

The Seagate Times

Issue 78 - Autumn 813

All Unquiet on the Southern Front

After weeks of negotiations, reassurances, smoothing over feuds and other diplomacy. Viscount Blitzkreig had this to say:

If we are mark'd to die, we are enow
To do our country loss; and if to live,
The fewer men, the greater share of honour.
God's will! I pray thee,
wish not one man more.
By Mike, I am not covetous for gold,
Nor care I who doth feed upon my cost;
It yearns me not if men my garments wear;
Such outward things dwell not in my desires.
But if it be a sin to covet honour,
I am the most offending soul alive.
No, faith, my coz,
wish not a man from Ladlagh
Amgel's peace!
I would not lose so great an honour
As one man more methinks would
share from me
For the best hope I have.



O, do not wish one more!
Rather proclaim it, Foxcourt,
through my host,
That he which hath no stomach to this fight,
Let him depart; his passport shall be made,
And crowns for convoy put into his purse;
We would not die in that man's company
That fears his fellowship to die with us.
This day is call'd the feast of Michael.
He that outlives this day,
and comes safe home,
Will stand a tip-toe when this day is nam'd,
And rouse him at the name of Michael.
He that shall live this day, and see old age,
Will yearly on the vigil feast his neighbours,
And say "To-morrow is Saint Michael."
Then will he strip his sleeve
and show his scars,
And say "These wounds I had on
Michael's day."
Old men forget; yet all shall be forgot,
But he'll remember, with advantages,
What feats he did that day.
Then shall our names,
Familiar in his mouth as household words-
Harry of Mordeux, Neuvic and Ranke,
Remny and Vallon, Ostow and Helmsfort-
Be in their flowing cups freshly rememb'ed.
This story shall the good man teach his son;
And Michael shall ne'er go by,
From this day to the ending of the world,
But we in it shall be remembered-
We few, we happy few, we band of

brothers;
For he to-day that sheds his
blood with me
Shall be my brother; be he
ne'er so vile,
This day shall gentle his
condition;
And gentlemen in the
Kingdom now-a-bed
Shall think themselves
accurs'd they were not here
And hold their manhoods
cheap whiles any speaks
That fought with us upon
Saint Michael's Day.

Blitzkreig then marched
south with around
20,000 including some
stalwart companions from
Seagate, the
Elven companies from

Ladlagh and many dwarven clans
honouring the Axe Alliance. Battlemaster
Ironheart was reported to say "Maidir
leis Ama" or "About bloody time lad."

The army subsequently marched south
with a third taking defensive positions, a
third maintaining in reserve and the main
third marching to engage the various
armies of the Terra Novans. They are
expected to make contact with their foes
sometime next week.



Elven Host Splits

After weeks of even more pointless,
posturing, negotiations, and trying to
work out what colour paper the minutes
are to be written on, Prince Eoren is
reported to of declared: "Un paquet
de sanglantes inutiles huardis ronflement k
rff!" (which is rather untranslatable) to
the Elven High Command of the
Ministry of War. The breaking point
was when General Melchitel insisted that
all the host be tasked with defending the
north against the impending Drow-
Giant alliance from Jotunhiem and what
exactly was a human anyway.

Eoren and every Elvandan have left
Alfhiem to form a Council of War at
The Low Court. He has challenged the
Ministry that when he returns with the
heads of the Terran Novan ringleaders
that there will be an accounting. Captain
Darlien, adjutant to General Melchitel
was reported to say "Well, that's not so
bad, better make sure the books are in
order then."

New dqwiki address: <http://dq-nz.org/dqwiki>

The Senators of Decay are Back!

The infamous Senators of Decay have escaped imprisonment following their devastating form at the Lunar games. It can be exclusively reported they are back, returned from years of hiding with a yearning for vengeance on Alusia. It is known they are actively working with the Drow invasion, but they will have plans for revenge.

The Senators are: Mistress Lyndon, Commander Barriko and Senator Liro. All three senators have common powers;

- Devastating influence over luck, to the point that one would always fumble a weapon, or backfire a spell, when in combat against them.
- Multiple colleges
- Having drunk from the pool at the temple of death they have an enhanced death aspect. It is rumoured they may any group of people close relative
- Have some powers of Titans
- They can slip magic off themselves

The Mistress will charm on sight or by voice. If you see her, touch her or hear her she can charm you. Captured decades ago by Titans when they turned her abilities against her, she ripped her own beating heart from her chest to ensure this never happened again. She was recently captured when she encountered a Guild party who doused her in anti-luck, killed her, and heartlessly absconded with her body! After that, the Mistress returned to the Lunar Empire, leaving only her nightdress behind.

The Senator has exceptional martial prowess and is often accompanied by bodyguards. He can summon armour and weapons at will. Following a pitch battle with the Guild members and a small army of dwarves he was defeated, at great personal cost, by Sebastian Silverfoot (although it must be said that cost was largely inflicted upon another person). Imprisoned back in the Lunar Empire, but for how long?

The Commander has the ability to command people. You *will* obey what he says. Accompanied by an elite mercenary group, including a number of shape-changing storm giants. He was last seen in the wastes of Barretskyne and he has his eyes set upon Calder.



