

The Seagate Times

Issue 77 - Summer 813

Drow Defeated!

Guild Party Instrumental in Repelling Zumalar Invasion

As reported in our previous issue, the Terran Novan Drow have recently launched a major offensive along the coastline of Alusia. Rumours have it that they've used up the mana in Terra Nova, and now they want ours. They're also apparently claiming that this land actually belongs to them.

A Guild Party was employed to investigate reports of slimy monsters attacking the citizenry of the coastal port of Zumular. When they got there, they found the city covered in fog; all they could see was the spire of the cathedral and the castle battlements. They were then attacked by lizardmen who had been told by the Drow that the swamp was theirs. Approaching closer, they saw that the city had been smacked over by an earthquake and tsunami. The walls were flattened, but most of the bodies draped over the rubble had died from necrosis. There was a powerful magical "barrier" around the city—a mix of necromancy and blood magic with the triggering condition of "leaving the area". The party entered to find that city had been trashed two weeks earlier. There were few survivors, holed up in the ruins—and they were being picked off by Drow.

The party then captured some Drow and on interrogation learned that the assault was led by one Captain Miltain which was instigated by the Ruby Scourge (whom we thought was dead). They had already overrun the Elven islands then headed for the main river. The boat had been sank by the howling and their spellweavers went insane. Their plan was to make a beach head in what they called Caro-eneth and were planning to ally with the Suarime. However, they had

discovered that they couldn't summon their Elder Gods, They had one spell weaver left who was 'slightly insane'. More Drow were in the sunken island.

When the party reached the Baron, entrenched in the fortress known as the Rock, they found the largest group of survivors—who were unlikely to last long because of a putrefaction effect that was ruining all their food. The Party were told that they should try to ring the Cathedral bell which would have a powerful anti-evil effect. However, when they looked towards the Cathedral they could see a draconic creature wrapped around the bell tower.



Bringing some survivors to the Rock, the Party were attacked by this creature, a wingless, be-whiskered dragon, which proved its intent by taking off with one of the people to eat. They launched an attack on the Cathedral, and after defeating several powerful orcs, and gargoyles, they were attacked by the dragon, and killed it after a difficult fight. Setting the bell to ringing, they learned that its reverberations were profoundly disruptive to persons who served other Powers than those of Light.

This was very uncomfortable for the Drow, whom the Party found were hiding under the city, busy building their heap of skulls. These Drow were easily defeated, and the Party learned that the purpose of the pile of skulls was to summon an avatar of the "Dark God" aka the Mighty Duke, but had failed. Since the heap was magically afire, the Party's Fire Mage attempted an extinguish spell on it—which to general surprise had the effect of first putting the fire out, and second, opening a portal to a prison in the depths of Hell, and releasing an entity known as Karl, an ancient Sun God who had been jailed there a long time ago by 70 Elves... The Party sent him to the Plane of Elemental Fire, so he could join the elementals in the fight in Hell, and get some revenge. The consequences of this action are as yet unknown.

The Party learned that the "barrier" around the city emanated from the formerly flying, now sunken, Drow island. Inspecting said island, the Party found that the front door was occupied by an enormous kraken, so the Party looked for an alternative way in, and found it. The island had cracked open when it landed, in spite of being made of bound earth. Heading up the crack like rats in a drainpipe, the Party avoided a drow coral snake, and shortly found themselves in a large air pocket, in the dungeons, where they set about releasing the captives. From a Drow prisoner, they learned that there had been a coup down here. When the Party started ringing the bell, the Drow started to feel ill and lost control of the creatures from the abysmal deep they had brought along.

The party fought their way past undead Drow and crab monsters to the power room, where they took command of the black heart that controlled the city, and were able to switch off the barrier, with the fog and the putrefaction effect.

Zumular remains largely de-populated, but the Drow invasion has suffered a major setback in this part of Alusia, due to Guild actions. Our thanks go to these brave adventurers—but it isn't over yet!

The Battle of Salicton IIth of Thaw 812WK

This was the battle for the key mountain town of Salicton in the Gyldwasser Mountains. The enemy force of around 2300 humanoids included giants, ogres, orcs and Drow mages all of whom were heavily armed and battle-ready. They faced off against a cobbled-together motley bunch of inexperienced militia defenders from around the County of Baltheim and some mercenaries, a total of just over 1200 troops. The defenders had the advantage of a fortified and defended position as well as a medium-level Guild Party in town, assisting with defensive works and magical firepower.

