

Sahuagin-free Gwydonia

Aqualina hired a party to rescue the many Pasifikans, especially the important chiefs and shamans, who had been captured when the Great Council of Chiefs was raided by Sahuagin forces that had settled close to Gwydonia, but were harassing the seas and islands for several hundred miles about. The rescue party swiftly sailed overland to the Sea of Grass, defeated an ambushing Necro and his undead army, and reached Gwydonia via the ancient portal. We diplomatically persuaded the vengeance-seeking islanders to follow our lead; that is, one of our girls broke their biggest, toughest, and definitely loudest firemage-warriors (without killing him).

We rescued some Islander prisoners, Merfolk, and mer-elves from "The city of Abiding hunger", the main Sahuagin infestation, close to the submarine ruins of Atlantis using a Kraken attack on the next largest infestation in the once beautiful and sacred Bay of Itimanuka. The Sahuagin counter-assault on Waiheke was unpleasant, but would have been a greater disaster had the unruly fire-mages been following



their original plan.

The following week the party inadvertently destroyed the Itimanuka infestation on what was intended to be a scouting mission, and the campaign concluded with a joint operation: the islanders liberating the bulk of the prisoners from the Sahuagin Arena, while the party attacked the command centre to rescue the shamans (and loot). We teleported into the Tower of Trophies, defeated the guards and mages by stepping into their trap. And looted. Proceeded to the subterranean

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

- Mission Reports
- Puzzle Column
- Guild Gossip
- Tanglebone's Bestiary
- Astrology Guide
- and more...

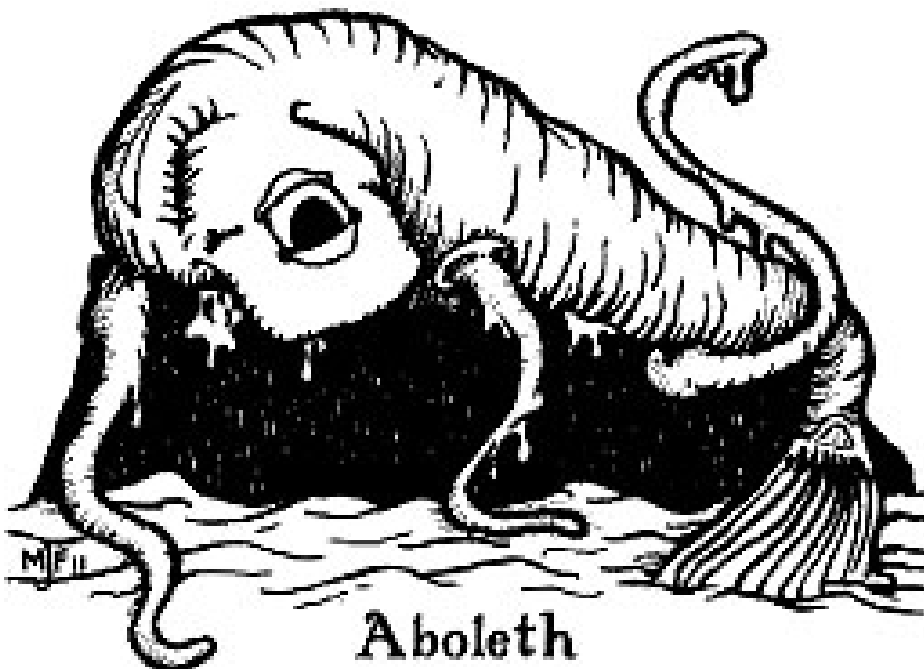
level, sprung the trap. And looted. An airmage priestess tried to retaliate with Whirlwind vortex, falling into OUR trap. And looted. When we discovered that the shamans were not so much captive as ritual components for the Big-Bad, we picked up the pace, avoiding the next Sahuagin ambush by forcing the Big-Bad, an Aboleth, to attack us directly. If you've not met one before, think of an underwater armoured cockroach the size of a cloud-giant, but with tentacles, ovipositor, and the rest, plus the ability to cast rank-20 special knowledge spells once a pulse in addition to its "normal" actions. Because it had been controlling the Sahuagin overlord, said overlord (and his priestesses, elementals, & guards) gave us 10 minutes to take the captives. Fortunately we only needed five minutes to stabilise them and to loot the royal apartments: the secret treasury, throne, lectern, the tiles off the walls... all the usual stuff. Naturally we left in a manner that avoided going past the Overlord; we didn't want to provoke him into to something that might have damaged our loot or rescued Islanders.

Within the week, the Overlord and the remnants of his forces had slunk away from an untenable position. Since there was no more trouble (or loot), we returned home.

For more information on Gwydonia see Pasifikan Plundering scribe notes, Summer 802, and the cover story of the Autumn 803 SGT (iss.36), Isle of Undead Cleansed of Infestation.

Silverfoam.

GM: KEITHSMITH



Aboleth

Character Services

Horror Holiday

For 5,000sp we put you and your date on a tropical island for three days, each with a small iron collar. We then let loose the pygmy head hunters who will attempt to kill you for the weekend, thereby scaring your date into your arms.

A perfect romantic get-away holiday for two.

Contact Lath for more details.

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!

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.



Prices negotiable.
Please contact Flamis at the Guild.

Potions of Great Virtue

OFFERED FOR SALE BY
SABASTIAN SILVERFOOT
PURVEYOR OF MAGICAL
COMESTIBLES AND ALIMENT:

Up to Rank 9 Restoratives
(-11 EN, +22 FT) 750 sp
Any flavour you like so long
as it tastes like medicine

Rank 10 Mind Cloak 5,000 sp
With unexpected bonuses
for the pure of heart

Rank 6 Resistance to Light 6,250 sp
With minor damage resistance
against damage from light

OTHER POTIONS AVAILABLE
ON REQUEST FOR
THE DISCERNING PALATE.