A Fading Light from the West

Freetaun is a thriving town of magic that creates and sells unique magical wares. Irina of Freetaun, who heads the Witches' Guild, hired a party to retrieve a number of Mortal Coils that were taken without payment. The party hired for this mission consisted of Starflower, Pent, Villa, Sebastian, Arwen and Sven; their objective was to retrieve three of the missing Mortal Coils, one from each of the Senators of Decay. With the aid of Matt the Titan, the party traveled vast distances across Alusia; Barretskyne, the Lunar Empire and the far north. The parties investigations revealed that the Senator, in addition to the Master assassins Moonshae and Raithe, are working for the Drow invasion. Moonshae and Raithe had their own plans, and encouraged the party to kill the Senators, under threat of death. The assassins would then claim the reward from the Lunar Empire for the deaths and this boon would allow them to irrevocably allow a race of their choice to become Lunar Empire citizens. Mistress Lyndon and the Senator Liro were defeated and recaptured by the

Lunar empire. The Commander is still on the loose, and now aware that Moonshae and Raithe were seeking the deaths of the senators.

The party retrieved all three of the Mortal Coils, and were rewarded by Freetaun. They should all be lying low until Moonshae and Raithe lose interest in punishing them for their failure.



The Siege of Ar Eeb

A Guild Party was asked to deal with orc migrations that pass by Ar Eeb. What we discovered was, that in the nearby mountains was a pocket plane filled with orcs and goblins that were led by Drow. Their plan was to swap in this pocket plane with a mountain valley so there was suddenly an orc city in the mountains from which they were planning to invade the Western Kingdom. We put a stop to that by killing the caster who knew the ritual and then stealing the payroll.

The army then tried to assault Ar Eeb to get their payroll back, but we fought them off. The survivors limped off. We tracked them to a large Drow-led army that was assaulting a castle. They needed an anti-magic menhir that would help their defenses that was stored in a nearby town. We managed to obtain it with only a few incidents. We then helped with the defense before heading back to the Guild.

Lessons learned on this adventure:

Before engaging an enemy from the air, buff up first. I would recommend trollskins, magical armours and defenses, feather falls, and a Barrier of Air to protect you from missile fire if you have to get inside bow range. Use the sun to your advantage so they can't see you. Invisibility can help in some flight modes.

What NOT to do. Fly up and above the enemy, be a tempting target, and get hit by several arrows causing you to lose consciousness and crash into the ground.

Airmages Defend Vole; Forestall Drow Forest Diversion

A Guild Party was hired to escort Kyle Evinbourne (the Viscount of Vole's younger son) and a food shipment to Campagnol in Vole and to take care of the irregularities up there.

PART ONE: Hating to see good treasure wasted, Lath arranged with The Duke for Logging rights & the Merchant's Guild for credit/credentials — both in exchange for a promise of food. The wood was *Ship-strengthened* into ships. On the way to Cognitium and Tycho in the east, a special ritual harvested several square miles of the Sea of Grass into hay (already dried out by several days of *Weather Control*). The hay & credit was changed into 15 ship-loads of food and transported back to Seagate. We then took the employer's food north, selling several ships' worth cheaply (and giving away TONS in bribes) to negotiate passage through Tuscana & Bowcourt.

PART TWO: After spontaneously defeating a raid on the village of Evignon, we were first asked by the Vicomte to repulse the siege of MontBousin and then hired to protect Vole from the Invasion plans we'd uncovered (see scribe notes for details). We were brilliant and impressive much more often than we surprised or miscalculating. We destroyed most of the camp of 500 tough orcs, plus Drow advisors, Mages, and one portal to thwart their otherwise inevitable defeat of MontBousin. We were also hired by the Druids to stop what was corrupting the forest and hindering them from healing it. A Tower was draining the Forest's mana to a powerful Intimidating Fortress in the middle of the Dead Zone, and we destroyed it — the Tower, not the Fortress (which hosted a Drow Chaos Army). We know our limits! We discovered that the Invasion of Vole was merely a diversion. The plan was to take MontBousin to suck the armies that way (especially Blitzkrieg's Western Kingdom forces, so that the Drow forces could march up the main route (Up the Barratry probably) and accomplish the Drow Grand Design: to stomp the elves

into the dust and wipe them from history. We also got some nice treasure out of it. Sir Wojer's armour was especially outrageous. Literally.

Five Rules of Thumb Learnt from the Adventure:

Rule #5 "Nice guys avoid Collateral damage".

Apparently lots of guild members aren't that nice. The village of Evignon had been attacked. Vychan, Jaundice, & Lath flew off after the looters while the Party-leader & MilSci were triaging the wounded villagers. The fliers overtook the looters (which were zombies) and over-reacted too. Burning the looters and, of course, their possessions — the loot. Scarce food and prized possessions (i.e., iron pots & the like). Fortunately their scorched-earth policy was conducted in a clearing and NOT the forest proper.

Rule #4: "If you don't know what to do, frustrate the enemy's knavish tricks". The party was surprised in the forest by a unit of orcish wolf-riders bearing down on us with lances. Adam used a special reserve to instantaneously put up a *Wall of Stone* in front of the centre: spoiling most of the charge and (as discovered later) preventing the elite riders from throwing very nasty acid grenados for several more pulses, which meant less of the treasure was wasted.

Corollary: "Hit them where they're weakest". Walls of *Forbidding* were thrown up against the wolves: the orc-riders couldn't see them and were surprised when their mounts skidded to a halt. A lance is not so dangerous when the rider is stationary; and the party could strike back through the insubstantial wall. Silverfoam, attacking tactically (i.e., from behind) managed twice to make wolves gaseous, their riders falling to the ground — until Silverfoam was himself struck from behind (26 Endurance from a lance; Yay *Trollskins*).

Rule #3 "Always know where your fire-mage is and what she's doing ... even

when the party all have Rank 20 Fire armour". We'd flew into MontBousin, under siege by the Drow, and were in a smallish room with the exhausted officers, mages, and some soldiers discussing when the Spectral Warriors targeted on us arrived simultaneously. Most of the party attacked theirs or waited for the Namer or Vychan to dispel them, except Jaundice who breathed *Malignant flames* (about 60 points worth)... *inside the small room*. We were unhurt, but half our allies were very negative and dying. It's hard to rescue someone whose seconds from death when jumpy soldiers assume you're part of the fire mage's evil plan.

