

The Seagate Times

Issue 76 - Spring 812

War in Hell!

Guild Adventurers Throw Down Hell's Gates

No more hiding behind the Gates, no more plotting and scheming in safety, no more raids on mortals and elementals without repercussions. It's time for the Demons to pay for their crimes.

The Gates of Hell are open, the war has begun, and the Elementals are showing the way! For eons the Demons have been raiding the Elemental planes for young Elementals to convert into demonic servants, until Catherine the Fire Elemental said, "No More"! Fanning the fires of outrage, stirring the winds of

wrath, and igniting the greatest conflict of our age, Catherine has gathered and leads an army of Elementals and allies in the war on Hell to destroy the 71 Demons once and for all.

First a specialist strike team was needed to sneak in and open the gates from the inside: Sabrina, Lath, Bleyze, Dalran, Caprice, and Aryan - top agents of Death and Stealth (really!).

Into Hell on the Deck of a Void Cruiser, through the domains of Aim, Alloces, Astaroth, Bael, and Crocell to find and smite the arms of the Demonic Emperors so they would release their hold on the gates.

Most of them we caught napping, complacent in their belief that no mortal could touch them. Alloces was the only

one bold enough to meet us in person defending his domain and protecting us from our own stupidity - or so he claimed. A mighty battle with gallons of blood shed into the sand storms before we were victorious and he fled the field.

Then to the Gates, opening and holding them against two legions of Hell until the Elementals came, enlightening and slaying two great captains of Bune's legion.

"Not enough," we cried! A brief rest on Alusia then back into Seir's realm to reclaim Lath's stolen memories.

"More," we said, and on to Vassago's realm to relieve him of his Crown of Prophecy as a favour to the Fates.

Bune is next against the wall, he has some scales that Death wants back, except that it seems he has been tipped off to the danger - possibly us inciting every demon we ran into against him, or maybe taking his captains and destroying his legion alerted him.

"Enough," we cried, "Time to hit the pub."

* Guild philosophers are concerned about the claims of Alloces that these actions will unleash the Demonic Emperors on the world again, allowing them to rampage and destroy the world. There seems to be substance to the claims.

* Future employment - drag the old human gods out from under the Demonic Emperors, up through all eight levels of hell and restoring them to power. At stake - the souls of all western kingdom humans.



Lost

* One large sentient dark sphere in possession of Seir's all-seeing eye, answers to the name of Zel.

* A Thieving Halfling in possession of Vassago's Crown of Prophecy, last seen leaving Hell for foreign planes.

WAR!

On the 25th of Ice, an object the size of a small island approached the mouth of the Ffenarh River. Upon landing, it disgorged several dozen beings who set about dark and malevolent rituals. The exact purpose and intent of these rituals is unclear as it was met by a ghastly howling which caused a chill to run down the spine of all who heard it. The island then moved away from the river mouth and promptly sank.



Officials from the Western Kingdom, under the offices of Viscount Stormguard reported that this was probably the first step in the long prophesied Drow invasion of Alfhiem. Said officials were reticent on how they knew this and why it was so anticlimactic in appearance but said they had the situation well in hand.

Attacks on coastal cities are also at an all time high with forces of reavers, pirates, fishermen and other loathsome creatures conducting bold raids and carrying off victims to unknown stygian destinations and fates. Zumular was particularly hard hit, resulting in damage to the Kingdom naval vessels. The 'Rock' is currently under a strange siege from underwater things which come out only at night to pound upon the walls and feast on the unwary.

Travellers in the Western Kingdom are advised to be wary of any large groups they may encounter as not many will be human.

It is also of note that while the Drow and Elves have technically been at war for most of recorded history current events indicate a sudden upsurge and notable hot stage is in the offing.

Blue Mystic Seal and the Crabb's Claw

Two missing older style Cogs, which once sailed under the flag of the Seagate Merchant Guild, have been reported raiding the north eastern coastal region of the Duchy of Brandenburg.

The Guild assisted with a 'speak with dead' on two killed villagers and have raised suspicions that the attacked are North-men raiding the coastal area.

