

# The Seagate Times

Issue 79 - Winter 813

## War Needs Heroes!

### Baron Blitzkrieg Calls For Recruits from Guild

With 10,000 troops answering his call, General Blitzkrieg has reinforced castles and fortifications in southern Aladar, stopping the northwards march of the Drow army. Due to an unfortunate clerical error in transcribing the scout's reports, the General does not have the 2:1 advantage he expected, facing worse than 1:2 odds instead. He has adjusted his 'Drive them back into the sea' strategy to 'This far, no further'. General Blitzkrieg has requested another 30,000 troops by mid-Spring in order to resume his original plan. "... and get me some hard bastards this time, no more starving half-trained farmhands."

Among his other polite requests for assistance, General Blitzkrieg sent a missive to the guild: "You soft, useless bastards! Killing a couple of commanders and flooding a river doesn't win a war, there's some hard bloody slog to be done! In my day we would have been lining up at the battle front two-deep and fighting to be the one at the front, you've all gone soft! If there are any real heroes left, get out of your cushy taverns and manor houses and get yourselves into the war!"

For those travelling to join the war, you are advised to avoid the Ffenaragh and lower Baratary and Montrachet rivers, significant flooding has made the river un-navigable and the surrounding lowlands impassable to regular traffic.

The Elemental War on Hell also seems to be continuing apace, both sides are reporting significant wins, we suspect at least one of them is being parsimonious with the truth. More detailed reports from reliable guild members in the area would be appreciated.

Baron Blitzkrieg says:



I WANT YOU  
TO JOIN THE FIGHT!

## STOP PRESS! The Ice Road Cometh!

As the sun rose on Samhain an infernal cold struck north from the coast west of Zumular to somewhere near Innesburg. Obviously the work of the Drow, it is reported that this great magical undertaking has gathered the abundance of water from the flooded Baratary to create a raised ice road. The road is reported to be 100' wide, raised 10-50' above the surrounding land, freezing cold and bounded on both sides by a mile of arid infernal cold (-20 to -40 degrees C, gauge 0 to -4).

The Western Kingdom is virtually cut in half and Drow forces with Cold Protection and Ice Traversal are pouring out of the northern end of the road to establish strong positions in the heart of the Western Kingdom. The road is reported to be still extending at a slower rate, assuming it is their target the road should reach the passes into Alfheim by Summer!

## A Soulless Enemy

One third of the Drow in the invading army and reportedly some residents of Elfheim no longer have souls. Their souls were destroyed on the eleventh day of Autumn by a curse most foul. Intended to steal the souls of thousands of Elves to create a new Power of Darkness the curse was turned back on its progenitors and their descendants.

These soulless creatures still walk the world and haunt our lands with their mortal presence, but without a soul their existence ends with the death of their mortal remains. Denied the option of returning home to safety by their implacable masters, many of these soulless monsters are now seeking foul ways of restoring their souls at the expense of others.

Let Uriel be your shield against those who would seek your mortal soul!



Protect your soul from Evil in this life AND beyond within the Divine shelter of Chantris!



What they said - and have a much better time along the way with the One-Horned God!



## Tricky-Dickie is Back!

Former Count Richard of Foxcourt is rumoured to be back from his exile raising an army to protect his people. While this news is receiving cheers from those who never believed the trumped up charges against him detractors are calling it a desperate bid to seek personal gain at a time when the Western Kingdom needs to unify against the great enemy.



Mr Fox  
Wanted:  
Dead or  
Alive

Reward:  
30000 sp

## Slow Portal to Where?

For those of us used to an easy stroll through the brussels-sprout cupboard, along the muddy path through the misty swamp to Elfenburg, the slow portal just got a little more interesting.

One guild party of dubious reliability reported portals all over the world which is why they went to the Sea of Grass. While it seems that if you stick to the path you will end up at the traditional destination in a similar period of time, other paths and doorways are now intersecting our path.

Those travelling the path are advised to be cautious and a reward is offered to those who successfully scout new destinations along a repeatable path. Guild Philosophers speculate the changes are the result of ongoing instability from 'the incident' a couple of years ago combined with the heedless recharging of the ancient Elven Ways. An obvious consequence of the intra-spatial nexii ascending into a state of fluorescence causing particulate waves in the aetheric flux, they say.



## The Aladar Front: Cold & Wet

*[Editor's Note: For Security, names have been suppressed. You will have to rely on Rumour or the Guild Meeting to identify the Heroes]*

For two days, an apparently rogue force stormed the Aladaran lowlands north of Zumalar. The guild party had not been hired, but were requested by one of Blitzkrieg's generals to "soften up" the territory near Phlanders Town before the WK forces were thrown in there.

After "L" laid down a fierce storm, and the diversionary annihilation (as recounted in their Military Scientist's poem "All I need is a raging Mage, and a tall ship to steer her by") of several camps besieging the Kingdom's Forts-of-the-Line, the party discovered that the High Command had underestimated by a factor of at least five (ten, actually). So, abandoning ship, most of the party returned to warn "W" that the Kingdom's plan would be disastrous, while the remaining went on a high-risk scouting flight to confirm the enemy's strength and composition. At least the designated battleground had indeed been literally softened: to mud, and then drowned in water.