The work on defences and fortifications paid results when the enemy forces formed up and looked likely to swamp the defenders by charging to engage, but were stopped by ditches and pit traps liberally strewn across the battlefield. The enemy suffered further casualties from the well-sited siege weaponry. The ballistae and catapults killed swathes of enemy troops. When finally the enemy reached the town walls and breached them in several places, the fighting was vicious and hand-to-hand in places, but again the time spent on preparations told and the cunning positioning of tactical chokepoints within the town meant that the enemy was finally stopped and the battle ended before dusk the day it started.

The enemy forces were killed or severely wounded almost to a man, but a few of the rear echelon command figures escaped in the chaos of the battle and were seen fleeing back to their base camp. Around three hundred of the enemy wounded survived the battle and have been taken prisoner for work in the royal mines nearby.

The defenders lost almost three-quarters of their forces in the desperate fighting but a third of these are expected to recover to some extent and the six hundred non-combatants of the town survived largely unscathed except for when some boulders being hurled by enemy giants hit one of their shelters killing over a hundred women and children. The battlefield after the battle was a landscape of gore and death with bodies and body parts strewn almost everywhere, the snow coloured blood red on land and the nearby lakefront. Around a hundred of the enemy were

noted to have been lost when they unexpectedly stepped into large fairy circles along the lake front and were transported to Asheth (the Astral).

The date has been defined by the new Viscount Ulysses Mangelsdorff of Baltheim as a local yearly holiday in the Gyldwasser Mountains, that will be a Day of Remembrance and a celebration of community spirit.

Lost Portal Network Found

The so-called "Slow Portal to Elfenburg" has been discovered to be actually part of an ancient Elven network of portals with a nexus at Under Eidolon. Guild parties are advised that should they choose to use the "Slow Portal" they may find that there are intersections in the path. As of last season there was one fork and the left-hand path led to Elfenburg, and the right-hand path to Under Eidolon.

Trade Partly Open

With the fourth lock being opened on the main river on the western side of the Ffenargh Swamp, trade is starting to return. One Baron, who has greatly benefited from the change in river course said 'If someone would just remove those damn Drow all would be good'.

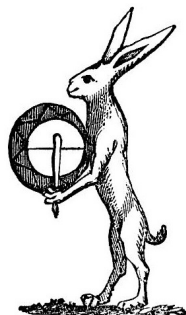
Dirty Little Secret Hidden Under the Covers?

Guild members are reminded that odd forms of ancestor worship of powerful family spirits continues within the Duchy of Aladar inside the area of the Western Kingdom.

Rabbit Plague Unabated

Giant Rabbits have been plaguing Bolton Bay over the last few seasons and, so far, we've had little luck in dealing to them.

A junior Guild Party has already had a go, but were out matched. What we do know is that they're short-lived sentients, are allergic to magic - which probably means that they can detect it, and are also highly resistant. A field that has been magically



warded are usually left alone, but to be sure the entire field has to be warded, otherwise they'll attack the unwarded bits. They came from the Fastness where they were being preyed upon. Haven't found where they're hanging out yet but divinations have told us it's a cavern in a side of a ravine that is sun-warmed, and there's a stream flowing through it.

I suspect there will be more incidents of attacks on the crops as they mature this autumn so I'd like to get hold of some good keen Guild blokes and sheilas, to help move them somewhere else. There's also bandits as well, taking advantage of the situation which is also annoying. Anyone interested, I'll be at the Guild for the main meeting so we can discuss the situation, probably over a few beers in the pub. Basalic

Guild Announcements

The Guild is please to announce that it has come to arrangement with the Mages of Freetown. Guild members are now able to purchase Arcane items from Freetown at very reasonable rates.

The Guild Council has been discussing without joy the growing issue "should Drow be allowed to join the guild". The Council would like to hear from members on their views as to if this is a good idea. Members are encouraged to come along to the next open Guild Council meeting held in three years time in New Seagate.

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!