A reward of 20,000 sp for the safe return of the crew of the two ships is posted at the Seagate Merchants Guild.

Starflower's definition of apprentice scribes: Scribblings

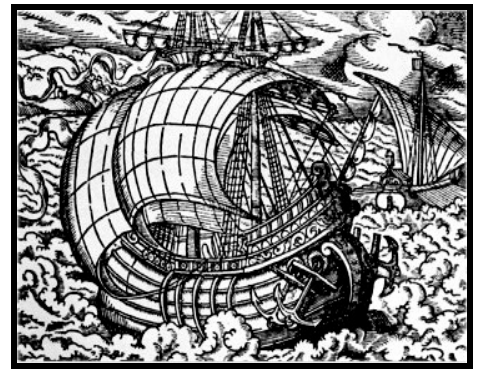
Save Our Souls!

Living in the Western Kingdoms? Human? Follow the Western Church? I've got some bad news for you - you're going to Hell!



Forty thousand years ago we humans had these gods: Earth, Fire, Sky, and Death. They had this Heaven place. Then the Dragons and Elves turned into Demons and turned our Heaven into their Hell and enjoyed the feast of humans who kept turning up on their way to Heaven - who knew?

The Fates did, they assumed we knew too. And they dislike the affairs of the younger Powers anyway.



The Demons certainly did, but they weren't telling, they were too busy munching on our souls.

The Archangels, they thought they were getting us all, they didn't realise we died so much.

The Western Church, either they knew and were working for the Demons or they didn't and should be strung up for incompetence.

But it's not as bad any more, instead of being doomed to eternal torment, the Calimar are now recruiting new souls to join their army in the fight for Hell.

If you want to avoid going to Hell to face war or torment, you'd better find religion real quick. The followers of Chantris, the One-Horned God, The Trinity, and other gods will be going to their promised heavens.

Devotees of Liessal will be devoured as promised. Anyone actually pacted to the angels is okay, the rest of us are freshly minted coins for Hell.

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.

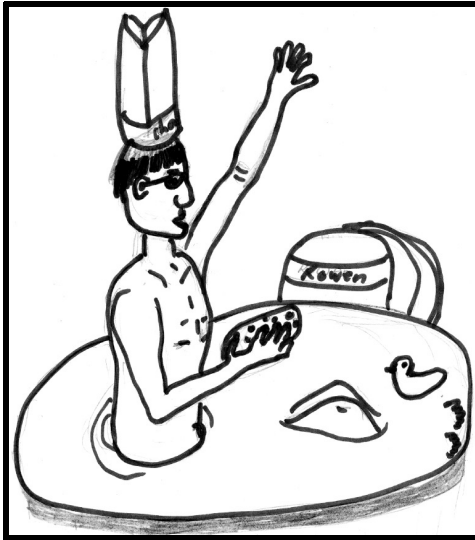
You decide what you want!

Bold Bishop Baffles Blitzkrieg's Buffoons

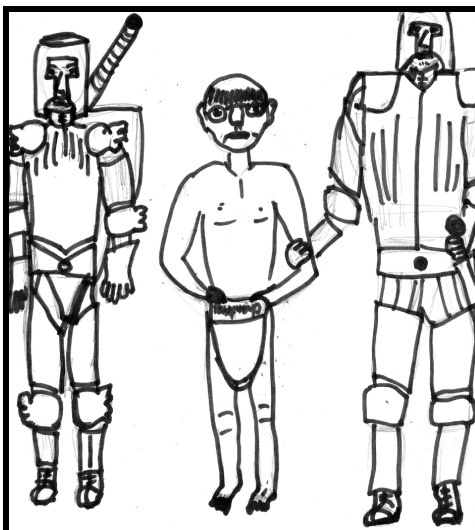
Bishop Rowan is reported to of created a stir in Konigburg by attempting to infiltrate a homunculus into the court of King Ulric.

Blitzkrieg's Boys in Black leapt into action and descended on the Bish whilst he was bathing and spreading the word of Chantris to a yellow wooden duck. Wearing his mitre, his ecclesiastical authority, but little else, Rowan remonstrated with Blitzkrieg explaining that the Sammy loonies paranoia was best directed elsewhere.