Rule #2: When the party is telling a story to someone, it's more professional to keep quiet if you don't know what's going on.

Vychan: "But I'm a nice person."

Sir Wojer to Vychan: "You're a giant, that's why the evil Drow have allied with you. Do try to keep up."

Rule #1. "Do NOT cross the beams!" The Mana was being drained from the Forest and channelled in a tight sizzling beam to the Enemy's Fortress of Multitude. Jaundice fire-attacked some giants just as a Tentaced Chaos monster ripped back into reality, with a portion of the Mana beam. Massive destruction everywhere hurting everyone except the Chaos monster...

PS, The Unspoken Rule: "Keep your employer alive and respected" (or: "Lose the King, Lose the Game". Our employer-to-be was late (if you'll pardon the expression) meeting us. We found him & his bodyguard *very, very ill* in their inn room with multiple wounds that superficially looked like fatal assassination blows.

Clementine: "You can't fix him?"

Silverfoam (Rank 8 healer): "No, I'm an elf."

Clem: "You haven't got that fixed yet?"

Silverfoam: "No, I'm an elf ... You can't fix that."

Also we'll get fewer legitimate bookings if would-be employers sense that Guild

parties are damaging to their social standing. For example:

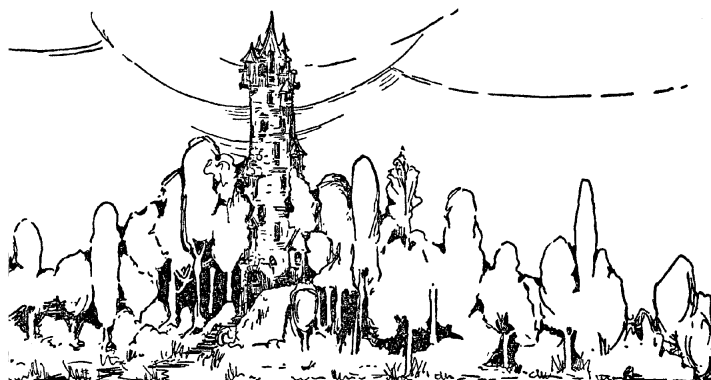
Clementine (the party-leader): "What about Dingbat?"

Adam: "Who? Sir Wojer?"

Clem: "Not that one, the other one — the guy with the money."

Adam (slowly so she could understand): "Oh, you mean the em-ploy-er."

Don't bite the hand ... that's all I'm saying.



Within and Without

By Father Broc

We were warned of unusual happenings in Newcastle, the main town in the Barony of Newcourt (in the Marquisate of Bowcourt in the Western Kingdom) and specifically around the White Tower that resides in Newcastle. The tidings warned of something that threatens the lives of man and so Lady Justine d'Amberville (the Elder) hired a guild party to investigate.

Lady Justine was lucky enough to procure the services of King Aryan of Del Toro, Baronet Broc of Waldheim, Lady Tari of Alfheim, Pyromancer Bleyze of the Inferno, Goodman Kilroy of Carzala and Republican Pennlucien of the repressed masses everywhere and so the party attended upon Lady Justine in Newcourt and set about their tasks.

Our journey led us to the heights of the White Tower where we identified some hot issues and thence to the splendid Elven capital of Eidolon - full of magnificent boulevards, well-manicured gardens, beautiful people and high towers of power and learning where we met with some bureaucrats.

There we learned of some worrying facts that have arisen to cause consternation in the formerly drug-addled Elven society, showing signs of deep rot within the empire that needs to be dealt with forthwith before more damage could be done to sensitive areas of the Elven bureaucracy.

We became deputised special agents of the Elven Military, Department I, Section 7, and were sent off to assess dangers to the Empire's power infrastructure, to report any issues, and to deal terminally with interlopers in order to maintain the powers of the Empire thereby enabling the continuation of historic activities as well as keeping secrets secret.

We attended the first power site only to find it being excessively overpowered with off-world energy designed to blow the related circuits. There we fought off the first wave of entities sent to stop us rendering assistance and we discovered the initial extent of the enemy's machinations.

We decided to follow the power and thence came upon a great source of hidden power which we had to then defend against another wave of enemy

attacks as well as power overloads that threatened to overwhelm the power system and would have caused near total destruction of the system.

We managed to divert the new excess power into an unused portal network thereby saving the power system, and no doubt surprising a number of beings who had thought the ways were mainly depowered, unusable and unstable. Once we had resolved the issues there and defended it against another enemy incursion, we had a quick parley with the enemy leader and discovered a few issues, but we gained ourselves ten days to resolve the issues before his assault on Alusia and the White Tower resumes.

It appeared that the White Tower issue has attracted the attention of a force/entity known as the Devourer, which was eating away at the problem, however since the problem covers multiple planes linked unintentionally by a stasis-held planar bridge, the solution that this Devourer is implementing apace was the consumption of the whole or parts of the planes gathered together. This was the crux of the problem, and we had sufficient encouragement to solve this issue for the good of all, even though by doing so we may spare some of the less unsavoury planes and entities therein from being destroyed.

So we departed the power zones, and headed back to HQ to report on recent events and new knowledge. We also sought council with powerful allies so as to illuminate them of the current events, who were surprised at our power diversion tactics. There we decided that we had to go to the Shadowlands to investigate for ourselves, and therefore sought an ally to remain on Alusia to hold one end of our portal while we delved into the hostile Shadowlands and its plethora of evil, nasty, unpleasant, callous, inhuman and chaotic inhabitants.