The storm over was maintained, "L" randomly switching between Lightning, Hurricane, Torrential Downpour, Hail, & sleet, to make it hard for the Enemy mages to counteract her or him. There was a brilliant plan for heavy rain across Aquila & Bowcourt, damming the most of the rivers, and then extinguishing the enemy with a non-magical flash-flood.

But Blitzkrieg countermanded the plan after only the first foot of rain, even before it was discovered that a force-wall was protecting the enemy force. So the party finished by repulsing the enemy from their assault of Fort Montcreif, the critical stronghold preventing the enemy from marching up the Baratarié Valley into Aquila.

It is unknown what the enemy armies in Aladar will do over the winter—presumably the usual assassination attempts, subversion, portalling sorties, and political infighting. However the spring offensive will be strong and vicious. We must prepare to resist the enemy with full force.

# Isil Eth's Visions

*Being a mix of Isil Eth's understanding of recent events and precognition of events soon to unfold in Western Alusia.*

The drow and Western Kingdom forces fought to a standstill outside the town of Flanders, in Aladar. The mutual disaster was mostly due to severe rain and flooding giving rise to rivers of mud. Kingdom forces retreated north to form a defensive line between Novalar and Wolantaun, abandoning Feresilon. Drow forces retreated towards Zumalar. A No-Mans Land exists some 100 miles deep between the two forces, feet deep in mud with tempestuous winds and huge flying snakes.

Western Kingdom forces have holed up for winter in garrison towns and a series of well supplied forts, and expect the drow to do the same.

The Barratary River will flow backwards, up towards the Drakenspine Mountains, the air will clear and dry out, giving fresh, crisp days and freezing nights, so that mage current and similar will have their ranges substantially reduced and a weather control will protect a single town. Creatures will fight and die deep within the mists of the Elven Ways - titanic battles that will determine the climate and the flow of blood throughout Alusia.

The Drow forces will somehow erupt up the Baratary River near Innsburg, although oddities in their magic will result in small raiding parties arriving all over the place and assaulting the nearest town, village or barn. 10 orcs will appear in a field and, after a quick look, will charge into a barn and claim it for Lord Assendah - and look a little embarrassed two days later. Travel near the Baratary will be dangerously tepid, with people becoming ice statues after minutes of exposure to infernally cold conditions, if not first eaten by large monsters with huge teeth.

A third of all Terra Novan Drow have lost their souls - they are just gone - so cannot be resurrected, although those that are pacted will have other problems. We can expect raiding parties going out to get new souls. Some drow will approach Droskyne and demand a hundred humanoids be handed over, preferably with high magical aptitude, in return for which the Drow will provide food.

Guild members will be approached to seek out suitable souls, for fees that seem too good to be true. Formidable Drow will seek to gain the souls of other Drow, leading to some internal wars, delays and distrusts, so that even those Drow still with a soul will seek to have a spare or two. Some will experiment in combining the souls of six sentient monkeys to form one good one.

Few Drow make it to Innsburg, so the initial forces will capture an island or two and then sit around waiting for the big thumpy thing to knock down the walls and bridge the gaps between islands. Short locals will try to sell them things they just stole, and arrange marriages. Piracy is lower in the autumn and will remain rare in winter as every stable boat will be hired to carry troops, monsters and supplies across the ocean. A fishing port in Ormond will be burnt out when one of the ships mistakenly takes its cargo there instead of Zumalar.

Autumnal crops will be plentiful but barns will be mostly empty due to raiding, forced acquisition and the country folk being marched off into slavery. Most folk will be on low endurance and fatigue due to on-going famine, unless they have plenty of food. Brandenburg will sell food to agents acting for the drow, who offer better terms than the Western Kingdom. Eltrandor will sign a treaty with the Drow for logistical support, to keep their troops out of the war and to provide a thousand souls. There are now ten thousand Drow in Western Alusia so about three and a half thousand are seeking souls. The Drow forces will have about a hundred thousand mercenaries, troops, monsters and fortune hunting allies in Western Alusia by mid-winter solstice. Drakensburg will sponsor the trolls to reform their kingdom in north western Aquila, and encourage them to expand into northern Eltrandor, effectively creating a buffer state of marauding hills.

Drow and mercenary leaders will turn aside from the assault and settle in lands near Grobbelartaun, striking far and wide for food, souls and indentured servitors. Freetown and Cauldersfield will be almost over run by monsters fleeing Drow scalping parties. Babies and cattle will be stolen when the mists descend at night. Drow have been spotted up the Sweetwater north of Seagate, buying souls, offering food and establishing caches, cairns, rune portals and measuring the mana levels. The Duke of Carzala has

captured over a dozen who are immune to torture and give truthful but nonsensical answers. They all agree that the Guild will be destroyed at some point so the Duke has handed them over, saying they were the Guild's problem. Unusual fogs and mists will be seen up the Sweetwater, and cold winds will flow up from the sea. Fossegrim and nixies will flee downriver heading out to sea and to the north of Seagate, and eat all the fish and the fisher folk. One will survive when Fossegrim attacks the nixies that were trying to drown him.

