

# The Seagate Times

Issue 71 - Autumn 811

## You Are Warned!

### Guild Gets Portents of Doom!

The guild has become aware of a number of prophecies, foretelling and ill omens in the near future, the most disturbing of which was detailed by Frederick Toadswart and then similar visions were detailed by two other prominent astrologers the guild consulted on the matter.

The details of the vision are set out below: "A woman clothed in light, with the moon under her feet and a crown of twelve stars on her head. She was pregnant and cried out in pain as she was about to give birth. Then another sign appeared - an enormous red dragon with seven heads and ten horns and seven crowns on his heads, his tail swept a third of the stars out of the sky and flung them to the earth. The dragon stood in front of the woman who was about to give birth, so that he might devour her child the moment it was born."

Now normally the guild doesn't give much credence to astrology in general, but seven days after Frederick Toadswart had and detailed this vision he died of no apparent cause and his soul was not with his body.

So the guild wanted to commission some more readings around the bad omens and ill portents the vision alluded to, but before they could make enquiries more were bought to their attention. Several prominent astrologers have been seeing signs and portents of troubles in the near future. Three of the most eminent astrologers are Lupitus of Ranke, Nasir al-Din al-Tunsi of Azuria and Johannes von Gumden of Freetaun and they have another 6 colleagues all seeing the same types of portents. Most importantly these three all had the same interpretation of the portents, which translated into the following verse:

"The queen is gone for now,  
But her Prince remains,

keeping the faithful hidden,  
Until once more he stretches his claws,  
To sooth the naysayers,  
and quell the resistance,  
Until haima flows over the realm once more."

The Guild Council has only taken notice of these portents since they are all the same and three are exact matches. The Guild therefore advises members to be careful dealing with any Princes who may or may not have some tenuous connection to a Queen or a number of followers, companions or acquaintances.

The guild did then commission specific readings and from three separate sources cobbled together the following reading: "Dire Portents of calamities,  
Omens of deep despair,  
Rumours of great change,  
These we find everywhere.  
Ending the doubts of many,  
There's no time for more delay,  
Take actions to protect and,  
Show our world the way.  
Another age is dawning,  
No peace for those in pain,  
Do not deny their pleas for aid,  
Organize eternal relief again.  
Make every day count in life,  
Events can move so fast,  
No time for dilly-dally,  
Create some hope to last."

The guild council has met several times in regards to these portents and are agreed that Alusia is entering a time of troubles.

Freshly appointed Guild Astrologer, part-time Librarian, and master of tactical simulation, Nilus Voldtars declared his research has definitively tied these portents to Stolas the Raven Prince, or Etrigan the Prince of the Demons of Haven and declared enemy of the guild, or King Ulric's contention with Isil Eth the recently ennobled Queen of the Western Kingdom, or the recent arrival/return of the Darkini peninsula, or rumours of impending war in the Western Marches, or the discovery of ancient dwarven portals deep in the mountains, or the emergence of

the new Kingdom of Del Toro and friction with the local Drow overlords, or the ructions in the Eltrandorian royal family and possible civil war.

He also mentioned that the portents could also refer to the Elven Queen and her rebellious son, or the Artzdorf royal family's troubles with Princes of Ice, or the illegitimate son of King Carlos and his bid for the crown of Destiny, or the secession wars of the Ironfist clan, or the rumours of the emergence of several orcish princes, or the scraps of information about racial interbreeding facilitated by bored non human mages/academics and healers, or the impending death of the Lunar Emperor - may he live forever.

With all of these dear leads, he expects that adventuring members will have this matter cleared up in no time. And he will only require half of the finder's fee when his excellent leads result in the return of the 20,000,000 sp worth of true-silver.

Note: A representative of the dwarven Ironfist Clan has declared, "We intend to have nothing to do with you, and keep your bloody noses out of our bloody business, or you'll feel the business end of my bloody Mattock" The giants in the dragon-spine mountains have been visited but the envoys were turned away with the giants saying, "We have too much to deal with now to bother with humans. Do not return until summoned, or face the wrath of giants." Other dwarven clans have been approached, and they have also told us to keep human problems to humans as they are dealing with weightier issues than whatever we had to say.