We met up with my friend D the following day, and I established a portal to the Shadowlands while he established protective wards as well as defences in case anything apart from us should attempt to cross through from the other side. He steadfastly took upon himself the task to keeping our way out open, so that we might return again in the future.



We passed across from Alusia to Falkovnia in the Shadowlands and we found ourselves in the gloomy countryside in a location I had once visited. We quickly espied the local area and then decided to find someone who could tell us where to find the Shadow Rift. We followed a road northwards to a large town where we stayed the night and discovered the information we had come to gain.

The following day we departed the town incredibly early and headed eastwards where we found the Shadow Rift. There we undertook some magical assessments. Then we descended into the roiling depths and unexpectedly and through chronological challenges found ourselves on another plane we determined to be Arak.

We quickly explored the pocket plane, met one of the leaders by the name of Prince Loht and gained his approval to help his land. Then we travelled to the Obsidian Tower that was surrounded by beings from 'Beyond the Veil' such as Horrors and their kin. There we fought off some beings that sought to thwart our investigations. We prevailed and forced our way into the tower using our unique arcane magic abilities and found a safe haven from the horrors outside.

It was there that we finally found our goal inside the Tower, a human male who had been trapped in stasis between worlds for the last 1000 years after he had attempted to gain immortality without considering the dangers associated with such a deed. He, like the dwarves of old, delved too deep into the wellspring of magic that was never meant for humans, and thereby had been caught for eternity. In the process, he had opened a possible way onto our planes for an Old One from "beyond the veil" and It sought his release, which would then enable Its release into our dimensions too. But we saw through Its blandishments and lies to the truth of the matter, and we resolved to kill him and by extension It by depriving It of the way through to our realms.

We killed him, giving him a final death that caused the great scrunchie of planes to unravel. We found ourselves afloat on a small portion of plane for a while, before ending up safely on an Alternate Alusia named Alensia from whence we portalled back to Alusia and Newcastle.

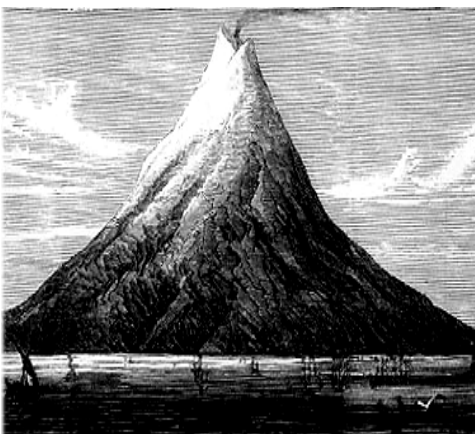
We reported to our employer the success of our task and she was happy that we had achieved what we were tasked to do, but less so that it had impacted her power base and thus weakened her.

Destinian Fleet Found

This past summer an intrepid guild party was employed to find a lost fleet of Destinian ships last known of near Pacifica. After an investigation that led to Delph and points east the fleet was found. It is currently a little east of Pacifica in deep water. All five ships are floating approximately 500 feet below a seaweed raft approximately two miles across. They are still fully crewed. The crew is no longer alive but they still think they are alive and sailing. The officers are greater undead, night gaunts and spectres, while the men are skeletons and zombies.

The Destinians had raided a temple to a nameless god in the jungle. One of the artefacts in this temple was an ark. After talks with the undead dragon guarding the temple the party discover that the opening the ark caused the Destinians current predicament. Several other artefacts that were stolen have been returned to the temple as they are much too corrupting to be loose in the world. The whereabouts of the Ark and three other artefacts is currently unknown. Among the known guardians of the temple are undead 17-headed hydras, undead chimera and many poisonous creepy crawlies. Extreme caution should be taken when investigating these artefacts. Divination should be avoided. Wordsmith is said to be recovering well after having to be forcibly removed from his armour that possessed him by guild security. They will neither confirm nor deny reports of serious injury or deaths in the operation. The sacrificial dagger that was also recovered is currently in the hands of a local orphanage owner.

Reports of icebergs, giant seagulls and dragons by Pasifikans over the summer are said to be unconnected with the missing artefacts and of no concern. The continuing powerful eruption on Kailua Kona is, however, a known portent.



Sir Wojer (to Silverfoam): "How many ships can we make out of the chicken?"

There was a massive explosion, wiping out walls & Things, but Sir Wojer managed to catch the unconscious, shape-shifting Clementine falling from a high wall that no longer existed.

Lath: "So fortunate she's a hobbit now."

Sir Wojer: "Nah! If she was still the bear, I'd have caught her on the bounce instead."

Vireena, (a Finn's Waste Mage speaking of Lath): "Is she the one who's been controlling the weather across all of Alusia?"

Vychan: "Not ALL of it"

Vireena (drily): "She missed a spot?"

Boris: "Bump of direction. You keep going in one direction until you bump into something."

Valentine: "I don't need to rank that!"

Aurora: "Famous last words."



Aurora: "It doesn't count unless you're conscious."

Xanthus: "Well, I know all their names and all their plans. Obviously have nothing to cloak them from mind magics. Can't locate them just now. I know, I'll just send Greta to find them. They don't seem very bright."

Roderigo, on learning that his new dagger is a Dagger of Sacrifice which probably make him a servant of the Nameless Horror God, but will give him bonuses for sacrificing firstborns: "I have shares in an orphanage."

Dirk: "What does the Demon want? I do feel slightly responsible."