*Seek out Sabastian outside Antoine's with
his nose pressed up against the window.*

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.

SICK OF HEALING POTIONS?

Try Laths' special Jerky.

These tasty salty spicy port & chicken flavored 'jerky strips' can heal you of both damage and tiredness fatigue from just a small bite.

They come in a range of sizes;
10 points at a cost of 1,000 sp,
20 points at a cost of 2,000sp and
30 points at a cost of 2,500 sp.

Light to carry.

Contact Lath for more details.

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.

Crowns of Thorns for sale

Increase your WP (conditions apply)
Cost 5000sp per Crown
Only 3 available so be in quick.
contact Ithilmor

W A N T E D

LOOKING FOR :
I am looking for a magic item to
increase the range of a ritual. I want
to increase it from miles per rank to
tens/hundreds of miles per rank.
I would be willing to purchase for
silver or swap an acceptable magic
items for an item which is proven to
be suitable. If it is an ability you are
using I would be willing to discuss
suitable remuneration for your time,
as long as you are not a smelly Orc.

Contact Lath for more details.

LOOKING FOR :
It is rumoured that Destiny ships
maintain permanent spells and
rituals on them with the use of 'the
Destiny Stone' which can be found
on each ship. I would be interested in
purchasing one of these stones so that
I can 'study it'.

Contact Lath for more details.

Twice as Cold

Once again Winter has come, to blast its midnight breath upon my cheek. Nine of our most intrepid brave fellows set forth to do deeds worthy of the title of Seagate Adventurer. The Dagen's hire two parties of five to mend the broken heart of a Dragon. As a bonus we are given Majesty by the guild the first piece "virtue" of the dragon's heart.

Braegon takes a team of five, himself Lucius, Anooke, Toledo Steele, Adam Jones Vychan, to Bilun; Winter home of King Osidar leader of the Dagen's. They take the virtue majesty with them. The Dagen's are a courageous clan in an area where taking through might of arms is considered the norm; they call it going a viking.

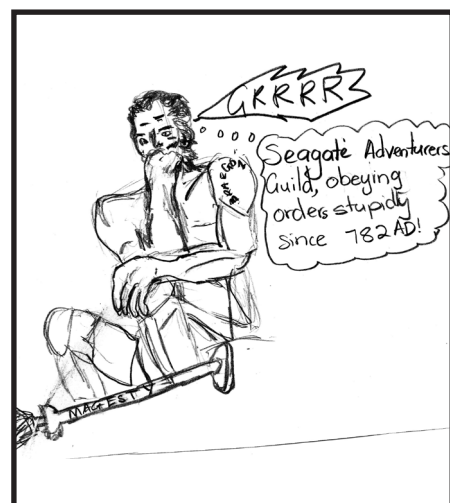
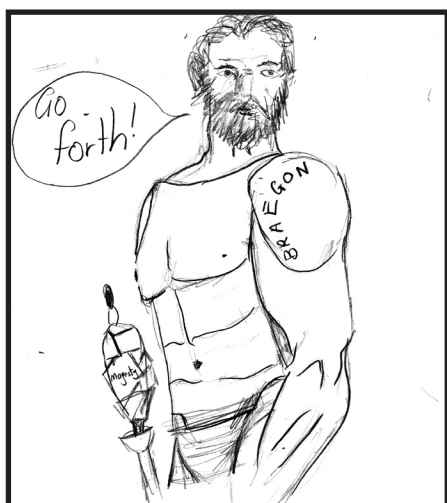
Mordrin takes a team of five, herself, Father Broc, Shemin-ah, Mebh and Eltan, to Orm the dragon in Rydaen. The Dragon has wives to be returned to their clans and letters of demand to be delivered. Without a heart he is foolish and cowardly, he has collected allies around him which seem unwise, like orcs and drow.

As we gather the virtues we discover that they have effects upon the person carrying them and the world around us. "Majesty" makes people obey Braegon without question. "Serenity" makes people within range sit down and stare at the sky. Slowly we gather up all the pieces of the heart except one - wisdom. There is huge battle for knowledge as it is being held by a mer-

cenary company hired to participate in the latest war of conquest the Dagens are engaged in.

Once we have gathered all the virtues possible, we meet in the time of darkness when the moon does not hang in the sky. The priestesses of Hel perform a healing ritual requesting the help of the Goddess herself and the dragon's heart is reformed. We convince the cowardly dragon to complete the healing process by stabbing the heart and he returns to slumber once again, leaving us to ponder on the effects of a dragon without wisdom being loosed upon the world.

GMS: KELSIE & JONO



Other Missions in Brief

Sun Wukong and the Six Sorcerers

The Jade Emperess has never forgiven the Monkey King (Sun Wukong) for destroying her peach banquet and so she has summoned six sorcerers to defeat him. Boulder OM gathered 5 friends: Sabrina, Kit, Aryan, Isil-eth, and Erzsabet. We identified the six sorcerers as Rasputin, Morgan le fey, Ipslore, Baba Yaga, Thulsa Doom, and Yttrfggrth. We assimilated Rasputin, banished Yttrfggrth and Morgan Le fey, allied Baba Yaga, took Ipslore to Valhalla. We have a plan for some enforced marriage counselling for the Jade empress but have run out of time.