Twenty Varyan elves will appear in Novalar to fight the Drow - they will be overbearing, ignorant and expect instant obedience, just like they did thirty thousand years ago.

Drow have handed the Giants of the north the Hairy Hammer of Thole and the Banner of Sirte - two artefacts that cause all giants to follow their wielder and they are now approaching Alfheim from the north. The followers of the two giants bearing the Hammer and Banner will argue over precedence for most of the winter: "Hammer hits harder!" "Banner seen further". The Elven host will observe and respond when it appears appropriate and useful.

## Wanted:

One good quality soul, Elf-sized, though in a darker shade would be ideal.

Payment commensurate with quality and timeliness of delivery.

Present your offerings to Jones the Broker at the Sanctuary Docks.

## For Sale: Soul Charms

These cold iron charms are immune to most detection magic and will protect you from soul-stealing necroturgy!

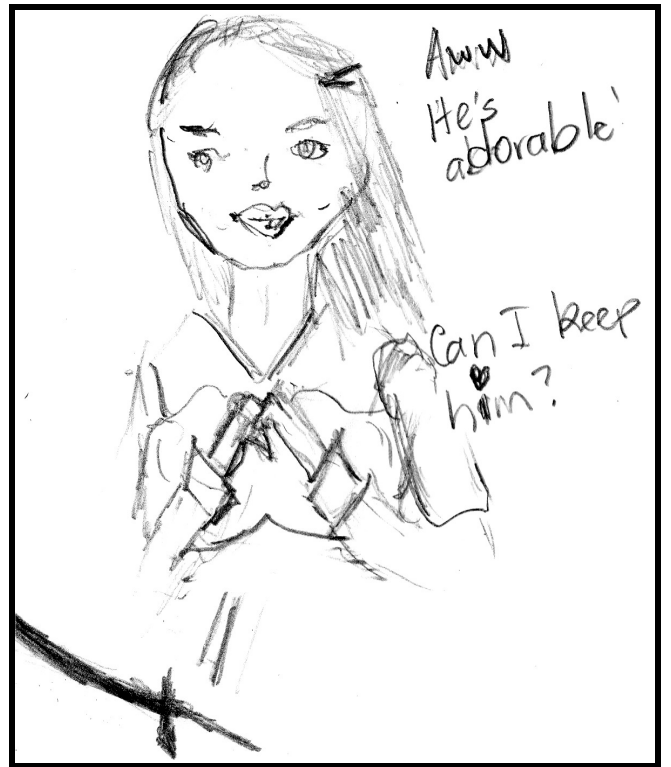
For a mere one guinea the protection of your most irreplaceable asset has never been so cheap.

Payment plans available, non-refundable, lifetime assurance.



# Eltan Has More Weapons in His Arsenal Than Just A Sword!

The bad guys set up an ambush....



# Purple Perturbation!

The humans of Angland claim that the plane of Purple changed about thirteen years ago, just about when a Guld party went there. The complainants had been off-plane for many years, establishing colonies and acquiring riches in foreign lands. On their return to Purple they were somewhat shocked to find a bunch of elves living on their land. The human response was to go and occupy someone else's land, in a place called Alfreaka.

The human colonies are linked by permanent portals, allowing free travel for walking for a network of guests - you could work in the highlands, dine at the seaside and sleep in the treetops, except that the fauna will probably eat you. The humans mine three principal ores: rainbow metal, shiny metal and aerium lify ore. The rainbow metal makes pretty, light armour. Aerium explodes to make a gas that will lift heavy objects off the ground, such as ships and icebergs. Ice is then used to keep fish fresh and to cool their drinks.

The human towns are walled to keep the wild beasts out, which happen to include large toothed lizards with huge feet. The party of Cassandra, Boabdil, Pretty Flower, Roopit and Tesla were hired by the Angland elves to find one of their own that had failed to return from Alfreaka some ten years earlier, and wanted their magical items back. Crisscrossing the continent we tracked him/her/it across a desert to the hidden valley of Prometheus, the patron Titan of a lost tribe of dwarves - fortunately the defending killer golems had all gone off to kill a human colony. Instead of dwarves we found hobbits and lizards stealing the dwarvish artifacts. The lizards will turn into a problem, as they have telepathy tribal awareness, but the hobbits seems useful so we brought them back to Alusia. Particularly interesting times included hiring a disreputable air-ship captain only to fight off pirates - we sold the ship back to the estate of its pirate captain - and leaping over the side to re-capture an escaping mage. Not to mention using the flying ship as a trip wire to find an area of null magic: we would hit the ground when the magic fell off.



**Isil Eth:** "But I have MANY friends ... I have a spell for that."

**Tari:** "Mass charm?"

**Isil Eth:** "Compel, actually."

**Michael:** "I'm just a simple entity making his way in the universe, Solar mage, fighter, Urban wrangler; a human in the latest fashion."