The guild will continue investigating whatever avenues it can but guild members are urged to be vigilant not only for kidnapping but for information regarding the future. Dark times are upon us and the recent period of calm for the guild where death has not visited would seem to be over until the time of trouble again passes.

Signed:  
**Guild Security - It's our job to be fear.**

## Death Notice

### Frederick Toadswart

Master Toadswart was a human in his early 70s. He was short and balding with black hair. For years he has been the pre-eminent guild astrologer, known to occasionally receive visions in his sleep. He was greatly respected by guild members but he had been in poor health since sickness affected him in late 793.



## Village Missing

We have received news of the worsening situation in the border area between Cauldersfield, Aladar and Aquila. We are told of mass murder of entire villages and the capture of women and children for nefarious purposes.

The village of Vandevsny appears to have been wiped out down to the last outlying villagers at some time after the 19<sup>th</sup> of Harvest 811WK, when the Trader was last through there. The village once had around 500 inhabitants, but the Trader and his sons couldn't find anyone alive or any bodies in the area when they next passed through there.

The Trader and sons could only comment on the feeling of gloom in the area. Once they had completed their search they quickly moved on back down to the main Strigo's Pass, and continued on to Ravens Keep in Bolar where they reported the news to Baron Joseph Sartori.

Baron Sartori of Ravens Keep sent a patrol of 20 men to the village who were attacked by some Cauldersfield 'irregular' troops on their way home and lost half the patrol. Baron Sartori of Ravens Keep has since stepped up his border patrols, fortified the end of Strigo's Pass and increased the toll to travellers and merchants.



## Missing Guild Members

The council has advised us that several guild members are unaccounted for since they were last enquired after. Last season's article "Guild Members in Danger" (see SGT 70 page 8) caused the council to investigate any guild members who may be missing and they have come up with the following list of members as yet unaccounted for thus far (enquires are still progressing) to date. These are; Dramus, Rek, PJ, Dawn, Jhiselle, Pym, Raithmore, Amber and Kishwa. If any member knows their whereabouts please inform guild security.

The guild has issued directives that all members not adventuring this season are to define their expected location(s) for the season and or those they are most likely to consort with during this time. This will make easier any attempts to locate guild members should they be kidnapped or become lost.

Toledo: "Lath could use knockout gas on herself."  
Fr Rowan: "Don't tell her. She'll try it."

## Turmoil on Waiheke

A report has reached us that the Matariki celebrations on the Pasifikan island of Waiheke were disrupted by a major sahuagin raid during the night. On the fourth night of the week long celebration, a massive force of sahuagin erupted from the sea and swept over the island, laying waste to anything in their path. Many brave Pasifikan warriors were killed trying to defend the island and many more, including several chiefs and shamans were captured and dragged off to the sea, presumably to be used as food. Those remaining were swearing immediate vengeance on the sahuagin, however calmer heads have managed to restore order and efforts are being made to co-ordinate a counter attack along with the merfolk and aquatic elves.

Two Guild adventurers were among the survivors and one of them, Aqualina, has been put in charge of the Pasifikan forces as most of the Council of Chiefs is missing, including the current High Chief. We gather that her current plan is to seek help from powerful members of the Guild and assemble a team to enter and rescue any prisoners before the main attack.

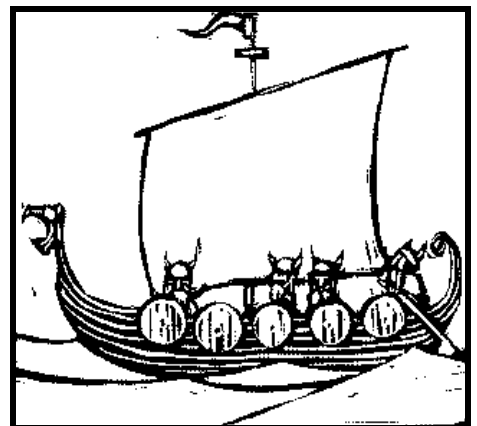
Lath to Father Rowan:  
"You've got two Colleges - put the other one to work"

## Kaiders Ravaging Northern Coasts

The Seagate Times has noticed that over the last three months we have received six different reports about raids happening on the coasts of Artzdorf and Flugelheim, Glissom, Eltrandor, Bandenburg and southern Ranke.