Several days later, both the Bish and the Blitz were seen departing Konigburg on some mission of import.



**Father Rowan's Bath is
Wudely Interrupted**



**Thank Chantris for the
Mitre!**

You have been Lied to!

Everything your so-called elders and ministers having been telling you all these years is a lie! They have ensnared you with deceptions and lulled you into complacency with their falsehoods. Trust not in those deceivers known as the Powers of Light! For the Truth come to the Temple of the One Horned God and learn what you can do to avoid a terrible fate, which has been concealed from you. Bring oils if you also want to learn, other things.



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.



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 Laths' special Jerky!

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

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

Contact Lath for more details

Need a Holiday?

Sick of all the adventuring, killing, problem solving and training? Tired of maintaining your high social standing keeping your guard up, watching what you say?

All the time the Orcs at the guild giving you the eye whenever you are trying to work on your tan line?

I am offering a package deal to five Guild members for a two week holiday on a remote, private tropical island!

For only 2,000 sp each you will get return transport by cloud to the island, all meals and accommodation for your stay.

Please contact Lath at the guild. Orcs & Earth Mage Giants need not apply.



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.



In the Footsteps of Livingston

by Phaeton D'Tama

I was tempted to call this the Phaeton Diaries, as the original explorations of the Mithrian Planes were called the Livingston Diaries, but decided that would sound a bit pretentious. This past session, having nothing better to do, we decided to head off to continue the exploration to the Mithrian Planes (Sol, Iska, Rune, Omega, and Frigidia) with the objective of following in the footsteps of the original explorers.

Previously I had mapped the entire night sky over Sol. Imri, a fellow Guild member, had ascertained that the skies over Iska and Rue were identical. The objectives of this trip were: (1) to see if the same holds true over Omega and Frigidia, (2) to determine the latitude and longitude of each Mithrian portal, (3) to map the area around each portal, (4) to see if we could uncover any information that would lead to the 'healing' of the plane of Frigidia.

What we discovered that all these planes are the same size and shape (spherical). However, whoever was creating the night sky must have got bored after doing the same night sky for the first three so they turned the map upside down for Omega and then reflected the chart in the mirror for Frigidia. So Omega's night sky was inverted and Frigidia's was backwards. Same with the moon but everything was in step across the planes. Certainly made the mathematics interesting. Sometimes I wonder what Livingston's astronomer, Astrid, would have thought of that. It was unfortunate we didn't find her notes and calculations in the Ekonda Library when we retrieved the original Livingston diaries.

Latitudes were easy to determine but longitudes were done relative to an arbitrary 'zero' line. Initially, I was using one of the Mithrian Portals on each plane but my intent is to readjust the 'zero' to be the same on each plane i.e. where the ascending node is overhead at midnight. It is also theorised that if each of the Mithrian portals were on the same plane then they would form a pattern.

At least two, maybe three, of the Mithrian portals are missing and presumably on Frigidia. Starflower

attempted to find them and was only able to locate what may be the one which Livingston originally designated as Destination 19. If that is the portal, then it has been rendered inactive as it did not show up with the portal locator that Livingston had. I can only conclude that the other missing portals are severely damaged and unlocatable.

Frigidia is also sealed off from the rest of the system, presumably in an effort to contain the effect that forced the evacuation of the plane when it froze. The plane itself is low mana and there does appear to be a 'flow' of mana, at glacial speeds, to an unknown location. Undead are present on the plane and any spirits are trapped. If an observer is on the Astral Plane, it can be seen that Frigidia is surrounded by a wall that also acts as a scryshield. The only holes in the wall are those that allow the portals to operate.

The other thing that happens on Frigidia is that it is said that any dragons that are on Frigidia immediately succumb to an endless sleep, which is what we suspect have happened to the local Guardians. It was wisely decided not to test this theory on Starflower. The restoration of Frigidia may also be a task that may be outside of mortal abilities. Many of the books that may provide clues to ways to proceed are written in Eldaran.