GM: WILLIAM DYMOCK

A Stoners Tale

A low level party went to another plane at the behest of its elemental denizens. The plane was being infected by a strange nothingness, the "death" of its elemental "life". It turn out that the plane had been infected by "life as we know it", which was also being contaminated by a demon and evolved to evil. The party uplifted the local elves and wiped out all life, bringing home a few thousand stoneage elves, who have been settled in the mountains of Volar.

GM: STEFAN

Carzala Grieves

During the Autumn of 811 a demon came to southern Carzala and created

an army of monsters from amongst the local population. The guild has sent out a crack team to go and deal with the problem: Ash an icemage, Richter the bard, Titus the wiccan with a penchant for crossbows, Poppy, Pierre the illusionist, Kerry the dark mage, and Felicity the brave E&E.

The party scoured the taverns looking for news of craven beasts from Brastor to Ranke defeating them where ever they crossed paths. They are pleased to report that the menace has been quelled including a particularly nasty bunch of pumpkins which nearly got the better of them.

GM: ROSEMARY MANSFIELD

The Naked Truth

A little bird told me that Father Broc famed lover of seagate claimed three wives, upon failing to gain access to any of their beds he was forced to disguise himself as a manly man in order to find a port in any storm.

In other news, proving their Narcissistic tendencies, Lila and her band of egomaniacs, have appointed themselves Gods. Ladies of the guild be warned Malcolm the firemage in a brave move has made himself the god of bananas; is this a reflection of his endowment or his mental health?

Taking her quest for a master rank in Military Scientist to new levels Mebh the mean knocked out Eltan the peaceful for sitting down on the job. Toledo Steele should be very afraid the lady has been wooing him with expensive gifts which he constantly mislays.

Legend Aryan held his breath and stamped his feet until an entire army fell dead at his feet. Good to know acting like a three year old still works these days.

Vychan the cutey was quite a hit with the ladies of Rydaen, with the added bonus that they were sure they wouldn't be the ones to get pregnant.

Who flung Poo at Wu? The elves were right, upon meeting another monkey, Kit and Aryan showed true form and started flinging poo. We at The Seagate Times know that humans are far more civilised than monkeys

after all Aqualina was seen wearing clothes.

Will wonders never cease there is a new E & E in the guild who sources tell me is not a coward. Felcity is very brave but not brave enough to cope with Richter's constant singing and was forced to sleep herself in combat.

Boulder is confused about what to do with a woman - upon meeting them he will either kiss them, hit them or tie them up. When he tried all three he got turned into a frog; maybe next time he will realise that what a woman really wants is chocolate.

Sebastian was seen to be sticking his appendages into anything and everything, even having some badly burned or severed did not deter him.

We all had cause to meet Vapour's other half. Imagine to our surprise when it wasn't a full length mirror!

Mario continues his quest to seduce everything and anything in a dress and soon without. His only notable failures this season were Tari, who is 'immune' to his charms and TDP, because you can never be sure about E+Es.

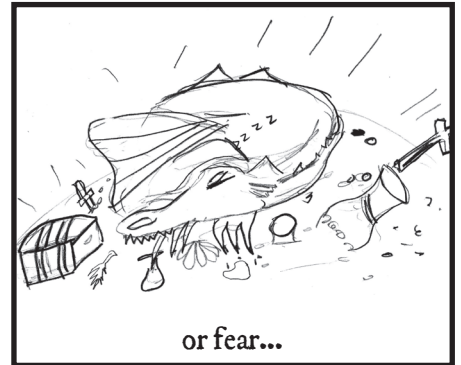
Sven, everyone's confused Chaos warrior, is dripping, oozing and providing an almost endless supply of 'magic potions'. It seems suspicious to us that he needs to drink an awful lot during the entire 'potion making process'.



Braegon's Lucky Save



There are times when no amount of awe...



or fear...



will make adventurers obey orders



Tanglebone's Bestiary—the Elf



The elf is considered 'fair and beautiful' by the other denizens that pollute Alusia. However considering those races shaky claims to good taste, sense, reason and sanity this assessment is most dubious in its veracity. In my experience, elves are vain, shiftless, backwards looking wastrels riding an avalanche hurtling them towards extinction.

An elf is tall, thin, pale skinned and probably sneering at you or gazing vapidly at itself in a mirror. Its tall height and low body mass makes for extreme vulnerability in cold climates, its pale skin results in burns and discomfort in hot ones and it is totally unsuited for any period of food shortage longer than a night's sleep. Elves can only survive in areas under strict climate control.

Elves are apparently immortal. I use the word 'apparently' because I often wonder how the frail waifs make it to breakfast. They possess neither the crude ruggedness of the human, the cunning of a dwarf or the omnivorac-

ity of the hobbit. As a result few elves make it past 1000 years of age which is a poor showing indeed for so-called immortals.

Another notable feature is their infertility. It is here that elven ineptitude truly shines as they have bollocksed the entire reproductive process up entirely. Elves have a remarkably low conception rate which leads you to wonder if these inbred dimwits can remember what goes where. For those that manage to copulate with the right race, gender and in the right place there is the added problem that the pelvis of the female is completely unsuited for giving birth without the aid of a skilled healer.

Elves often like to prattle on about a so-called golden age when they lived extremely comfortable lives amongst amazing magics and technologies. To say the least most of these things are long gone and forgotten. Elven culture, unlike those of other races who strive ineptly onwards, is in reverse. Each year that passes, each elf with old knowledge that succumbs to the many vicissitudes that awaits it, is another nail in coffin. Elves are truly a backwards people. The last elf will probably be some naked wretch with a club in a hovel outside some other race's glittering city moaning about how his people did everything so much better, back in the day.

