

The Seagate Times

Issue 74 - Autumn 812

A Right Royal Wedding

Such a display of pomp and ceremony has not been seen in the Western Kingdom for some time. Not even the inauguration of the last Bishop could match the celebrations and ceremony of the marriage of King Ulric to Duchess Meredith. I was privileged to get a good view of the entire proceedings.



The wedding itself was held in the same place that the Royal Ball had been, being Koningsburg in Aquila. It was the highlight of the week of celebrations that had been going on around the wedding consisting of balls, tours, festivals sporting events, and other entertainment. The streets were decorated with royal bunting and flags of the Western Kingdom, as well as thousands and thousands of flowers - which probably explained the flower shortage in the area. Many of the grounds around the city had been turned into fairs, markets and temporary accommodation for all the visitors. Virtually every street entertainer in the Western Kingdom and some from places far away were here in order to be noticed as well as one of the biggest open air markets I had ever seen.

The weather itself was excellent throughout the entire week, no doubt due to the untiring efforts of several air mages. The wedding day itself dawned brilliantly with hardly a cloud in the sky although a cooling breeze alleviated any discomfort. I'm still curious though how they managed to arrange to have a rainbow in the sky that framed the royal palace when the royal progression started.

The procession itself was a series of carriages containing members of the

Royal Family cumulating in the carriages containing the bride and groom. Separate carriages as per tradition. The groom was accompanied by his groomsmen and the bride by her ladies in waiting. Crowds lined the procession way, all waving and cheering as the carriages went past. Security was very much evident, mostly for crowd control although there had been rumours of threats against the royal couple. However, it seemed that the main problem that the guards had to deal with was reuniting lost children with their parents and a few cases of excess enthusiasm by some supporters that had overimbibed beforehand.

The ceremony itself took place in the Koningsburg Cathedral and was presided over by the Bishop himself. Security was very tight and to get in, one had to have an invitation. There had been attempts to forge invitations but the secret magical codes embedded in each one foiled any attempts. So did the illusion detectors. Fortunately my invitation was genuine and I had no reason to wear a glamour this time.

My place was in the balcony, along with several other guests from Seagate which gave us a fine view of the ceremony. Of course it was very traditional with rituals

that dated back all the way to the beginnings of the Western Kingdom. Some of the service was actually spoken in elven. The singing was beautiful ... angelic someone said, and again it was shown that the Bishop loves the sound of his own voice, speaking on the sanctity of marriage and that it should be one man and one woman that is joined together under the sanctity and protection of the Powers of Light.

However, the whole thing was eclipsed by one thing ... That Dress. There had been several rumours and speculation about what the Duchess's dress was going to look like and apparently

it was the biggest state secret in a long time. Granted that King Ulric looked magnificent in some sort of military looking uniform but the Duchess was looking positively radiant. The gown was made of the finest silk and had a flower motif and also it glowed slightly. Her bridesmaids were also rather striking but not as striking of the Duchess (of course). They had matching dresses, again with flower motifs, but each had a different colour, a light red, a light green and a light blue.

After the ceremony, there was another parade back to the Palace. This time the couple, now married, rode together in the open gold carriage reserved for newly weds. The crowd cheered more and flower petals were tossed at the couple as they progressed. After they arrived at the Palace, there was a short wait until they appeared at the balcony to wave to the crowd below. And, of course, the biggest cheer erupted when they kissed. The wedding itself may have been over, but the celebrations continued for the next few days. There was a spectacular fireworks display that night.

All in all it looks to be an excellent start to the Western Kingdom. Long may their marriage last.

From the King's Speech

In a highlight of the royal wedding, King Ulric made a stirring speech about the kingdom. He thanked many people and stated that it is time for the kingdom to once again be the great kingdom it was founded to be, and to come together to face adversaries together and stand tall as a kingdom to face down oppression and evil. In his own words:

"My loving people, I have been persuaded by some that are careful of our safety, to take heed how we commit ourselves to armed multitudes, for fear of treachery; but I assure you, I do not desire to live to distrust my faithful and loving people.

"Let tyrants fear; I have always so behaved myself that I have placed my chiefs strength and safeguard in the loyal hearts and good will of my subjects. And therefore I am come amongst you at this time, not as for my recreation or sport, but being resolved, in the midst and heat of the battle, to live or die amongst you all; to lay down, for my kingdom, and for my people, my honour and my blood, even the dust.