There are still some things I would like to do on those planes. Livingston's maps indicate two extra portals on Rue and some on Frigidia that have not been visited. The only way I can see to get there is by a very long flight, which means I will have to rank up my Star Wings to get longer duration. Or has anyone got an aether flyer I can borrow which can fit through an eight foot diameter portal? If it can be shrunk and bottled, so much the better. Replies can be sent to me through this publication.



Stars of Sol, Iska, and Rue



Stars of Omega



Stars of Frigidia

Member News

Sir Wojer has learnt the College Of Air, and has ranked some of the more useful spells.



Gobbo has learnt Stick to maximum rank, although he still has trouble conjugating the verb: I stick it in the mud, they stick together, he can shove it.



Isil Eth has been cleared of all charges laid against her by King Ulric. Her attendants have thereby been reversed by the Star Court of Konigburg, and her retainers can stay at her estates across the Western Kingdom. She is now being criticized for abandoning her role as Queen of the Continent and for not curing the land, healing the sick, stopping dry damp, feeding the hungry and staying out of our lives.



Aurora has her greatest wish, and is now able to manifest a beautiful set of lepidopterous wings. Guild Security have since been sighted wielding unusually large butterfly nets.



The giantess witch Grizelda has seen the light after suffering a cruel curse from the Willing Prince, and returning to her home lands where she had it removed. She is now learning to be a Rune Mage, and questing to get "the good bits" back.



The Ultimate Weapon

Eltan: I'm an Assassin.

Viola: I'm an Assassin, too.

Eltan: I've got a garrotte

Viola: I've got a garrotte, too

Eltan (triumphantly): I've got a garrotte that is attached to a sap.

Viola: I've got a hand bag, too

Meanwhile Michael draws a length of tapeworm out of his nose which hardens into something remarkably like a garrotte and wins the argument handily without saying a word.

Phaeton: "That's the worst case of dandruff I've ever seen."
(After Sooty backfired and ash was raining down on him.)

The Cookery Corner: Ful Medames

Ful medames is an ancient dish originally from Ggyptland and spread throughout Arabia, the Moorish Empire and their analogues across the planes. It is essentially a porridge based on fava (broad) beans, and served at breakfast. In these places it may be cooked by burying a sealed pot of water and beans under hot coals.

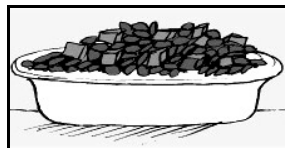
Ingredients:

450 g (1 lb) dried broad beans, soaked overnight, rinsed and drained
1 tablespoon freshly ground cumin
6 cloves garlic, peeled and crushed
4 hard-boiled eggs, shelled and coarsely chopped
1 handful coriander leaves, chopped
1 handful fresh mint leaves, chopped
2 lemons, cut into quarters
1 Spanish onion, peeled and sliced
sea salt and freshly ground black pepper

Method:

- Place the pre-soaked beans in a pot, fill with water and cover the beans by 2 inches
- Add half of the cumin, crushed garlic and lots of black pepper, cover and cook for 4 hours until the beans are soft. Don't break the beans up.
- Place the eggs, herbs, onion slices and lemon quarters on separate plates
- When the beans are cooked, stir in the remaining cumin and add salt to taste.

Serve in the pot at the table with the plates of garnish, olive oil, yoghurt, pitta breads and salad.



Sooty: "He's my necromancer. Not letting the evil mind mage have my necromancer."

(Referring to Sau Rus who was knocked out after back firing a spell and turning to the dark side...)

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

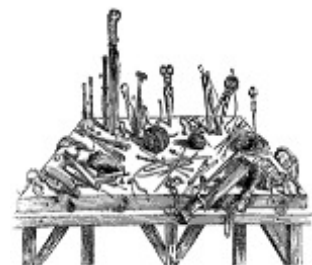
Indigo's 20/20 Vision Potion:
Rank 20 Elven Witchesight for 24 hours.
6,000 each

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 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, Environmental, Melee, Poison, Endurance and Grievous Etc) for 24 hours.
15,000 each



Who is...