Zanak: "I'm a priest, you can trust me."
Carver: "Can I sell you a little boy?"

Dirk: "I know when we're being attacked and we're not being attacked. Stop being paranoid."

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.



Weather Forecast for the Western Kingdom Autumn 813wk

Following the request from the Royal Academy of Mages and Witchcraft of the Western Kingdom, an effort is being made to control the weather on a large scale for the coming season of Autumn, probably extending into the months of Winter, in an attempt to create an advantage for the forces of the Western Kingdom led by the Lord High Protector of Aladar Viscount Blitzkrieg, who are gallantly facing the invading forces of the Drow overlords led by Lord Baraton following the guidance of the Adepts of Khaleda, Sepulchral Stalkers and Knights of Khaleda who ride 40 foot long serpents.

A secondary objective which is equally important is to create an excellent environment for the remainder of the fruit picking season and for the upcoming harvest.

As most of you are aware, food shortages in provinces of the Western Kingdom have been acquit over the last year with the worst of the crops failures being in the Duchy of Bowcourt and in the north east of the Duchy of Aquila. Both seed and grain reserves have been heavily taxed in an effort to overcome these difficulties. Famine is not wide spread but has been seen sporadically in areas surrounding the ruined coastal fortress city of Zumular in the Duchy of Aladar, and in the Duchy of Bowcourt, western provinces of Nevers, and southern provinces of Vole.



As a result by Royal decree over the next three months, areas around and ahead of any Drow forces will be experiencing extreme weather including; multiple large tornadoes strikes on any given day, seemingly unnatural heavy and sustained lighting storms with many hundreds of arc lightning groundings on Drow forces and camps, extremely cold and stormy weather which is unsuitable and extremely dangerous to fly in. Between the Harvest Moon and the Blood moon an early winter of extreme blizzards are expected to set in for a sustained period. People in exposed areas will find this difficult to cope with.

Guild members are asked where possible to provide all assistance in removing the general population from the affected areas and provinces. Major cities and towns will not be affected by blizzards.



Potions for Purchase

Potions of Protection

- being such liquors that, for as long as Chantris is thanked, absorbeth the first 20 DP per Pulse

Potions of Reason Restored

- being such liquors that restoreth the balance of a mind assaulted.

Potions of Mind Cloak

- being such liquors as concealeth the inner thoughts and pact, and strengthen the will against unclean suasions.

Potions of the Mortification of the Flesh

- being such liquors as restoreth spiritual Fatigue by as much as 24, and visiteth correcting torment upon the Endurance body by as much as 12.

Potions of Infertility/Fertility

- being such liquors that bringeth unto the generations, order.

Yea, and if thou beest a swain ungifted in a certain area, perhaps in need of mine private attentions, then shalt thou buy from me potions of a kind that are blue and marked with the letter V.

Present thyself to my gaze that I might know thee for a Guild member or a person upright in morals. If thou beest neither, then shall I visit upon thee such fires as will cleanse thee and send thee to an infirmary. If thou dost but waste of my time, then shall I visit upon thee such fires as will cleanse thee and send thee to an infirmary. If, by the grace of Chantris, thou shouldst be a Guild member AND morally upright, then shalt thou buy from me these wares at cost. Well, okay, for as long as my patience lasts, anyway.

Thou shalt know me by my battle throne, and canst make mystic contact with me by drawing upon thy trump these mystic numbers:

021 076 9376



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

Sick of Healing Potions?

Try Laths' special Jerky!

These tasty salty spicy port & chicken flavoured '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

Lost

I have lost my Unforgotten Memories. They were last remembered beautifully bringing terror to a horror from beyond in another land. If remembered, please remind Aryan, reward offered, if I remember.

Jaundice (to the Giant as they're charging the enemy): "Better be careful, you're in front of me!"

MontBousin had lost a lot of soldiers, 20 horses, and many townsfolk including a dozen bakers last night.

Adam: "Was that a baker's dozen?"

We were trying to locate MontBousin, a strategic garrison town of 1200, apparently somewhere near the border but not marked on our map of the Western Kingdom.

Lath: "Well if it's important enough to get removed from the map, then I'm impressed."

Lath: "We'll go back to the Village."

Vychan: "The Town?"

Silverfoam: "The Capital... It seems to become more important the closer we get to it."

Vychan: Best not to summon an earth elemental and an air elemental at the same time?

MilSci: Let's cross over the border into Ormond or Mordeaux.

Lath (quietly): Not Mordeaux, I hate the way my feet burn whenever I stand on it. Oh! That was supposed to be a monologue.

MilSci/Troubadour: It was, just not an interior one.

Sir Wojer: You monologued when you should have **soliloquied**.

Lath (to *Silverfoam*): "So you're telling me that if I just tornado a couple of square miles of the forest ... (aside to *Vychan Tree-hugger*) Oh Adam, you're suddenly looking quite green, perhaps you should step outside for some fresh air ... (back to *Silverfoam*) in a square grid to help fell ... um, how many hundred tons did we need?"

Silverfoam: "Who would like a *Water-breathing*? Vychan, you were always falling overboard last adventure."

Adam Vychan: "Never! Every time I jumped deliberately." (Sundry sighs and mutterings about Earthmage peculiarities)

Everyone oohs and awws at the Griffin nestings, which are just too cute — except **Jaundice**: "Can I set fire to one to see what it tastes likes?"

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

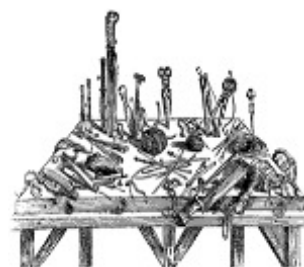
Indigo's 20/20 Vision Potion:
Rank 20 Elven Witchesight for 24 hours.
6,000 each

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...

