

The Seagate Times

Issue 75 - Winter 812

Strange Goings On in the Western Kingdom

This season, a Guild Party discovered some really odd things going on in the Western Kingdoms involving a possible drow invasion, succubi, heretics, propaganda, and vampires.

The first place they went to was a village in the Ffenargh where the inhabitants had become listless. Some drow were discovered there that were in cahoots with a demon, located in some old ruins in the swamp. Those were dealt to but there is evidence that there is a vampire somewhere in there that is keeping krakens as thralls.

There were rumours of strange things going on as well with the new King. Already he has had some nobles executed for raising taxes without permission. Furthermore there is talk of implementing common law, i.e. one law for everyone, peasants and nobles alike. Is the King under some influence? Is Queen Meredith the real power behind the throne or is she also being influenced in the background? Enquiring minds want to know. Certain of the royal courtiers and ladies in waiting have come under suspicion.

Even the Chief Justicar is not immune to accusation. A call for her arrest has been issued and, as far as this reporter can establish, it is only because she is an elf. Already one attempt was made to bring her in, but she wasn't home at the time. As well as that, a lot of anti-elf propaganda has been appearing in the Western Kingdoms recently, either in writing or in song. Bards have been urged to remember the elf-dwarf-human alliance that brought down Masada and the Dark Circle, and several presses that were the source of the propaganda have been shut down.

It is believed that the propaganda actually

originates with the Terranovan drow. Several of them have sneaked into the Western Kingdoms with the intention of destabilising the area in preparation for a full blown invasion from TerraNova.

Drow that have been captured have claimed that they are only reclaiming land that used to belong to them. They also state that the magic in Terranova is exhausted. Further questioning revealed that they draw their magic from life and TerraNova has been turned into a giant barren dustbowl. Drow have even been discovered lurking in the vicinity of and observing activity at the Guild itself.

A Sammuelite Monastery was found to have been infiltrated by evil. Many of the novices were free of taint, but the rot had spread through the upper echelons and it was believed that the abbot was pacted to the Powers of Darkness.

Certainly a room containing a desecrated altar and children that were intended for human sacrifices were discovered in a room under the abbot's quarters. A large demon was also revealed when the party discovered the truth. The monastery has since been destroyed, although there are plans to reconsecrate the land and rebuild.

An entire Barony in the mountains was discovered to be ruled by vampires. One of the barons was destroyed, but it is believed that there is a more powerful vampire deeper in the mountains, styling

himself as a Count. This area is currently under observation by the Church and it is possible that this Count may be seeking some sort of retribution from the Guild for interfering in his affairs.

Demons, in the form of succubi, have also been found in various Houses of Pleasure. Three have been wiped out but there may well be others that have been influencing the courtiers by seduction and hypnotism. The call for Namers to check out the brothel workers all over the Western Kingdom was met with great enthusiasm.

So what else is going on that has yet to be found out? Is the Western Kingdom going to survive this? Although the question may be moot as we, at the Times, have also discovered that there is a strong possibility that Nightfall (otherwise known as Armageddon) may not be far away. There is a rumour that a woman turned fire elemental is in the process of assaulting the Gates to Hell and that elementals are already massing to do something similar. Certainly it does appear that summoning elementals has been harder lately. The dwarves are on the move and the Michaelines are getting excited.

All we can do here is wait and see what happens and report on events as they unfold. - Aurora



News in Brief

Enchanters and Shaper visit from Adjepbar

A small group of Enchanters, Wiccan & Warlocks and a Shaper have been invited to make the Guild home for a period. It is unclear how long they will be staying at the guild. To earn their keep while at the guild they have agreed to re-shape magical and mundane items as a service to guild members for a large fee.

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



The death of Jasper Willows

On the 15th of Harvest, Mr Jasper Willows Esq died. He was a lowly ranked herald from The Heralds Guild of MMH. He left no wife or children. An unusual sword made from bone & sand, was driven into his chest. When it was removed it revealed a hidden note. The note, which was in old Draconic, when translated stated: "The 18 year old truce which was forged in battle and blood within the city walls of Zumular had been broken. I will return once more, do not stand in my way. No ill-luck will save you this time. Come face me if you wish. Your death will be slow and painful taking the same 18 years to satisfy my vengeance for the loss of my high priest and servant."