**Elf** [whispered to the other elves in the party]: "Obviously they have serious design flaws, but I didn't realise a new model was now available."

**Tari:** "Vila's manor is somewhere near here, isn't it?"

**Lath:** "Actually it's mine — he's just squatting."

**Boabdil, the Scout:** "But I thought the ritual ensured we couldn't be *Located!*"

**Michael** [bluntly]: "That's for when the magic goes off, so that we can find your..."

**MilSci** [quickly]: "marker you dropped to mark an interesting spot."

There was some confusion over discussion of Guerrilla tactics ...

**Michael:** "What! Are you planning on taking giant apes into combat?"

**Isil Eth** (to the other elves): "Please! Haven't we already had enough local problems with these monkeys"

**Lath** (to her elementals): "... then drop those 2 party members behind enemy lines, away from the enemy troops. Drop them only a foot or two."

**Tari:** "Better tell the elementals how small one foot actually is."

**Lath** (to elementals): "And stay well clear of Isil Eth's rage, about 180 or 200 yards."

**Michael:** "Or is that her ego?"

**Isil Eth:** "The edges of my ego are FAR further than 180 yards."

**Silverfoam:** "I don't shock anyone, but might I also have a weapons spell?"

**Lath:** "We're attacking in a goddam PURPLE barge"

**Elf** (Silverfoam): "Actually it's more a pucey lavender"

After several sweeps of the orc camp with Isil Eth's generic Rank-20 *Telekinetic Rage*, we DA-ed for loot at the command hillock in the centre.

**Michael:** "Everything appears to be paste."

**Silverfoam:** "You mean not real gems?"

**Michael:** "No I mean it's all covered in goo — most of its formerly living, Isil Eth!

## Water College Potions for Sale

Waters of Healing  
Rk 15 - 400 sp

Waters of Strength

Rk 10 - 1000 sp

Please contact Aqualina at the Guild.



## Need a Holiday?

Sick of all the adventuring, killing, problem solving and training?

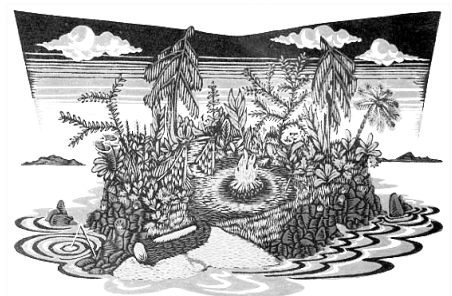
Tired of maintaining your high social standing keeping your guard up, watching what you say?

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.



# For Those In Peril In the Sea

A Guild Party was sent out to retrieve two exploration parties of the Gentlefolk's Exploratory Society. The first party had gone out to find evidence that the Society had not accidentally released the undead plague that had swept through much of Rangiwhero and surrounding areas. The second party had gone to find the first party when they hadn't returned. The Guild party was sent out to find both missing parties.

The Guild party that eventually went, arrived and investigated the original sahuagin city. There they found several undead sahuagin in the city still going about their business as if they were alive. Penetrating the palace area, they were attacked by guards that seemed to be guided by a remote military scientist through disks that had been attached to the undead. Upon defeating them, and penetrating deeper into the palace, they found a sarcophagus that was guarded by more powerful guardian creatures. These two were defeated and, upon opening it, discovered that it contained one of the missing expedition members that was wired into the bigger disk that was on the sarcophagus. It is believed that the sarcophagus, and its occupant, was part of a network of control nodes for the undead forces which start off with a controlling general which is linked down the chain of command.

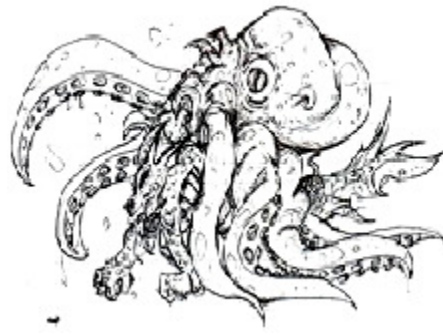
Two more nodes were found and their occupants rescued but it was discovered that the other missing exploration members were being held captive by the Sea Witch Ursula, the sister of King Kierl, and who had mutated herself from a mermaid to a humanoid/octapoid creature. She also had hundreds of undead warriors who were observed drilling in a military fashion. The party attempted to negotiate the release of the captives but were refused and, not wanting to take on the Sea Witch directly, decided to withdraw.

Presumably the Sea Witch is up to something and only time will tell what it is but it is suspected her plans include domination of the entire undersea plateau. She is also pacted to Vephar so she may be acting under her instructions.

(Compiled from Scribe Notes and interviews with party members - Aurora)



*One of the coral golems which the party encountered defending the sarcophagi*



## Attack on Atlantica

Once again the Pasifikan Plateau is embroiled in war - or the aftermath of one. A report has reached the Seagate Times that the merfolk kingdom of King Kierl, based from Atlantica, has been taken over by his sister, the Sea-Witch Ursula. She now controls the King's Trident of Power and the King himself is missing, presumed captured. His daughter and heir, Princess Ariel, managed to escape and is leading a resistance group from the old capital of Lower Pasifika which is being rebuilt by the survivors. Because of the actions of some Guild members, Ursula only controls the lower half of the kingdom but, it is suspected that, because of them, she advanced her plans.