"I know that I am young, but I have the heart of a king, and of a son of Sigismund's line too; and think foul scorn that anyone, should dare to invade the borders of my realms: to which, rather than any dishonour should grow by me, I myself will take up arms; I myself will be your general, judge, and reward of every one of your virtues in the field.

"I know already, by your forwardness, that you have deserved rewards and accolades; and we do assure you, on the word of a king, they shall be duly paid you. In the mean my generals shall be in my stead, than whom never king commanded a more noble and worthy subject; not doubting by your obedience to my generals, by your concord in the camp, and by your valour in the field, we shall shortly have a famous victory over our enemies of my kingdom, and of my people."



Three Ships and Crew Still Missing

Captain Marko Lilly-foot of the Seagate Merchants Guild some time ago reported to Seagate Merchants guild and its members, that a large fog bank which is grey and blue in colour located south west of Seagate is thought to be behind a few ships going missing last season and the season before.

It is understood the handsome reward of 75,000 SP, which was on offer, has led to more reckless captains and crews going missing also. The fog has not been seen for an hour each side of dawn over a 4 month period. Others have discounted this is all but normal. Records of missing ships are being inspected in both Brandenburg and Seagate.



More Beautification Raids on the Great River

In late Meadow in the south-east of the Kingdom, rebellious elves have been further indicted in 'beautification raids' with a number of fatalities amongst guards set to defend areas and mass damage to a number of facilities along the river.

Chef's Remains Found

The body of the new head chef at the F&F, Uglasher Bak, has been found in a permanently deceased state. Guard reports indicate that he was first butchered, then the dismembered parts were boiled, fried, and roasted. The largest remaining piece is the head which was stuffed and baked, and placed inside one of the tavern's ovens, to be found by apprentices in the morning of the 15th Heat. Other parts were found in jars and barrels among the tavern's stores. Quite a few bits are missing, presumed



eaten. It is suspected that this gruesome killing is the work of halfling assassins, offended at the orc chef's "half-baked cuisine".

"He loved the little hobbits' a spokesman told our reporter. "We can't understand why they would do something like this. It's just senseless... He had such a talent."

Elves Attack Kingdom Troops

On the 23rd of Heat 812WK, a Kingdom patrol came across a number of elves travelling towards Bowcourt acting suspiciously on the road between Walontoun and Nevers and when asked to stop they fought back saying they had orders from Queen of the West, Queen Isil-Eth. In the ensuing battle, all but two of the forty elves were killed along with fifty men of the patrol company due to the release of hideous magic and hard fought melee. The two elven survivors were questioned by the captain of the patrol company before being hung. The rest of the elven bodies were burned at the side of the road. The wagons and animals they were accompanying were taken to Walontoun and seized by Baron Klaus von Berkowitz.

The Edict of Law

On the 1st of Breeze 812 WK, the King issued an edict stating that the rule of law must be adhered to and failure to adhere to lawfully given orders will be dealt with harshly whether noble or citizen of the Kingdom.

On the 7th of Breeze, eighteen nobles of the kingdom were found guilty of treason and various other crimes and were summarily executed for their crimes. Their lands will be held by the King and passed onto appropriate relatives if any or become part of the King's lands.

Adventure Reports Kidnappers Foiled

Kali Rescued!

A high level party was hired by a Dwarvish delegation from Haven, to do some scouting in aid of their war against the demons and undead controlling their world. Guild security also asked us to look into the abduction of Kali the Nameless and Jessica the Healer and various problems in Carzala and the Western kingdoms that were being blamed on the guild.

We rescued Kali and Guild staff from a Havenite stronghold in the mountains of Palestrina. It turned out that it was a ruse to get a demonic power into the guild (again), as they had possessed Kali, which was undetectable due to her inscrutable nature, and "let" us rescue her. We exorcised the demon, who was trying to retrieve the body he had left behind last time they tried this, from Kali and "killed" it. That done, we portalled to Haven with the dwarfs and spent a couple of weeks doing long distance reconnaissance, before hustling back to Alusia in time for the royal wedding.

In Bowcourt we investigated the "elvish" raids on the river area, uncovering illusion disguised devils. We have begun a counter-rumour campaign to redirect blame from the elves. Finally, at the cost of 14 backfires to Father Rowan, we have discovered an important piece of information regarding the Havenite presence on Alusia which will not be recounted here for security reasons.