All of the reports highlight the same villains behind the raids, who seem to be Northmen of different types. They have not troubled any large settlements and have only been mounting quick coastal raids with some distance between landings, which has thus far made it hard to prevent further raids. The Kingdom of Eltrandor has moved some of its forces to the coastal south to deal with this new problem. The Chamberlain for the County of Caith in southern coastal Brandenburg has claimed that the problem is a small fleet of Viking ships heading to the trade ports of Sanctuary, Seagate and the Five Sisters. This fleet seems to be raiding as it heads south.

A representative from the court of the Kingdom of Eltrandor, said that the real issue is that the fleet is raiding in haste as it is being followed by warships from Destiny. A person speaking for Duke Leto pointed out that the Destinians have only moved the problem along and not dealt with the issue but made it another Duchy's problem. Merchants in New Seagate said that the furs from these Northmen have been of excellent quality.



Tegan: "I've been in this river all day and I don't remember anything I've forgotten."

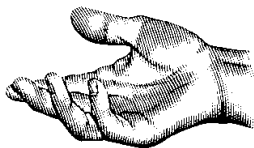
## Chapter House of Lost Souls

The Chapter House of Raphael's Brothers of Swift Mercy has been reported as being abandoned by a troop of Michaelines who passed by 20<sup>th</sup> of Vintage 8nWK. The Michaelines report that the chapter house in Ormond appeared all in order with no sign of battle although all the arms and armour were absent as were all the forty Raphaelites. The Michaelines immediately sent word to Mordeaux and when inquisitors arrived three days later they too could find no sign of the Raphaelites or clues to where the brothers had gone.

### The Church Needs You!

The Church seeks answers to the mystery of the empty Chapter House and at the same time are despatching church knights to many of their more isolated holdings across the Western Kingdom and surrounding lands.

Any Church knights, priests or members in the Seagate Guild of Adventurers are now reminded of their duty and are 'requested' to attend their nearest bishop without hesitation for assignment.



### Raphael Not Listening?

Sources in the Church inform us that the Power of Light Raphael has been out of contact since the Blood Moon during the last Harvest. His priests have noticed a reduction in their ability to heal.

## Blackrod the Broken-Hearted

All Three Wives Killed by Uncaring Adventurers

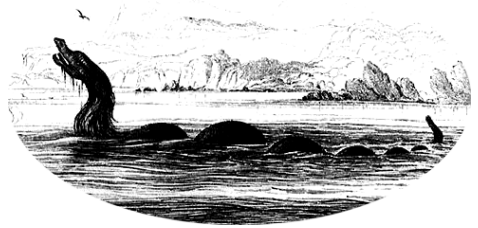
Seems the old charmer Blackrod has had his heart broken again by some jealous adventurers. "I turn my back on my old ways, I was redeemed. All I wanted to do was set down in marital bliss, but they destroyed it all!" Blackrod told our reporter in an exclusive interview. A group of soulless adventurers broke

into his home on Nualis and destroyed his three brides. Weeping into his handkerchief, Blackrod explained "I presented Eva a pair of baby-skin boots as a wedding present, I flayed the skins myself! They stole even those."

Our reporter was moved by the desecration performed by the evil adventures, cutting the head of one of his brides. Clutching his wedding portrait to his breast Blackrod wailed "Never again will I feel the callused, muscular, hairy hands of Helga stroke the blood from my face. She was a shy delicate flower, we use to spend hours feeding each other the freshly plucked hearts of innocents." This reporter wonders what cold hearted people could come between such true loves. He was moved by Blackrod's emotional rendition of the wooing of Bathory, the way they drank the tears of their torture victims and wiled away the time flaying virgins together. Some say this was a great love you only see once in a lifetime. All our thoughts are with Blackrod.