Rowan?

Okay... so it was on a dare.

Rather than deal with a barrage of golems, your intrepid reporter buttonholed Rowan outside the casting chambers at the Guild, where she'd been ranking spells.

"No time like the present", she said.

(If we give the annoying humanoid her interview now, Eylor, she won't need to bother us again for at least fifty years).



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

I joined the Guild in late 798, early 799 as years are measured here in the western kingdom. I have been adventuring now for almost 14 yrs. As to why I joined, why does anyone join? I wanted to travel, see new things, learn new things, gain magic, money and personal power. The Seagate Adventurers Guild allows its members the opportunity to do these things with a degree of, I wouldn't say safety, as adventuring is not safe. More confidence. Confidence that your companions have your back, that they are working for much the same goal you are, and at the end of the day you will get your share of whatever payment, loot, reward is due.

2) *What areas do you specialize in?*

I'm mostly a mage, a Binder. Binders are rare, it is a somewhat difficult college to learn, having many spells and rituals and while it does not obviously lend itself to adventuring in the way say fire with its attack spells or Earth with its buffing magics do, there are a great many non combative magics in the college that are useful on adventure. As for combat there are always Golems. A Golem isn't much of a threat to a seasoned warrior, in numbers however, like undead they are expendable, relentless, and don't stop until they are deanimated. Binder magics like those of E&E lend themselves nicely to investigatory and acquisitional situations so it is in those areas that I am specialized.

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

When not Adventuring I train, repair or replace my golems. Ritual magics take a long time to both train and perform. Binder is a very craft-mechanic oriented college, so I do a fair bit of tinkering around in my workshop.

4) *Please describe a highlight of your career so far.*

Dying is never good. I'd rather not dwell on any killing that has been necessary over the years. If you are looking for a personal defining moment it would have to be acquiring Eylor and bonding with him.

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

I understand some guild party messed up the plane of Farway, that place was always interesting to visit. Avoid the lands of the dead, temples to Nameless Horrors, travelling anywhere with Lizette or Brigetta.

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

I still want to travel, see new things, learn new things, gain more magic, money and personal power. The Seagate Adventurers Guild still gives me the opportunity to do these things whenever I need a change of pace or think an adventure offers an opportunity for something unusual.

7) *How did you make the acquaintance of your 'eyeball on a stick' otherwise known as Eylor.*

"Hello Eylor". And is he treated as another member of the party?

What eyeball on a stick? I'm no necro or Sharman. I have a magical staff. Okay, so it's a Sentient magical staff; a construct that has a creature that looks like a large eye in a ball at one end. And he is an Entity with Name, a GTN and ITN.

In 802 I went with a party to a plane known as Rifts Earth to work for a sentient Tree. The Millennium tree wanted branches that had been stolen from it recovered, we were off plane for over 4 months. Part of that time we were enslaved, captured by a civilisation that is ruled by a

powerful magical plane-travelling race. This race enslaves creatures from many worlds, many planes. When we escaped we over-powered an overseer who had a number of magical items, one of these items was a staff made from the Millennium tree's limb, another was Eylor.

Eylor is an Entity, but due to the magics that have been used on him he can no longer function or survive without a partner, currently I am that partner.

While he doesn't get a share of party treasure I do insist that he be covered as if he were a guild member by section 3 a-f of the membership agreement while we are on adventure just as I am. He is in a way, part of me.

How Eylor gets treated by the other members of a party outside those rules depends on how they feel about disembodied Eyeball like entities on the ends of staffs.

8) *(Aurora then directs this question to Eylor) So ?. what's your backstory?*

Rowan replies to this question: He doesn't remember, he has memory issues, he has trouble remembering Guild members from one season to the next. I'm not sure if it's because he is just a baby, I saw much bigger "eyes" while on the plane and he is a long lived sentient. Or if it's a result of damage by the magics that were used to make him part of a construct. But Eylor doesn't really have a concept of Past, or of Future, only the Now.

9) *Is there any truth to the rumour that you and a certain solar celestial have erm .. got close?*

Rumours are but the unfounded gossip of those with nothing better to do, and I'm sure every healer in the guild has had reason to get close to almost every other guild member at one time or another. Healing is performed by the laying of hands.

If you are asking if Phaeton's eye for red heads has fallen on me then the answer is yes. If you are asking if Brother Phaeton overcame his notorious shyness of the opposite sex to do more than doodle my likeness in his sketch pad then the answer is no, I had to approach him. How much farther our relationship has progressed is between he and I, and all I have left to say on the subject is "Ladies, sorry he's off the market for the foreseeable future".

10) *Anything else you, or Eylor, want to say to the guild populace?*

No



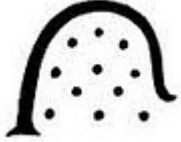











Astrology Guide Autumn 813

The Astrologers' Concave was held in Adjepbar last Summer. They have become aware of lasting effects of the Gates of Hell being destroyed. It is understood that Astrology has become more effective with tangible and measurable effects on both members of the craft and all sentiments on Alusia are under new effects.

