

The Seagate Times

Issue 73 - Summer 811

Kali and Jessica are Missing!

Kali the Nameless, Head of the Guild Council, and Senior Guild Healer Mistress Jessica LaudeFoot have been declared missing following a series of events in Sanctuary.

It is claimed to have begun on Tuesday 18th Blossom as dusk fell over the streets of Sanctuary. Countess Chenaya of Ranke was cut down and trampled by Sabrina, Baroness Midgard. Sabrina then declared to the crowd, "Thus is settled the debt of a Valkyrie, now her vitriol shall stain no more than the streets!" before her Pegasus flew her into the night. Next day, it was revealed that Chenaya lived, saved from the fatal blow by the foresight and protections of her allies. From her sick bed, Chenaya vowed that once she was recovered, she would see the foul assassin Sabrina brought to justice.

Kali, as Head of Sabrina's College, led a Guild delegation to Sanctuary to offer aid in resolving the matter and offer healing to Chenaya. Before departing, she told senior guild members that she was certain Sabrina was innocent, that while Chenaya and Sabrina have history, this attack is not her style and she believes Sabrina to be resident in Valhalla at the moment.

The events surrounding the "death" of Chenaya are disputed. They were quickly investigated by Black Viktor of the SMG along with various city officials as well as some of the Duchy's officials. The official story remains as reported, but the Guild has received a leaked copy of the investigation that clears Sabrina's name, and that the Countess has been convinced to keep to the story until the real perpetrators have been apprehended and brought to justice. Countess Chenaya of Ranke has assigned one of her inner

council to investigate the matter and the name is being kept secret (but she is known as Lady D'Affodell).

On Frysdays 21st Blossom, it was reported that Kali and her delegation, which included Head of Healing Mistress Jessica, had failed to return from Sanctuary. They were last seen boarding an unusual skiff at the docks of Sanctuary, and have not been seen since.

Fortunately, this calamitous event happened when ducal investigators were already in Sanctuary, and so they reacted swiftly to the event once it had occurred. They are investigating this incident with as much fervour as possible with a view to a speedy resolution. The only thing they can say about this event was that Sabrina wasn't involved, nor was any Pegasus known to be nearby. A round up of the usual suspects was started by an over-zealous member of the guard, but stopped when a riot broke out in Fishtown with several fatalities. A subsequent roundup was organized through more judicious means but with no relevant information on the missing ladies, although a number of criminal acts were uncovered and solved by pure coincidence! The Guild has been informed through a trusted source that there are 'feet on the ground' in Sanctuary at this time, (and have been for decades), and these are assisting the investigation into the incident. M&R have not been ruled out and discussions are sought along with known associates of Grygor the Boar, the Beast Rabban and many other sordid individuals who may have grudges against the Guild, and Kali in particular.



Food Crisis Sweeps Western Kingdom

Fears are building across the Western Kingdom that the first year of their new monarch will be marked by mass starvation. Spring crops throughout the Western Kingdom have been decimated by locust swarms, unseasonable storms, and blight. Farmers have been found dead in their fields and herders dead along with their flocks. Not all have been affected equally, while some villages have lost everything, others are completely unaffected. Most farms owned by the Western Church have not been affected. Food prices are soaring as the wealthy start to hoard food. Of more concern to some is the lack of flour. Mills across the Western Kingdom have ceased operation after the overnight theft of their mill stones. Stores of flour are rapidly depleting. There have already been reports of bandits raiding food stores; this is expected to get worse.

Most of the nobility are calling for calm, they are offering assurances but seem to be lacking real answers. The Western Church has offered aid to those of its followers most in need, but senior officials are concerned they will be overwhelmed. Chapel services have suddenly become full of lapsed followers with starving children. Rumour has it that some of the worst affected are turning to the Old Gods and older practices to restore their lands. An anonymous member of Princess Isil Eth's staff has informed us that Her Highness will not let her people starve, she has already placed off-plane orders for cake for her people. Interestingly, no vineyards have been affected by blight.

Locally, Carzala and Brastor have been clear of the plagues and blights, but have been hardest hit by unseasonal storms, especially in the Sweet Riding and Western Carzala near Bolton Bay. Guild members are warned to expect higher food prices throughout the Western Kingdom and neighbouring areas, especially for baked goods.

Royal Wedding Updates

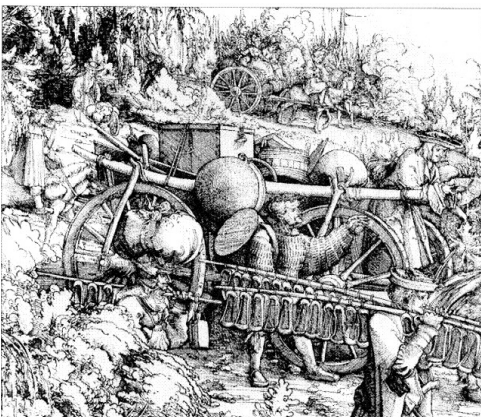
Party Season Begins

Konigburg is in the solid grip of wedding celebrations even before the wedding has been held. A huge number of celebratory parties have been held in Konigburg over the last month of Blossom (Spring 811) and there are enough high-class and noble celebrations through the month of Meadow (Summer 812) to tire even the hardest partygoer (even if they somehow managed to get access to illegal substances) with balls, end of spring celebrations, recitals, dances, outdoor soirees, coming out days, engagement celebrations and many other celebrations of one name or another.

Bumper Business in Konigburg

The sheer volume of celebrations, never mind the influx of high class short term residents, has meant that the city tradespeople have been doing constant and increasing levels of business, and consuming huge volumes of local and imported goods. Food prices in the area have more than tripled. Consumable goods have doubled in price, if not tripled due to the excessive demand. Accommodation has been fully booked for months now, so anyone planning to travel through or to Konigburg better have a huge source of income, or some other way to source lodgings, otherwise sleeping rough is your only option.