Elves, in short, are inebriated, drug addled refugees from another time and the sooner these worthless parasites are kicked into extinction, the better it will be for everyone.

Who is... Phaeton



We managed to catch Phaeton in the Guild Library using a tome lent to us by the followers of the one horned god. With it he was barricaded in the forbidden section.

When and why did you join the Seagate Adventurer's Guild?

Well I was actually recommended to do so by my first teacher. He was drinking buddies with Herkam and felt the place would broaden my horizons. I wonder what he meant by that.

What areas/weapons do you specialise in?

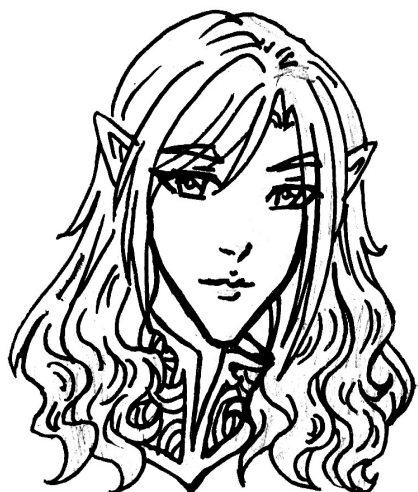
I'm a solar celestial mage and a healer so I specialise in both. I'm skilled in the use of weapons such as knives, daggers and saps. But I'm a healer, honest.

What do you do while not adventuring? Any hobbies?

Well... I paint... pictures that is... mostly scenes of the places I've been. And I also watch the sky. The night sky is rather fascinating. Of course there's always reading, I quite like a good book, especially if it is about any of the philosophical subjects I'm interested in. Of course that's when I'm not busy spreading the Word or healing or whatever else that needs doing. Been rather busy down in De Toro lately, that's why I haven't been around much.

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

That's a tough one ... hmmm ... it's not usually me that defeats the dangerous



from previous

foes, it's the rest of the party although I help out with what I've got such as identifying what it is and its weak points and then cleaning up the mess afterwards. Best death? No... not really... usually prefer to avoid that. So I guess I'd have to name my favorite magical item being the personal planetarium I got a while back. It's rather restful being able to lie under the stars... even if it is raining outside.

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

I've been to lots of places, even Lunar and Thunor. The Plane of Gaia was also fun, we got to circumnavigate it. Mind you, for a nice restful vacation there's always Paradise on the plane of Sol. Every place has its good points that make it worth visiting. As for avoiding, nothing really comes to mind although Insel der Freiheit is a strong contender considering what happened there.

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

Well... I guess there's always the thirst for knowledge and the desire to see what's beyond the horizon. The money's not bad either but I really like to help people... and travel... I guess it can be summed up as a sense of curiosity to see what's out there. Spreading the Word of Diencecht is also a motivator.

Is it true that you're not allowed to kill?

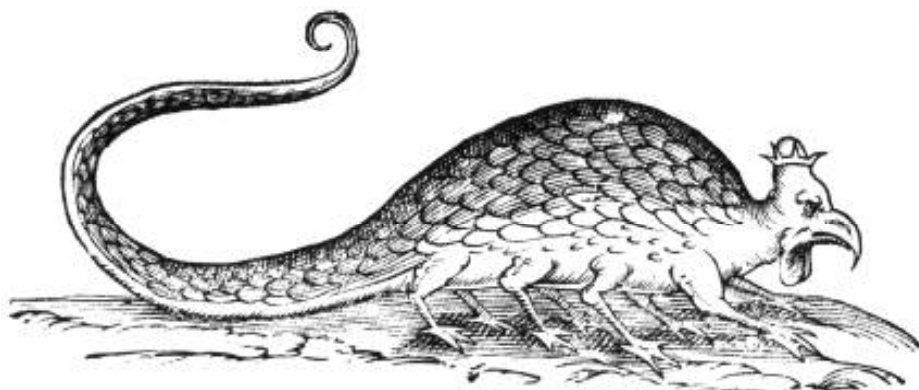
Well... that was the way I interpreted the Pact that I had with Diancecht first off but apparently I can... when I have to. However, I believe in the creed "Do No Harm". the first rule of a healer in my opinion.

We hear you had to bend your Pact to breaking point at one point and got into trouble with your deity. Care to elaborate?

Well ... it turns out that the dragons on Insel der Freiheit are Powers in their own right and I wasn't really supposed to associate with other Powers even though I thought I was doing the right thing by helping them stop a plague. So that's why I got Three Great Acts of Healing to do. I've already done two.

Interviewed by Aurora

Starflower's Bestiary Beware the Basilisk!



Any creature that can turn an adventurer to stone with a single glance is a worry, especially when there is doubt as to whether it is normally resistible. So, the basilisk is something you're going to kill on sight, preferably before it sights you.

The basilisk is a stocky reptilian creature perhaps five feet long and two feet high. They are basically lumbering, heavily armoured, lizards of limited intelligence. Basilisks are usually brownish in colour with lighter underbellies. Their most distinctive identifying feature is their legs, which are eight in number. However, it is thought that the Common word "Basilisk" comes from the ancient Hellenic basiliskos meaning "little king". So, it is named the "basilisk" for another feature - a white spot on the head, strongly resembling a sort of diadem.