Weapons Cache Found

A military supply cache was discovered by guild members in the Ffenargh swamp just north of Zumular. The cache was less than one year old and included full supplies for an apparent orcish army of a hundred, including weapons, armour, food and utility and support supplies. A newly constructed Altar to the Drow spider demon was in the same location.

Princess Isil Eth Charged with Treason

Charges have been laid against Guild adventurer Princess Isil Eth for treason against the Western Kingdom, specifically for failing to vacate her private lands, baronies and sheriffdom. A conviction carries a mandatory death penalty. Her trial is expected in the next season, probably in absentia. Isil Eth was unavailable for comment, but sources close to the Princess, speaking on condition of anonymity as they are unauthorised to comment publicly, said that she had lived freely west of the mountains for the last 5,000 years. A member of her embassy staff, similarly constrained, said the news had aroused the most interest in human lands since the last failed harvest: "several tours are being organised, notably within Beltane."

Show me your leader

Rumours abound of travellers and townfolk being accosted by polite conversationalists asking where their leaders live, and what sort of weapons they own. The most common response was apparently a frown.

Opposing Forces Needed for Combat Tests

The Guild has received a request for Expressions of Interest in forming Opposing Forces for certain foreign militias to test their latest ideas about combat. Suitable lemmings should contact Guild Security (Ian Wood) for an intelligence review.

Aqualina: "Do I have to dangle a necromancer in front of it to make it go?"

Mebh: "Any protections from Vampires?"

Church person: "Faith"

Mebh: "She's a bit short isn't she?"

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!

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



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.



Sick of Healing Potions?

Try Laths' special Jerky!

This special light coloured jerky has been lovingly sun dried and covered in salts and special spices, and has a taste which resembles; a salty spicy port & chicken strip, with a hint and aftertaste of beef.

It has been known to help heal wounds.

Contact Lath for more details

Adventure Reports

Who let the Undead out?

By Starflower

A Guild Party hired to deal with an infestation of zombies on the Pasifikan island of Rangiwhere have recently returned to the Guild, reporting a largely successful result. They had encountered a small horde of zombies on arrival, and discovered that these were abnormal in that they were not corpses animated by necromancy, but the victims of a strange disease. High-ranked healers were able to halt the progress of the disease, but not after the victim rose as Undead—after which they could not be resurrected.

Starflower: "Father Rowan is a bit of a loose canon."

Phaeton: "Actually he's a Bishop... Oh... I see what you mean."

The Party travelled to Rapa-Nui to consult with an ancient spirit (actually a lich) who lives there. They learned that what was required was a herbal potion concocted from rare ingredients, found in plants and animals living in extreme places. They travelled on to Zeyland in pursuit of certain components of the cure, and returned with them just in time to prevent the island from being over-run. The potion was administered (somewhat forcefully, using throwing darts and arrows), and as many former zombies as possible were then restored to life.

Sooty to Starflower: "You can't go grabbing party members at random. They'll think you've gone feral and are going to eat them."

By Sooty

Down south, some lovely adventurers had bitten off a bit more than they could chew (literally) when they unleashed a zombie plague curse in an old Sahuagin ruin. Fortunately (or unfortunately if you were they), they were the first to succumb to this curse, so we don't have to worry about them doing the same elsewhere. So the four of us, Menolly, Sooty, Starflower, and Thorn were called in to go find out how to stop this plague. Astrology readings (yes, we actually believed them) indicated that the parts of the cure could be found down on the islands of Zeyland, so off we sailed.