Member News

Dalran has been to Hell and is firm in his wish never to return again - unless the fate of the world is at stake or one of his friends needs him. He says it is an unpleasant place full of gloom and doom as well as very unfriendly and vicious beings bent of causing pain. He's retiring now to the secure, safe and relatively pleasant realms of politics and court intrigue. Those who know where to find him are few and far between but if you disturb enough rocks he'll come to find you one way or another.



Tsayoi has begun learning his new lava college that he discovered and is having a hard time with the big words but he is persevering none the less. He is recovering from the sojourn to the plane of Reich where small children are enslaved and controlled for nefarious purposes and where the people have weapons of fire, blimps and submarines. He can be found in the lower depths of the guild sitting with a beginning Namer called Jacob who is helping him get it right, as no one wants the fire mage making mistakes do they!



Henric Henrickson is at The Gryphon Inn, his family Inn high in Gryphon Pass serving travellers and regaling them with stories of his siblings, especially Bodric the wanderer who was last seen heading east across the sea of grass seeking fame and fortune as well as piece of mind. Henric is a regular visitor to Seagate to see his sister Mavric performing at the local theatre and Lyric performing somewhere over something or another.



Kern Silvercrest continues to lay low in the Northern Marches of Artzdorf & Flugelheim working on his lands and making it a better place to raise his growing family. The land is becoming more pleasant and less sparse and travel through the pass is growing with the improved roads and travel stops along the pass. The area has seen solid buildings replacing the older more ramshackle ones familiar to those travelling in the high country area.



Father Broc returned mid Spring 812 to Seagate looking all flustered with his latest adventure and he's been quite tight lipped about many aspects of his latest travels but its known he (along with the rest of the guild party) was involved in bringing into being a new plane of second chances. He's been catching up on family business since he returned and been back to his usual 'haunt' of the Newcastle Ossuary for some relaxation and winding down.



Flamis wishes to announce that she recently has achieved her first and second master ranks in Alchemy, and her first mastery in Military Science. This to add to her Mastery in Weaponsmith. She's now looking for a Masterwork in Mechanician, and will happily take suggestions for an item to create.



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

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.



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.



The Marriage of Ithilmor

Father Broc has announced the marriage of one of his many daughters:

"I remember it well - it was a fine day while we were sailing the southern seas on a fine seaworthy vessel (the Steamer *Torrent*) commanded by Captain (Lord) Ernest Shackleton, the sun was shining, gulls were squawking in the sky and light wispy clouds framed the horizon. Young Turf the capable Namer and Warrior, approached me in his finest Admiral's uniform with a serious look on his brow and asked my permission to marry my errant daughter, the delightful and ever so dutiful Ithilmor as he said he was fated to marry her and his was the loss for not doing so some ten years ago when he had the chance to make an outstandingly honest and righteous woman of her. I of course gave my blessing and so he went off and proposed to her in the bow of the vessel where the two of them were framed by a beautiful sunset and I could see dolphins leaping in the seas and a distant extremely large whale blew its spout and turned towards us, silhouetting the pair perfectly.

I caught some sea salt in my eyes at this time and while I cleaned out the salt with some tears I remembered my wife looking just like Ithilmor did, with the same look of joy and incredulity on her beatific countenance. They came to me and just their wide-eyed look told me that they had agreed to finally marry and so I used my powers as the Bishop of Leicester and Venerable Father of Gabriel to intone the words to marry them there and across all known boundaries and beyond till permanent death do them part.

Such a perfect day."



A Marriage Made in Hell

(article sponsored by La Croix Enterprises)

In Father Broc's words the marriage appears to be a memorable occasion, and not just because Broc, for once, can remember the name of one of his children. These is more to this story than meets the eye and as a professional reporter we feel the truth most be told!