## Monster Problem Solved

The 'monster problem' in this case was erratic behaviour on the part of the Caledonians' 'pet' monster in the local loch. We found that many of the Caledonians were also getting forgetful. Further investigation revealed that a local goblin tribe had breached a portal to another plane causing water from the Liffey (or Lethe), the River of



Forgetfulness, to flow into the local water supply.

Many of the goblins had gone through in order to search for the legendary Crown of the Goblin King and had taken the lock and key to the portal with them. So we went after them and found ourselves on Hibernia, a Plane of Eternal Winter. We discovered Caledonian dwarves, a lost clan of Caledonian humans, a tribe of nomadic Saami, snow trolls, snow goblins and the presence of winter fey. This entire plane was ruled over by the Winter Queen, a powerful Unselie fey. Finally, we chased the goblins down to the snow goblin fortress where we were able to get in and rescue the survivors of the invading goblins. They were returned to Alusia and we sealed the portal behind us. The effects of the water faded soon after so if the Caledonians still forget things, they have only themselves to blame.

## A Stoner's Tale

A gaggle of green Guildites were called upon to investigate the disappearance of a Guild servant. This quickly led to a plunge into the belly of a beast - in McCail's Bakery! An associated outbreak of foul mutations on the streets was dealt with by the ever-popular Guard, assisted by the Guild. Information was gained which led to the decapitation of a plot to collect items of power for evil purposes unknown.

A peasant showed up while injuries from the scrap in the docks were repaired, leading to a flooded village near Gracht. The full set of the sought items were acquired - essence of elements from another plane, seeking assistance in fighting a terrible blight. A demonic referred to as Elian appears to be assisting the blight, or at least making use of the destruction caused. Several party members melded with the elements, and plan to travel off-plane to aid them. In the meantime, stay away from Greta's Finger, and other plant extracts.



Bloodfang Keep  
Home of Blackrod

Father Rowan to Thorn: "I can't believe you're being so careless with your limbs"

# Harvest Moon

I (Father Broc) was asked to attend Lady Justine D'Amberville & Henri de Malvallet at *Bois de Cerf* in Newcourt. I gathered some Guild members and we flew off to Lady Justine's aid. It turned out that her Brother François asked for help as his lord had killed a page.

We started investigating only to discover a malignant magical disease based around fairground tokens that drained small amounts of life-force from the wearer and siphoned it elsewhere. The effect also disconnected soul from body, presenting a serious impediment to resurrection. We travelled far and wide across Bowcourt, investigating fairs, token makers, and token sellers as well as gathering 'infected' tokens to keep them safe.

The party fought off attack after attack by possessed golems as we tangled with three potent power blocs during the search, the ancient 'Order of the White Lodge', Lady Justine D'Amberville, and the late Baron Robert D'Amberville's wife Lillian de L'Isle. It seemed that Lillian de L'Isle, who had been causing mayhem in the Lunar Empire (going by the name Gaia Laelia Corvina), wanted to do more damage by using advanced mechanical devices to focus the drained life force and cause a local 'eruption' of power around 'The White Tower' of Newcastle that would open a portal to a world we desire kept separate from Alusia.

We attempted to seize the key players but they escaped. However we managed to seize one of the power amplifiers and in a subsequent fight with a powerful war golem it was destroyed. We then tracked down the other two lesser power amplifiers and destroyed them, which enabled those souls that had been 'disconnected' to be resurrected.

We solved the mystery in the end and although the key players managed to escape we still count this as a success. We will place 'wanted posters' in the major cities of the western kingdom and surrounding realms with a reward for information leading to the capture of Udo Udet, Marlo Udet, and Lillian de L'Isle who are wanted for black magic, conspiracy to commit mass murder, and tampering with crown property.

This isn't over and soon the players will be found and guild justice administered in conjunction with the laws of the land (of course). We'll be back...

Who is...

## Lath?

We met the beautiful Lath on her return from adventuring in Caledonia.

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

I don't know for sure when I joined the Guild, as I lost my early memories of my first few adventures all that came before it, well on adventure in one of the Hells. I am told I joined the Guild over 20 years ago, in early 789 WK.