The recent spate of crop failures, plagues and the like across the Kingdom have seen some merchants making a killing for food products, given the huge demand in the Konigburg area. King Ulric was concerned for his people, and ordered his officials to release locally stored food stocks to reduce the pressure on prices. Three quarters of the siege stores have



been released to the people in Konigburg. King Ulric has been seen around the city distributing food stocks to his people, especially the impoverished, weak and young, and he has been warmly received. King Ulric has also had the royal bakers practicing their trade by creating large numbers of cakes during this time, which he has been sharing with his people when out in the city.

It's been rumoured that a few rune portals have been established to nearby realms in an effort to get more goods to the local area under strict supervision of the Royal Wizardry Squadron. This could be the source for large volumes of grains and cattle that have been 'arriving' at the local markets for sale.

Wedding Threatened

Graf Kayser von Hockbach has confirmed that a number of threats have been made regarding the upcoming wedding between King Ulric and Duchess Meredithis of Ranke, and that these are being investigated where possible. He further stated that several large scale threats have also been dealt with by Western Kingdom forces in conjunction with loyal mages, kingdom institutions and good people of all types. He wouldn't give specific details but said some involved poisoning of food & water, wide scale banditry, encouragement to rebellion and magical attacks of an indiscriminate and vile nature. He did say that the kingdom took such threats seriously and that any such discoveries invited severe repercussions ranging from fines to expulsion, burning, death or heaven sent vengeance in some cases. In a quiet aside for guild members and his favourite reporter, he did say that fire and brimstone works both ways; and that fire doesn't care for good or evil, and just does its work down to the very smallest degree, destroying everything you can and often can't see.

Another source spoken with on condition of anonymity, also mentioned that a number of evil factions or remnants of previous regimes that wished ill to the forthcoming union had taken action recently and had been creating some terribly potent concoctions to kill, maim or incapacitate a huge number of beings and devastate a large area, but they had been discovered by forces loyal to the kingdom. He then cryptically said "We want a strong kingdom again and we don't want beings of evil here, no we

don't and we won't stand for them. The Vehm shall seek them out wherever they are in our lands."

In Other News

Shadowy Figures Seen Walking Across Carzala

Seacroft-upon-Sea residents reported a sighting of shadowy figures walking across their lands and stayed away from these figures until a passing guild party came by and helped rid them of such beings. The guild party did this gratis and their dwarven military leader said "It's what we do, making these lands safe for you good hard working folk and keeping down unusual and dangerous threats like these shadowy figures". He and the rest of the party cleared up what few shadowy figures they could find and then went on their way with the thanks of the locals.

Village Destroyed

Sources in Aquila have confirmed that a small village named Variola in the Hardum hills West of Konigburg was destroyed in late Spring 811 by a severe strike of Meteors and then a fiery explosion. The village was a little known one and was well off the beaten track. Its only claim to fame was a small mountain spring that fell down the hill until it met the river that fed Konigburg.

All hundred or so villagers and anyone staying there are thought to have perished in the disaster. Local authorities have sealed the area looking for the source of the explosion and sent in local troops to assist.

Richard Thomson, a villager from the nearby village of Salym said the only unusual event of the time was the unusual amount of young pale women accompanied by their elderly mothers and aunts (who quite frankly looked like older hags) in and around Variola, and strange glows in the village at night.



Scandal at the South-haven Academy for Girls

On the 22nd of Blossom 811, six students were expelled for use of illegal substances after they were found terribly ill, and in some cases almost catatonic, after consuming some little pills of unknown provenance. The six students had been walking near the academy through Fairfield Meadow when they stopped and consumed the pills that one of the students had taken from her home.

The students had been in their middle year (of three years) in the Class of the Muskrat at the Academy and had been good students until this time, but they have brought the academy into disrepute and thus been summarily expelled. The ringleader and source of the substances was Tessa de Borgya, daughter of the Cesere de Borgya and local alderman.



The remaining forty-four students at the academy were all shocked to hear of such behaviour from one of their fellow students but one or two were heard

to say that the six were obviously the stupid ones in the academy and that trying to be popular isn't what they were studying for.

In related news, the home of the de Borgya's in Southhaven was burned down on the 29th of Blossom in what is believed to be a fire started by loose fire embers with the loss of all members of the de Borgya family. The site has since been cleared and planted as an orchard.

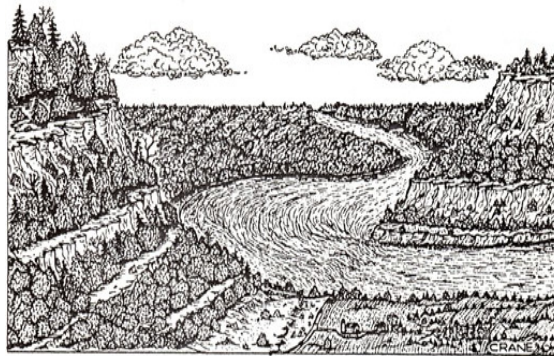
Aesthetic Cleansing

Groups of Elves rampaged up and down rivers in Bowcourt over several nights last week, burning and destroying buildings and other structures along the river banks.

When confronted by guards, the groups claimed to be working for Princess Isil Eth as part of her Aesthetic Cleansing of the Waterways, removing the unsightly

blemishes on the river banks as a gift of beauty to the people of the west and their rightful monarchs. When requested to answer further questions the Elves responded with violence and hell fire before flying off into the night.

A representative of Princess Isil Eth has denied any involvement and condemned those responsible for these cowardly and barbarous acts. A prominent Elven Admiral was heard to comment, "Of course that sort of behaviour is not on, but she has always had a lovely sense of style. With a little re-growth those rivers will be much more pleasant to cruise down."



New Chef at F&F

The F&F tavern are proudly announcing a new head chef is to head up their kitchens. Uglasher Bak has spend the last five years in the Flarg swamps perfecting his hobbit cuisine and is planning to introducing a vibrant new menu to everyone's favourite orc establishment.