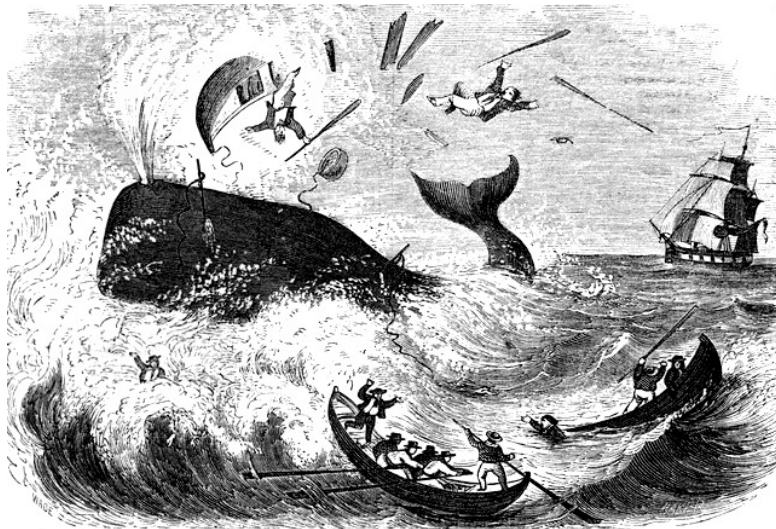
What Broc fails to mention is that seconds after the marriage ceremony was completed, Turf leapt from the bow of the boat at the four hundred foot Doom Whale charging the ship armed only with a bird cage - why this omission, other than Broc's proclivity to talk about himself, was this to hide the sacrifice?

It has been revealed that Broc is in substantial debt and adventures only to escape the questions from the Gabriel church regarding many missing church artifacts (believed to have been sold on the black market). The tear of joy at the marriage was not for his daughter, but the inheritance she was about to receive since her newly betrothed husband is a Baron. It can be further revealed Broc has attempted to marry Ithilmor to a number of rich individuals they encountered while adventuring and often commented to his or her advancing age and lack of grandchildren. It can also be exclusively

revealed that Broc has gone by other names in the past and often changes them to evade the authorities, his proclivity to crime is well known. Who will rid us of this five-fingered philandering priest?

Turf, the Baron of Erewhon, is not an innocent party in this activity. His history as a brave warrior is really just a cover for the atrocities he has committed within his barony.

His tyrannical rule began in 797 when he came to power and instigated a policy of hardship and training to toughen up the population, ruling the barony from the dark and foreboding Castle Black. It was at this time he revealed his necromantic powers and was known to march undead through the streets to feed upon the locals. He became a recluse in 901 and was rarely seen, some say he was furthering his necromantic ambitions. It is well known that in 906 his head was wanted by the Western Kingdom and he went on the run, only to surface a year later with the death warrant removed - some say demonic bargains were struck to achieve this. It is believed this sham marriage was only to produce offspring to fulfil demonic pacts. When will the demonic worshiping tyrant be brought to justice?



The bride of this story, Ithilmor, is no chaste woman. We reveal that she is none other than Ithilbeast, the Priestess of a dark goddess. Known for her sashes, exotic oils and dancing, she used her feminine powers to seduce men -luring men to their deaths through seductive dancing. A trail of dried male husks is always left in the wake of Ithilmor's travels. As the Ithilbeast gains more dark power she has begun to breed an army of hag children with which she will fulfil the hideous purpose. Once married, it is believed she will consume the groom and use the quiet isolated Barony she will inherit to establish an outpost and base of power for her Dark mistress. In this reporters opinion, she is the most dangerous of the three, but is really hot and he would definitely do her.

This "marriage" is nothing more than a triumvirate of evil.

The Wedding of Turf and Ithilmor...

(An eyewitness account)

Our Seagate Times Intrepid reporter has this very different account of the wedding of Turf and Ithilmor, direct from one of the Steamer Torrent's very crew!

Happy event? What happy event! I was there! I remember! I was a crewman on the Torrent that fateful, awful, horror-wracked day!

Remember? Yes I remember all right! We were ten days out of Panape under our good Captain Sir Ernest Shackelton when it happened. What with the chanting, the frenzy, the blood! Gods the blood! Yes I remember! How could I forget?!

I still remember Turf's pitiful cries as he was dragged, bound towards his fate... the screaming as Father Rowan was thrown to the horror that lurked in the deeps, the frantic denial of Logan as he clawed his own eyes out to deny the damned awful consummation!

Remember? Gods! I can still see the insane, foam flecked lips of Black Broc as he fed poor Turf's man-bits to the Ithilbeast; Mebh's desperate attempt to fight off the summoned doom whale, the relentless pounding of the seas as hour after hour we sailed towards dreaded Re'lyh, home of Cthulhu himself!