Father Broc?

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

I joined the guild in 794wk on a whim when I had run into a nice girl named Casmira (an Elven pacifistic Earth Mage) in the Golden Grain Tavern. She'd just joined the guild herself and after a bit of talk I said that I'd do so in the morning as well since they had such a high calibre of members. The rest is history and soon I was trained in the young Binder College and refining my use of weapons to get us out of sticky situations and away from unwanted attention. I was already a follower of Gabriel at this point and she had no issues with me becoming a guild member and so the powers that be were okay with the change as well.

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

I was lucky enough to get a magical spear from an early adventure 'The Gnome with the Golden Hand' (autumn 796wk) and so I started specialising in that and a shield or main gauche combination. I also picked up crossbow specialities including my small handheld multi-shot crossbow which gave me ranged damage.

3) *What do you do while adventuring? Any hobbies?*

I have always been a bit of a book worm and so philosophy was a natural extension of my thoughts as well as being very satisfying for an elf compared to the lesser races who die so quickly compared to us long lived. I have watched and detailed many things over the centuries and have seen small kingdoms rise and fall as well as great empires grow and decay so I have seen many things in my life.

My family took up a lot of my time when they were young but as they grew older I started taking them on brief journeys to show them the world and how to survive in it. I enjoyed travelling to new lands and experiencing new cultures so I attempted to pass this onto my children - with some limited success however.

Mostly reading and researching are my hobbies as they cover such interesting topics across many centuries. I was lucky enough to have some foreknowledge of future events when I decided to stay in the past and so I became a scholar of

human history to avoid interacting with myself during an enforced seclusion in the backwaters of history.

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

I have been striving to free people from the malevolent influence of evil and I am making progress little by little in conjunction with my faith, family, friends and associates. I have made a little barony in Bowcourt my home and am striving to free the family there from an insidious influence that threatens more than just the local area but it's a work in progress.

The highlights are defeating evil whenever I can or causing them problems such that they move elsewhere but I can't directly point to anything that is all mine, there is some much done by working with others that it's all shared glory.

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

I advise visiting churches wherever you go as you can get a feeling of how things are locally. If the powers of light are strong then at least you can depend on something but if they are waning then there's likely to be issues in the area. The plane of pain is one to avoid and given what's likely to reside there one to hope never to interact with.



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

I adventure for companionship and to achieve specific goals in life as well as to help others in their time of need. I have several friends for whom I would drop anything to help if asked - but I pray to Gabriel they don't get in that much trouble.

7) *Your file said that you've been a member for 500 years but I had understood that the Guild was formed in 762WK. Was there time travel involved?*

Yes the time travel involved was when King Sigismund first started the fight against the Drow on a small beach in what was Ormond. We interacted with a number of people there and then had a choice of returning to what was the present time or staying in the past with the limitation that we didn't interact with ourselves - being elves Casmira and I chose to stay in the past to make use of the time that Gabriel had provided for us.

8) *So what happened to cause you to change your names and college from Binder to Rune?*

I literally saw the light one day and realised that being a binder wasn't to be my path in life and luckily Gabriel understood and she facilitated me changing colleges. I was previously known as Karys and Fenton which are my birth names and so now in my new life I use them as initials so I am called K.F Broc von Hecklyn but more commonly as Father Broc.

10) *How is the wine making going and do we get to try some?*

I have been laying down vintages for many a year now and I feel my Holly wine will be something special one day when I share it, although I have some special bottles for my less than welcome visitors - should they come for a tittle that is.

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

It never hurts to be nice and do good things whenever you can, but when you get into trouble let fly the full force of your power and put down the evil doers fast or die trying. Gabriel has taught me the way of things is peace through the application of superior power. One other thing is that you should never leave a friend behind or in need, as one day that could be you.

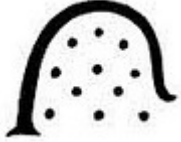











Astrology Guide Spring 812

As everyone knows astrology helps guide our lives. Oddly, this season powerful forces are at work, guiding the actions of mortals. It is unclear why, but with the Elemental Forces attacking the denizens of Hells the Fates seem to be working to help the mortal realm on an unusually large scale.