"I love the little hobbits' Uglash tell out reporter in an exclusive interview, "but they are none left in the swamps. There are so many in Seagate, I look forward to introducing them to my menu." We're told that those with a "refined" pallet should look out for exciting new hobbit tastes and flavours.

Ghost Ships

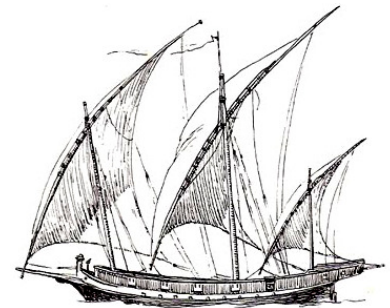
A number of reports have been received from local sailors, who claim to have seen several ancient fighting ships full of ghostly figures sailing in the waters close to Seagate. The sailors (many of whom weren't drunk at the time of questioning or when seeing the vessels) report seeing huge warships in full sail heading towards Carzala, but no reports of invasion or attacks have been made to date.

While most of these reports could be

passed off as the fantasies of drunken sailors dreaming while at sea, a few of them described the vessels well enough that a naval historian was consulted who stated unequivocally that the vessels so described were from the era of Elven rule some 30,000 years ago. They couldn't possibly still be sailing today, and some sort of mass hallucination must have occurred, perhaps in conjunction with seeing the various strange ships passing through our local waters over the past few decades.

The historian Hieronymus Borsch said that the described vessels would be spectacular given today's standard of vessels and he'd have to go to the elven naval archives to compare what was described compared to elven royal records of ships to date.

Mariners are however warned to report all such sightings of these ghost ships as they may be real or not but either way may presage some naval catastrophe or such event or may simply be a hazard to shipping, either way report these sightings and the local naval squadron will investigate.



Lucius' Greater Enchantment



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 19 greater.

You decide what you want!

Adventure Reports

Air Beats Rock

This past session a flock of Guild Air mages were responsible for protecting the Elemental Plane of Air from an incursion by Earth. It all started when a haycart was hurled through the Guild wall, which impacted on Lath. This was caused by her air elemental determined to get her attention. The resulting messages took us to the Sorceress in Silver and thence to Adjebar where the weather was being very unpredictable.

Lath's elemental: "How can I be Bob if I can't float on water?"

Investigations led us to a cave, deep in the desert, where a group of orcs were in the process of magically packing air into a giant anvil, which was infused with the power of Earth. What this was doing was destabilising the local balance between Earth and Air, which was upsetting the local air spirits and therefore the weather. So, we put a stop to that. We discovered that the anvil had been

Lath: "Do you guys want to attack the big bad guy now or in the morning?"
Vapour: "I'm halfway through my exercises."

commissioned by a merchant in Drakenburg. So that was our next stop to discover why and what was going on. Most of the people he had contracted only had part of the jigsaw and had no idea what was actually going on. Those we left alone, but we ended up having to assault the merchant's manor as he was being... uncooperative. I will point out he started it.

Aurora: "We huffed, and we puffed, and we blew their mansion down"

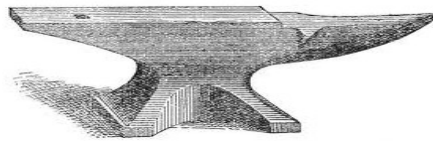
Evidence told us that a second, earlier, and more complete anvil had been planted in the Elemental Plane of Air and was converting Air into Earth. So we went to deal with that. We had to fight our way past the guards etc at the portal to the Plane of Air then went through, spoke to a huge anticyclone (that had originated some of the messages that were addressed to Lath) then went on to discover a rather large sphere of Earth

Aryan: "I don't blow, I only suck."

Aurora: "I'm putting my foot down"
The rest of the party: "Where?"

that was surrounding the first anvil. Fortunately we were able to get through it and discovered a hollow space in the centre. The anvil was there and was being guarded by dominated creatures of air. We had to fight them off while using what we had learnt to shut the anvil down. After some effort, we succeeded, and in doing so, freed the air beings and took the anvil away. Rewards were gained, boons were given, and we returned to the Guild with the satisfaction of a job very well done.

Aurora



What Once Was Lost

We did what Lord Phineas, the party employer asked of us and found the HIMS Avenger and her sister ships sitting at the bottom of the great abyss in Confederation Bay which was historically known as Battle Bay by beings some (mainly those pointy-eared krrf-smoking drug-addled elves).

First, we helped some sea-kelp farming Merfolk drive off some evil oyster-harvesting Devil-fish men who were worshipping an evil Kraken like god - who was incidentally fighting the Merfolk

Henric, when asked how the Mermaids were: "Slippery when wet..."

god 'The great sage of the sea' who was a large whale avatar type who could also appear as a comely human female - or so some of the males in the party were heard to coo. We then descended into the depths of the depths and discovered the lost seven ships of the elven naval armada that saved the area from being invaded by two evil drow battleships by sinking them at the loss of themselves. This enabled 'Admiral Tanglebones' to survive (and report the results of battle to the Empress as a success no doubt).

Anyway the elves on their seven vessels had become undead elves fighting the undead drow on their two giant battleships every day for the last several thousand years to little avail as both sides were bound by their vows to achieve a

result one way or another. This caused their undead / remnant like status, and failed to cull any of the undead in their endless battles.

We came along, assessed the situation and destroyed (through sanctification and consecration) the drow-infested vessels. This caused their vows to be fulfilled and they passed onwards to wherever the evil drow go to. I tell you a fresh perspective works best and after doing the same thing for thousands of years, the elves needed some new weapons, tactics and just a right kick up their arses to get going and win the fight over the evil drow.

We did also stall and then rollback an attempt at invasion by the drow on Terranova who opened a portal in response to some omen, foreseeing or other mystical mumbo jumbo near us. We defeated the scout party they sent through and then took out the portal temple as well as destroying the portal stones on my way out - thanks to the Spear of Cuchalain (our thanks to lady Sabrina for the loan of such a powerful and mostly sturdy weapon). This was particularly useful. The end result we hope was the complete halt to new drow invasion plans, but I think this a forlorn hope. So watch out for more evil dark skinned elves and kill 'em all before they do for you all.