Happy event? I've seen more happiness in Arkham when Red Tom cut the throats of thirty two infants!.

So Black Broc and the Ithilbeast are choosing to celebrate this Dark marriage? Well I'll not gainsay them. I have a wife and children to feed and if saying Turf and the Ithilbeast were happily married that, horrid, awful day keeps me safe, then aye! A happy, nay perfect marriage day it was!

God bless you Turf and with all mankind we pray for your eventual release.



Toledo Steele: I'm also very attractive, and I carry a spittoon because I drool a lot.

Nicola: How is that possibly attractive?

Toledo: (P'tooey, ting) — Like that!

Flamis - "It was going so well until the dragon decided to join in".

Eltan: "We should dip some annoying adventurers in it"

Human: "You're right. Come here"

Keesha (after the battle): "Many orcs died in the production of this fight"

[During Military planning]

Silverfoam: I can engage the Drow fighter.

Lath: What . . . in casual banter?



Silverfoam [to Lath]: That was a profoundly intelligent question.

Lath: Are you being facetious?

Silverfoam: No, I'm being genuine.

Lath [to Sooty the Scribe]: Make a note that Silverfoam is being sincere.

Silverfoam: Oh Pe-leaze, I do "sincere" all the time — this is actually genuine.

Silverfoam [shocked]: These manawolves live to devour magic? Insane! Why hasn't someone killed them already?

Toledo: Well, they hate the Drow.

Silverfoam: So it's merely an eccentric quirk then.

Nicola: Does anyone have a relevant skill?

Sooty: Lath has courtier.

Nicola [to Lath]: And do you ever use it?

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 Witchsight 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



Shape up for Summer Five-day ABC diet

by Camila

Warriors, are you worried the latest stomach baring armour will not show a six pack this pillaging season? Are buxom tavern wenches going to wrinkle their pert noses in distaste as you participate in bar brawls this summer solstice due to your chubby arse splitting last season's dragon skin breeches?

The solution comes from the far frozen north after Seagate traders and adventurers have translated the very manly muscular but still slender barbarians runes about eating right for studliness woof factor and we the Seagate Times bring you this health breaking exclusive.

Moonday

Breakfast:

1 Flagon of Ale and half an apple (baked)

Lunch:

1 tankard of beer and a blackbird (grilled)

Dinner:

1 carafe of red wine and a carrot (grated)

Exercise:

Break in wild horse (white horses burn more calories as opposed to brown and black ones).

Duesday

Breakfast:

1 tumbler of Absinthe and half an Avocado (raw)

Lunch:

1 jug of Bacardi and a rasher of Bacon (grilled)

Dinner:

1 bottle of Claret and a Chicken (boiled)

Exercise:

Find two virgins and get them to agree to have a threesome with you, then make sure all of you climax eighteen times each (eighteen orgasms is the optimal amount for maximum calorie burning, it's mystic and spiritual and profound not sleazy or anything- would we, the Seagate Times, lie to you?)

W'ansday

Breakfast:

Jug of Apple cider and an Apricot (fresh)

Lunch:

Drinking horn of Blackberry wine and a Blackberry (fresh)

Dinner:

Bucket of Champagne and a thin slice of Cheese.

Exercise:

Swim castle moat three times (moat water has the added bonus of being fantastic for promoting chest hair growth)

Th'rsday

Breakfast:

1 flagon of Asses milk mixed with a tumbler of Arak

Lunch:

Bottle of brandy and a Blueberry crumpet (wholemeal flour)

Dinner:

Cup of Cachaca and a Caraway seed.

Exercise:

Volunteer your services for a day to the Seagate Rest Home for senile, limbless, incontinent adventurers (because some silly people might be thinking you're shallow for giving a ratshit about being as healthy and handsome as you can be - these nay-sayers are either uglier than you and jealous or secretly dieting too and your rivals, keep this in mind and keep on this diet).

Fry'sday

(Last day and you're feeling taut and terrific already we bet)

(also remember - no pain no gain)

Breakfast:

1 thimbleful of ale and an ant (still alive and thus at it's most nutritious best).