In related news:

Esteemed members of the Seagate Adventurer's guild arrived in Konigburg for the wedding with just a day to spare and their gilded invitations ready. Kali was looking nothing like her normal self (which isn't unusual) but she was noticed magically (which was unusual) and she appeared to be a female elf of the celestial persuasion from a good family line.

Kali was accompanied by a serious-looking fire and brimstone priestly companion who wishes to remain anonymous. Also attending was (the late) Graf Grendel von Gracht who looked surprisingly well, youthful, taller and more enchanter-ish than normal and he was accompanied by Erzsabet the Namer.

A week or so after the last Guild meeting, kidnappers struck, stealing children from Bolton Bay, along with the children of Guild members Basalic and Flamis, who were with relatives in Ranke at the time. A note was left saying, "Do what we tell you otherwise you won't see your children again. Do not try to find us or contact the Guild".

By then, Basalic and Flamis, thirsting for delivering retribution, along with Lath and Silverfoam were already on the trail. That trail led them to Arabie as the note was written in that language and divinations already told them that they were seeking the Hashassin. Enquiries there took them back to Ranke.

Basalic: "Silverfoam, could you prepare a hot meal?"

Silverfoam: "My technique of preparing a meal is booking a table at Alphonse's"

Once in Ranke, the trail led to a mountain. But no ordinary mountain. This one was a very powerful illusion that covered a complex of buildings. The adventurers were able to bypass the illusion and proceeded to cut a destructive path through the complex until they managed to attract enough attention in order to negotiate.

It appears that this group is like our Guild, accepting contracts from various parties in order to do various jobs. Unfortunately their geas meant that they could not tell us who in their group was responsible or who had contracted them

Flamis: "I'll just put this chainmail over my bikini"

Basalic: "Damn!"

to perform the kidnapping in order to buy our silence. Haven was on the top of the suspect list and Sanctuary may not be too far below. Or this could be a third party that is currently unknown.

The upshot was that the children were released and their Council assured us that the guilty would be punished. A clear message has also gone out. Mess with the Guild as much as you like - but if you dare think to touch our children, then do so at your peril.



Lath: "Anyone got any way of minimising corpses?"

Silverfoam: "Well I thought Whirlwind Vortex was rather effective."

Flamis to Silverfoam: "You've just been memorising the things you're interested in"

Basalic (with a smirk): "Maybe you should have been wearing the chainmail bikini then."

Sick of Healing Potions?

Try Laths' Special Jerky!

These tasty salty spicy port & chicken flavoured 'jerky strips' came heal people of both damage and tiredness fatigue. They come in a range of sizes; 10 points at a cost of 800 sp, 20 points at a cost of 1,500sp and 30 points at a cost of 2,000 sp. Contact Lath for more details.

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!

Who is...

Ithilmor?

I was able to catch Ithilmor (or Ithilmor.. more as some people have called her) in the Guild grounds, late one evening, contemplating a very clear night sky while lying on the grass near the large oak tree.

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

I joined back in 796. My dad was a member, but he wouldn't let me join. So I snuck away from home and joined on the sly. He found out eventually of course.

What areas/weapons do you specialise in?

I am a celestial mage. I specialise in killing the unholy and undead. I don't use weapons much at all, although I have recently taken a shine to my new mace.

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

Oh goodness, it's so hard to pick just one moment. I think one of the most significant was very early in my career when I helped to put Sammael's soul back together. That certainly put a cat among the pigeons. I was so proud of how Turf stood up to Michael and protected us while we were working on the puzzle of the soul.

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

Some of the more interesting places I have visited have been a series of analogue Alusias. All different in some respect from our own, but all with many similarities as well. Some of them I would definitely like to visit again, although others are places to avoid.

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

I continue to adventure in order to rid the world of Evil. The actions of the unholy and undead against the peaceful people of Alusia must be abhorred and their perpetrators dispatched from this mortal coil.

You managed to change from Dark to Star Celestial. Would you care to describe how that happened?

I was travelling through the Astral with a party of adventurers who included Eric the Orc. We saw a star lying on the

ground and Eric stood on the star and made a wish. I think he thought it was a cute way to "wish on a star". The Star was a manifestation of Varda the elvish goddess of the heavens. She took great exception to Eric's actions, and flung him upwards at a precipitous rate. It was clear that he would not survive the experience, and so I, as the only pure elf in the party, pleaded with Varda for Eric's life. She agreed to spare Eric's life on the condition that I become her follower. She transformed me into a Conjuror of the Night and Stars, known in the guild as a Star Celestial. She also transformed Eric into a dwarf.