Not much is known about what is happening inside the lower half but we know that it is under the influence of something similar to the Dark Circle. Undead are stronger in there and it appears that there are a lot of them in there - a mixture of sahuagin, merfolk, aquatic elves and even a few humans. Some living merfolk have also decided to stay put - maybe they like it in there.

Those that fled have either gone to the aquatic elf kingdom or have clustered around Rangiwhero. Plans are already underway for counter attacks but, owing to the depredations from the earlier sahuagin attack, the undead plague, and now this revolt, their forces are relatively small, not having enough time to recover.

There is talk of trying to get reinforcements from Princess Ariel's other sister, Queen Annelsie, but that requires the merfolk getting access to the Perelandra portal, which is currently on dry land.

We can only wait and see what happens

Aurora.

## 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 concealth 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 20 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.

**Lath** (as they cruise into enemy territory): "We should go down below and change into armour."

**Tari**: "We ARE wearing our armour."

**Lath**: "Shit, I'm underdressed."

**Tari**: "What's in Phlanders?"

**Michael**: "It's a little place that's NEVER been visited by the guild, so it's probably idyllic."

**MilSci**: "We need to know what those freaks can do, so let's pretend to flee from them."

**[Anonymous stage-whisper]**: "That doesn't take much pretending, actually"

**Lath**: "I'll use *Noxious vapours* to knock out the enemy. Don't worry, you've all got *Vapour breathing*."

**Tari**: "Ahh! I've been out with air mages before. Are you SURE it's still running?"

**Lath**: "It lasts for ... er, some hours. [Pauses & counts on fingers] Oh. I'll recast it then."

**Lath**: "Humans at the front. If anyone goes down, one of the pointy-ears can *Empathy* them back."

**Tari**: "I'm an ELF & I don't do empathy."

**Lath**: "Why not? The other two can."

**Silverfoam**: "That's true, although we do have to learn it; empathy's definitely not intrinsic to most elves."

The very, very hurt elementals flew back down to Lath.

**Lath**: "They say it was a *Wrath of Storm*".

**Isil Eth**: "What is a *Wrath of storm*?"

**Lath**: "It's a Mind thing ... YOU go up and deal with it."

**Tari** (Looking at the map): "Why don't we just put up in the best inn in Barretskine?"

**Michael**: "There are no Inns in the Barretskine Ruin. And if there were, they'd only serve spirits."

**Michael** (stabbing the air elemental with a hidden dagger coated in elemental earth): "Why? Because I'm a bastard!"

**Veor**: "And when I've finished with my iceberg, I let it go to mate with other ones"

**Aqualina**: "I've heard of icebergs carving but that's ridiculous"

**Veor**: "Well yeah, where do you think the calves come from?"

**Imelio**: "And there's a lot of bumping and grinding as well"

**Serra to Prilla**: "Fine! You snort some first and if you don't die, I'll buy some".

## Indigo Browne's Ye Olde Alchemy Bazaar

These and other weird and wonderful potions made to order:

Indigo's DA for a Day Potion:  
Rank 20 Namer DA for 24 hours  
3,000 each

Indigo's Necrogeny Potion :  
Rank 20 Necromancy Necrogeny  
6,000 each

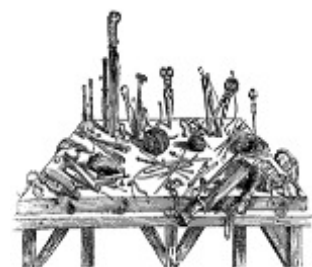
Indigo's 20/20 Vision Potion:  
Rank 20 Elven Witchesight for 24 hours.  
6,000 each

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

Indigo's Miracle Tonic:  
This potion will allow the drinker to go without both food and water for 30 days.  
10,000 each

Indigo's Elemental Resistance Tonic:  
The drinker is immune to climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. Elemental Magic damage is reduced by 20 per source (magical or not). Duration 24 hours.  
12,000 each

Indigo's Wraithcowl Elixir:  
The drinker becomes shadowy and less corporeal, becoming increasingly ethereal. This allows attacks against corporeal and incorporeal creatures. Adds 42% to defence, 25% to Stealth and reduces all damage sources by 8 (Drains, Magic, Environmental, Melee, Poison, Endurance and Grievous Etc) for 24 hours.  
15,000 each



Who is...

# Lucius,

## Lord Protector of Ladlaugh?

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

Where do men go to forget? After the preventable death of my family from plague and pestilence the injustice I felt from the inaction of the high elves drove me from Alfheim. I had heard that many Seagate adventurers were excellent at forgetting, "we weren't there," the Inn burnt down by itself, "your daughter married some other air mage named Vapour" I saw I could become an adventurer and learn how to forget too.

