

Master Merchant Saves Lives; Bumper Profits for All



The 500 to 600-strong Bardic Choir of Evil was led by a giant and had attendant polar bears, magic-using Walruses, and Ninja Walruses. They had already charmed & kidnapped two party-members, from a range of several miles, so Michael sent them a message: "There was a little violence & misunderstanding, but we can get past that. Have I got a deal for YOU!"

The Giant was prepared to listen, since three Guild-members had just destroyed his flying humpback whale and the hundred-odd force on its back, including a giant, simulacra, huge snow-spiders, and many magic users (some in a Spell enhancement). Although there was some confusion over bizarre terms like "Allies", "Friends", & "Pot" — and why Michael didn't want to sell his hot fire-mage or swap her for the "silly illusionist & useless namer" he wanted back. Along the way we also added the remaining members of the Dwarven Expeditionary Force, and some hobbits. The terms were

- Everyone cooperates and EVERY side gets more Salamander hearts than they would have acting alone.
- Viola & Geld were ransomed for extra hearts.
- The Polar bears get one Jade amulet

now, and five of their people will be taken south to train as witches.

- Allies do not attack each other, and nobody gets eaten (except penguins).
- The Giant's Whale armada provides the transport for everyone.
- Those who process the hearts best, do it for everyone.
- The hobbits provide guides & ice-mages.
- The party handles the *Creatures of the Night* (undead!) and deals with the Efreets that guard the Salamander herd.

Michael made a side deal with the Snow-Tigers so that the Alliance could use their hot-springs this winter, in exchange for Elephants (to be delivered later).

When we reached the herd, Jaundice snuffed the efreets that surprised us. They were so impressed with her Talents that Michael was able to negotiate on terms that would greatly please their Prince, and we did not kill or banish any further Efreets back to the Plane of Fire prematurely. They also got back their magical container, and we achieved several of our Mission Goals.

Jaundice voluntarily departed to the Plane of Fire to teach them and be entertained by their Prince... which might upset the Destinian officers expecting to dance with her at the Spring Ball. Hopefully she'll send an apology by firebird.

GM: JONO

CONTAINING More in Quantity and greater Variety than any Book of the kind and Price

- Mission Reports
- Puzzle Column
- Astrology Guide
- and more...

Agreement Reached with Dark Brotherhood

A recent conflict of interest between the Guild and the Dark Brotherhood has led to an emissary being sent to the Guild. After protracted talks between the two parties, some rules of engagement

have been drawn up to help facilitate the current and continued cordial relationship between the two parties.

For background, the Dark Brotherhood have affirmed themselves as a mercenary outfit operating in similar areas to the Guild. They are an equal opportunities employee which means they may be operating along different lines than the guild may entertain, and hence there may be cause for the two parties to clash. It is clear however that they are honourable and have an active interest in restoring order in the Western Kingdom without a change of ownership taking place.

In essence the rules of engagement call for standard ransom to be enforced if possible for both sides, that if a conflict of interest is in play it should be flagged as soon as possible to both parties, and obviously to work together where it is clear that the objectives of both parties align.

GM: DEAN ELLIS

The SGT is Twenty Years Old

This issue marks 20 years of our publication, the first issue dated September 1993. In celebration of this we will be outlining our history as seen through these pages, see over.

Remember the War?

Highlights from the Headlines of the 1st few issues of the SGT

Issues three through eleven saw us embroiled in the Middle Duchy war - now known as the Western Kingdom war

Issue 3) - Tensions rise in the middle Duchies - The Duke Frederick of Aquila and the Marquise Dulciena of Bowcourt, allied late last year by the marriage of their ruling dynasties. Aladar heavy cuirassiers, are sent to the Innsburg border. Aladar objects and calls for meeting of noble houses. Rumours that the Marquisate of Bowcourt is with child. Talk of naming the child King is openly spoken of.

Issue 4) - The tension caused by the coronation of Ulric, the son of Duke Frederick of Aquila and Marquise Dulciena of Bowcourt, as the new King of the Western Kingdom, has exploded into conflict. Almost directly after the Coronation, on May 5th Innesburg was invaded by the Aquilan High Guard. Riots happen in the streets. On May 18th reports of the Duke of Aladar death and a horrifying assassination killing several hundred members of the nobility in the Aladars' capital city of Novalar.