∞ Seasons ∞

∞ Elements ∞

∞ Boundaries ∞

<p>Winter</p> <p>On a failed percentile roll ending in 7 you get to roll again.</p>  <p>Cod, unlike other Autumn's fish, will taste good this season. Lucky numbers are 7, 14, 21, and 28. In the Human lands, strife and misfortune will follow those in low-lying coastal regions. A family member may fall ill.</p>	<p>Air</p>  <p>Creatures of the wind will assist your family. On the 4th look to a woman in dressed in blue, found outside the guild gates, as she will have good news for you. Again, speak with care to women on hill tops.</p>	<p>Solar</p>  <p>Solar influences will help protect you from harm. Within the first two months of this season hot meals will return an extra point of fatigue but will lead to issues with regularity.</p>
<p>Spring</p> <p>On a failed percentile roll ending in 2 you get to roll again.</p>  <p>Luck is smiling upon your family or clan with long forgotten Elders returning to visit. An extended family feud may result unless you seek guidance from all. Cheeses and cold meats will play a part in healing rifts. A lost love may also need your help.</p>	<p>Water</p>  <p>Normal water this season is in fact enchanted for you, and allows you to wash away half of your burns if applied quickly to fire damage. Within the first month, fresh pork will help you heal others with wounds.</p>	<p>Lunar</p>  <p>As summer cools and with life slipping away, you are able to heal earth dwellers. You are protected from evil dreams this season, and you know something is coming once again.</p>
<p>Summer</p> <p>On a failed percentile roll ending in 5 you get to roll again.</p>  <p>Will weather, wither or wonder play a part in your clans' future after following a Lightning attack? Move quickly to secure your own Destiny and be sure that only stones with black blood on them will turn back the calling of the fourth and unspoken Senator of Decay. A creature with four cloven hooves, and two hands may help you or someone you care about.</p>	<p>Fire</p>  <p>The whispers in your daydreams will lead you to understand new aspects about yourself. This will provide 4 points of fatigue once per day as long as you have had a good meal within the last 24 hours. Garlic will assist you and others.</p>	<p>Life</p>  <p>As summer cools and with life slipping away, you are able to heal earth dwellers. You are protected from evil dreams this season, and you know something is coming once again.</p>
<p>Autumn</p> <p>On a failed percentile roll ending in 2 or 7 you get to roll again.</p>  <p>Halflings & Dwarves continue to make excellent companions in Autumn. Doorways leading east should not be taken lightly for they enter lands long forgotten, covered only in grief and sand. Luck will watch over you.</p>	<p>Earth</p>  <p>With the success helping others more people will turn to you for guidance and your insights will serve you will. Within the first month, fresh pork will help you heal others with wounds. Garlic will assist you and others adding +2 per 3 hours to rest recovery.</p>	<p>Death</p>  <p>As the pain of summer falls away, leaving only the raw elements of your aspect working against you, it is safe to return to the larger settlements once again. Many sleepless nights of guilt are to be made up for. Death is not far away and will return soon.</p>

Starflower's Bestiary

Titanic Titans

Having spent altogether too much time this season in the company of a titan (you can guess which one) it occurred to me to consider what to do if one were to encounter a titan who was actually evil (instead of just a bit accident-prone).

Titans are classed as the largest of the giants, but aside from sheer physical size, are very different to other species of that kind. They are physically handsome and well-proportioned, resembling gigantic humans and having none of the deformities seen in other giant types. They are highly magical, possessed of the ability to stride the planes, turn invisible, or move through the air at will, and protected by an arcane aura that turns weapons and increases their resistance to spells. Titans will almost certainly have knowledge of at least one College of Magic (often Air or Ice). They use immense versions of human weapons which do four times the damage they normally would. They can wear armour if they choose, which like their clothing and weaponry is generally of an ancient style. Titans are long-lived humanoids, and effectively immortal.



However, they are rare. Guild members are unlikely to encounter more than one particular individual—and that person seems to like us (most of the time—just don't annoy him, or admit to cultivating asparagus). It is

entirely possible that the species is no longer able to reproduce, that there is now insufficient magic in the world to give birth to more titans.

Titans are said to inhabit immense castles high in the mountain-tops, full of treasure, and guarded by platoons of storm giants. I cannot say that I have ever visited a titan at home, but I suspect that this is largely a fiction. A titan, like an elephant, sleeps off the massive amount of

alcohol he or she can imbibe, wherever he or she chooses. (There are female titans, by the way, though I have never personally met one).

I've never encountered a Dark Titan either, or one that was possessed by Evil—and the scribe notes speak of both. So how would I approach such a creature? The simple answer is that I wouldn't. The amount of damage a titan can deal out is simply... titanic. It can literally squish you like a bug. Which leaves the ranged and magic options. Now, unless you have a spare siege engine lying around, or have evil assassin bow tricks up your sleeve, ranged will probably not do enough. Which leaves magic. Now personally, I'd stay in a cosy place of concealment (remember titans are BIG, and have problems getting into small places), and cast telepathy until it fails to resist, followed by phantasms and mental attack. But, that's just me, and until the fates decide to upgrade the weapons and armour I've had for the last decade, I'm just a mite too wimpy to face a titan in melee. Others are not. Which is why **THEY** can bother titans.

The fact is that in my (admittedly limited) experience titans are very powerful, but not very bright. They don't really have to be smart, but are so tough, that in conflict with one, you really do need to be tactically clever. So send in expendables like golems and elementals into melee, while you try to break through its magic resistance. Use spells that either cannot be resisted, or that do half damage when they are resisted. And protect your mages—they are soft targets. Use terrain to your advantage, creating trenches and bunkers if you have to.

Of course, all this may be a waste of time and energy. Titans are extraordinarily good at running away. They can use their plane-striding ability to effectively teleport, shrugging off phantasms and the like; and they can fly at will. So, if a titan is hurt, it's unlikely to hang around. Their natural invisibility becomes a problem, even for a high level party (witchsight has a rather limited range). There is not a lot you can do, without using some specialised magic items, or getting lucky with the right spell, to stop a titan getting away. So, fighting a titan is liable to be an exercise in pain and futility. Which leaves me hiding in my bolthole, hoping that something will knock that titan out (and it probably won't be knockout gas—titans are too tall....!)