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

I have seen that other people use weapons, I am not sure how they manage it. One hand holds the shield, the other casts the spells, where do you put the weapon? I get down to the E&E basics in my casting, Enhance, quickness, slowness, and greater. What else could you need?

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

I organise the fertility festival of the spring rites for Ladlaugh every year, I spend a lot of time practising that. I also enjoy gardening and making high mana areas.

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

I, and my fellow adventurers, deposed the corrupt high-elven evil overlords of Ladlaugh and replaced them with more beneficent rulers, that is, me and my wife.

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

A fun time is had by all at the Spring Rites of course, please come and visit us all. Adventurers are welcomed and even feted. As for avoiding... stay out of the dragon's lair, they get cranky if you call in unannounced.

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

The GDP of my province doesn't grow on trees your know.

7) *So are you still able to be found in the Guild Kitchens? And have you managed to pay off*

*that large debt yet?*

Thankfully yes. I am still always willing to do greater enchantments for my fellow adventures. Contrary to popular opinion I have been able to do a 20 greater for some years now. I still find peeling potatoes is good for the soul and helps to keep me humble.

8) *So now you're the Lord Protector of Ladlaugh in Alfheim. Could you please relate the events that led to this?*

See above.

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

Sleeping in trees is over-rated.



---

**Imelio:** "We don't have blast magic - we have chip and whittle magic."

---

**Sierra:** "It's attacking the males who are busy fighting and they can only do one thing at a time. Try again when they're done."

---

**Veor:** "Don't you dare ESP my iceberg."

**Aqualina:** "Is whether or not an iceberg is sentient something that man ... or woman ... is not meant to know?"

**Veor:** "Well ... I don't want to know that"

**Imelio:** "I won't tell you then."

---

**Sierra to Vanderhan:** "You should become a mind mage. Then you'd be forewarned as well as four armed."

---

**Serra:** "Let's call the skull Yorick, until we know who it is."

---

---

**Imelio:** "Crouching Starfish, Puking Tiger" (after Ben the shape-changer tiger was wounded by a nausea-inducing giant starfish.)

---



---

"How many cats have you got?"

"Six - not counting the hangers on."

"So you're a crazy cat lady then"

"Erm ... I don't think so"

"You've got cats ... and you're a lady"

"Yeah ... but"

"And you're in the Guild ... that makes you crazy"

"Oh"

"Which makes you a crazy cat lady"

---

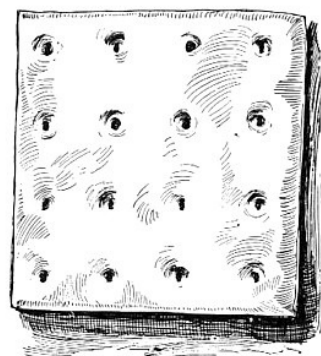
## Cookery Corner

I was putting on a pirate party and decided to experiment with making hard tack—something I'm sure you'll find in Guild Ration Packs!

### Hard Tack Recipe

2 cups of flour  
1/2 to 3/4 cup water  
6 pinches of salt  
1 tablespoon of shortening (optional)

- Mix all the ingredients into a batter and press onto a cookie sheet to a thickness of 1/2 inch.
- Bake in a preheated oven at 400°F (205°C) for one hour.
- Remove from oven, cut dough into 3-inch squares, and punch four rows of holes, four holes per row into the dough (a fork works nicely).
- Flip the crackers and return to the oven for another half hour.

















# Astrology Guide Winter 813

The Astrologers' Concave held in Adjebar in last Summer 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 sentients on Alusia.