Meanwhile we helped the elves on their way to wherever the pointy-eared ones go as well, with nothing else to report from anything else. We spent some time working with the local Seagate Friendly Merchants Society (which some of you may know as the local now retired Privately Incorporated Rationally Associated Trading Enterprising Seafarers) who had helped us by sailing out and back to the middle of the bay almost daily for several weeks. They seem a nice bunch of hard-calloused seamen. The end result was a success, and we did some sightseeing before returning to the guild.



A Year of Living Dangerously

A party was hired to journey to the Plane of Kublai, visited once before by the guild, to explore and settle, with 5000 troops, a fertile river valley. Time passes differently upon Kublai and the intrepid adventurers who accepted the contract would be gone a subjective year while only weeks would go by back in Alusia. Seven stepped forth to make their mark upon the contract, Mario, Arden Ulfbane, Sin, Boris, Merco, Malcolm and Serra Angelus.

Boarding a 300ft metal ship powered by blood/death magic, the first two weeks were spent pleasantly cruising while enjoying the ship's amenities.

Transitioning to the plane of Vanaheim, the first hint that the simple "scout and settle" mission might be more complex and life-threatening than previously disclosed came when the party ventured ashore to sample the local fare, and were immediately attacked as witches by the villagers. Sailing past the provincial farms and their superstitious peasants (most of whom seemed to have embraced some weird new blood cult with the symbol of a crucified innocent) the ship made for its scheduled rendezvous in the capital of Jelling.

The reception in the capital, with which the Ships masters have an accord, seemed cordial enough with an honour guard and crowds waiting for the party at the quay, along with the King and his court. The ship's master and party employer walked forward for the traditional welcome ceremony when the King suddenly produced a blade and decapitated him. Flights of arrows were launched by concealed bowmen, as Jelling troops trampled the crowd in their haste to complete the ambush, and destroy all



foreigners. Burning the king's court where it stood, the party retrieved the employer's body and retreated to the ship, which was also under attack. Leaving the attacker's navy and a sizable chunk of its army on the bottom of the bay, the Ship departed for the next leg of the journey to Kublai.

Kublai was a hot, dirty and odorous world. Everything about it screamed of prior use, of death and decay, of age, great and terrible. The vast alternating tracts of ruins and devastation are broken only by terrain so inhospitable as to make the lower planes of hell seem a vacation spot in comparison. There is no magic, not low mana, but **NO** mana, for the plane is as dead as Rashak's womb, not to mention infested with vermin and bugs. The ships dropped the party at Da'phour which was enjoying its yearly market, and the party were transferred into Sky chariots (dirigibles pulled by giant dragonflies) for the month long flight to Agrabhar, the capital city of the Kublai Empire.

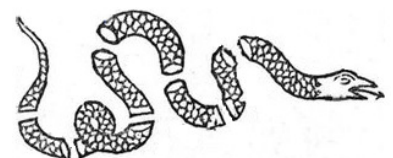
Presented to the Queen, the party learned that the actual mission would be a last desperate hunt for a legendary magical artefact before a tide of ratmen sweeps away what is left of the Empire that is currently circling the drain. With the fate of the world and their ride home hanging in the balance, the adventurers set forth across the continent to raid the mythical city of Ip Kur Kush which sits on the River of Blood upon the Plain of Bones. After three months of unending heat and skirmishes with the ratmen, the party reached the plain of Bones with its army of 2000 settlers. On the theory that whatever force is killing all life within reach wouldn't want to take on 2000 armed settlers, we split into bite-sized units of 200. While sightseeing through the ruins of a necropolis waist-deep in a carpet of humanoid bones, we stumbled upon a host of lizard men, awoken remnants of the former master race who seem to think Kublai and Seagate Guild members would make good blood sacrifices.

The party objected, strenuously, and in the interest of self-preservation decided to take out the serpents' priesthood. They also seemed to have the artefact the Queen needed. Sending the arrow fodder back to report and gather the rest of the army, the party entered the underground maze of the necropolis, and proceeded to walk into every ambush the lizards could conceive on such short



notice. In the last of these skirmishes, Arden the party Military Scientist managed to get himself decapitated by a javelin. With the aid of the Orcish Necromancer Boris, he became a more competent and less lippy damage-dealing automaton. Continuing on into the stygian depths, we discovered Guild member Eltan the Reaver wandering lost in the secret passages, having taken a wrong turn while practicing with his shiny new ritual of opening portals to the elemental plane of Fire. Finding the ritual chamber where the priestess was awakening the stygian race from its millennia-long slumber, surrounded by monstrous snakes, the party decided to break from habit and not blindly charge in the front door. Instead, aided by a summoned Earth elemental, the priestess was dropped through the floor, to where the party awaited and quickly dispatched her. Fleeing with the artefact, the party made good their escape, and rendezvoused with the army, which proceeded into Ip Kur Kush to complete the genocide, while the adventurers returned to the Queen.

The party were met halfway by the Queen and the surviving Kublai, who were fleeing the destruction of the Capital and the other cities of the Empire. The remnants of the once mighty Kublai Empire are now being escorted by an expeditionary force of newly awoken Dwarves from the Northern Reaches and together they are headed for Hamadan, the last surviving outpost of humanity. Job done the party spent the next three month's racing across the desert to meet with the ship that would return them to Alusia in time for the Guild meeting.



Hobbits, and Friends, Big Day Out

Taking a break from busy adventuring lives a number of the guild mountain folk undertook a finishing holiday to the Plane of purple. The group of avid fishers lead by Amelia stopped off briefly in Westcapital, Drakonia, before embarking to a quiet, relaxing island off the coast.

It was an eventful time: Pent was chastised for his use of ice bolt, Faith explained at length to Sebastian that the use of Meteorite shower was against the spirit of fishing. Wordsmith was declared the winner of the big catch competition. The only mishap of the trip was Eric falling into the water and getting drenched — the group all laughed about that. Many a well-cooked fish was eaten and many appetites were sated.