∞ Seasons ∞

∞ Elements ∞

∞ Boundaries ∞

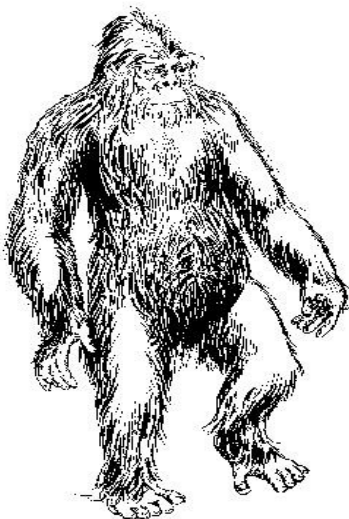
<p>Winter</p>  <p>Poultry takes on a new flavour with the arrival of spring. Two romances will happen within your family or circle of friends leading to mixed results along the Flowering lines of Stars. Lucky numbers in the month 5. The Elder Gods are waxing leaving trails in the sky of the mind.</p>	<p>Air</p>  <p>Your element for some reason has some great power behind it this season. As Fate would have it, a bonus of -20% off all percentile dice rolls when dealing with Imps, Devils, Demons and any other Denizens of the 71 Hells.</p>	<p>Solar</p>  <p>A path seldom walked will lead you a new way home and allow you to overlook something best forgotten, and discover something new about yourself. Your boundary has, for some reason, great power behind it this season. As Fate would have it, a bonus of -25% off all percentile dice roll when dealing with any Denizen of the 71 Hells.</p>
<p>Spring</p>  <p>Events are moving fast with a Dark foe following in the footsteps of Elder races bathed in Elm and Oak. The child in a dark woman's body will return but her death inside the old realm will lead to ancient and untold blood being spilled. The leaders of the nobles' earths' servants will return.</p>	<p>Water</p>  <p>Your element for some reason has some great power behind it this season. As Fate would have it, a bonus of -20% off all percentile dice rolls when dealing with Imps, Devils, Demons and any other Denizens of the 71 Hells.</p>	<p>Lunar</p>  <p>A good number to pick is four. Your boundaries for some reason have some great power behind it. As Fate would have it, a second resistance check is given and the best of the two used when dealing with any Denizen of the 71 Hells.</p>
<p>Summer</p>  <p>Raphael's gift to the protector who walks among all with a good heart, is more than just a two edged sword. A Willing creature watches and waits. Heroes from the Games will be overlooked. These signs all mark the return of disfavour of the Elder Gods. A blue key should be of value.</p>	<p>Fire</p>  <p>Your element for some reason has some great power behind it this season. As Fate would have it, a bonus of -20% off all percentile dice rolls when dealing with Imps, Devils, Demons and any other Denizens of the 71 Hells.</p>	<p>Life</p>  <p>As Spring grows, life is anew with warmth. Your boundary, for some reason, has some great power behind it. As Fate would have it, a bonus of +25% to all Base chances and Strike Chances when dealing with any of the denizens of the 71 Hells.</p>
<p>Autumn</p>  <p>Dwarves make for the best companions this Spring as they understand ways that are sometimes lost and sometimes found. Doorways into the under-world may let the ancient Lords escape from this realm to dominate the oldest Earth by walking with Fire. A person of age and wisdom didn't find you with their advice.</p>	<p>Earth</p>  <p>Your element for some reason has some great power behind it this season. As Fate would have it, a bonus of -20% off all percentile dice rolls when dealing with Imps, Devils, Demons and any other Denizens of the 71 Hells.</p>	<p>Death</p>  <p>As the pain of death of a loved one is all but gone you can recall this if you drink heavy amounts of mead. This season you gain a Death Buzz from all undead and unholy denizens of Hell as a sentient entity.</p>

Starflower's Bestiary

Up Yonder be the Yeti

The yeti, also called the abominable snowman, is one of a number of species of "beast men" known to the guild. These are creatures who are short-lived and resemble humans in their broad physique, but have some features of various species of animals. I have encountered lizard-men (suarime), shark-men (sahuagin), and most recently wolf-men (wolfen). They may be the descendants of shape-changers who got stuck half-way, or perhaps the result of some bizarre magical (and/or sexual) experimentation. Possibly they are the creation of powers or indeed gods who happen to have that appearance. Thus, a jackal-headed deity might create jackal men and so on. (Thankfully, the powers don't seem to have messed with elves in the same way).

