned.

The fiends are encouraging individual members to be free of the bounty by publicly resigning from and denouncing the guild.

Also offered is a 1 million silver penny reward for the thieves and return of the stolen Truesilver.

The foul attempt to buy the guild out of interfering with the Plane of Haven was made with 800 lbs of Truesilver left in a field near the guild, if not there at sunset 5 days after the guild meeting then the deal was deemed to have been

accepted.

The Truesilver was well guarded by Guild Security and a few adventuring guild members until the deadline.

The theft occurred after the deadline, just before the Haven demons turned up to collect their bribe.

The Guild has investigated but does not have any solid leads.

Rumour and conjecture point to:

- Someone from Sanctuary
- Someone from the guild trying to blame Sanctuary
- Lord Azure

• According to one unreliable witness, the black-listed and presumed dead ex-guild member Blackrod.

Unfortunately word of the theft and the bounty has spread through the Western Kingdom and to most ports on regular trade routes.

All guild members are advised to be cautious when travelling through uncivilised areas or dealing with dishonourable types who may prize demon-tainted gold over the word of an honourable guild.

## Guild Parties Targeted?

Shortly after fending off a gang of Pirates, a Guild Party's vessel was attacked by an Ice Devil. Through luck and rare magic, they managed to defeat the creature. With its unconscious body occupied by a party member, it was forced to remain for a while on this plane. This gave the party the opportunity to loot its unconscious form, whereupon they found a remarkable item - a compass designed to locate the nearest Guild member (or a specific Guild member should their use name be known). It is likely that this item is not unique, and Guild members are encouraged to find and recover others.

## Guild Members in Danger

Word has reached us that all around the Western Kingdom, ransom notices have been posted for Guild members. The Guild itself has been placed in a state of lockdown with Guild Security on high alert. Guild members have been advised to stay in the Guild complex, or anywhere not in the Western Kingdoms or even on Alusia itself. Any unnecessary travel should be avoided.

We are also advised that Bolton Manor, the home of many Guild members, is also in a state of lockdown.

So how did this state of affairs occur? As we understand it, this all started in the Spring 810 session when a Guild party returned from the Plane of Haven with a geas not to interfere in the affairs of the plane for at least the next ten years. Subsequently, at the Summer 811 meeting, a bribe of several million silver pennies was deposited at the Guild to tempt us into letting the Forces of Evil have their way on Haven, without interference from the Guild. The bribe was turned down by an outstanding majority vote by the members present.

It is our understanding that the bribe was then left outside Seagate at the day of the deadline of acceptance in order for it to be reclaimed by Haven. However, it appears that they were late collecting it and, in the subsequent period, the bribe disappeared. Currently the Guild is being blamed.

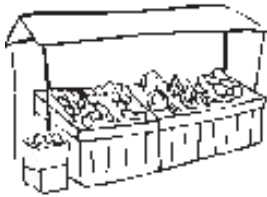
It is believed that the ransoms have been issued by Haven in order to interrogate Guild members to discover what has happened although it is feared that a much worse fate could await any member captured. At the moment it is unclear what the reaction of the Guild Council is to this latest development



# The Puzzle Page

## Seagate Market

The day of the Guild Meeting is also a great day for the merchants of Seagate who put on a special market with goods especially selected for the tastes of adventurers. Can you determine the race of each these four merchants, and what they are selling at which of these four stalls?



Names: Mira, Gor, Dan, Joe  
 Races: Dwarf, Elf, Halfling, Human  
 Goods: Armour, Potions, Restoratives, Weapons.  
 Stalls: 1,2,3,4, left to right  
 Clues:

- The stall with the display of fine pointy weaponry was to the next left of Lady Mira's armour stall.
- Dan has a stall next to the potions. The Halfling does not run either of these stalls.
- Stall number 2 is next to the restoratives stall, which is not run by the lordly Elf.
- Gor runs the stall next to the right of the human's stall, that is two places away from Joe's.
- Both the Dwarf and the Human are male, but the Dwarf has a stall with a higher number than that of the Human.

## Riddles

**First:**  
 This old one runs forever, but never moves at all. He has not lungs nor throat, but still a mighty roaring call. What is it?

**Second:**  
 The more you take the more you leave behind. What are they?

**Third:**  
 Forward I am heavy, but backward I am not. What am I?

### ANSWERS TO LAST ISSUE'S PUZZLES:

#### Dauntless Damsels

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

#### Riddles

First: justice (bar=court)  
 Second: trees  
 Third: snow

## Quotable Quotes

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

Grizelda (on whacking an annoying goblin head over heels with a giant club): "We have invented new sport. We call it goblin ball!"