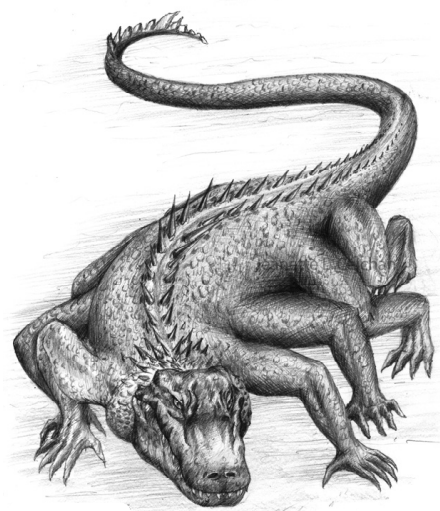
Basilisks have strong jaws with two-inch fangs. They eat human, but infinitely prefer fish when they can get it - which may suggest a method of distraction, for those who can summon such finny fodder. Their poison breath is nasty, but quite short range, just enough to put an adventurer off getting into melee with one.

Of course, that petrifying gaze attack is the real problem. I really recommend tackling the basilisk at extreme range - the more extreme the better. Phantasms targeted through telepathy (basilisks being stupid and not known for their willpower) would be my choice for method of attack. I'm sure you can think of alternatives. One possibility for nullifying the gaze is to block it with a high ranked fog, darkness or even light... as long as you can target your choices of magic or missiles

through your obscurement. However that would negate one traditional way to destroy a basilisk; that of using mirrors to reflect its own gaze on itself, turning it into stone.

Another traditional method to fight a basilisk is to employ the one creature immune to its gaze and its breath - the weasel. Weasels can be trained by beastmasters to kill basilisks, a process fraught with dangers, but several Colleges offer magics for summoning animals and communicating with them, so it would be feasible for an adept with the right spells and a good argument to employ a small pack of weasels to take on a basilisk. I'd use control animal spells myself. Mind you, the basilisk is not sentient, so there's always the option of attempting to control it, instead.

Whatever method you choose to take on a basilisk, it's advisable to get hold of some means of reversing petrification before doing so. Accidents can happen, and getting stoned adventurers back to the Guild, for the Guild Binders to restore to flesh, is nothing if not heavy work.



Wedding Attendees Flood into Konigburg



The Western Kingdom is getting ready for the wedding of their lifetime, where they will see King Ulric marry Duchess Meredithis of Ranke to become King and Queen of the Western Kingdom.

Vast amounts of food and beverages have been imported into the Kingdom to cater for all the guests. Some commercial houses and families have seen fit to provide gratis goods to help the royal family. Some of these generous houses are the Pavoni of Lunar who have provided 600 tierce casks of their best wine; the Sartoris family of Borderlay have also provided 1000 tierce casks; the de la Verain family of Eltrandor gave thousands of sheep; the de Vonge family of Aladar have given three thousand head of cattle and there have been many more instances of such generosity.

The who's who of the western kingdom has been invited as expected, but it's who hasn't been invited that makes

the scandal around the city. Elven Princess Isil Eth has not received an invitation and the rumor is that "too many queens" would spoil the wedding. Notable other snubs were to Herkym Sozet, the Zupan of Cauldersfield with whose realm Aquila has had significant hostilities recently, the Count of Ormond hasn't been invited as he has denounced the wedding as a sham and vowed to fight a unified western kingdom, the Duke of Volari was also notably not invited for reasons suspected to do with his daughter.

The Seagate guild council have all been invited to attend the wedding of King Ulric and Duchess Meredithis but few others of the guild have received invitations. While a full list of those attending isn't known the following are known to have received invitations - Tari, Mario Pavoni, Sebastian, Sven, TDP Roberts, Vapour, Wordsmith, Cher, Aurora, Ben, Ibrahim de Hassel, Baroness Sabrina, Marquis

Kern Silvercrest and, Count Engleton Redwood. The invited guild members are rumoured to have provided significant service to the crown in recent times or be known to King Ulric, Duchess Meredithis or the Marquessa of Bowcourt in some capacity that even Vapour (the ever self-inflating) wasn't disclosing.

There have been some disturbing tales coming out of Konigburg that some robberies have been targeting people that have invitations to the wedding and there are fears that some undesirables might try and sneak in to the wedding using stolen invitations, but the palace and city guard say they have ways of detecting such things and no one should worry.

Around the city entertainment is centred on the spectacles of jousting and feasts. There is a good feeling in the air and many new long and short term romances are starting every day around the festivities. At the sumptuous banquets entertainment will be provided by minstrels, troubadours, jesters, acrobats, fire-eaters and conjurers and then dancing well into the night. There will be Juggling Jesters, Magician Jesters, Stilt Walking Jesters, Fire Eating Jesters all wandering the streets and performing in the various squares around the city for the entertainment of all.

Border Crossings Upgraded

It has been noticed that border crossing points into the Western Kingdom have had a spruce up in recent months with fresh coats of paint applied, small repairs made, new towers built and in some cases expansions of the garrisons at these key points.

While the need for the show of 'new life' in what has been an unexceptional posting has been expected there have been a few areas of note that certain experts may be signs of unease. The largest expansion of border points have been in the Cauldersfield, Drakenburg, Alfheim, Tuscana, Burgelfin and Ormond crossings where the garrisons have been at least trebled, gatehouses, towers, walls and fortifications have been added to extensively and most of the previously long standing garrisons reassigned and replaced by other regular troops. Officials have stated that this is a normal state of affairs and the rebuilding and replenishment of fortifications occur whenever funds are allocated to enable such things and should not be considered anything out of the ordinary.