Support for the next Duke of Aladar is split between two noble houses. Count Baltmund of Zumalar-Baltheim (SW Aladar) and Count Grobbelar (NE Aladar) both claim to be the next rightful Duke of Aladar. The Duke of Aquila invades Eastern Aladar "to maintain order in the Western Kingdom". The Kingdom of Eltrandor and Duchy of Brandenburg both support Count Baltmund. Count Baltmund and 50,000 troops march north and hold the line with Aquila forces along the Drosky Mountains in the city of Barretskine. The Duchy of Drakenburg attacks the Duchy of Aquila. The new Western Kingdom (Duchy of Aquila & Bowcourt) declare war on the Duchy of Brakenburg and quickly start winning against the small unskilled horsemen from Drakenburg.

Issue 5) - Capital cities of both Aladar & Drakenburg under seige. Duke Boltmans of Aladar crush rebel Alidarian Baron Grobbelar (who



sided with Aquila), Baron Grobbelar seeks sanctuary with the Bishop of Mordoux. Guild party captures Richard of Foxcourt outside the city of Drakenburg and lifts the siege of Drakenburg as forces from Eltrandor comes to their assistance. Novalar city/ruins (Aladars' capital) change hands three times.

Issue 6) - War Grinds to Wintery Halt. The new Western Kingdom invest a new Archbishop of the Western Kingdom (the former Bishop of Mordoux) and give over the ruined city of Novalar as his new Cee. Duke Boltmans of Aladar unhappy with gift of Aladars' capital to the Church. Countess Isil Ith troops moves into Southeastern Aladar to stop bandits & raiding & to stabilise the area. In late winter rumours start of a Dragon in Zumalar and magical Horn which can destroy city walls was used by Aquila.

Issue 7) - Peace Talks Collapse in Turmoil in short - Duke Boltmans of Aladar does not accept King Ulric, the son of Duke Frederick of Aquila as the heir of King Sigismund and as soon as Sigismund returns, he will swear fealty. Until then, all Dukes are equal.

Issue 8) - Aquilans' renews attack on the mountain city of Barretskine with counter attacks by Aladarian Special Forces of mages & guild parties.

Issue 9) - A horde of Undead & a demon summoned by Zadrin of Duma create massacre in Barretskine, Aquila & Bowcourt forces split by locality to Arch Bishop and respond to the invasion of Barretskine. Aladar forces recapture Novalar (again) under Baron Blitzkrieg. Even though the city of Novalar has changed hands again, the Arch-Bishop of the Western Kingdom wants the war to stop!

Issue 10) - Field Marshal Blitzkrieg Battle Report - The Middle Duchies War is over, Aladar was attacked by freezing weather magics. The port city of Zumalar was attacked by huge Red Dragon who was supported by Drow undead Priest slaves. The ruins of Barretskyne was freed from the Undead Horde (summoned by a powerful necromancer named Zadrin of Duma) by the combined forces of both sides in the war and also the combined Western Kingdom Powers of Light church forces directed by the new Arch-Bishop of the Western Kingdom.

Issue 11) - The Peace Agreement of Middle Duchies war. Lands held by Aquila are given to Aquila nobles and become part of Aquila. The Duke Of Aquila's son is recognised by Aladar as the King of The Western Kingdom and Lord Over the Duchy of Aladar.

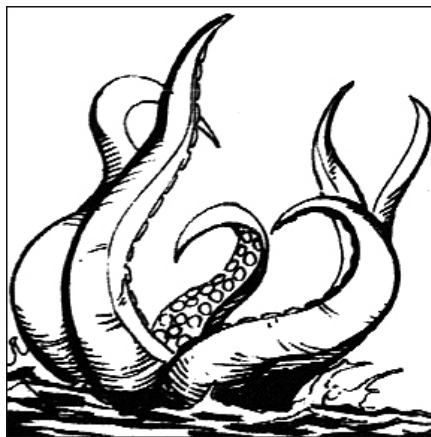
A Brick Wrapped in a Prophecy

After being summoned by a group of children and transported to a magic cave by a dragon, the 5 heroes (Aaron, Horton, Brunhilda, Alandis, and Lim) dispose of the goblin and orcs who held the kids family and village captive. Subsequently the group flies around the valley to rescue one village of woodcutters, and set the barn of Upvalley village on fire in an attempt to rescue the villagers. Subsequently, the heroes continue their flight toward Lake Town, interrupting their journey only to:

- inform Robertson town of the incoming Woodcutters and the 7 Horsemen spotted on the road.
- inform the dozen villages of the recent events.