"That Blimmin Village is Dangerous" Billee Rubin talking about the village of Blim

Grizelda: "Aim - The Lesser of three evils"

Valentine: "Quick, what languages do people know?"

Kerry: "I know Lalange."

Valentine: "They say you lose a centimetre off your manhood for every Rank in that language."

Kerry: "I don't have a manhood."

Valentine: "Ah. Native speaker, then."

## Powers of Darkness - Word Find

Can you find the names of 46 Demons in the grid below?

M	A	L	A	B	E	R	I	T	H	T	E	L	E	B
M	I	M	U	E	A	S	H	A	A	G	E	N	T	I
A	M	E	O	V	N	U	R	O	L	A	C	R	U	F
R	R	S	L	N	D	I	L	L	I	Y	A	S	R	R
C	A	A	F	E	R	R	V	M	E	N	U	B	I	O
H	A	L	U	L	A	E	N	U	M	U	A	R	E	N
O	B	O	T	I	S	B	A	R	B	A	T	O	S	S
S	A	B	A	G	A	A	P	M	A	I	S	T	U	M
I	R	A	F	O	R	N	E	U	S	A	V	N	O	K
A	B	L	U	S	O	B	O	R	R	A	O	Z	E	R
S	A	C	R	U	F	A	O	M	S	S	S	E	V	A
A	T	A	F	S	V	I	V	S	A	B	O	R	O	H
I	O	L	U	P	M	A	A	N	H	A	P	N	N	P
R	S	O	R	A	A	G	L	C	A	A	I	S	E	E
O	R	V	C	R	O	C	E	L	L	S	Z	T	R	V

# Tanglebone's Bestiary— the Dwarf



Of all the stupefactions and vicissitudes of creation there is few comparable to the awfulness that is the dwarf. I can only imagine that whatever deranged god that must be held accountable for them was thinking, if it was thinking at all.

Dwarves are stunted, rotund creatures that live deep underground so as to hide from their deformed natures from the sight of others. But their most hideous deformity is not even visible to the untutored eye. Dwarves lack souls. It was as if the misbegotten deity responsible for them could not comprehend the use of such an ephemeral component of being and so, left it out.

A soul allows beings to empathise and connect with other living things, as well as being a form of currency in the demon realms. Dwarves as a result lack any true empathy for others and are driven by base material lusts. Dwarven hives are swirling masses of greed, lust and alcoholic oblivion.

Dwarven greed is often their undoing. Even with simplest of traps and misdirection one can manipulate these base creatures by the dangling of some shiny baubles in front of their bulbous noses. It is not strictly true that you can incapacitate a dwarf by placing a shiny bead inside a bottle and watching the hapless dwarf get his hand stuck. A shiny magic ring is often required as bait. Guaranteed fun at parties.

The other dwarven greed related trait of dwarves is their habit of digging up ancient evils. Many ancient, cosmic horrors were not destroyed when defeated but simply buried making you wonder about the nature of the colossal bastards who thought leaving these things around to chow down on their descendents were. Dwarves tend to dig them up as a matter of course.

With this in mind we can correctly classify dwarves. They are not as they appear, sentient beings but rather natural disasters on the order of storms and volcanoes.



# The Halfling

Unlike your base dwarf, there is little doubt as to the nature of the god responsible for Halflings: Loki the trickster.

Be not befuddled by the look of abject innocence, nor search for unmelted butter, for these are but distractions as they depopulate your person of valuables.

Deem yourself not protected by such artifices as protection from greed and malevolent thought, for Halflings do not value your baubles and will happily discard them into a passing volcano.

Distrust any that show you an open and empty palm, it merely shows they have moved your treasure to another location, much as the vagrant playing peas in the pod.

Distance is your only safety, for like as not they will rob you of the power of



flight, leaping bodily onto your form if no other opportunity affords them.

Even the art in which they surpass all others is but a forgery, being for those unfamiliar with the little folk the transformation of produce into food, for inevitably the transformation will include the removal of all that was good and the replacement with all that tastes well but nourishes not at all. Cream puff pastries, sugary delights, savouries that may fill a thimble presented as a main course. Cosmic horrors they may not have awoken, yet livers and bowels destroyed they have.

And yet what is the point of such warnings, when even one so adept as myself have seen them steal the alcohol from my mead, leaving only the sugar-rush of honey without the balm of inebriation.

*submitted by an anonymous Guild Member with close ties to the elven court*

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		