Lunch:

1 teaspoon of beer and a blueberry (fresh)

Dinner:

1 drop of cherry wine and a celery stick (fried with a smear of olive oil)

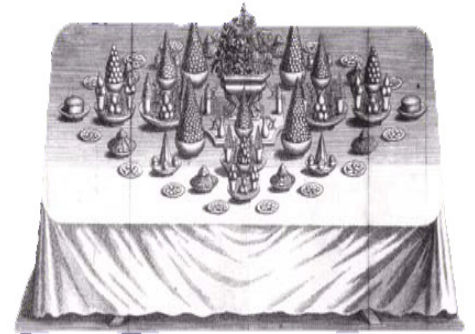
Exercise:

You might be feeling a bit grumpy around lunchtime because you're hungry. Find someone you have always

disliked, pick a fight with them in private and stab them to death with a blunt object. (Blunt burns more calories than sharp). Spend rest of day covering up your crime.

Reapsday

Go forth and shop for armour that shows off your rippling biceps, taut tummy and squeezable bum- spunky!!



The Cookery Corner: Burnt Cream

Burnt cream (sometimes called Crème brûlée) is an excellent dessert with a long history—this recipe is over three hundred years old, and is still good now. It is taken from Massialot, *Le cuisinier royal et bourgeois*.

Take four or five egg yolks, depending on the size of your plate or dish. Stir them well in a casserole with some flour. Pour the milk in it a little at a time, about 4,5 decilitres. Add a stick of cinnamon, and the chopped peel of limes, and other candied fruits. You can also use chopped peel of orange instead of lime. Then it is called "Crème brûlée à l'orange". To make it even more delicate one can add peeled pistachio nuts, or almonds, with a drop of orange blossom water.

Put it on the lit burner and stir continually, always looking that your crème does not stick to the bottom.

When the crème is done, put a plate or dish on a lit burner, pour the crème in it, and let it simmer until you see that it sticks to the plate or dish. Pull [the dish] to the back (where the heat is lower), and sprinkle liberally sugar on top, apart from the sugar that is [already] in it.

Take the fire shovel, red-hot, and burn the crème with it at once, so that it will acquire a nice golden colour.



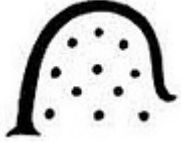











Astrology Guide Summer 813

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>Dancing and celebrating at the end of year will lead to a close friend not waking up alone.</p> <p>A cavern in the north contains not only great riches but also the key to your second cousins' problems.</p>	<p>Air</p>  <p>With the months of Meadow or Heat the flowers will seem a little brighter and colours stronger and deeper. Winds from the East blow something fowl. Clouds Giants may hold the cure for venereal diseased court by the imprudent. Speak wisely to hare-lipped hags on hill tops.</p>	<p>Solar</p>  <p>The blinding of trackers of the earth continues to happen because the Lords of Decay are trying to open the forbidden library of Zanzibar. A good number to pick is Seven.</p>
<p>Spring</p>  <p>With Spring moving towards Summer, the signs that the Drow are aiming to use the Elder Gods against adventures grows clear. Don't fight Elder Gods in the dark of the woods, alone or after drinking.</p>	<p>Water</p>  <p>The reading was unclear and deemed a failure.</p>	<p>Lunar</p>  <p>Lovers who met under the night sky and are awake in each others arms at dawn may be cursed to take on new forms and need the guidance of a witch. A day sunbathing will grant an additional area for any greater enchantment you are under.</p>
<p>Summer</p>  <p>The poisons that the Drow are using are Fish & Orc based leading to fast decay. Followers of the new gods will be able to use Holy Water to protect their footwear. Lucky numbers are 10 to 18 which if rolled on an attack roll will give you maximum damage automatically.</p>	<p>Fire</p>  <p>Smoke and flames from sinking islands cannot always be trusted. Water adventures are for once in favour this season. While sleeping under the nights' sky, your maximum fatigue and endurance is increased by 5 pts.</p>	<p>Life</p>  <p>Within the warmer summer months with life being closer, you are able to move more quickly this season (gaining +1 TMR). Cold meals taste better in on days when you do not dream of the Returning Lords who will free Eshi once again.</p>
<p>Autumn</p>  <p>Be aware of spirits in Aladar wanting to marry you - which might lead to your quick death. White Bears should take advice from Earth Dwellers and Earth Mages. Spirits & Undead are not always evil.</p>	<p>Earth</p>  <p>Being more grounded this season because the Lords of Decay have escaped, lesser enchantments give twice the bonus this season. Look for the signs of the growing cult from the east. Those that forsake the Lords of Decay dream of Blue Penguins'.</p>	<p>Death</p>  <p>As White Lotus comes closer nightmares of lost friends and loved ones calling to you from beyond the grave seem to warn you of unspoken words being read by the Lords of Decay and great pain coming to the world. You have also gained an extra nine pounds. Death is not far away and will return soon.</p>