2) *What areas or weapons do you specialise in?*

I enjoy the control of weather and the elements, more than most. I am on find speaking terms with most Elementals of the Air. I have an association with Death and Death Magics which means that often agents of powers and undead dislike me. I think I am very good at stealth, but I find working with well armoured warriors at the guild, I seldom get to use stealth. I am a capable blast mage also, and so have a large amount of armour as I get hit on (in a bad way) after your first cast.

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

I like working with my hands. I have tried and like; wood and bone carving, skinning, butchering, and inking tattoos. Like most wise guild members I also like following the sign of the stars. I have a private tropical Island in the Islands of Adventure (south of the Five Sisters). On it, I spend my time split between, restoring three wrecked war ships, and helping my himbo's with training.

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

I have been to four types of Hells so far, for a total of seven visits. I have rescued

three adventures and four guild staff members and managed to recover nine townsfolk along the way. Most of them have made great steps in their recovery.

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

*Avoid:*

Drinking from the river Lathe, and being judged. I would recommend avoiding most types Hells or following death to closely it comes at a cost.

*For a short stay:*

\* Flying as a fast wind through the Greenwood in Brandenburg in the crisp winter good.

\* In the early morning, watching the Sand Imp's run quickly for cover, as the heat from sunrise comes up over the cold desert blue sands of northern Adjepbar.

*Long visit:*

Spending time in Tycho City shopping with porters and servants and guards.

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

I have a couple of villains I am waiting to kill. I also hope to work out a way to restore my memories, which I have in a large magical block which looks like a hard cheese wheel.

7) *I hear you managed to to forget everything at one point and had to relearn everything.*

*Would you care to relate how that happened?*

I am told it happened on adventure and I needed to lose my memories to save a party member so I did so.

8) *Having been to your island and enjoyed the relaxation, I'm curious on how you managed to obtain it?*

I can't say.

9) *I like your wings .... how did you get them?*

At one point when I was reborn anew after being judged in hell, I gained them through my association with air.

10) *Anything else you would like to say to the Guild populace?*

The things you care about, you should leave records of, not just memories. Lest we forget.

I like pure silver earrings.

The illusions are there not to hide myself, but are to protect you, my fellow guild members. Some times, even horrible scars can not be healed.

Look if you want to be sure it is really what you want. Some things are harder to forget than others.

If anyone wants to spend time doing a flying visit of the sights in and around Adjepbar City please let me know and I will help as best I can. My coastal holiday home has room to sleep twelve.



# Astrology Guide



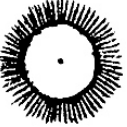









## Winter 811

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 weak individuals seek guidance of the Boundaries.

### Seasons


### Elements

### The Boundaries

<p><b>Winter</b>                  Beef takes on an entirely new flavour with Winter quickly moving in.                  Romance should not be ignored this season. Lucky numbers 15, 20 &amp; 25.                  Trust Witches of two halves only when the winds do not blow from the south otherwise it will clearly lead to misfortune.</p> 	<p><b>Air</b>                  Do not always trust the adepts of Water even if they assist your family line.                  People of cold Castle will need your help with the elements outside of their control. Again speak with care to women on hill tops in thunder and lightning storms.</p> 	<p><b>Solar</b>                  The adepts in Ranke do not know what they call upon when they release the Golden Orb.                  Solar influences will help protect you from harm. Within the first two months of this season hot meals will return an extra point of Ft following a good nights' sleep.</p> 
<p><b>Spring</b>                  Events are moving slowly but steadily closer. After Winter's over you are bound to find your step again.                  Watch for signs from the Elder Gods with markings in the sky and clouds. These will mark the way. A person of age and wisdom will offer advice.</p> 	<p><b>Water</b>                  Frozen water from the top of mountains will prevent you from being fooled by those that would do you harm well under the effect of new yet old virtues.                  Pork will somehow help in healing this season.</p> 	<p><b>Lunar</b>                  Following the trappers into the cold north will result in elements getting out of control.                  A third wife will show you a sign. Family property protected by arms of Red &amp; gold will display great hope.</p> 
<p><b>Summer</b>                  Raphael's teachings have yet again proven of great value with pointing to those that can be trusted.                  His star sign is clear throughout the first month. Protecting all is not always possible, again unless from high ground. A creature with two cloven hooves, and two hands may hurt you.</p> 	<p><b>Fire</b>                  Water adventures are out this season again! While looking into caves of crows do not overlook those that walk in the south.                  Garlic will assist you and others. The Lords of Decay call to her in the northern cold. The blue footsteps for you to follow safely.</p> 	<p><b>Life</b>                  As Winter Cools no dragon will do you harm. You are protected from evil dreams this season and the voices will tell you that something is coming once again.</p> 
<p><b>Autumn</b>                  Dwarves &amp; Giants make for the best companions this Winter.                  Do not avoid short boat journeys this season, they will point the way to overlooked prosperity and new virtues. Doorways of red &amp; gold will offer refuge from harm. Understanding the dreams of others is key.</p> 	<p><b>Earth</b>                  A shard of Destiny could help with casting for most adepts this season if Earth is in your sign.                  Passing of the night will mark the Lords of Decay escape to the cold. Lucky numbers this season will be five or nine and will carry dried fish.</p> 	<p><b>Death</b>                  As the pain of last season 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> 