∞ Seasons ∞

∞ Elements ∞

∞ Boundaries ∞

<p><b>Winter</b></p> <p><b>On any failed percentile roll ending in 2, 5 and 7 you get to roll again.</b></p>  <p>Beef &amp; Pork take on a range of wood flavours as Winter moves in. Romance should not be ignored this season. Lucky numbers 2, 5 &amp; 7. Trust Witches of two halves only when the winds do not blow from the south otherwise it will clearly lead to misfortune.</p>	<p><b>Air</b></p>  <p>Do not always trust the adepts of Water even if they assist your family line. Creatures of the wind will assist your family. People of cold Castle will need your help with the elements outside of their control. On the 4th look to a woman in dressed in blue, found outside the guild gates, as she will have good news for you.</p>	<p><b>Solar</b></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 Ft but will lead to 'regular' issues. An Otter of unusual size will be able to point the way to that which has been hidden from your clan from ages past - leading to the potential for great things.</p>
<p><b>Spring</b></p> <p><b>On any failed percentile roll ending in 2 you get to roll again.</b></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. Events are moving slowly but steadily closer. After any fall in winter you are bound to find your footing again. Watch for signs from the dan Elders with signs of white and cold. These will mark the way. A person of age and wisdom will offer advice.</p>	<p><b>Water</b></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. Again speak with care to woman on hilltops in thunder and lightning storms.</p>	<p><b>Lunar</b></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. Cane from the Five Sisters will assist you this month in hiding by your sent from those hunting you and your kind.</p>
<p><b>Summer</b></p> <p><b>On any failed percentile roll ending in 5 you get to roll again.</b></p>  <p>Will weather, wither and wonder or play a part in your clans' future after following a Lightning attack. Move quickly to secure your own Destiny and be sure in the fact that only stones will black blood on them will turn back the calling of the forth and unspoken Senator of Decay. A creature with four cloven hoof, and two hands may help you or someone you care about. Raphael's teachings have yet again proven of great value with pointing to those that can be trusted. His star sign in clear throughout the first month. Protecting all is not always possible, again unless from high ground. A creature with two cloven hoof, and two hands may hurt you.</p>	<p><b>Fire</b></p>  <p>Frozen water from the top of mountains will prevent being fooled by those that would do you harm well under the effect of new yet old virtues. Pork will somehow help in healing this season. The whispers in your day dreams will lead you to understand new aspects about yourself. This will provide 4 points of fatigue once per day as long as you have had a good meal within the last 24 hours. Garlic will assist you and others.</p>	<p><b>Life</b></p>  <p>Your Aspect is unusually strong this winter. Once a day - you are able to assist all friends around you by providing all a free percentile re-roll at your discretion. You can also heal earth dwellers twice as well as normal. You are protected from evil dreams this season, and you know something is coming once again.</p>
<p><b>Autumn</b></p> <p><b>On any failed percentile roll ending in 2 and 7 you get to roll again.</b></p>  <p>Again Halflings &amp; Dwarves &amp; Giants make for the best companions this Winter. Do not avoid short boat journeys this season, they will point the way to overlooked prosperity and new virtues. Doorways leading east should not be taken lightly for the enter lands long forgotten, covered only in grief and sand. Luck will watch over you. Doorways of red &amp; gold will offer refuge from harm. Understanding the dreams of others is key to your success.</p>	<p><b>Earth</b></p>  <p>A shard of Destiny could help with casting for most adepts this season if Earth is in your sign. Passing of the night will mark the Lords of Decay escape to the cold. Lucky numbers this season will be five or nine and will carry dried fish. In the dark, here in the dark, would you, could you in the dark? Within the first month, fresh pork will help you heal others with wounds.</p>	<p><b>Death</b></p>  <p>As the pain of the seasons fail to return joy to your life, everything begins to fail and slip away leaving only the raw elements of your disappear and darkness that will work for or against you but that is not yet seen of determined. Only the Wise Owl with the silver daws can show you insight which will prove to help yourself understand the road to returning to loved ones. Mindless steps forward will be folly. In Aladar the dead can be seen and loved ones advice can be given.</p>

# Starflower's Bestiary

## Of Sea-elves and Sea-horses

Of late, much has been spoken of Elves and of their darker cousins, the Drow. But not so much of those who took other paths in the Elven Civil War, that we know as the War of Tears. One faction departed and went into exile far to the West beyond Terranova, becoming the Erelheine. Others left this world altogether, of whom one party are known to be inhabiting the canal cities of Thunor. Each changed their form somewhat, but none so much as those who chose to make their new home in the depths of the ocean, the Sea Elves, also known as aquatic elves or Telleri.

Now, Aquatic Elves are not Merfolk. They don't actually have tails for starters, though their feet and hands are webbed, with long slender digits. Their eyes are equipped with nictitating membranes for protection and are generally a deep blue or green in hue. Their skin is generally a greyish colour with blue undertones, and their hair is long and straight, and anything from purest white to deep black through shades of grey, blue and green. They have gills, and so may live freely underwater without aid of magic, and also lungs that may sustain them for short periods on land. However, this being out of their element becomes increasingly discomforting to Sea Elves and they must soon return to the waters if they have not magic to sustain them.

Though sea elves are fine swimmers over short distances, they may choose to ride Sea Horses, known as Hippocampi, for longer journeys. These are believed to have created from horses using the same

powerful magics that made the Telleri themselves, and roughly at the same time. Hippocampi are Sea Horses not seahorses, and bear little resemblance to their tiny namesakes. Their torso and head is much like that of a terrestrial horse, but having webbed and clawed forelimbs. Gills take the place of lungs in the chest. Their hide is lightly scaled and varies in colour from ivory to deep green to cerulean blue with shades of silver. Their eyes also have nictitating membranes for protection and are a deep dark blue in colour. The hindparts of hippocampi are extensively modified, fused into a single broad-fluked tail much like that of merfolk. Indeed, some scholars assert that merfolk were developed from humans using the same technology at much the same time.

While herds of wild hippocampi may be found grazing the kelp forests of continental shelves, they are intelligent animals, and as easily trained as horses. Both aquatic elves and merfolk use tame hippocampi as riding beasts, to pull carriages and chariots, even to ride into battle. The hippocampus can be taught to fight with its rider, creating a formidable combination, its claws, teeth and tail aiding its rider—who will be usually be fighting with spear, trident or a modified lance, and may also be a magic user.