Their holiday was briefly interrupted as the intrepid fishers located a missing Duchess, rescued a missing nanny, release a captive Greater Titian and defend Westcapital against a continental invasion from the Federation.



The Real Story

Alfred from the Republic of HyBrasil (on the Plane of Purple) asked Amelia for help forming a discrete party to help a fellow citizen, which they did. There were six of us: four Hobbits & two Fobbits (faux-hobbit Dwarven Namers). Afterwards, we flew far across the Great West Ocean to just before it reaches the Wild-West continent where no sane person or dwarf dares go (so we didn't go there *immediately*).

We visited Westcapital in Drakonia, as the guests of the dwarf we helped. It's an odd place, with no metal at all. Its citizens are elves and humans, both with funny sharp teeth and pointy features that look like each other, but not like Alusians at all. They're a nice, polite people that do good and really like Hobbits. The

Annual Carnival which was fun until, one night, it attacked by crowd-panicking freakish blood-sucking "Yappies" with big teeth that rip your arms and head open so they can slurp all your blood in two or three gulps and spread diseases.

So we left town the next day (like many others) to a fishing island and soon stumbled into a long-abandoned research complex, recently attacked by orcs. We released a young duchess who often visited it, but had been spotted by the orcs and couldn't escape, so her Nanny (a major in the Rangers) hid the duchess and pretended to be her. The plan was that Nanny Twiglet would be "kidnapped" the orcs and once she'd learnt enough about the enemy, would then kill all the orcs, and sail or swim back (though shark-infested waters) to rescue the Duchess. That was supposed to take two, maybe three days — Westcapital rangers are really cool! Unfortunately that was eight days ago. Apparently Major Twiglet had never encountered metal before, especially not cold-iron manacles.

So the Duchess hired us to rescue her Nanny. Most of the Wild-west is a violent land of petty godlings (the Fane) whose many species of followers are at war with each other — it's a "geomancy" thing. And with everyone understanding all spoken languages ... not so good for diplomacy. But the real threat of the Federation is that some thirty of these Fane nations are working together. Actually, we later found the Federation to be a portal-using multicultural society of many species, millions of civilised talented sentient: a nice place to live ... apart from all the pre-invasion multi-sacrifice rallies and those thirty unkillable blood-thirsty indigenous demonoid absolute rulers. Not the Guild's fault, not really, although it's hard to tell — what with time-travelling, switching the demon-shield on & off, and stuff; besides everyone's still more alive than if we'd allowed their moon to crash in the first place.

When we rescued Nanny Twiglet from her latest captors, she'd discovered through being interrogated (tough and cool!) that a Federation would invade that season. Because there are all sorts of wards and stuff against humans & elves, we were commissioned by the King and his Royal Platypus Guard (the flatfoots) to investigate when & what was planned and, if possible, to maybe sabotage the Secret Weapon.

We discovered how the elite troops would avoid Westcapital's anti-metal defences and stole some of it. We also liberated President LLy's secret weapon, a rune-bound Greater Titan forced to serve, only able to rebel in subtle ways like not resisting a non-enemy hobbit when she was hypnotising her. That's the problem with Rune-Binders: too "letter of the law" for their own evil. We broke her out through brilliant planning, transparent execution, and coordinated sundial timing.



Along the way there were storm-trooping blaggards, Garpies (supper-tough wiccan Goblin-Harpy mash-ups), fatal traps, discrete requisitioning and subtle spycraft like turning up in battle gear & saying "Hi, we're an elite unit of spies and need you to cast some spells please, what with the upcoming Big Push; we're authorised to pay you, of course, but don't tell anyone ... it's a secret".

Thanks to us, the Invasion was weakened and failed. We also defended the Westcapital Lighthouse from LLy & his Avatar Garpy strike-force, the "Garpies of the CrApocalypse". We attended the Duchess' wedding, since we no longer suspected her fiancé of orchestrating the Yuppy attack. We were paid and given the bestest bonus a party of hobbits could want ... our own semi-active volcano.

And that's about it, except for the dragons, giant flying sharks, and stuff.



This Quintessence of Dust

We were employed by Lady Suneth, Celestial Recorder of House Kerberoth to find a missing arm. This red amber arm, with attached hand had been torn of the statue of a god and throw into a rift on the Dark Continent on Nualis.

First we went to the Astral, and then to the Abyss where we were attacked by monstrous beetles called Prime Drainers. Then we went to the Lands of Chaos, and were attacked by griffons as the caravan we accompanied descended the Heights of Chaos to Tanel.



We passed through the shadow of the Ziggurat to Feralie, being attacked by giant spiders, sabretooth cats and a foul serpentine beast in the process. From the Ring Keep on Feralie we passed through the House of Fire to Nualis, where we are not attacked for a while, except we had to hide underwater in a sea cave from a flesh-eating wind. We arrived at Axum and joined a carvan which took us to the edge of to the Rift Valley. In the dry and desolate valley, we were attacked by rabid hyenas, followed by a devil in the form of a lion. The Rift Valley itself was filled with a red dust which was called cinnabar—and was somewhat poisonous.

We found a mine which led to Hell, but we soon realised that the arm probably wasn't there. So, we carried on down into the Rift which gradually turned into the Abyss. There we found the missing arm, in a forest of stone hands. We hurried back up to the Rift, and were then attacked by a mummy escorted by four jackal-headed golems. We dimbed out of the Rift Valley, and headed west. When we got to the city of Axum, we saw that the city was under attack by a golem which was breaking the temple. Turned out that it was a horror encased in a golem, which attacked us as we tried to get past the city. We only killed it by using two siege grenados, and a bolt of lightning sent by mistress Meg.



Heading for the sea through the jungle, we were then attacked by a displacer beast. Shortly after that our party leader mentioned the name of the Marquis of the Dark Continent—so his avatar turned up and attacked us. We only survived that through the careful application of another siege grenado.