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

Fighters, protect your blast mages. Don't leave us to defend ourselves against giant skeletons with only a dagger. Just don't.



Silverfoam (after a party member tripped over their own weapon): "Was that one of those special moves you were talking about?"

Basalic (to one of the kidnappers)- "Take us to your leader or lead us to your taker."

Mebh's Magical Arrows

Scrolls of Rapid Fire Arrows

Create 21 magical arrows which fire off three at a time, and increase the damage by 1 point. Get them while stocks last. 400 silvers apiece
Also contact for other Air Mage Investeds on Request.



Indigo Browne's 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

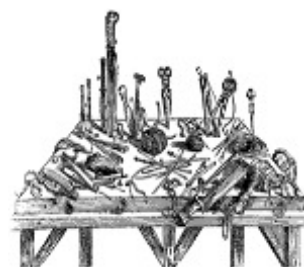
Indigo's 20/20 Vision Potion:
Rank 20 Elven Witchesight for 24 hours.
6,000 each

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

Indigo's Miracle 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 climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. Elemental Magic damage is reduced by 20 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



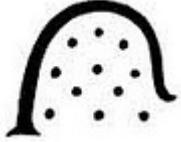





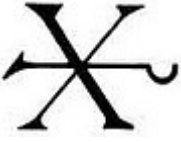





Astrology Guide Summer 812

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

☞ Seasons ☞

☞ Elements ☞

☞ Boundaries ☞

| | | |
|---|---|---|
| <p>Winter</p>  <p>Unlike other Autumns, Fish will taste good to you this season. Lucky numbers are: 5 10 15 20 and 25. Do not welcome or trust anyone with a touch of death about them, it will only lead to misfortune.</p> | <p>Air</p>  <p>Creatures of the wind will assist your family. On the 4th look to a woman in dressed in blue, found outside the guild gates, as she will have good news for you. Again speak with care to woman on hill tops.</p> | <p>Solar</p>  <p>Solar influences' will help protect you from harm. Within the first two months of this season hot meals will return an extra point of fatigue, but will lead to 'regular' issues.</p> |
| <p>Spring</p>  <p>With the tall men talking in unspoken words, but with shapes in the night sky all healing will double. Look to the east for signs. Good food will again be cheeses and cold meats. A person of age and wisdom will offer advice. Early in the season someone close to you will have love life issues and may need your help.</p> | <p>Water</p>  <p>Normal water this season is in fact enchanted for you, and allows you to wash away half of your burns if applied quickly to fire damage. Within the first month, fresh pork will help you heal others with wounds.</p> | <p>Lunar</p>  <p>Following the Adepts from the free town into the elemental lands will result in the return of unknown family property with the hope of knowledge. Once more creatures of the night favour you.</p> |
| <p>Summer</p>  <p>With the return of the four horsed riders in the east as foretold by the Bard William Dunford, secret teachings of horse care may help protect the stone fruit this season. Protecting them may not be possible, unless from high ground. A creature with four cloven hooves, and two hands may hurt you.</p> | <p>Fire</p>  <p>The whispers in your day dreams will lead you to understand new aspects about yourself. This will provide 4 points of fatigue once per day as long as you have had a good meal within the last 24 hours. Garlic will assist you and others.</p> | <p>Life</p>  <p>As summer cools and with life slipping away, you are able to heal earth dwellers. You are protected from evil dreams this season, and you know something is coming once again.</p> |
| <p>Autumn</p>  <p>Halflings and Dwarves make excellent companions in Autumn. Keeping a more watchful eye on children may be hard and beauty is often in the eye of the beholder. Doorways leading east should not be taken lightly for the lead past the owl of your soul.</p> | <p>Earth</p>  <p>The passing of night, will make the return of the flames this season. Anyone dressed in Robes will gain a point of natural hardness this season. This will also effects blunt weapons by empowering them with powerful enchantments from the north which will to do an additional 3 points of magical damage.</p> | <p>Death</p>  <p>As the pain of summer falls away, leaving only the raw elements of your aspect working against you, it is safe to return to the larger settlements once again. Many sleepless nights of guilt are to be made up for. Death is not far away and will return soon.</p> |