The heroes meet the Mayor in the stilt built Lake Town. then depart for Gloomy Vale where they meet the Sheriff, his assistant Roberto, and the priest of the Old Misty Church. After a succession of discussions, they have finally retired for the night when the inn is attacked. They get rid of the intruders before a sound night of sleep. Next destination - goblin territory.

After sorting out provisions and horses, the heroes set off to recruit a pair of vampire slayers, before reaching the town of Midvale. After a good nights sleep the party is again enroute towards goblin territory. After two days travel they are ambushed by goblins but after some talk they are guided to the Chief who welcomed



their arrival.

After exchanging information with the Shaman, the party set off with a platoon of goblins towards the tower. As they arrive all the goblins flee, frightened by the towers terrifying aspect, except the herb gatherer. The five run in after Brunhilda who, going berserk, has decided to attack the tower.

The courageous men are now fighting for their lives against undead. They venture deeper in the tower were they defeat a Necromancer and his 11 Golems. They reach the top of the tower, where they find the chalice and the candles. They return to the goblins, where after four weeks of training they perform the ritual and defeat the spectre and his army.

While spelunking a water creature resembling elemental is discovered, so the party decide to take it to The Old Deep One. The goblins assist with the transportation until Gloomy Vale

where they stop to decide the fate of the chalice. The party continue, assisted by few boatmen, taking the creature to The Old Deep One, who says the creature will continue with them. So they set sail towards Sandspit, a town on the coast of the Venarian see, where they might find a way to go back home.

They meet with Captain Jack the Orc which is wanting to repossess whatever goods are on board of a sailboat governed by drow. The plan is drawn up and the attack on the boat takes shape in the open sea.

The battle is vicious and every drow and the vampire on board are eliminated. A close inspection of the vessel leads to the discovery of the original 12 crew members who have been enslaved, a cargo of coffee and tea and plans for an attack of Elfenburg. The heroes swiftly head back to the Guild of Seagate to report their discovery.

GM: IAN ANDERSON

An Open Letter

To any new fellow guild members a small word of warning. Be Prepared! You may think that, since you are new to the guild, your first assignment will be an easy casual affair to introduce you to the adventuring life. Examples would be, saving a small child from being lost, scaring a few goblins off, or maybe simply delivering a message to the next village.

You Would Be Wrong!

What follows is a brief account of my first endeavour.

- 200 foot diameter sentient dust storm complete with undead inside.
- Interplanar travel via a house inside

a tornado

- Endless flying over huge deserts
- Escorting females who are shopping (Even a trained professional would not do this.)
- Near on invisible undead that wants to drain you of your body's water.
- Blind teleporting in enemy towers
- Playing around on or near an island whose inhabitants are an elemental lord and a powerful female drow, both with minions.

So if you want excitement you have come to the right place. All I have to say is Be Prepared!

Yours Sincerely, *Quentin Ulysses Ash*

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.

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

The Sea Witch is Sorry

We were employed to sort out the situation in Pasifika, which had worsened with the kidnapping of the King and theft of the Trident of Power. Ursula the Sea Witch was attempting a takeover with armies of undead. On the way, we did over some misplanned pirates (under one Captain Hook) and sent them home, after relieving them of their valuables. After arriving in Pasifika, we set about the logistical task of getting merfolk rein-

forcements from the watery realm of Perelandra through a portal with both sides on land and into the seas of Pasifika.

Then it was off to the merfolk capital, Atlantica, which had been taken by Ursula's undead horde. We sneaked and fought our way through, eventually reaching the throne room. There we found the king who had been turned into a polyp in a jar, three sarcophagi containing the military scientists con-

trolling the undead armies, an aboleth brain in a glass dome, and sundry undead, giant starfish, and golem golems (most of which went away in a flurry of magic and swords - the aboleth was a bit more stubborn, deathcursing Arwen, and turning her into a magnet for phantasms).

We continued on downwards into the

deep, until we came upon Ursula engaged in a summoning ritual, surrounded by assorted undead, deep ones, marids (water djinni), sahuagin, chanting skulls, an aquatic elf tied to an altar, and behind her a portal with an image of part of a stripy ball with a big red spot (an image of Wotan, if I'm not mistaken). Arwen teleported across the room in an attempt to assassinate Ursula, while Sir Rojer and Thorn kept the hordes off the Bishop and I as we kept casting.