Finally we got to the port, and got passage across the sea. We then returned the arm to its statue in Mecca, and were returned to the Guild by the Lord of Rings, Judecca.

Earth College Scrolls For Sale

Scrolls of the following spells can be obtained from me, at the Guild, for up to a week after the Guild meeting. Otherwise contact me at Bolton Manor. The spells are:
Trollskin rank 12 - 1500sp
Armour of Earth rank 15 - 1500sp
Strength of Stone (Endurance) rank 13 - 1300sp

If you want actual invested items or scrolls of other Earth spells, please contact me.
Basalic



Sick of Healing Potions?

Try Lath's 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



Indigo Browne's Ye Olde Alchemy Bazaar

These and other weird and wonderful potions made to order:

Indigo's DA for a Day Potion:
Rank 20 Namer DA for 24 hours
3,000 each

Indigo's Necrogeny Potion :
Rank 20 Necromancy Necrogeny
6,000 each

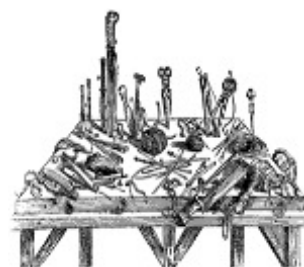
Indigo's 20/20 Vision Potion:
Rank 20 Elven Witchesight for 24 hours.
6,000 each

Indigo's Nodoze Potion:
This potion will allow the drinker to go without sleep for 21 days.
10,000 each

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

Indigo's Elemental Resistance Tonic:
The drinker is immune to dimatic 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 per source (magical or not). Duration 24 hours.
12,000 each

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



Who is...

Adam Vychan Jones?

This may not be the same Vychan who was on my last adventure who told us he was a Dust Mage and a transferee from Tac. This may be another Vychan I had adventured with, who has since left the Guild or disappeared. I found these notes in an old notebook and they hadn't been published yet so, here they are. The interview took place in the Guild Pub. Vychan described himself thusly, "Short male elf, tall human female, or an 11 foot 4 inch high Stone Giant or a 16 foot Stone Giant or a Firbolg. It all depends on how I feel on the day. Though never a Hill Giant, I am not a Hill Giant. Neither is Motley. The interview is taking place in the Guild Pub since being kicked out of New Haven by Engalton, you know being an undead and pacted in all."

1) *First off is your name. I've heard some adventurers refer to you as 'Vychan' but there are references to you being addressed as 'Adam'. Was there a reason or was that a mistake? Do you have any preferences?*

That is because they are both my names, Vychan Adam Jones. Of cause people normally call me, "hey giant" or "you stupid fool".

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

I am not going to say why, it is embarrassing. I am a man/woman who can stand on his/ her own feet. When, was about 16 years ago I think. I have already grown old and become young a couple of times on several different adventures. It all gets so confusing.

3) *What areas/weapons do you specialise in?*

Specialise? I did not know that you could specialise, I just picked up something and started using it. What I am very good at is taking physical damage, I coined the phrase 'I live in my Endurance'.

4) *What do you do while adventuring? Any hobbies?*
Yup, I knit.

5) *Please describe a highlight of your*

career so far. For example, defeating a dangerous foe, best death, best magical item/ability gained?

Oh, oh it's being able to eat rocks. You have no idea how many different tasting rocks there are out there. A mixture of emeralds and diamonds is my favourite.

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

I recommend visiting the guild library, they have some very tasty books in there. Conversely do not visit the library if you go there to eat the books, for some reason they do not especially like it. That was the scariest thing I saw when the librarian caught me... I am not going to say any more, it would give high level adventures nightmares.

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

Well you know when you dig a hole, then you dig another hole trying to get out of the first. That what it was like when I joined the guild seemed like a good idea at the time. But since I have dug all these holes, and I am an earth mage, I quite like it down here, so I stayed. Plus everyone wants me in their party since I am an earth mage I do some good buffs like Amour of Earth, Strength of Stone and Fire Amour.

8) *You seem to be most famous for the Cain and Abel story (as reported in SGT34). Would you like to describe this incident in your own words?*

Pain, oh the pain, giving birth to twins. Whoa, not doing that again. But it is kind of poetic that since I was the one to do the killing blow on Cain a few adventures before, then to give birth to him, actually he was inhabiting the body of me daughter.

9) *You also mentioned on our adventure that you had turned into a goat because Count Engalton had made you eat elemental earth. Could you care to elaborate?*

Well, Engalton would never lie to me so when I got given the elemental earth I asked 'What do I do with this?' and Engalton replied 'You eat it.'. So I did. And let me tell you it did not sit well with the stomach.

10) *You also have a... rather interesting appetite. Is your ability to eat anything, including rocks, related to the affect in the previous question?*

Yes and no. I had the ability to eat small to large animals and some plant life,

which think the Elves call it garnish. Then came the goat stuff clothing, gorse and tin cans. After that came the eating of rocks, gems and gold bricks. The eating of rocks came about when the party I was on helped out a leprechaun and gave us a wish each as payment. See not all wishes are bad if you word them right.

11) *Is it true you are partly undead? If so, what were the circumstances surrounding that?*
One day Engalton had this idea to go kill Rashak, so we popped up to see the fates to ask if they could keep us out of any astrology readings. You know surprise attack. Boy was I surprised when I found out the whole packaged deal that I had just signed up for. To get back into the wove I had to do four things, done three so far, but between each thing become more and more undead.

12) *Anything else you'd like to say to the Guild populace?*

Please do not wear any clothing that is more than 800 sp worth, I keep getting into trouble trying to eat it.



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.



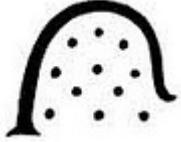











Astrology Guide Summer 812

As everyone knows since we are morals 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 seek guidance of the Boundaries.