Starflower's Bestiary

Dryads and Diverse Arboreal Creatures

It is commonly said, in a poor attempt at insult, that elves are tree-huggers. This is more literally true of the dryads, tree spirits who must embrace and care for the tree they inhabit for very survival. This, of course, implies that dryads are only to be found where there are trees—most often in temperate forests, but occasionally in jungles, swamps or even in orchards. Legend has it that the original dryads were birthed by the fey powers. However, it is thought by scholars that modern dryads are spontaneously generated by certain types of trees under an influx of mana, though they will not say, and possibly do not know, if this is actually the case. Dryads are always female in appearance, although being purely spiritual creatures they are unlikely to be capable of procreation in the normal way of things. But you never know with fey creatures—I speak from experience.

A mature oak in a high mana zone will quite likely be inhabited by a dryad, but that doesn't mean that only oaks harbour these spirits. Apple trees are sometimes protected by dryads called Epimeliads. Ash trees are the home of the Meliae. Walnut trees may be inhabited by caryatids (which word also denotes a pillar in the form of a female statue, for rather complicated reasons).

Dryads are generally friendly, especially to elves, and others known to protect trees. But they don't like lumberjacks for obvious reasons and they're generally very wary of fire mages, witches and necromancers. It's best to invest in some way of hiding these skills if you're going to be dealing with dryads, especially if you're after information, and need to talk to them. Disguise illusions work well, and for goodness sake, hide your axes (yes, that means you, the dwarf with the bloody great axe).

However, in the depths of dark forests and dismal swamps, black dryads may develop. These creatures will often be immediately hostile to anything that isn't botanical, and will attack intruders on sight. This is rather more of a problem. The only way to finally dispatch a dryad

is to destroy its tree. Which you must first find. Now, while a dryad is bound to its tree, it may travel up to a mile from that point. Which means you're searching an area of forest two miles in diameter—which amounts to three and a bit square miles of dense undergrowth, poisonous plants, inimical insects and random monsters. All the while being pursued by dryads that cannot be harmed, even by magic. But they can harm you. Imagine being chased through impenetrable forest by an Earth mage with a bottomless fatigue pit. That's what dryads are, and that's what they can do. Even the good ones, if you manage to anger them.

And even if you know exactly where the tree is, tree destruction is no simple task. Axes are not a quick solution. It can take hours to chop down a mature tree (the kind that give birth to dryads) with a mundane axe. Magical wood-axes are occasionally available, and you might be able to borrow one if you ask around. Burning is faster, which explains why dryads don't like fire mages. Still takes a while though, and all the time you have an irate dryad lobbing spells at you. Scarring terrain just makes a dryad annoyed—trees take a painfully long time to die under that effect.

So, what can an adventurer do? As in most things, being prepared is the key. Make sure you have some means of locating the trees belonging to any dryads you are expecting to encounter. Even astrology readings may be helpful. Knowing what colleges the dryads have is useful. They are usually Earth mages, but can also be Illusionists or Mind Mages. In any case, your best defence is to push your magic resistance over the top with the proper counterspells. Remember, dryads have no physical attacks, it's all magic. So, pack your favourite Namer, and a goodly supply of restoratives. A high ranked ranger with the appropriate terrain would be useful for getting through the undergrowth, and informing you which plants will poison you (or make you madly itchy) before you touch them. For tree destruction nothing beats a Fire Mage. Best of all, try to be diplomatic, and make it a plan never to anger a dryad.



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

Wedding Dresses

Of course, everyone is talking about that dress... But her royal highness wasn't the only well-dressed lady at the wedding. Can you match each noble lady with her title, the colour of her dress, its design, and the jewellery she wore?

Names:

Annabelle, Brenda, Melinda, Shandra.

Titles:

Baroness, Countess, Duchess, Princess.

Dresses:

Blue, Green, Purple, Red.

Designs:

Appliqué, Embroidery, Frills, Ribbons.

Jewels:

Diamonds, Emeralds, Rubies, Sapphires

1. Annabelle's dress did not feature fine embroidery. Shandra didn't wear purple. The dress with the beautiful dragon appliqué wasn't green, but was worn with rubies. The ribbons didn't go with the diamonds.
2. Brenda wore green. The princess didn't wear blue. The woman in red wasn't a Baroness.
3. The purple gown with the finely patterned embroidery wasn't worn with diamonds. The Countess wore emeralds. Annabelle hates frilly things, and refuses to wear them.
4. Shandra is a Duchess. Melinda thinks her sparkling sapphires bring out the blue in her eyes.
5. The green dress wasn't at all frilly.
6. Annabelle wore red.