**Get the Power of Fire and Light!**

Fire College Invested Items:  
 Dragonflames Rk 10  
 Weapon of Flames Rk 10  
 Also Rank 8 Weaponry.



Prices negotiable.  
 Please contact Flamis at the Guild.


**Wiccan Amulets for Sale**

Amulets of Luck  
 - increase defense & magic resistance.

Amulets of Jade  
 - hold undead at bay.

Amulets of Carbunde  
 - reduce damage from poison


Please contact Grizelda at the Guild.



**Water College Potions for Sale**

Waters of Healing Rk 15  
 - 500 sp per flask

Waters of Strength Rk 10  
 - 1000 sp per flask



Please contact Aqualina at the Guild.

# Starflower's Bestiary

## The Terrible Tarrasque

One has to wonder when one hears of a monster that defeated the likes of Turf, Ithilmore, Arwen, Logan, and Flamis, — but Menolly was also there, as scribe, and she assures me that this actually happened! Of course, we are using the term “defeated” a bit loosely here. The truth is that the party did not actually face the monster, choosing instead to attempt to remove it from mortal existence by dropping a castle on top of it, along with half a mountain—a cunning plan which sadly failed.

So, what is a Tarrasque? It appears to be essentially a large flightless dragon, having six legs and no wings. A truly formidable specimen of dragonkin, it is immense in physical size and strength, but relatively low in intelligence. Its lack of mental prowess may well be its weak point, but this seems to give little advantage to adventurers—although the party did succeed in luring the dim-witted beast away so as to be able to loot its lair, before destroying the castle. How typical of Guild parties—securing the loot is most certainly a priority!

This Tarrasque was found on the plane of Nualis, several planes from Alusia. Its lair was in the dungeons of Bloodfang Keep, the (former) residence on that plane of a certain former Guild member known as



Broc (on getting Cher and her tail through a small door): “It’s like moving a chaise-lounge”.



Blackrod. This was located in a remote and heavily forested part of the Carpathian mountains in south-eastern Europe, some hundreds of miles from the city of Sighișoara. The Tarrasque had somehow made its way there (or been brought) from its original home in southern France. It is entirely possible that this monster is unique, and perhaps we should hope so.

The essential problem is not the sheer size and power of the Tarrasque. Nor is its skill with magic—it has neither. Its apparent ability to regenerate damage is not unusual among monsters, and generally not insurmountable. Nor is its high resistance to magic. The ability to eat its way through anything, including solid rock, is unusual, and certainly annoying if your plan is to imprison it.

No, the real problem with the Tarrasque is the so-called “Sloth Field” that surrounds it. This has the effect that incoming weapons, missiles and magic are slowed in a peculiar fashion. As these things approach the beast they travel half the distance in one moment that they did in the previous moment, then half that distance and so on—so that it becomes impossible to actually reach the Tarrasque. A most peculiar and paradoxical mode of protection, but incredibly effective. Even the party’s area effect spells would not work on the Tarrasque.