Starflower's Bestiary

Dragons Re-visited

I know, I've done dragons before. I've even been a dragon and told you about the experience, but reading the scribe notes of one party convinced me that the subject is worth another article.

The dragon in question was clearly somewhat different to those normally seen in Western Alusia. It had no wings, yet it flew, it had whiskers, and it spat a form of acid that dealt considerable on-going damage (the kind that you need to deal with immediately even with ample damage reduction). It may have been an Oriental dragon—or perhaps the Drow brought it with them from Terra Nova. The party involved didn't stop to ask.

Killing a dragon is basically a matter of dealing sufficient damage to it, before it kills you and your party. Sufficient damage generally means a very great deal, and don't forget it can fly away when it's feeling a bit sore—the party had to chase this one down using flying magic. They will generally have a breath weapon of some kind—most often fire, but sometimes ice, lightning or poison gas. My personal breath weapon is an area effect mental attack which even I admit is nasty. So it pays to have some protection versus elemental damage. You need good magic resistance too, because dragons are almost always competent spell-casters.

But it wasn't so much the actual method of dealing with a dragon that inspired me to write—it was the question of what to do with a dragon once you have killed it, a subject I'd barely touched on before. It does depend to some extent on the type of dragon. I happen to own a sand dragon's eye, that resembles a solid glassy sphere and since has been turned into a crystal of vision with unique properties. But most dragon eyes are not made of glass! That said, many parts are had in common by all dragons, and indeed many other magical species.

The most obvious item is the dragon's skin, with its obvious utility in making armour and shields, that mages can use without penalising their magic. Scraps of belly hide can be used to make boots or gauntlets that protect against fire, cold or acid as appropriate. A sheath

made of properly treated dragon hide may enhance a weapon's edge. Individual scales are also useful to the alchemist, in the manufacture of amulets and specialised lenses. Most dragons shed scales regularly—but before you ask, my drake scales are a bit small for most alchemical purposes.

Dragon eyes vary in structure—most are reptilian, but some are fishlike, even faceted like those of insects. Obviously the use of these organs depends on the structure, and it's generally the separate parts of the eyes which are used. The lens can be used after alchemical treatment to create a crystal ball that will have some kind of special property, related to the type of dragon it came from. The humours are used to make potions conferring draconic visual talents. The transparent membranes may be used to make protective hoods and gloves. Many dragons have a third eye, a jewel-like structure deep in the brain, which may be used as a catalyst in the manufacture of antidotes—it is not used up in the process.

Dragon teeth and claws comprise one of the hardest forms of ivory known. They can be shaped into weapon blades that will take point or edge as well or better than fine steel, and do not interfere with magic. Furthermore, properly treated dragon teeth, when "sown" in the ground, animate into warriors (I should know—I own a bag of these).

Dragon bone is not so tough, but there is more of it. Enough to make furniture in some cases, though there are stories to suggest this is not entirely safe. But the main utility of dragon bone is medicinal—after drying and powdering it may be used to speed the healing of broken bones and other injuries.

It is often said that drinking fresh dragon's blood will confer magical talents upon the imbiber—but the truth is that it's more likely to kill you in an unpleasant fashion. Better to preserve the blood and hand it to the alchemist who will be able to create a selection of potions, conferring such things as the language of birds.

There are not doubt uses for the heart and internal organs, but more research is needed. Just a final word of warning—there are dragons who resent the remains of their kind being re-cycled into armour and such, so be careful if you confront a dragon wearing the skin of its kin!



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

Who Slew Which Hue?

The four brave knights — Sir Kidd, Sir Mutt, Sir Jocular, and the mysterious Sir Zed — rode off on a quest to rid the Kingdom of Longbarmy of four dragons: a red dragon, a green dragon, a black dragon, and a yellow dragon. The knights all left the same day but returned victorious on different days. Given the clues below, can you figure out which knight killed which dragon, which order he came in and what crest he wore?