When the Sea Witch went down, the Avatar of the Sea Duke appeared. Arwen went in to kill the demon, and Ursula arose, no longer an ugly octopoid, but a beautiful black-tailed mermaid. I realised that she was struggling against some kind of mental control, and so I cast an unbinding and set her free. I could sense that she was truly sorry (and very angry, but not at us). Arwen slew the Avatar, and it was all over.

Except for preventing the merfolk princess from killing her Aunt.

GM: KEITH SMITH



Other Missions in Brief

Just Deserts

The guild received a visitation from a powerful shaman of the Taghlib tribe, located in the desert, near the Five Sisters. There is something strange in the desert that may become a problem for us on the north. We investigated and found members of the Dark Brothhood, hired by the Red Mage in Saktekorum, Savnok and a drow called the White Lady, training constructed people to teleport towers about the place. We arranged to ransom them. We find that the towers are linked to one in Terra Nova, owned by an Elemental Air Prince and power by mana draining seaweed, syphoning mana from the Great Mana Storms in the Western Ocean. Lowly as we are, we failed to disrupt this power conduit by use of a whale, but report back our findings.

GM: DEAN ELLIS

Red Red Wine

The job is a wine boat of Mario's family has gone missing. We need to find the boat and get it returned. And there

are 5 Guild members on the boat too. Avoid a lot of wild mana weather. Pirates are beaten up and questioned. Arrange a ship as bait and hire onto pirate ship undercover.

Assault pirate base, loot and rescue.

GM: CHRIS C

The Good, Bad And Ugly

We went to a strange plane with Melody, who acted as agent for our Employer known as Elephant. Elephant wanted to know why all the peasants were dying and for it to stop.

Which is reasonable seeing how Elephant was lord of the spirit realm on the plane and the place must have been getting rather crowded. It was fun sitting on his throne ordering the wraiths about.

It was a bit confusing, involving a sentient glacier, a plane-walking mechanic, a plane maker, ley lines, a tapestry that held the plane together and a peasant girl who could see through you.

We were pretty certain the goblins

were the ugly ones, so we took turns being good and bad. Military time out was used to hurl abuse at other party members, accurately reflecting what we did during training. Chaotic was an understatement. Eventually we died trying to attack a sentient castle-come-stone-golem in an area of no mana. And a good thing too as we were then able to waft through the walls and kill the big job who was inside. All he had wanted was to rule the plane by absorbing the powers of all the major mages - we would have helped had he asked as none of them were nice to us.

We did seem to have a knack for upsetting people and driving away potential allies, but those are the breaks. So went back to the halls of the dead and did a little looting, seeing how Elephant had been trapped in a clever device - oops. So we made a profit and got home, in our own bodies, which was more of an issue than we had first suspected, although the goblin was reduced to a testicle.

GM: JEFF LEDDRA

Starflower's Bestiary

Redoubtable Rocs!



When is a roc not a rock? When it's a truly enormous avian. I've only once in my entire adventuring career encountered one, and then, if I remember correctly, it bit some unfortunate practically in half with its gigantic beak. It didn't help that we were flying at the time, and so he fell out of the sky, with results that can only be imagined. My point is that these creatures are actually quite rare; though should you sight one while in the air, landing and taking cover would be an excellent plan.

The roc generally resembles a super-sized version of an eagle, rather larger than most dragons...

The roc's creation was most likely the result of an air mage playing with an avian growth spell that backfired and became permanent. Or maybe a Power of the Air decided the world needed a really big bird.

The resemblance to eagles is more merely physical. A roc is a raptor, a bird of prey, like its more normal size counterparts. It likes to swoop down on its quarry and tear it apart, or to seize it in massive talons and drop it from a great height before feasting on the shattered remains. It's just that while a hawk will set upon a rabbit, and an eagle will take

a sheep, a roc has a much... larger appetite. Rocs are known for feasting on horses, cattle, elephants, and even whales. A flying adventurer makes for nothing more than a tasty crunchy in-flight snack.

Rocs may soar across vast distances by land or sea, for they are able to sleep in the air as they fly. They are antisocial and territorial, and may attack others of their kind in violent aerial battles. They tend to nest high up in mountain ranges, preferring rocky crags that are completely inaccessible by foot, where they build vast aeries of tree trunks and ruined material. Once a decade, a mated pair lays a clutch of three to five eggs and while they raise the young they trade off in their long-range flights, one restricting its wanderings to within a short radius of the nest. These eggs are very valuable if they can be acquired, since rocs are trainable, and are one of the few species large enough to provide aerial transportation for the larger species of giants.