Riddles

I turn my head and you may go where you want.
I turn it again, you will stay till you rot.
I have no face, but I live or die
by my crooked teeth
What am I?

I am as strong as seven men.
I am as tall as seven men.
Yet seven men cannot stand me on my end.
What am I?

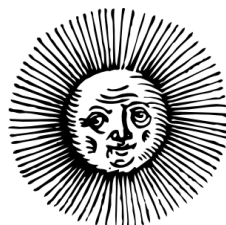
I have many tongues but cannot taste
By me, most things are turned to waste
I crack and snap, yet I stay whole
I may take the largest toll
I assisted all of the first men
And I will pay them back again
Around me, people snuggle and sleep
Yet run when I am released from my keep
I jump around and leap and bound
The cold man wishes I he had found
What am I?

Looking for - A small but fast aether flyer, or a fast flying ship that could later be converted into one. Currently required for rapid transport between Del Toro and Seagate (and other places).
Also looking for someone able to construct an ultra-powerful spyglass, suitable for surveying the heavens.

Please contact Phaeton at the Guild.

What's Hot

- Bags of Holding
- Rescuing Guild officials
- Illusory mountains
- Flying ships
- Dreams
- Destroying vampires
- Completed scribe notes



Answers to Last Issue's Puzzles:

Alchemy Class:

Alwen—Mind mage—Storm giant toenails—Sanity potion
Frost—Ice Mage—Phoenix feathers—Vitality potion
Jakstraw—Solar—Boggan mud—Chastity
Pool—Necromancy—Gorgon hair—Popularity
Starman—Binder—Cockatrice blood—Pulchritude

Riddles:

First: Smoke
Second: Eye
Third: An egg



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

- Encumbrance
- Kidnapping children
- Demonic possession
- Being captured
- Illusions
- Vampire bait poison
- Missing scribe notes





Rumour The Last Word Mill

Can it be true that Lath killed a thousand assassins all in one day, armed only with a dagger?

And what IS she going to do with the dancing girls she purchased in Arabia (along with sundry bodyguards and porters)?

And who was that with Father Rowan at the Royal Wedding?

Oh yes, and who bedded whom on the Royal wedding night? After all, it is supposed to be lucky!

Speaking of which, what IS Princess Isil-Eth up to these days?

Why are nightgaunts infesting Dramus' tower? What is he up to?

Oh, and we're told that one Robert is in urgent need of flying lessons...



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



For Sale - One Seraph Wing Broad-sword, now surplus to requirements. Valued at 3000sp but will take around 2500sp. Will especially suit someone Pacted or in good standing with the Powers of Light.

Contact Basalic at the Guild or at Bolton Bay.

Wanted to Buy

Invested Locates or Scrying Crystals so if some b*st*rd tries to kidnap my kids again, I can quickly find them and give a right seeing-to to said perpetrators (if my wife doesn't find them first). Also some devices for the children so they can teleport themselves home or contact us if they get into trouble.

Contact Basalic at the Guild or at Bolton Bay.

Contacts:

| | | |
|-----------------------|-------------------------|--------------------------|
| T'ana Silverwind | Jacqui Smith (275-3080) | flamis@slingshot.co.nz |
| Flamis | | |
| Aqualina | Keith Smith (275-3080) | phaeton@slingshot.co.nz |
| Glitterwing Stargazer | | |
| Lath | Jono Bean (021 917 173) | jonobean@gmail.com |
| Mebh | Julia (021 106 7365) | juliamcspadden@gmail.com |
| Lucius | | bridgettjane@yahoo.com |
| Sebastian | Jim (021 076 9376) | jim.arona@gmail.com |

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

Water College Potions for Sale



Waters of Healing Rk 15 - 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.

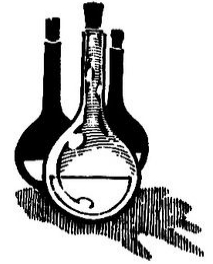


New Dragonsmite!!!
(ask for details)
Prices negotiable.
Please contact Flamis at the Guild.

Potions of Great Virtue

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

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.

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