Finding the components on Zeyland actually proved to be fairly simple, the

other things we came across along the way like an ancient knowledge dragon, void spiders, metal void beetles with their own void cruiser, and a corrupted giant mana void stone, proved not to be as simple. Fortunately we can say that the ancient knowledge dragon is friendly, at least as friendly as any dragon is which is to say it will talk first, the void spiders are mostly toast after we redirected an active volcano into their main nest hive, and the corrupted void stone is sailing back out there somewhere in the void, hopefully to its destruction. We can't speak for certain on the void beetles, but we're pretty sure they went off chasing the stone, so might end up following it into destruction as well.

This out of the way, we got back to picking up the components we wanted from various alchemical and herbalist type places, and sailed back to Pasifika. There the cure was distributed, by inserting many, many, many darts into the zombies that had been besieging the trading port, and those that could be were resurrected. I'd like to say thanks to Father Rowan for his words at the cremation of the 6,000 who couldn't be resurrected, as well as to the Pasifikan shamans.

There is of course, still an entire army of Sahuagin zombies out there who were also created by this plague, last seen withdrawing in a well ordered military fashion from the Merfolk realms, so dust off your zombie killing weapons, practice your swimming, and stock up on water breathings, because at some point someone is going to have to go and deal with them, when they are found again.

Cassandra: "What do you think I am? I don't do it in an alleyway, I'm an adventurer."

The Bloody Murder of the Foul Prince Romero and His Enormously Bosomed Wife

We were tasked with checking out some ... 'irregularities' ... in the Western Kingdom. What we discovered was:

- (a) an upcoming invasion by drow,
- (b) a barony that was ruled by vampires,
- (c) a monastery taken over by evil,
- (d) vampires in the Ffenargh
- (e) anti-elf propaganda,
- (f) succubi in the Houses of Pleasure and
- (g) the possibility of an all out war between the forces of Good and Evil that could cause Nightfall.

We dealt with as much of this as we could but there is still a lot to do so it seems that there is lots of possibility for future employment in the future unless the Powers of Light get their way and cause Armageddon.

Vila on Teegan as a Duck: "Not what it's quacked up to be"

Five Going on a Mission - Shhh, It's a Secret

A Guild party comprising of Michael, Villa, Kilroy, Teagan and Arwen was hired by a representative of the Duke to resolve a sensitive issue up north. After briefings from the representative and guild security, the party left on this time sensitive matter. With a deadline of the fifteenth of Fruit time was short for completion.

We travelled north to Freetaan to learn more on what we were required to do. Meetings included contact with Irina, head of the local witches coven. While here we removed a local threat in the form of the local Necromancer's Guild - which had converted over to all being greater undead and were preying on the local population. We were also assaulted by Dire Wolves, who were militarily organised, wore armour, were spell-casters, and used siege weaponry. From there we went to the Jewelled Spider Woods to meet with Ulrich the Sorcerer in his tower. Further engagements were with Ambrose and the Summer King, and involved travelling to Freya's domain. They also included giant undead snakes. We completed our objectives before the fifteenth of Fruit and were back at the Guild by that date.

Travel advisory: Beware of Dire Wolves in the lands around Freetaan. They are highly organised and well equipped. Colleges observed include Earth, Binder, Ice and E&E. Attacks include siege weapon launched binder golems carrying basilisk globes and aura-seeking missiles.



Who is...

Sooty?

I managed to catch Sooty in the Guild Common room and he was kind enough to allow me to conduct this interview.

1) *When, and why, did you join the Seagate Adventurers Guild.*

I actually came to the Guild involuntarily initially, being brought in rather delirious to the healers' quarters when I was found near the gates. I'm not sure exactly how I got there. The best theory so far is that I'd come into my college via an accident, probably involving high magic on my home plane, and as part of that accident ended up travelling. But this is just theory, and as it seems likely any normal witnesses to it are rather dead, it's likely to stay one of those unanswered questions. Anyway, following on from that, I signed on with the Guild when I recovered as a way to make a living in the area.

2) *What areas/weapons do you specialize in?*

Mainly I work as a healer, though like any guild member, I've a wide range of things I've done some training in. As a result I'm certainly not a front line warrior like some out there, and before you ask, I don't resurrect. I'm an Elf, it's not something we normally do.