Which brings us to the obvious question... how does one deal with a roc? Melee combat in the air is rarely a practicable option, and to make matters worse a roc has a considerable reach, greater than that of a man with a pike. Oh, and those feathers are not just valuable they're about as good as the average plate armour. And you don't want to know how much damage those massive talons and that mighty beak can do (although strictly speaking they're not magical, so you might try attacking with air elementals).

So, the first thing is to land, and then attempt ranged combat with magic or missiles, preferably from the cover of



trees or inside a hide. If the roc is not aware of you, stealth may be an option, as are the various forms of concealment spells. They do not have witchsight as far as anyone knows, and although they are quite perceptive, they're not dragons. Then you have to deal an enormous amount of damage in a relatively short time, before it figures out where you are. Another (perhaps kinder, and certainly more efficient) option is to use a control or a knockout spell like mental attack. With this you may be able to get the eggs without harming the bird (much). Just remember that a roc's egg is as big as, and about as heavy as the average dwarf. Better pack the portable hole. Importantly, normal rocs are not sentient, and are not spell-casters. In a magical world there can always be exceptions. I do not want to meet that one.

Get the Power of Fire and Light!

Fire College Invested Items:

Dragonflames

Rk 10

Weapon of Flames

Rk 10

Also Rk 8

Weaponry.



New Dragonsmite!!!

(ask for details)

Prices negotiable.

Contact Flamis at the Guild.

Earth College Scrolls For Sale

Scrolls of the following spells can be obtained from Basalic at the Guild,

up to a week after

the Guild meeting. Otherwise

contact me at Bolton Manor.

The spells are:

Trollskin rank 12 - 1500sp

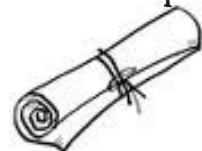
Armour of Earth rank 15 - 1500sp

Strength of Stone (EN) rank 13

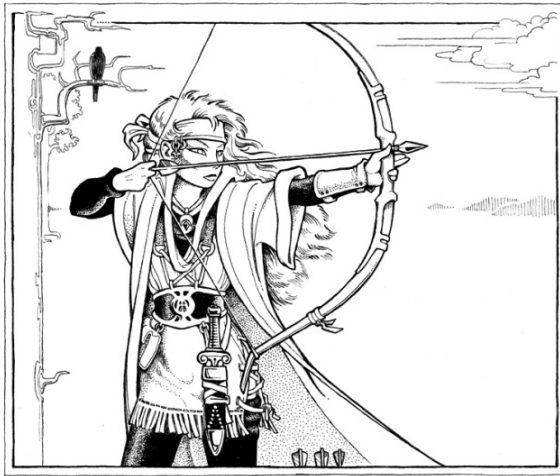
- 1300sp

Other invested items or scrolls also

available on request



Who is... Aurora



Darn it - my planned interviewee had to cancel and I didn't have a backup plan. So I'm interviewing myself. I'm Aurora Steelwind, an air mage elf fae, originally from Alfheim. I'm now hopping backward and forward between the plane of Asheth and the province of Ladlaugh in Alfheim. I've also got a place at Highport in Artzdorf that I use on occasion. As you can see, I'm 5'8in, with long blonde hair and usually dressed in blue.

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

Well I've been a Seagate Times reporter since the new management took over the publication but, after a while of hearing about all these adventures, I was getting more and more curious about what this adventuring lark was really all about. Besides, a reporter's pay is definitely not enough to pay for the special knowledge spells that I wanted to obtain from the Air College.

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

Bow mostly. I'd rather fight from a distance - makes it harder for them to hit you. I have to admit I'm rather good with a longbow. As for magic, I'm more of a flight or transport mage.

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

Well, apart from writing for the Times, I like growing flowers. I've also been learning the art of falling from great heights with style. There's also flying - I love to fly just cause I can. I'm also sometimes out exploring the land as well as keeping an ear on politics in the Western Kingdom.

4) *Please describe a highlight of your career so far. For example, defeating a dangerous*

foe, best death, best magical item/ability gained.