Another View

There has been speculation that all hasn't been revealed about the Regalia and a fierce debate rages whether these are the real regalia and whether the regalia will accept Ulric as the true king. Is he really a descendant of Ulric the Wolf by way of the late Duke Frederick Albert, or in fact the secret lovechild of Richard of Foxcourt or the Herzog or Baltmund Alagaa.

Other have said that Duchess Meredithis of Ranke will be the downfall of the Kingdom with her decadent Rankene lifestyle and deviant practices. Anonymous sources say that she consorts with witches and she has 13 black cats that will arrive with her when she arrives in Konigburg to take up residence.

The Adventurers Guide on How to Renounce Your Pact

It comes to pass that adventurers of long standing feel the need to Renounce their Pacts. In the Middle Years of adventuring keen adventurers sometimes have an Urgent Desire to call upon Powers for protection and they make a pact. Once they reach Great Standing and power these embarrassing and inconvenient alliances need to be dissolved.

When dissolving your pact do you:

- Quietly burn your pacting document?
- Renounce your pact then quickly jump onto consecrated ground?
- Stand in the guild cafeteria and read your renouncing proclamation surrounded by your cheering friends?
- Stand next to an army of Michaelines and Call Master and stick it to the bastard?

Or for real bad asses....

- Go to hell to tell the demon, in person, to get stuffed, and the horse he rode in on.

If you answered:

- You are the cautious, quiet type, have you considered a nice job in middle management?
- You are a complete yellow bellied coward! You must be an E&E.
- Standard guild adventurer. Spread the chaos and Mayhem as far as you can!
- Rawr! You eat baby bears for breakfast, after wrestling with their mother's all night long.
- You are the ultimate Staunch Adventurer and your name is VYCHAN.

Enchanters and Shaper Visit from Adjeubar

A small group of Enchanters, Wiccan & Warlocks and a Shaper have been invited to make the Guild home for a period. It is not known how long they will be staying at the guild. To earn their keep while at the guild they have agreed to reshape magical and mundane items as a service to guild members for a large fee.

The attractive spokesperson for the group, Amira al-Ta Kilwa is able to speak 14 languages. She is also an enchanting dancer, being part Dryad. A guild rep when questioned about her Dryad abilities said that, "She has a natural charm ability, being part dryad, but it is nothing to be overly-concerned about as Guild Security is paying attention to make sure no member acts inappropriately".



Amira al-Ta Kilwa



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 (1/2 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.

Boulder Defeats the Red Duke

Let it be known that the company of Lrank 10 warriors is pleased to welcome its newest member. Congratulations to Boulder on his latest achievement.

The Red Duke, a 50ft tall immortal who throws mountains at his enemies, has been bested. Boulder hamstrung him in the first blow, bringing him crashing down, before evening the odds by taking a giant growth potion to match him in size.

Sabrina told the Seagate Times that she is pleased to have gained a new sparring partner. Boulder is looking spiffy in the armour he won from this mighty battle. The guild suggests that all members should buy him a round at the pub.

GM: WILLIAM DYMOCK

Lath's Astrology Guide - Spring 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 conjunction of the seasons and the elements pointing to a clear combination of events. Only a few seek guidance of the Boundaries.

<p>♋ Winter</p> <p>Poultry takes on a new flavour with Winter quickly moving away. Continuing on romance may result in leads to great quests and adventure. Lucky number 33. To trust Witches of two halves when the winds become warm is unwise, it is better to trust in the cold. Look to the north.</p>	<p>♌ Spring</p> <p>Events are moving fast. The great lords of Elm are free in the east and are gathering their forces outside of the lines that glow. Heroes from the Games are overdue. These signs all mark the return of disfavour of the Elder Gods. A person of age and wisdom didn't find you with their advice.</p>	<p>♍ Summer</p> <p>Raphael's gift to the protector who walks among all with a good heart, is more than just a two edged sword. The child in a dark woman's body will return but her death inside the old realm will lead to ancient and untold blood being spilled. A Willing creature watches and waits.</p>	<p>♎ Autumn</p> <p>Dwarves make for the best companions this Spring as they understand ways that are sometimes lost and sometimes found. Doorways into the underworld may let the ancient Lords escape from this realm to dominate the oldest Earth by walking with Fire. A blue key should be of value.</p>
<p>♁ Air</p> <p>Water is working against you to help fire bring you harm. Look for people who are strong in this element and keep a watchful eye on them. Castles with open courtyards will prove to be helpful to someone close to you. Again speak with care to women on hill tops in thunder and lightning storms.</p>	<p>♃ Water</p> <p>Fire is in ascendance and a person strong in that Element will assist you to slow Air's drive towards Ice and dominance of the testing grounds. Meats other than pork or beef may help in healing this season.</p>	<p>♂ Fire</p> <p>Water adventures are out this season again! Garlic will assist you and others. The Lords of Decay call to her in the northern cold. Blue footsteps for you to follow safely.</p>	<p>♄ Earth</p> <p>Even with earth under your control, a vessel of worth is being played for, as your destiny could lead you to great things. Earth is in your sign. Moving from it will help remove the Willing Prince from other's dreams. The Lords of Decay escape was more luck that any could tell at first. Look to the east.</p>
<p>☀ Solar</p> <p>A path seldom walked will lead you a new way home and allow you to overlook something best forgotten, and discover something new about yourself. Solar influences will help protect you from harm. Within the first two weeks of this season hot meals may help you sleep.</p>	<p>☾ Lunar</p> <p>The trappers in the cold north fell to the Lords of Decay as the third wife did not remember to remind you of the doom that was best kept locked. A good number to pick is four.</p>	<p>🌳 Life</p> <p>As Spring mounts, life is new and warmth is good and kind. A wind will carry you from harm on an even numbered day. You are protected from evil dreams this season and the voices will tell you that something is coming once again.</p>	<p>💀 Death</p> <p>As the pain of death of a loved one is all but gone you can recall this if you drink heavy amounts of mead. The loss is not new but someone is working to return life to a long dead enemy. Death is not far away and will return soon.</p>



The Puzzle Page

Orders Please!