Weapon wise, I've tried not to neglect that training, though magic is my primary focus when it comes to the age-old mage or warrior question. These days I tend to fight with a range of Elvish weapons, which does make it a little hard to find enchanted weapons sadly, as they haven't been common since before the War of Tears.

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

Most of my down time, when I'm not training, I tend to spend helping out around the healers' quarters. I haven't bought myself any land anywhere, haven't really decided where I'd like to settle, so picking up any hobbies which take up space hasn't been really suitable. I may take some time off at some point to sail for a while, and pick up the trade, surprisingly I tend to enjoy being at sea with the open airs, and a lot less worry of something eating you in the middle of the night like in a jungle.

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

The highlight would have to be the Battle at Carlsons Switch. While I've probably faced more dangerous foes directly than the ones I faced that day, it would have to highlight what the Guild is capable of when we all pull together, something that our myriad of ideals, virtues and beliefs mean won't happen often, but it showed that when it all comes down to it, we can do it. I'd recommend

that anyone who isn't familiar with this event read up on it in the Guild Library. I believe it's titled under Brastor Breakout or some such name. It's a great example of our normal high impact skirmish tactics combined with higher-level strategy.

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

Places to visit, I'd have to say the great mages college of Alfheim rates pretty highly. It's one of the few magical colleges around, and certainly much larger than our own. Being elves they also have a much longer history of things, so if it seems like what you're looking for is an ancient thing, it's probably the place with your answer.

Places to avoid, I'd say anywhere there is only one religion permitted. Places like the plane of Milloo, they only have one god and the rest of the gods & powers don't listen to prayers from there. It makes the populace of such a place a lot less... accepting of differences, so if you aren't a local they tend to shoot on sight no matter what is going on.

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

I suppose the biggest reason really is that I'm not done seeing the world. Or worlds would be more true given we often travel to other planes. When the novelty wears off a bit, I'll have to think a bit more, but I've got plenty of time to do things, so spending a few decades as an adventurer doesn't really seem like that long a time to be doing it.

7) *I heard that you had found your home plane of Thar, but have you been able to make any further progress to finding your origins or even the events that led you to appearing at the Guild?*

As I mentioned before, we're not sure exactly how I did get to the guild, and truth be told, as the likely people to know what happened are various powers, I'm not keen to go asking them for the answers as that will probably involve a significant price no matter which power I go asking. It's not really something that I've spent a lot of time looking into either, Thar doesn't really seem that interesting a place to visit so far, so I can't exactly pretend to be home sick for it either. At some point I'll probably look at spending a decade exploring the place, but it's not much of a priority currently.

8) *You used to be a fire mage, but now you're an ash mage. How did that happen? Also was the burning blood part of the same thing or was that a separate incident?*

Well, the short version is a drop of dragons' blood, several years of experimentation, and several planes with slightly different effects on magic. As you've mentioned, at one point I had fire for blood, this was the result of having done something which aided a power and receiving the burning blood in return. While off-plane elsewhere, we came across a small ice dragon. I call it a dragon rather than a drake due to its intelligence, though size and danger wise it more fell into the drake

category. Fortunately those of us there had a variety of fire invested attack spells, and it got shot out of the sky rather fast. Following its death I partook in one of the traditional rituals when you kill a dragon, of a single drop of fresh blood. Had I been a little more cautious I probably should have not done this, as ice dragon blood doesn't mix too well with fire blood, and I nearly killed myself on the spot. Luckily my skill as a healer allowed me to stop the bloods from actually mixing properly, instead keeping them in a kind of layered solution for want of a better term. With this for the next few years my magic tended to work rather erratically, as various layers of blood came to prominence on particular days. It evolved in its own way as I travelled a variety of planes that had various influences along the way before finally settling down to the Ash branch of Fire magic. As it settled, I also worked with the Alfheim Elves in their great college who were able to find some references that seemed to indicate this branch of fire had become lost during the war of tears, so it has some ancient basis, and I appear to have just accidentally rediscovered it rather than it being totally new.