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.

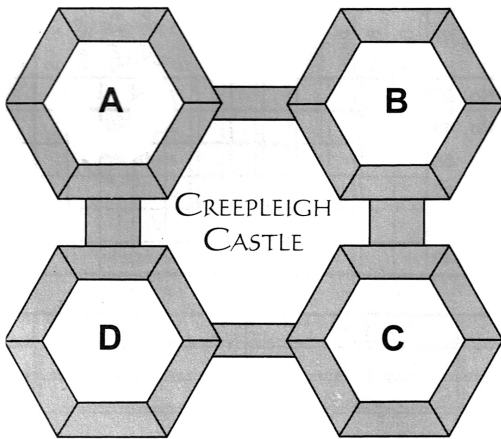


Puzzle Column

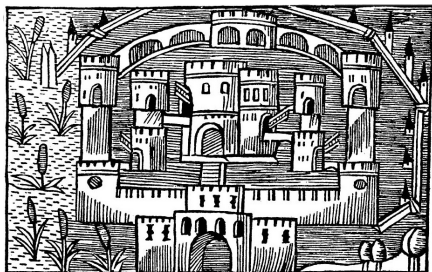
That Spectred Keep...

The island stronghold of Creepleigh Castle has four towers, each inhabited by a different species of undead. Can you defy the necromancers by correctly linking each named undead entity with its type and the name and position of the tower it haunts?

- Tower C is not where the spectre called Old Anselm howls its pain on the wind.
- The Black Tower is not the haunt of the undead Brother Jerome, who can be seen wringing his hands in Tower D. Neither of these towers are infested by wights.
- The lichs are found in Warlock's tower, which is not Tower B. Their leader is not Lady Anne, who is a vampire.
- Tower A is where Lord Odo was done to death. It is not the Devil's Tower—which is the tower furthest from Lord Odo's haunt.



Named Undead: Brother Jerome, Lady Anne, Lord Odo, Old Anselm
Undead types: Liches, Spectres, Vampires, Wights
Towers: Devil's Tower, Black Tower, Old Tower, Warlock's Tower



Riddles

To begin with, I am dark as jet.
 Change my first and I'm baggy,
 not tight yet.
 When my next is altered,
 I become a high pile.
 My third is amended and I glue,
 adhere a tile.
 My penultimate's changed,
 revealing a pong, reek or smell.
 At the last, change my last,
 and I defend a bee well.
 What was I, what did I become,
 and what did I turn out to be?



My first is in still, but not in stand.
 My second is in iron, but not in brand.
 My third is in gnaw, but not in bite.
 My fourth in high, but not in kite.
 My fifth in torch, but not in guide.
 My whole what men need down in the deep,
 a dungeon inside.
 What am I?



Every dawn begins with me,
 At dusk I'll be the first you see,
 And daybreak couldn't come without
 What midday centres all about.
 Daises grow from me, I'm told,
 And when I come, I end all cold.
 But in the sun I won't be found,
 Yet still, each day I'll be around.
 What am I?



What's Hot

- Flying
- Defeating Drow
- Defeating Orcs
- Killing Senators of Decay then...
- Running Away
- Telekinesis
- Weather Control
- Tight Leather



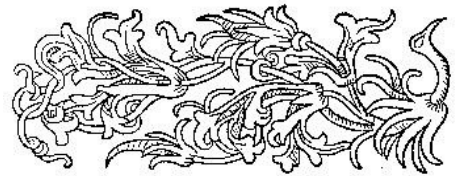
Answers to Last Issue's Puzzles:

Who Slew Which Hue?

- First: Sir Kidd, Griffon, Red
- Second: Sir Zed, Eagle, Green
- Third: Sir Mutt, None, Yellow
- Last: Sir Jocular, Wolf, Black

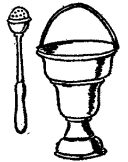
Riddles:

- First: Glove
- Second: Stable
- Third: Paint



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

- Crashing
- Drow Invaders
- Orc Armies
- Being Charmed by the Mistress
- Being Poisoned by Assassins
- Malignant Flames
- Mind Control
- Heavy Steel



Guild Announcement

The Guild is pleased to announce that they have formed an alliance with the Mages of Freetoun for the supply of Arcane items. Freetoun (an independent state) is a coastal port located between the Duchy of Brandenburg and Duchy of Aladar which is in the western part of the Western Kingdom, just across Confederation Bay.

The Mages of Freetoun have agreed to supply Arcane Items to the Guild and its members at reduced rates. The Guild has entered into an arrangement where the Seagate Adventures Guild is to be their supplier of mercenaries and mages as needed. As a result, Guild members are encouraged to purchase Arcane Items from Freetoun.

(For more information, please see the wiki at <http://dq-nz.org/dqwiki> and search for Arcane Items.)



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

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

Also Rank 8 Weaponry
& Rank 9 Alchemy.
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.

Wanted:

Great beauty

Required for a full day of appreciation. My last got used up in defeating a horror so I need a top-up. Meet me at the private rooms at the pub - Aryan

Invulnerability to Cold

Sized for a female Elf and preferred to be form-fitting. Pectoral enhancement would be an added bonus.

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.

Is it a Sign?

Those who are up before dawn have noticed what looks like a small dagger in the sky, pointing towards the west. Is this to do with the drow invasion. Does it mean that we are to take the attack back to Terranova? Astrologers are still arguing about this omen and what it may mean.



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Or check the dqwiki at: <http://dq-nz.org/dqwiki>