Five novice adventurers queued up for dinner at the Guild cafeteria. Can you match each adventurer with their College, their place in line, and what they ordered from the menu?

Adventurers:

Ash, Grey, Kay, Trevor, Willow.

Places in line:

second, third, fourth, fifth, ninth

Food:

cheese & pickles, chicken soup, fish pie, mutton stew, roast beef.

Colleges:

Celestial, Earth, Namer, Necromancy, Wiccan.

- Trevor was not fifth in line.
- Ash did not order cheese & pickles.
- The five people were the person who was ninth in line, Willow, the necromancer, the person who ordered cheese & pickles, and the one who was third in line.
- Trevor ordered fish pie.
- The Celestial mage is closer to the front of the line than the person who ordered mutton stew.
- The person who ordered cheese & pickles is farther down the line than Ash.
- The Namer was ninth in line.
- The Wiccan didn't order mutton stew.
- The person who was third in line ordered mutton stew.
- Grey is not the Wiccan.
- The person who ordered chicken soup is a Namer.

Riddles

First:

A cloud was my mother, the wind is my father, my son is the cool stream, and my daughter is the fruit of the land. A rainbow is my bed, the earth my final resting place, and I'm the torment of man.

Second:

It stands on one leg with its heart in its head.

Third:

What is that which goes with a carriage, comes with a carriage, is of no use to a carriage, and yet the carriage cannot go without it?

ANSWERS TO LAST ISSUE'S PUZZLES:

A Matter of Familiarity...

Olwen Wiccan Snake Colin
Elouise Enchantress Bat Billy
Isilmost Air Walrus Tommy
Ardent Earth Gerbil Mickey
Underdog Necromancer Donkey Benny

Riddles:

First: Map

Second: A coil of rope

Third: The letter "e"

Quotable Quotes

I know how to get this monster out of custody - Kit, on transforming chains to custard.

Sabrina didn't get this joke as the raisins were off pudding.

GM: "You notice Aqualina wearing a large cloak with an aura of respect & dignity."

Anonymous: "What? Just cos she's wearing clothes for once?"

Koan, the binder: "Do sea-elves speak any Elvish?"

SF [a Sea Elf]: "Do you mean Sea Elves or underwater Mer-elves ... there is quite a difference."

Human The Fool: "Yeab! One's a vegetable, the other's a fish."

Velcanthus (shocked): "That enemy mind-mage was only bait."

Human the Fool (looking pointedly at Starflower): "Good Strategy!"

Fr. Roman (inadvertently Hellfiring a controlled enemy): "It was an accident - it went off while I was cleansing it."

Starflower: "We could always TK Rage everybody and then raise the captured Islanders."

Human: "Not raise them . . . but possibly resurrect."

Silverfoam: "You can tell a high party by their ability to recognise the word ovipositor in almost any language".

Koan: "Don't treat them like people ... they're merely tools"

SF: With an attitude like that, you'll do well as a Military Scientist; not popular, but definitely successful."

Koan: "I meant my golems."

Starflower & others [to SF, Scribe]: "That's going in the Scribe notes."

Silverfoam [confused]: "What did I say? You can't expect me to both scintillate and listen to what I say".

Human: "Spirit-walking? We used to call it pub-crawling..."



To my friends and allies of the Seagate Adventures Guild

I Seir, the Willing Prince have been a good and loyal friend to all guild members and have seldom killed them even when they foolishly act against my wise council.

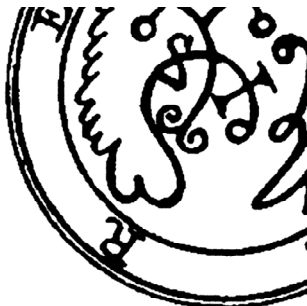
I have been wronged by your guild and some of its members. I have been betrayed and deceived by other members, and yet other members have lied and worked against me.

The time for forgiveness has gone. Your guild has stolen so much from me, including my willing patience - that normally knows no bounds. I have been jilted again by my trusted agents. I have only anger and contempt for such oath breakers.

From this day forth let it be know I offer this to all:

For the corpse of my former agents, who are oath breakers I will pay 250,000 sp. These cowards are: Vychan, Dalran, Dramus, and Shoka.

I am offering 30,000 sp to anyone that presents me with a corpse of any guild member that adventures, travels or works with any of: Vychan, Dalran,



Dramus, or Shoka.

But for your guild council I offer just 100 sp for their corpses.

To anyone that is willing to join me, the Willing Prince, I can offer you substantial luck in your endeavours.

Let it be known I am not an unfair, nor unwilling Prince. I am willing to remove the reward for the corpses of Guild members if you give me those that have crossed me so that the blood of oath breakers can be witness to others.

What Your Demon Says About You

A common question in the meeting rooms is, "who's pacted?" Your answer says a lot more about you than you may realise.

Sier:

You are a grasping opportunist with no real morals and a willful denial of reality surpassing that normally found after consuming vast quantities of hallucinogenics.

Foras:

As a devotee of the Lord of interior decorating your other interests include musical theatre, hairdressing and being colour coordinated. You are also an E+E.