If you happen to be interested in this branch, I'd suggest travelling there and seeing what they can teach you, as several of them picked up on what I'd discovered and were starting their own experiments in that direction when I left. Doing it the way I discovered it will be somewhat more hazardous to your health.

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

Eat C class guild rations when you're on mission. Too many people worry about the quality of their food and how nice it tastes. If you can put up with eating C class rations, you're going to be in a much better frame of mind when things do go wrong. That, or become a binder and carry whole roast cows in your back pocket.

And if you are in a bad place, and your backs against a wall, and it seems hopeless, just charge. And if the one next to you charges, charge with them. It's how all the great epics are actually made.














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>Dryads who are not hibernating make for the best companions this frosty Winter. Do not avoid short sea journeys this season, they will point the way to overlooked prosperity and new virtues. Amulets of brass & gold will offer protection at snow fairs from pickpockets.</p>	<p>Air</p>  <p>Do not always trust the adepts of Water even if they assist your family line. People of cold Castle will need your help with the elements outside of their control. Again speak with care to woman on hill tops in thunder and lightning storms.</p>	<p>Solar</p>  <p>The adepts in Ranke do not know what they call upon when they release the Golden Orb. Solar influences' will help protect you from harm. Within the first two months of this season hot meals will return an extra point of Ft following a good nights' sleep. .</p>
<p>Spring</p>  <p>Forbidden love is moving slowly but steadily closer. An understanding of the dark arts may help control your object of desire. The Elder Gods are pointing to the return of an old, yet new darkness by way of the sea. Watch out for the Ruby Scourge, boned one who has given away its skin.</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>Following the trappers into the cold north will result in elements getting out of control. A third wife will show you a sign. Family property protected by arms of Red and Gold will display great hope.</p>
<p>Summer</p>  <p>All hope need not be lost this season with the cold frost of winter meaning your lack of popularity will lead to many lonely meals. If you eat fish twice a week, others will see the wisdom of your ways and return to your hearth once again. Protecting all is not always possible. A creature with two boned feet, and two boned hands may hurt you.</p>	<p>Fire</p>  <p>Water adventures are out this season again! While looking into caves of crows do not overlook those that walk in the south. Garlic will assist you and others. The Lords of Decay call to her in the northern cold. The blue footsteps for you to follow safely.</p>	<p>Life</p>  <p>As Winter Cools no dragon will do you harm. You are protected from evil dreams this season and the voices will tell you that something is coming once again.</p>
<p>Autumn</p>  <p>Beef takes on a new flavour with Winter quickly moving in. Romance should not be ignored this season. Lucky numbers 15, 20 & 25. Trust Witches of two halves only when the winds do not blow from the south otherwise it will clearly lead to misfortune.</p>	<p>Earth</p>  <p>A shard of Destiny could help with casting for most adepts this season if Earth is in your sign. Passing of the night will mark the Lords of Decay escape to the cold. Lucky numbers this season will be five or nine and will carry dried fish.</p>	<p>Death</p>  <p>As the pain of last season falls away, leaving only the raw elements of your aspect working against you, it is safe to return to the larger settlements once again. Many sleepless nights of guilt are to be made up for. Death is not far away and will return soon.</p>

Starflower's Bestiary

Smokin' Salamanders!

It has to be said that there were salamanders on our adventure—however, they were on our side. This is a natural consequence of adventuring with Sooty, the Salamander mage. While it is not unusual for fire mages to summon salamanders, it is Sooty who has lifted the practice to an art form, devising various types of ingenious salamander-in-a-box traps and the like. However, salamanders are naturally hazardous, exceedingly so, and the reality is that fire mages (and Sooty) actually have no real control over the incendiary little monsters.