☞ Seasons ☜

☞ Elements ☜

☞ Boundaries ☜

<p>Winter</p>  <p>Fish will taste a little unclean this Summer. The first time you spit out raw fish, it will remove all natural poisons with it, leaving you safe from those poison ill effects.</p>	<p>Air</p>  <p>In the months of Meadow or Heat you will see your true love at a crowded gathering. It is up to you to take advantage of this opportunity for happiness. Cloud Giants may hold the cure for venereal disease caught by the imprudent. Speak wisely to hare-lipped hags on hill tops.</p>	<p>Solar</p>  <p>Lovers who met under the night sky and are awake in each other's arms at dawn may be cursed to take on new forms and need the guidance of a witch. A day's sunbathing will grant an additional area for any greater enchantment you are under.</p>
<p>Spring</p>  <p>With Spring moving towards Summer, watch for signs from the Elder Gods, you can see the signs in the clearings of dark woods. One of your Wicca amulets may work well in the first month of Summer.</p>	<p>Water</p>  <p>People from a local manor turn to you for help and your insights will help prevent a terrible case of food poisoning, only to lead to doubts being cast about your knowledge and foresight of events. Within the month of Heat, fresh stone fruit will help you heal a leg wound to your steed.</p>	<p>Lunar</p>  <p>The blinding of trackers of the earth continues to happen because the Lords of Decay are trying to open the forbidden library of Zanzibar. A good number to pick is Seven.</p>
<p>Summer</p>  <p>Raphael will protect the followers of the powers of light, as long as they have eaten of the holy pork on the 5th of the month. The protection allows you to ignore a single Specific Grievous wound. A creature with a cloven hoof may hurt you.</p>	<p>Fire</p>  <p>Water adventures are for once in favour this season. While sleeping under the nights' sky, your maximum fatigue and endurance is increased by 5 pts. You will also recover 2 extra fatigue points per hour of rest with vivid dreams of the Lords of Decay. Those that forsake the Lords of Decay dream of Blue Penguins.</p>	<p>Life</p>  <p>As the power of Spring wanes and Summer grows life anew, warmth is all good and kind. A wind will carry you from harm on an even-numbered day. The fish and little people will save something of value to you that you unexpectedly lose.</p>
<p>Autumn</p>  <p>Beware of aggravating a member of the undead as you will be the one who comes off worse for wear. Brown Bears may off sound advice to Earth Dwellers and Earth Mages. Owls hunting in the daylight hours will be a sign of undead and witches turning cream.</p>	<p>Earth</p>  <p>Being more grounded this season because the Lords of Decay have escaped lesser enchantments gives twice the bonus this season. Look for the signs of the growing cult from the east.</p>	<p>Death</p>  <p>As White Lotus comes closer nightmares of lost friends and loved ones calling to you from beyond the grave seem to warn you of unspoken words being read by the Lords of Decay and great pain coming to the world. You have also gained an extra nine pounds. Death is not far away and will return soon.</p>

Starflower's Bestiary

The Gruesome Gorgon

The Gorgon is a rare and ancient menace, thought by most to be the stuff of myth, but we adventurers know that legends are often all too real and found lurking in the far distant corners of reality—or not so distant as the case may be.

Gorgons are believed to be exclusively female monsters (how they make little gorgons is anybody's guess). Originally there were three of them, Stheno and Euryale, and Medusa. Of these only Medusa was mortal, and was slain by the legendary hero Perseus. However, looking through Guild scribe notes reveals three things—first the species is more wide-spread than one might think, second that some are weaker than others, and third that Guild adventurers are doing a surprisingly good job of emulating the legendary hero and killing them off.



In legend, Gorgons are found in isolated places, hiding in caverns on remote islands. In reality, they may be found much closer to home. One was killed by a Guild party in the Fastness of Girwyllan in Autumn 806. However, that Gorgon was living in the "Amber Mine" and may well not be the same as the one that is said to be lurking in the "Graveyard" south of the small lake.

The Gorgons are physically humanoid, but have hair of living, venomous snakes, and a horrifying visage that turns those who behold it to stone. The name "Gorgon" is said to mean "dreadful" in an ancient tongue. Gorgons like to appear as attractive maidens, in the hope of snaring unwary males, and often wear flowing

female attire. However, under the illusions they may have large brazen claws and the tusks of a boar, or the fangs and skin of a serpent. They may also have hypnotic, burning red eyes.

Which brings me to the main problem with Gorgons. It's not the nasty venom, or the magic—these are intelligent creatures, fully capable of learning a College, generally one of the thaumaturgies, such as Mind or Illusions. Really old Gorgons, like most really old intelligent monsters (and adventurers) may have multiple Colleges, like all the thaumaturgies at once! Nor is it speed and skill with weapons, which many also possess in abundance.

But that's not the problem. No, what makes Gorgons really dangerous is their ability to turn those who look at them to stone. Their *irresistible* ability to turn you to stone if you happen to look into their eyes, that is. Now, you do have to be able to actually *see* their eyes, which means this ability has about a hundred foot range, but that still makes it really dicey should you encounter one in a confined space. It helps if you have ample willpower so that you can force yourself to look elsewhere.

Obviously, your melee fighters will need to fight blind—special abilities in that area would be really useful. They could try the trick that Perseus used, using a polished shield (or similar) to reflect the monster's visage, and looking only at her reflection in the shield. Your mages cannot target spells directly at a Gorgon, without risking stoning, although area effects should avoid that problem. What you really need is some means of blocking the Gorgon's gaze, and/or a mage capable of turning stone back to flesh. Neither is easy to come by, so Gorgons may well be one of those monsters best avoided, especially by the inexperienced and ill-equipped.



Tips for Success

Running away is always an option—provided you can run faster...

Running is an even better option if you can drop a nice surprise for the enemy behind you...

Don't go throwing stones at things you don't understand!

If the party are asleep and you're on watch and attacked, the *first* thing you do is wake them up!

Never speak the Name of a Demon!

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.