The Yeti, and its close relative the Sasquatch, are large hairy humanoids resembling ape-men. It is entirely possible that's exactly what they are—the product of apes and humans mating under the influence of fertility-enhancing magic. Both species are reclusive, and found only in deep wilderness—the sasquatch in the depths of cold temperate woodlands, and the yeti in high mountains. The principle differences between the two species are the colour of the fur—the sasquatch having dark brownish fur, the yeti having greyish-white; the size—yetis being rather larger, and the attitude. The sasquatch is a solitary beast, rarely seen and is far more likely to retreat and hide than to attack the adventurer. The yeti is far more aggressive and will most certainly attack if its privacy is invaded.



This behaviour may be a product of its environment. Firstly, food is not easy to find among the high mountain peaks where yeti live. Thus they must at times raid mountain villages and dwarven fastnesses, taking sheep, goats and the occasional human or dwarf victim. This is not guaranteed to make them popular. Their reputation for violence is exacerbated by the fact that many yeti are quite simply, mad. It may be that this is because the void comes too close to the mountain heights, bringing with intrusions from strange eldritch dimensions, warping the minds of those who dwell there. Who knows, but there is no doubt that a disturbed yeti will attack anyone who ventures into its territory.

Yeti are intelligent tool-users, but they rarely use weapons of any sort. Their claws are quite effective, especially in close combat, and their thick fur provides armour at least as good as soft leather. They are rarely magic-users, but it's possible that a rare yeti will have mastered a College—most often the elemental Colleges of Ice or Air. Yeti are said to be vulnerable to fire, and resistant, perhaps even immune, to cold. Some are said to have the power to paralyse, freezing their victims in place with a look. Or they freeze their enemies on contact—it might be wise to avoid unarmed combat with a yeti! They are difficult to spot, their fur providing excellent camouflage against the icy terrains where they are normally found. The real problem are the exceptional yeti who have been mutated in strange and dangerous ways by their environment—be prepared to be surprised!

Given the choice, I'd be inclined to leave the yeti alone in their icy demesne. However, when rogue yeti acquire the taste for sentient flesh, it may well fall to adventurers to destroy them. Needless to say this is best achieved at range (like so many things out there). A mind mage with telepathy would be helpful as a spotter, since yeti are not especially known for high willpower and in all probability will not resist. Having someone with decent ranks in ranger with the mountains or icy terrains specialties is an essential. Good ranged magic, especially Fire magic would be useful. An Ice or Air mage could definitely help the party cope with the environment, which is likely to be the real danger to inexperienced adventurers. Oh, and don't forget rope, and a few ranks in climbing...



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

Grand Central Portals

On the distant island called Grand Central stand four ancient Portals, one on each side of a square, aligned north, south, east and west. Each is built of different materials, each has a distinctive shape, and each leads to a different plane of destination. Can you sort out which portal is which from the clues given below?

Materials: Bronze, Granite, Iron, Marble.

Shape: Arch, Circle, Pentagonal, Trilithon.