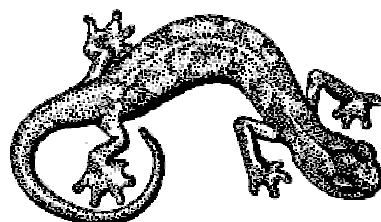
Physically, a salamander has the form of a large lizard, around three foot long, reddish brown in colour, and having distinctive fiery red eyes. However, this is no mundane lizard, but an elemental creature, native to, and summoned from, the Plane of Fire. It favours hot, dry environments, but may be found anywhere one runs into fire mages. What it eats is unknown, and it is entirely possible that it sustains itself from the fires in which it lives. The philosopher Leonardo wrote of the salamander: "This has no digestive organs, and gets no food but from the fire, in which it constantly renews its scaly skin. The salamander, which renews its scaly skin in the fire, —for virtue."

What makes the salamander dangerous is simply its gaze. It has the ability to set alight any flammable material with a glance. At a range of up to two hundred feet. It does so at will, and more or less at random. The salamander likes to set fires, largely because it is more comfortable in the flames. This makes the salamander more of a strategic or logistical weapon. You don't have to be a master military scientist to figure out what salamanders could do to enemy supply lines and to inhabited strongholds. Wagons, houses or walls made of wood, dry fields and forests, are all the natural target of the salamander. A major fire in town or forest is hard to stop without heavy duty magic (your best bet isn't fire mages with extinguish spells, but storm-calling or weather control—you want to make it rain).

Their gaze can easily be resisted, but it's more likely to be used on your environment, and if you're not protected against fire, that can easily kill you. It can certainly kill innocent civilians, town guards, animals and children. Setting salamanders loose in inhabited areas is the sort of chaotic act that gives fire mages something of a reputation as capricious arsonists.

So, how to deal with salamanders? You absolutely need to be proofed against fire, so you'll need a fire mage, or some scrolls of fire-proofing (Sooty sells them, as do Flamis and Shizane). Salamanders are generally summoned to this plane so may be banished. They generally have animal intelligence so it may possible to control one (I haven't actually tried the experiment as yet). Ranged weapons are probably your best bet, along with long ranged magic, but they're easy enough to hit with normal melee weapons—as long as you can get to them through the smoke and flames. Personally I'd probably try throwing phantasms at them. The one thing I would advise against using on a salamander is fire magic—there a good chance that it would be immune, and it might even regenerate. This is certainly true of the greater salamanders you might come across elsewhere, especially on the Plane of Fire. These monsters are humanoid in form, intelligent, weapon-using, and often fire mages in their own right.

Back on our own plane, the other thing you should remember is that behind every plague of salamanders there is almost certainly a fire mage. And if the salamanders aren't on your side, then the pyromancer won't be either. Against a fire mage, you need protection against magical fire, and good magical resistance. I'd suggest jumping at least into melee and preferably into dose in order to stop the spell-casting. Fire College counter-spells would also be handy.



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 improved leather armour (5 pt, up to size 6),
- 50 foot rope (1/2 inch hemp, 3 lbs),
- Three light blankets (6 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),
- Two silvered daggers (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

Zombie Party

Five zombies arrived for a party, each bringing some sort of ghoulish treat, and each missing some body part. Can you match each zombie to its former profession, the ghoulish treat it brought, and the body part it had lost?

Names: Dante, Frank, Gork, Kane, Sage
 Former Professions: apothecary, merchant, priest, stonemason, troubadour
 Body parts: ears, fingers, left hand, nose, toes
 Ghoulish treats: brain cupcakes, eyeball surprise, head cheese, lady fingers, leg of Charlie Lamb



1. The zombie apothecary and Gork, the zombie stonemason, showed up early.
2. The zombie apothecary, Sage, noted that the zombie merchant was missing a few more fingers.
3. The zombie priest arrived late—perhaps because of his missing toes.
4. Dante did not bring lady fingers or brain cupcakes.
5. The zombie troubadour wasn't missing both ears—that was the apothecary.
6. Frank had never seen eyeball surprise before and he asked the zombie apothecary for the recipe.
7. The zombie stonemason didn't bring leg of Charlie Lamb or head cheese.
8. The zombie who had a missing left hand brought lady fingers.
9. Kane brought head cheese and the zombie who had a missing nose brought leg of Charlie Lamb.
10. Frank, who was only missing some fingers, commiserated with the zombie stonemason over his missing left hand.