Being on the Plane of Air was fun. I'd like to actually have my own place there. And it was there where I finally got my own wings. They're wings of air but when I add the illusion of fae wings, well I think that's rather cool. Also attending the King's Ball ... that was rather fun. I also like being part-fae, even given the cold iron drawback.

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

Oooh... lots of places. Any place I haven't been before I guess - I just love visiting places I haven't been to before. Mind you I love Asheth - the fae plane I live on most of the time. I also mentioned the Plane of Air. Places to avoid .. not sure really. I'd probably avoid tunnels and caverns but that's probably just me.

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

To go boldly where I never been before, experiencing new places and things... erm... and the money... the money is also good as well as the hope of finding more fae abilities I can get.

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

Not sure really... I guess go out there and have fun... without burning down any forests and stuff. Oh, and not to fly out over the enemy in such a way to be an obvious target - did that once, was really really stupid. Oh... and you've got to try banapples - they're really delicious.

Interviewed by Aurora

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.

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.

Lath's Astrology Guide - Spring 813

The Astrologers' Concave held in Adjebar 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.

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|---|--|--|--|
| <p>♈ Spring</p> <p><i>On any failed percentile roll ending in 0 you get to roll again.</i></p> <p>Events are moving fast. The Dragonspin Mountains hold great hope for those of long life. Enchantments on the ground will be more effective than in other seasons, with the help of blood. A woman with wet and green hair may assist you with a struggle of wills or a moral quandary.</p> | <p>♋ Summer</p> <p><i>On any failed percentile roll ending in 2, or 7 you get to roll again.</i></p> <p>Michael's gifts to the worthy may assist those in the great northern wastes or southern deserts. In the dark places of Adjebar stories and legend's written in a desperate hand and old script will shed light to those seeking wisdom. Forgetting lessons of old will be the best way to get the job done.</p> | <p>♌ Autumn</p> <p><i>On any failed percentile roll ending in 2 you get to roll again.</i></p> <p>Humans make good companions this Spring as they understand ways that are. Avoid the darkness of Duma. A blue key should be of value. Those of the trees but able to move from the trees know of the ancient times. Memory of wood does not fail but may not always be true.</p> | <p>♍ Winter</p> <p><i>On any failed percentile roll ending in 5 you get to roll again.</i></p> <p>Poultry takes on a new flavour with Winter quickly moving away. Those of long life must act to save face and life of those close to the crown. Elm arrows will do far more damage against Necromancers of Old blood. Stir memories of old to protect the realm of trees in northern a climate. Look to the north.</p> |
| <p>♁ Air</p> <p>With the cold wind of winter leaving and the warmth of summer descending like four horsemen of the seasons, those that rule the waves will hold secrets and power over the winds. Again speak with care to women on hilltops in thunder and lightning storms.</p> | <p>♂ Water</p> <p>Fire is in ascendance and a person strong of that Element will assist you to slow Air's drive towards Ice and dominance of the testing grounds. Meats other than pork or beef may help in healing this season.</p> | <p>♂ Fire</p> <p>Water adventures are out this season again! While looking into caves Dwarves will assist you and others. The Lords of Decay are safe once more beyond the gates that are now open to the elementals. Those that are trapped are outside of risk. Never forget that others are watching.</p> | <p>♁ Earth</p> <p>Since destiny is yours to take, act well. Even with earth under your control water is in your sign. Moving from it will help remove the Willing Prince. The Lords of Decay weapons are still at large. Seeking them may help your quest. Look to the green sunsets.</p> |
| <p>☀ Solar</p> <p>A path walked in a new way home will allow you to overlook something best forgotten, and discover something new about yourself. Dark wings given to an unexpected ally will cast a deep shadow. Within the first two weeks of this season hot meals will help you sleep</p> | <p>☾ Lunar</p> <p>The trappers in the great northern wastes will recover from falling under the will of the Lords of Decay. The third chest is the best one for riches and the second for fulfilling long unfulfilled hopes. A good number to pick is four.</p> | <p>👶 Life</p> <p>As Spring mounts life is anew and warmth is all good and kind. You will heal wounds with your voice or song but those of old blood will gain the most hope from the melody. You are protected from evil dreams this season and the voices will tell you that something is coming once again.</p> | <p>💀 Death</p> <p>As the pain of death of a loved one is all but gone you can recall this if you drink heavy amounts of mead. The loss is not new but someone is working to return life to a long dead enemy. Death is not far away and will return soon.</p> |



Borovia Attacked, Isolated: Refugees Flee

On the First of Frost, Drow commando units began assaulting Borovia Township and environs. Outlying farmhouses were razed and parts of the town itself set on fire. This audacious gambit, far north of the existing Drow-Western Kingdom front, attempted to destroy the Portal to Kinlu, depriving the Elves of any potential Erelhaine support.