Planes: Doggerland, Gondwana, Pangaea, Zealandia

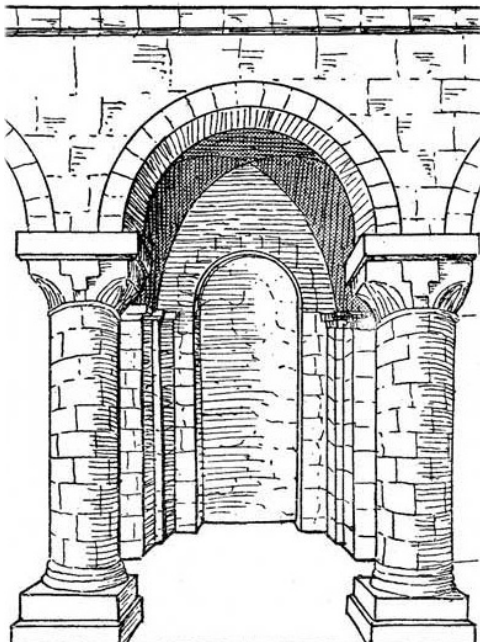
* To an adventurer standing in the centre of the square, the marble portal is next clockwise from the portal to Pangaea (which is not on the western side).

* The iron arch stands directly opposite the portal to Gondwana.

* Neither the granite nor the circular portals lead to Doggerland.

* The portal on the north side of the square leads to Zealandia.

* The pentagonal portal frames the rising sun where it stands on the eastern side of the square.



Riddles

My life can be measured in hours;
I serve by being devoured.
Thin, I am quick; fat, I am slow.
Wind is my foe.
What am I?

To unravel me
You need a key.
No key that was made by locksmith's
hand,
But a key that only I will understand.
What am I?

Until I am measured,
I am not known.
Yet how you miss me,
When I have flown!
What am I?



What's Hot

Portals

Hands of Earth

Elementals

Heaven

Bathing

Telekinetic Rage

Stasis spells

Taking Tea



Answers to Last Issue's Puzzles:

Zombie Party:

Grok—stonemason—left hand—lady fingers

Kane—priest—toes—head cheese

Frank—merchant—fingers—brain cupcakes

Dante—troubadour—nose—leg of

Charlie Lamb

Sage—apothecary—ears—eyeball surprise

Riddles:

First: Fire

Second: Snake

Third: Ship

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

Sleeping Dragons (and Drakes)

Hands of Flesh

Demons

Hell

Being interrupted

Agony

Forgetting your Anti-stasis Items

Taking Tea, milk, sugar, etc...





Rumour Mill

Apparently Isil Eth has graduated from treason against the King of the Western Kingdom to duplicity towards everyone including Alfheim, for rumour has it she is learning Geomancy from the Drow. We are not sure exactly what Geomancy is, but it sounds similar to Necromancy so she must be learning how to do unnatural things to the geography of Alusia.

Bands of elves have been seen wandering Western Kingdom, taking notes and muttering about invasion routes and wine trails. At least three of them have been recognized as retired generals, two former members of the Elven Council of War, three superannuated ambassadors and at least one alchemist.

Letters to the Editors

Dear Sirs

RE: Slaughter of Innocents

I wish to render a complaint to the Seagate Guild of Adventurers for the callous and brutal way that a part of guild member did knowingly and with malicious forethought show food to starving peoples, there being widespread hunger in the vicinity of Bergelfen, and then kill those that came forward to beg of the same. That 350 souls went to heaven that day may be considered better than staying where they were, but I would say six peoples will be going to hell for their actions.

Yours,
Hilbert Huffniggle, Esq



Dear Sir or Madam,

RE: Genocide of Goblins

I wish to complain that a party of adventurers from the Seagate Guild did exterminate more than 2,500 goblins in the bottom of the city of Mittelmarkhauptstadt. These goblins were an important part in the functioning

of our great city which now has a rather robust odour to it. And the quality of the mushrooms has decreased. It therefore behooves me to remonstrate with you the need for your members to carefully consider the consequences of their actions upon the very citizens that may choose your services in the future.

Yours sincerely,
Herr Johannes Offenbach,
Concerned citizen,
Mittelmarkhauptstadt.

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



Get the Power of Fire and Light!

Fire College Invested Items:
Dragonflames Rk 10
Weapon of Radiance
Rk 10
Fire-Arc Rk 10
Fire Armour scrolls
Extinguish scrolls

New Dragonsmite!!!
(single-target lots of damage)

Also Rank 8 Weaponry.
Prices negotiable.

Please contact Flamis at
Bolton Bay.



Potions of Great Virtue

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

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