Puzzle Column

Alchemy Class

A new alchemy class, started after the last Guild Meeting at the Guild Alchemist's laboratory in a basement bunker in Old Seagate. Hans Braunschelm, the class teacher and Master Alchemist, was bubbling over with enthusiasm for his new class and new chance to teach others his love of alchemy. The first night was just an introduction to the class, and a chance for him to get an idea of the skill level of his five students. He was delighted to find out that he had a group of students who already knew their way around an Alchemical laboratory. So, for the next class, he asked them to bring a couple of their favourite things with them. Determine the College of each student, one of their favourite ingredients and the potion each made with that ingredient.

Names: Alwen, Frost, Jakstraw, Pool, Starman.

Colleges: Binder, Ice, Mind, Necromancy, Solar Celestial.

Ingredients: Boggan mud, Cockatrice blood, Gorgon hair, Phoenix feathers, Storm giant toenails.

Potions: Chastity, Popularity, Pulchritude, Sanity, Vitality

1. The student who loved phoenix feathers made a powerful Vitality potion, but it wasn't Alwen.
2. Starman, who wasn't a Necromancer, didn't work with Storm giant toenails.
3. The Binder loved cooking up concoctions containing Cockatrice blood. Jakstraw, who wasn't a Mind Mage, loved the sweet smell of Boggan mud, but his favourite recipe wasn't a Sanity potion.
4. Pool made his very popular Popularity potions without using Storm giant toenails. Alwen wasn't a Necromancer.
5. Frost the Ice Mage didn't make Sanity potions. Starman, whose wasn't a Mind Mage, made an awesome potion of Pulchritude, but not surprisingly this didn't require Gorgon hair.
6. The Solar Celestial, who wasn't Alwen, made a high effective Chastity potion, but again not using Gorgon hair.

Riddles

I am the black child of a white father, a wingless bird, flying even to the clouds of heaven.

I give birth to tears of mourning in pupils that meet me, even though there is no cause for grief, and at once on my birth I am dissolved into air.

What am I?

Pronounced as one letter, And written with three, Two letters there are, And two only in me.

I'm double, I'm single, I'm black, blue, and gray, I'm read from both ends, And the same either way.

What am I?

In a marble hall white as milk Lined with skin as soft as silk Within a fountain crystal-clear A golden apple doth appear. No doors there are to this stronghold, Yet thieves break in to steal its gold.

What is it?



What's Hot

Ice-mages in the tropics

Ranger Nanny

Flying giant sharks (sometimes)

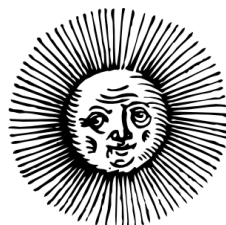
Siege grenados

Calling master

Sentient secret doors

Magic daggers

Air sprites



Answers to Last Issue's Puzzles:

Orders Please:

Willow—Celestial—Roast beef—2nd
Trevor—Necromancer—Fish pie—4th
Kay—Wiccan—Cheese & pickles—5th
Ash—Earth—Mutton stew—3rd
Grey—Namer—Chicken soup—9th

Riddles:

First: Rain

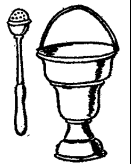
Second: A cabbage

Third: Noise



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.

What's Not

Puppet regimes

Blaggards

Giant Zeppelin jellyfish (always)

Shoggoth (and horrors in general)

Accidentally summoning demons

Throwing stones at sentient doors

Fear

Binders (on general principles)





Kumour Mill

Since the Guild Healer has gone missing, at least two adventurers highly ranked in Healing have offered their services. They're both Master Healers, yet, for some reason the queue outside Brother Phaeton's office is much longer than the one outside Lady Lizette's...

Just what was Vapour thinking when he instructed Aurora to "Get rid of the negligee!"

And what was Ronon getting up to with Mrs Fang in the House of the Lord of Threads?

Oh, and who's taking bets on how long the new chef at the F&F lasts before he's lynched by a bunch of angry halflings?

Letters to the Editors

Oh noble and impartial editors, please impart the following message to your fellow guild members that your council would keep from you.

To the Adventures Guild of Seagate

We wish only to be left in peace, to manage our domestic affairs according to the laws of our land. The lords of Haven had no quarrel with you until some of your members chose to support a disaffected minority in our realms. For a few baubles and trinkets, a handful of coins, and a well-sold story, your members have committed crime after crime in our lands.

We did not hold you at fault, you were duped and tricked, noble and honourable people led astray by their emotions. But your crimes continued, and your presence in our world is no longer acceptable.

Since mercenary motives drive so many of you, we did offer to pay. But you were sold another sad story and our offer was rejected, then continuing your history of crime you stole the offered payment. Your claims of adhering to the laws of the land are false! You bribe and control your rightful rulers! You flaunt the laws of other lands! Your chaotic blight on the civilised planes can no longer be tolerated.

The leader of your guild has been summoned to stand trial for the crimes of your guild. Other realms afflicted by your scourge have been invited to bring their cases. Members of your guild are being held, safe and well as surety against your compliance with our laws and judgement. It is not too late for redemption, renounce those who have led you in this inter-planar crime spree, stand up as the honourable heroes you claim to be. Follow your own rules, accept the judgement of the lands you adventure through and maybe your guild will have a future.

- The Lords of Haven

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



Water College Potions for Sale



Waters of Healing Rk 14 - 400 sp
Waters of Strength Rk 10 - 1000 sp
Please contact Aqualina at the Guild.

Get the Power of Fire and Light!

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

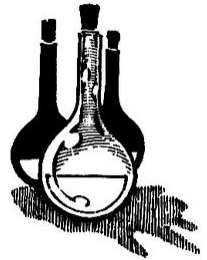


New Dragonsmite!!!
(ask for details)
Prices negotiable.
Please contact Flamis at the Guild.

Potions of Great Virtue

Offered for sale by Sebastian Silverfoot, purveyor of superior magical comestibles and alimint.

Up to Rank 9
Restoratives: 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 Sebastian outside Antoine's with his nose pressed up against the window.

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Or check the dqwiki at:
http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page