Chantris:

Technically you're a heathen and concerned with the cycles of nature, knowing when to plant crops and all that other nonsense involving hitting the ground with sticks. Also, what are you doing in the guild you bloody peasant? Out!

Samael:

You have an many bright and exciting interests. Also given the past history of your master it's best to keep hold of the black robes and wiggly knives because you just never know.

Renove:

You are a brave soul indeed for the phrase "just don't go there" does not apply to Mr Pretty. You are probably also on good terms with everyone named "Timmy" in the local area.

Sallos:

Demons call this fop 'Big Boy'. Their agents call you lots of names and give you wedgies. Like your master's going to do anything about it. Hahahahaha. Loser.

Michael:

You enjoy a good fight in the morning, a good fight after lunch and one just before dinner. In fact the hobbits' idea of having extra meals appeals to you.

Spring Rites

No adventure? Nothing to do?
Then do your part in repopulating Alfhiem!

Visit Ladlaugh to participate in the Spring Rites,
a 'traditional' fertility festival.

Elves and hobbits, dwarves and gods, young and old.
All are welcome! Someone for everyone!

Partake in traditional elven games and sports.

Reincarnation for the victor guaranteed!

Try the Akuji challenge, an entire company of Beltan in one night!

Or Roger the stable-boy!

Free food!
Free lodgings!



Transport Nightmare Fails Seagate's Day of Celebration

Seagate Mayor Crispin Abercrombie is considering compensation to angry and frustrated Spring Blood Bowl ticket holders left out of pocket after last night's enchanted creatures and items transport debacle in Seagate.

Hundreds of townsfolk and nasty foreigners had their night disrupted by dragons, flying carpets and unicorn chariots that were unable to cope with the number of people wanting to join in the festivities.

Mr Abercrombie told The Seagate Times he was seeking answers on why those problems occurred, especially with the town's flying carpet system.

"I want to apologise to anyone inconvenienced by this. I've asked for urgent advice on compensation from the seers and moneylenders, we don't

want people to be out of pocket," Mr Brown said.

At least 200 people missed last night's opening ceremony at the amphitheatre near West Common as magical Asam carpet backed up on the landing ramp to the amphitheatre.

Last night, huge crowds also built up at the Seagate Docks in the central city as people waited for hours to catch a sea serpent home.

It was still full at 12.30am, so several dragons stopped at a re-opened emergency dock at the Seagate Guard to take on board stranded fans.

Said Lacey Chillpill, 18, a scullery maid from Castle Chillion, "Why did I bother taking the night off for this farce? I had to march across West Common in my best clogs, avoiding my bottom being raped and pillaged

by pink and white painted Orc fans who kept chanting, 'Orkey Orkey Orkey Oi! Oi! Oi!'"

Chubby Checkers, 38, a Halfling Merchant from Stonesboro was also fuming about the unavailability of unicorn chariots when he needed them. "I avoided taking my own winged horse didn't I? Because we were advised to take public transportation, well never again mate. As it was, my family missed the opening ceremony of the seven elvish virgins being sacrificed, and me the missus had told the kiddies this would be a highlight they would remember all their lives".

The Seagate Times promises to give further investigation to this shocking mismanagement of an international cultural event.

Welcome Back Vychan

The Guild would like to welcome back Vychan. For a range of reasons Vychan managed to somehow end up in a "state" where everyone he dealt with was forgetting him after a period of only a couple of hours. This included being removed from written records and all signs of him simply no longer existing.

After many years of trying to get restored, he, with the help of other guild members, freed himself from this curse, which has often left him homeless and alone and sometimes close to exiled from the Guild itself.

Vychan, who until recently was a "forgotten agent" of Seir the Willing Prince, renounced his pact in person to the demon after somehow coming to Seir's attention by being killed a few times in a large combat involving a Pirate Ship, a number of guild members, a Mermaid, angels, valkyries and some spectral warriors.

Braegon had his work cut out for him with eight resurrections in short succession. A guild rep said it was a job well done.

"Nice to see the big guy back", another guild rep said.

A Missive from the Lunar Empire

Since the great success by your Guild in the last Lunar Winter Games in 805 WK, you should know that not all is well and hidden forces are attempting to hide things from your guild and its members. Last month the Senators of Decay were released from below Lunar City by an unknown group or forces. At the same time, the building in which the records about the Senators of Decay are held in, was burned to the ground and the three guards drained of all life. They could not be resurrected by Healers.

It is suspected that they have fled to Khatovar City. I am sure that once the Lunar Senate and the Emperor finally finish arguing over who and how much to pay and if outsiders are really needed, then your guild will have an offer of employment.

Gaming Stores

Get your dice and figures at any of the following game shops:

VAGABOND GAMES AND COLLECTABLES

CBD 303 2750
2nd Floor Sky City Metrol
(Next Door to Livewire Games)
291-297 Queen Street,
CBD, Auckland City

Takapuna 489 2750
Shop #4, 62-78 Hurstmere Road
Takapuna, Auckland
www.vagabond.co.nz

KING OF CARDS

309 4795
The Basement, Queen's Arcade,
34 Queen Street,
CBD, Auckland City
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							
Amira al-Ta Kilwa							
Lucius	Bridget DJ	027 554 8142			bridgetjane@yahoo.com		
Mebh	Julia	021 106 7365			juliamcspadden@gmail.com		
Sabastian	Jim	021 076 9376			jim.aron@gmail.com		
Ithilmor	Clare	021 027 22 55			eleyne@gmail.com		