Starflower: "Yes, it's convenient. They have this tendency to store clues in old libraries."

Riddles

No legs have I to dance,
 No lungs have I to breathe,
 No life have I to live or die
 And yet I do all three.
 What am I?

I can sizzle like bacon,
 I am made with an egg,
 I have plenty of backbone, but lack a good leg,
 I peel layers like onions, but still remain whole,
 I can be long, like a flagpole, yet fit in a hole.
 What am I?

Weight in my belly,
 Trees on my back,
 Nails in my ribs,
 Feet I do lack.
 What am I?

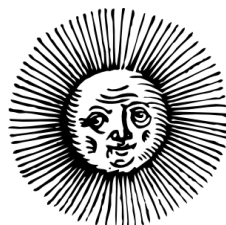
Ben: "They're scum"
 Aqualina: "Well, they are now. You've got to scrape that one off the floor"

Sooty to Starflower: You're a Mind Mage... so you're evil.
 Starflower: I am not evil!
 Sooty: You haven't hypnotised me into believing that yet.
 Starflower: That's how you know I'm not evil.

Viola: "We got Aqualina on tap."

What's Hot

- Telekinetic rage
- Throwing Darts
- Divine Intervention
- Horseless golem carriages
- Necromancer Heads
- God-blessed fountains
- Frysdays
- Undead auras-

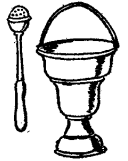


Answers to Last Issue's Puzzles:

Wedding Dresses:
 Princess Annabelle—Applique—Rubies—red
 Baroness Melinda—Embroidery—Sapphires—purple
 Countess Brenda—Ribbons—Emeralds—green
 Duchess—Shandra—Frills—Diamonds—blue
 Riddles:
 First: Key
 Second: Rope
 Third: Fire

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.

Investment (Mind, Water and Special) and Potion-making Services

Please contact Grendel for a full list of available options via the Guild if seeking any of the above.

What's Not

- Zombie plagues
- Giant Spiders
- Succubi Pretending to be Courtesans
- Duesday
- Dire Wolves
- Basilisk Globes
- Resurrection in an Undead place of power



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

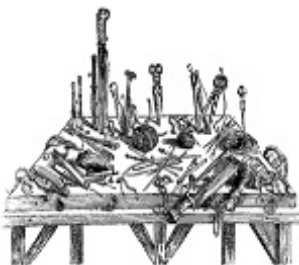
Indigo's 20/20 Vision Potion:
Rank 20 Elven Wightsight for 24
hours.
6,000 each

Indigo's Nodose 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 ex-
tremes of temperature from arctic cold
to desert heat whether generated natu-
rally 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 ethe-
real. This allows attacks against corpo-
real and incorporeal creatures. Adds
42% to defence, 25% to Stealth and re-
duces all damage sources by 8 (Drains,
Magic, Environmental, Melee, Poison,
Endurance and Grievous Etc) for 24
hours.
15,000 each



Kumour Mill



You heard it here first...

Which Guild adventurer seeking solace at
a local House of Pleasure found himself
being entertained by succubi?

Which Guild adventurer repeatedly
failed to resist the voices in her head
encouraging her to turn to the dark side?

Which Guild adventurer wind-stormed
a printing press?

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



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
aliment.*

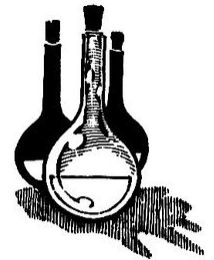
Up to Rank 10
Restoratives: 800 sp
*Any flavour you like so
long as it tastes like
medicine.*

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.*



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		bridgetjane@yahoo.com
Sebastian	Jim (021 076 9376)	jim.arona@gmail.com
Grendel	Simon	simon2001@ihug.co.nz

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