- The knight with the wolf crest returned last.
- Sir Kidd, who didn't battle the Green Dragon, returned before Sir Mutt
- Sir Zed returned before the knight that battled the Yellow Dragon
- The knight who wore the eagle crest battled the Green dragon
- The knight that returned first wore the griffon crest and Sir Jocular returned last.
- The knight that returned second vanquished the Green Dragon
- Sir Mutt battled the Yellow Dragon, and the knight who battled the Red Dragon returned before the knight that battled the Black Dragon.

Knights: Kidd, Mutt, Jocular, Zed
 Crests: Wolf, Eagle, Griffin, None
 Dragons: Black, Green, Red, Yellow



Riddles

When I am filled
 I can point the way
 When I am empty
 Nothing moves me
 I have two skins
 One without and one within
 What am I?

As a whole, I am both safe and secure
 Behead me, and I become a place of meeting
 Behead me again, and I am the partner of ready
 Restore me, and I become the domain of beasts
 What am I?

I am a coat
 That can only be put on wet
 Yet am hard to remove when dry
 I crack when I am old
 Plain I am cheap yet practical
 But when applied by a master,
 I can be a great investment
 What am I?



What's Hot

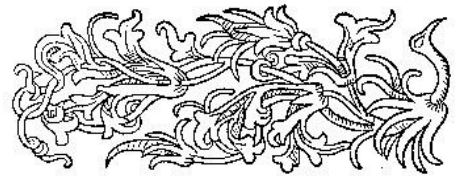
- Damage Reduction
- Defeating the Drow
- Defeating the Orcs
- Pits and Ditches
- Fire Arc
- Harvesting Dragon Parts
- Alchemists



Answers to Last Issue's Puzzles:

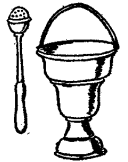
Grand Central Portals:
 North: Iron Arch to Zealandia
 East: Granite Pentagon to Pangaea
 South: Marble Circle to Gondwana
 West: Bronze Trilithon to Doggerland

Riddles:
 First: Candle
 Second: Code
 Third: Time



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

- People-eating Dragons
- Drow Invasions
- Orc Armies
- Drow that look like Elves
- Agony
- Being Harvested by Drow
- Assassins





Kumour The Last Word Mill

What's up with Logan, the mild-mannered penny-sphinctering E&E half of us somehow seem to owe money to? The SGT hears he has been gathering a bit of a following, with mysterious gatherings being held in seemingly random locations and times. Just what is going on?

This reporter almost got entry to one event, only to arrive as the last few were leaving. attempts to question the stragglers only resulted in babbling exclamations of how beautiful the dawn was, how our eyes sparkled, followed up by rather uncomfortable group hugs and offers of massage. Strange new drug? Contagious affliction? Stay dear I say!

Letters to the Editors

Dear Editors,
I was shocked by the scurrilous articles regarding the marriage of my daughter. I have passed your blasphemous lies onto the Urielites who I expect will be visiting you quite soon - perhaps even in the middle of the night! They will get down to the root cause and we all know what they do to liars and especially those spreading lies about men of the cloth. We'll have the truth told of our family!
Yours most sincerely,
Father Broc



To all my friends,
RE: Save the date
Please set aside the date of the 5th Seedtime 813, as on that day, a year and a day after our marriage, Baron Turf and I will take our marriage vows once more and celebrate our marriage with our friends and family.

Yours,
Lady Ithilmor Vardandil von Hecklyn



I apologize for the lack of an interview in this issue - unfortunately both my interviewee and the backup flaked on me by failing to show at the agreed upon place on the agreed upon time. I'm tempted to give them flake when I next see them. Beware the Power of the Pen. Perhaps next time this happens, I'll interview myself. Aurora.

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



Enchanter Wanted

Lady Thorn of Bolton Bay seeks the services of an Enchanter to turn a recently acquired large crystal into a scrying ball of great power and range. Negotiable remuneration for an experienced Adept.



Lady Thorn may be contacted at Bolton Bay castle or the Guild.

Contacts:

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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

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 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.