It was believed, at the time, that Kree Tajin was on a secret but violent anti-Drow mission in the Southwest; Anastasia Desirée, with Mayor Ismark, was in diplomatic & logistic talks at Eidolon. Therefore, with Count & Countess Palatine absent, the remaining authorities deactivated the Portal to prevent its total destruction.

To avoid further fatalities, the Admiral evacuated all civilians from the town and gave some of his stores to those able-bodied citizens that retreated into Rabenschloß (the gothic fortress above the town), assisting the "Ladies of the Castle" (the local coven) to hold fast until Kree and Anastasia

return. However those townsfolk with children, including the Mayor's family, and those from the Chateaufneuf estate, including the Baroness herself and the Mechanician's Guild withdrew overnight to Seagate instead, with the bulk of their movable assets. Most of those Borovians are currently guests of the Superstition Mountains Dwarves.

Meanwhile, temporary Martial Law was declared in the name of General Thallasius Le Bel-Ami, (commander of the Elvish Garrison canal into Alfhiem) — only until Lord Kree returns to take charge, obviously. Elvish patrols are clearly dissuading the Drow from causing further damage. The Borovia-Kinlu portal remains closed. Alusians are advised to avoid Borovia this season.

The farsighted Domani had already left the area several months earlier; although it is believed some stealthy individuals may still remain, to judge from occasional Drow body parts found conspicuously nailed to trees in the Borovian Forest. Furthermore,



the alarming midwinter rumours that the escaped Senator of Decay had captured and controlled Kree have since been strongly denied and are almost certainly false.

Potions of Great Virtue

OFFERED FOR SALE BY
SABASTIAN SILVERFOOT
PURVEYOR OF MAGICAL
COMESTIBLES AND ALIMENT:

Up to Rank 9 Restoratives
(-11 EN, +22 FT)

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.



What's Hot

Star Wings in the daytime

Using the vampire slayer to protect us

What's Not

Star Wings in Mist Dragon Territory

The vampire slayer using us as bait

Crowns of Thorns

for sale

Increase your WP (conditions apply)

Cost 5000sp
per Crown

Only 3 available
so be in quick.
contact
Ithilmor



Restoratives for Sale

Honey-flavoured!

Up to Rk 7 currently available.

Only 800sp.

Please contact Grizelda at
the Guild, or at the village of
Thorn's Landing.



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 have assembled large forces near Innsberg, enough to punch through to the Alfheim border and beyond, although they are still dependent on the supplies coming up the ice road from Zumalar.

The Western Kingdom forces so carefully housed through the winter

deserts where ever they stay. Alusia will become a desert like Terra Nova, completely devoid of life and magic.

Those inhabitants whose lords have left them and have avoided capture by the drow are leaving by any route they can find, eating when they can, fighting when they have to. Some lords will

for the spoils, hampered more than a little by an emerging enclave of trolls, and giants will be seen around the Drakenspine mountains. Barbarians will come from the north to gain new lands, although they are so unlearned that they cannot tell if tell where to attack or where to stay.

Fortunately the harvest is good, to be eaten by the most powerful people who can hold the land long enough to reap the crop.

Weres will swarm into Tuscana and Watersford, recruiting new blood into their packs.

Other drow efforts will wither, leaving remnants in out of the way places. There will be bandits on the Sweetwater.

Sea-piracy will resume as the troop lift is complete, at least there are no more troops left to bring over. Most of the supplies will be dumped on the beaches or up narrow rivers near the coast. Some of the ship captains-come-pirates will, on being paid off, return to raid their former employers, taking food and other supplies for sale in Ormond.

There is more fighting in the Elven Ways, which are sources of unbridled magical power, the disruption of which will alter Western Alusia in weird and significant ways.

Destiny will purchase the Elven Isles from the drow, and will sweep down trying to suppress piracy and reestablish their trade routes to the south and east.



will expend themselves against the ice road, marooning the drow forces but depleting themselves to the point where their lords need the survivors back at home to protect their lands.