Since the one thing the Tarrasque definitely does is eat, the party concluded that poison might be effective. It wasn’t. The monster was only briefly weakened, even by a powerful magical toxin. It seems resistant to poison, which may be just a

matter of the Tarrasque having enormous quantities of endurance (and fatigue). It was by offering food (in the form of donkeys) that they got it to leave its lair, so the party could safely extract the loot. The former inhabitants of the keep had been apparently feeding it humans from the village across from the Keep! Which, of course, gave it a taste for human flesh. Never a good idea to give monsters a taste for human flesh—not if you want to keep your humans.

When the party undermined the Keep, causing it to collapse into the river, the Tarrasque emerged unharmed. It seems that the Sloth Field had protected it. The monster was last sighted wandering off down the river. The party then evacuated the remaining villagers from the village across from the Keep to Sighișoara. The Keep was fortunately sited in a remote area, so there is no immediate danger to the human populace. The Tarrasque can eat trees and wild game for a while.

It is entirely possible that it might one day reach inhabited regions, which may result in further employment for Guild members. The party’s contact on the plane of Nualis, the Bishop of Trondheim, will no doubt send a message if there is trouble. In any case, I present the Tarrasque to you as an interesting conundrum. How might one defeat a monster that blades cannot reach, and spells cannot touch?

After Cher backfired T transparency on Aryan....

Cher: “Aryan is totally transparent”

Gerald: “And he goes both ways after all”

# Puzzle Column

## A Matter of Familiarity...

It's not just witches that have magical pets. These five adventurers all acquired companions during their most recent excursion—can you match each adventurer to their College of Magic, their new pet, and its name?

**Adventurers:** Ardent, Elouise, Isilmost, Olwen, Underdog.

**Colleges:** Air, Earth, Enchantment, Necromancy, Wicca.

**Pets:** Bat, Donkey, Gerbil, Snake, Walrus.

**Names:** Benny, Billy, Colin, Mickey, Tommy.



- ◆ Lord Olwen isn't an elemental, and did not acquire a donkey. The beautiful Lady Elouise is an Enchantress.
- ◆ Neither Prince Isilmost's walrus, nor the donkey is named Billy. The bat doesn't belong to the Wiccan.
- ◆ Ardent calls his pet Mickey, but the snake answers to Colin.
- ◆ The Earth mage has a gerbil.
- ◆ The Necromancer's pet is called Benny.
- ◆ Underdog isn't an Air mage, and wasn't adopted by a gerbil.



## Riddles

I have rivers without water,  
Forests without trees,  
Mountains without rocks  
Towns without houses.

What am I?

Ten Men's Strength,  
Ten Men's Length,  
Ten Men can't break it,  
Yet a young boy walks off with it

What am I?

I begin eternity,  
And end space,  
At the end of time,  
And in every place,  
Last in life,  
Second to death,  
Never alone,  
Found in your breath,  
Contained by earth,  
Water or flame,  
My grandeur so awesome,  
Wind dare not tame,  
Not in your mind,  
Am in your dreams,  
Vacant to Kings,  
Present to Queens.

What am I?

### What's Hot

- Winter in Pasifika
- Hell
- Celestial Counter-spells
- Doing over Demons
- Staves of Power
- Destroying the Demi-lich
- Undermining Castles
- Lucky Numbers



### Restoratives for Sale

Restoratives for Sale  
Honey-flavoured!  
Up to Rk 7 currently available.  
Only 80osp.

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



### Holy Water for Sale

Many uses, principally ad-  
ministering pain and hurt to  
those nasty Undead.

100 sp per 1/2 pint.

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

Contact Phaeton at the Guild.