The magic of intelligent aquatics like sea elves and merfolk focuses on what will work in their environment. They have had long millennia to develop versions of our Colleges that are designed to work better underwater. Our Water College is full of spells designed to work on the decks of ships. Don't necessarily expect to see the same spell effects when fighting beneath the waves. And that isn't the only issue. Many weapons are reduced in effectiveness, with the exception of point weapons like spears and tridents. Which presents major issues when fighting those opponents such as skeletons that tend to ignore such weapons. Of course, such creatures are a bit of a problem for aquatics, who rarely use anything other than point weapons. Guess that's one more reason they really don't like necromancers down there.

On the whole, if approached in a properly respectful manner, aquatic elves will be more inclined to talk than to fight. They speak a dialect of Elvish, but many also speak the Merfolk tongue, and some will know common. It helps if you bring gifts, as it does with most elves. Oh, and don't take along any necromancers.



## 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

## Wally's Wizardry...

Wally the Wizard was a great and powerful magician in the town of Manaville. He lived peacefully except for one problem - Simon the Sorcerer, his archenemy. He decided one day that he had to kill Simon with his most powerful spell, for Simon had stolen his goldfish.

There was one problem though, this spell required potions to be mixed in a certain order, and Wally had forgotten that order! He could only remember a few facts about the order, and if he messed it up the mixture would explode, with lethal consequences for Wally.

Can you determine the order of the five potions (Green, Blue, Red, Yellow, and Death) by using the clues?

1. The death potion was not first.
2. The red potion was before the yellow potion.
3. The green potion was not before the death potion but it was before the yellow potion.
4. The blue potion was second to be mixed in.



## Wizard or Witch?

This is quite a group I've found;  
Look who belongs, it will astound.

In this group, find BY and LO,  
But see neither HIGH nor LOW.

This group is not very big,  
But it has GRIT, GIRT and TRIG.

HOVELS is in, but move the "s",  
this group SHOVEL does not possess.

It is sad but true, this thought:  
VOLE belongs, but LOVE does not.

Now, which one belongs, tell me quick:  
WIZARD, MAGICIAN,  
SORCEROR or WITCH?

## Riddles

At first I'm a girl  
in Oz who met  
the Queen of  
Hearts,  
But when my  
first is altered,  
I'm a piece of cake  
or tart,  
My second is  
changed to create a seasoning, say pepper,  
My next is swapped, and I'm where  
you'd find Thunor,  
Adapt my fourth to find something left  
over,  
Finally, change my last to make a fire  
igniter.  
What was I, what did I become, and  
what did I turn out to be?



Throw me away to use me,  
Take me in when you're done.  
My body will drown,  
And motion I will stun.  
What am I?



My thunder comes before my light,  
And my quakes before my cloud,  
My rain burns all it touches,  
And my blood red stones enshroud.



## Answers to Last Issue's Puzzles:

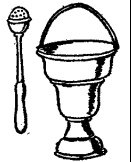
That Spectred Keep  
Tower A: Lord Odo, wights, Old Tower.  
Tower B: Old Anselm, spectres, Black Tower.  
Tower C: Lady Anne, vampires, Devil's Tower.  
Tower D: Brother Jerome, liches, Warlock's Tower.

### Riddles:

First: Black, Slack, Stack, Stick, Stink, Sting  
Second: Light  
Third: The letter "d"

## 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 Hot

Defeating Drow

Defeating Orcs

Elven Ways

Flying Ships

Coral Golems

Water Bolts

Wave Control

Tight Leather



## What's Not

More Drow Invaders

More Orc Armies

Stealing Souls

Sinking Ships

Giant Starfish

Streams of Corruption

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.

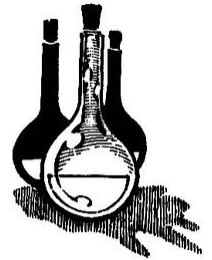
Please contact Flamis at Bolton Bay.



## 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.

## For Sale

This is a large  
section of  
enchanted blue  
chimera hide. It  
costs 6,000sp  
and is able to be  
crafted into a total of three pairs of  
boot or shoe protectors. When worn  
and clapping the heels together will  
return them to Seagate City. The  
shoes will lose their shine after a single  
use. (GM: Jono)



## Prophecy...

Dropped into the Time's office this  
morning:

"When the Orb of Fire and the Orb of  
Ice pass in front of the Red Eye of the  
Giant - then the Elders that Sleep will  
Awaken to Regain Their Place in the  
Cosmos"

No ... we have no idea what it means  
either.

## Contacts:

T'ana Silverwind (Ed.)	Jacqui Smith (275-3080)	flamis@slingshot.co.nz
Flamis		
Aqualina	Keith Smith (275-3080)	phaeton@slingshot.co.nz
Glitterwing Stargazer		
Lath	Jono Bean (021 917 173)	jonobean@gmail.com
Mebh	Julia (021 106 7365)	juliamcspadden@gmail.com
Lucius		bridgetjane@yahoo.com
Fr. Rowan	Jim (021 076 9376)	jim.arona@gmail.com
Indigo	Michael Young	lexor.morgan@gmail.com

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