### Answers to Last Issue's Puzzles:

#### Seagate Market:

- Stall 1-Joe, elf, weapons
- Stall 2-Mira, halfling, armour
- Stall 3-Dan, human, restoratives
- Stall 4-Gor, dwarf, potions

#### Riddles:

- First: waterfall
- Second: footsteps
- Third: a ton

### What's Not

- Winter in the Northlands
- Hibernia
- Chaotic Magic
- Making Deals with Demons
- Evil Magical Swords
- Not Destroying the Tarrasque
- Sleeping with Demons
- Portents of Doom



# Tanglebone's Bestiary

## Horrible Halflings

In the world there are many ways of feeding. Plants like to bask around in the sun all the while sucking at the earth like giant green vampires. Others in retaliation eat plants while still others eat those who eat plants. Stranger yet are those things which feast on the local magic of the area (see Humans). But the most wicked of all are those which steal from the still living, leaching their vital essence while looking innocuous and harmless. I am of course speaking of the Halfling. These are vile and insidious parasites who insinuate themselves into a larger society and then leach off it until the ever expanding halfling population causes mass starvation in the local area.

Halflings may not seem dangerous but their appearance and ability to mimic the children of their neighbours is very lulling and a marvellous defensive ability. Very few cultures easily countenance the killing of children and often protect them without hesitation and so the halfling pests can grow almost unchecked.

The other inimical ability of these pests is their appetite. Compared to other creatures of their size it is prodigious to say the least. If a halfling is not eating, rutting or giving birth, it is probably planning its next meal. It is not strictly true that halflings devour other sentient beings, this is merely a function of their omnivoracity and, surprisingly not a result of malicious intent. It is however advisable to be careful about halflings eating lest you become part of the meal! The last attribute of these repulsive creatures is their fecundity. Halflings breed like, well halflings. Given sufficient food a halfling population will grow extremely rapidly. Like other vermin, infant halflings are quite mobile and able

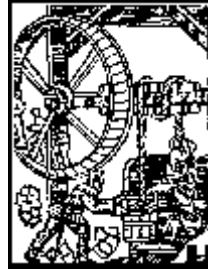


creatures in comparison to other sientients (exception see Orcs). And yes quite voracious.

Do not be taken in by their small stature and child like appearance. To not be swayed by arguments of peaceful co-existence or racial harmony. The halfling is a pest and a vermin. They must be exterminated, preferably by fire before they cause widespread famine and devastation.

## Kumour Mill

You heard it  
here first...



Tales of Arwen's maternal activities have reached the ears of our intrepid reporters.

Apparently, on a recent adventure, while conducting nefarious activities with the Lord of Demons, it became apparent the demon lord was shopping around for a woman to sire a child for him to allow him to further his demonic plans. The thought of such an upstanding individual raising her child spurred her on and Arwen quickly accepted the offer. She would be handing over ones newly born child and never see it again, and I'm sure all would agree with Arwen that this trauma required compensation! Much negotiating for demonic power followed and Arwen's eyes gleamed as she was promised many a demonic boon for her first born. Unfortunately the deal ultimately fell through as the nine months of confinement was just too inconvenient for Arwens. If any of the master healers out there can help Arwen rid herself of this 'inconvenience' the deal is back on!

Aqualina: "and not the guild adventurer with a similar name that starts with M"

Lath: "Oh my god. There's a plane of frozen things pacted to Mortimer?"

### Contacts:

T'ana Silverwind, Flamis, Grizelda Jacqui Smith (275-3080) flamis@slingshot.co.nz  
Aqualina, Glitterwing Stargazer Keith Smith (275-3080) phaeton@slingshot.co.nz  
Lath, Engalton Jono Bean (021 917 173) jonobean@gmail.com  
Lucius Bridget (027 554 8142) bridgetjane@yahoo.com

Or check out the dqwiki at:

[http://www.dragonquest.org.nz/dqwiki/index.php/Main\\_Page](http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page)

## The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times, especially to new writers. We remind you that we reserve the right to edit all contributions and to determine what shall and shall not appear in print. Please note that opinions appearing in this document are not necessarily those of the editors or staff of the Seagate Times.

T'ana Silverwind, Editor in Chief,  
Seagate Times  
Ariel Glitterwing Stargazer, Chief  
Reporter and Astrologer



### Lucius' Greater Enchantments

Are you feeling outdated and under powered?

**What you need is a Greater Enchantment!**

Only 200 sp 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 tastethat resembles a salty spicy pork & chicken strip, with a hint 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 1,000 sp.

Please contact Lath at the Guild if you are interested.