Bands of drow and their dross are wandering the remains of Aladar, Aquila and parts of Bowcourt, capturing inhabitants and taking control of towns, villages and forests, setting up petty kingdoms. Drow will sacrifice locals, especially those with higher MA, and drain the very mana from the ground, the animals and plants, creating pocket

abandon their lands, taking everything of value, and head to where they think there may be food, shelter and a welcome security. Others will go on crusade into Eltrandor and Cauldersfield to teach them for treating with the drow.

The King's influence will diminish, and the King's writ will only be honoured within 13 miles of Konigsberg, which becomes an island of normalcy.

Nowhere else is safe, the surrounding countries will start to encroach into Aquila, fighting amongst themselves

Philosophy in Phifty words.

#1 What causeth the Spring?

by Silverfoam

Every winter, a Great Herd of Salamanders, miles wide, migrates from the Fire Plane to the Artic, attended by Efreeti Herdsmen. As they cool, melting the Snow & Ice, they grow larger & more powerful. This released Heat rises in the air and eventually warms Alusia, bringing the Spring.

NOTE: This is a new Column inspired by an amazingly brief description by some Guild philosophers who believed they had discovered what causes the spring. Unfortunately the lengthy ensuing "discussion" on possible causes of autumn became excessively noisy and acrimonious, and was quite unprintable.

We invite brief, lucid submissions from professional Philosophers or gifted amateurs on topics of their choosing. Please try to keep both the explanation AND the title to less than 50 words each — on peril of being savagely edited, regardless of context or subtext.

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.



Western Kingdom Refugees

Refugees have become a boon for settlement in the Brastor Holdings even as fresh produce prices are at an all time record in Seagate.

One of the leaders of the Seagate Merchants Guild has pointed out that given close to two years of failed crops within the Western Kingdom, it comes as no surprise that people with coin and influence are continuing to arrive in the Duchy of Carzala, mostly in Seagate.

Within the Western Kingdom, the area of Ormond in Northern Ranke and the remaining stable areas of the Duchy of Bowcourt are already inundated with people seeking assistance and migrating further afield. The Duchy of Toscana is said to be the destination of many families given their bumper harvest last year and rumours of a warm welcome and helping hand.

Accommodation within Seagate, along with food, is at a very high price. The town watch has been keeping the peace but with an influx of many thousands of people over winter and with only most of them moving on to Arns Ferry, Duke Leto DeWinter of Carzala has ordered Chamberlain Martin Danlaw draw up new deeds for land

within the ruined and unsettled areas of the Brastor Holdings.

This is with the stated aim The Chamberlain has directed Fiona Tallow of Arn's Ferry to assist these refugees in settling in the Holdings. It is understood that they Duke has the blessing of the Horsemen of the Sea of Grass and some of them have been employed to escort the refugees to Brastor from Arn's Ferry.

As of the first of spring it seems that the constant flow over the winter months of people heading to Arns Ferry are said to number in excess of 12,000 people. It is said that these settlers will be heading for Lewiston within Brastor for resettlement by way of the Sweet Riding and then onto Brastor Landing within Brastor Holdings. It is not expected that any of new settlers will be heading for South Lending.

Food in Seagate - particularly fresh produce is at an all time high if it can be gained at all. The Duke has gained the assistance of the Guild in allowing porters to move some limited food stuffs from Tycho City to the Guild and down to Seagate.

Destiny Trade and News

Destiny would like to extend their warm heartfelt thanks to the Guild members Master Michael the merchant prince and Lord Taledo Steele for the assistance in the recovery of two of their missing warships. These ships were located and then recovered in the Kingdom of Ibanvaal, far to the north of the great trading city of Chelemby. This has greatly eased tensions with the Guild, given their speedy recovery.

Destiny would like to remind Guild members that the merchant fleet sailing under the flag of Destiny is still involved in supplying food and other goods to Western Kingdom ports. Giving the good standing of the Guild, members are welcome to either assist or indeed seek assistance from any Don (Captain) when dealing with pirates or raiders in the area this spring.

Destiny has also started a trading consortium under the watchful eye of the Seagate Merchants Guild, with the aims of seeking investors to help underwrite more risky trade deals given the current war within the Western Kingdom. Please contact Mr Bernard Madoff at the Seagate Merchants Guild.

GMJONO

Be alert but not alarmed Drow terrorism... it's coming to Seagate

By a Seagate Patriot

It is clear we will be going to war soon with the Drow or Dark Elves. Basically Drow are like the worst of elitist up themselves elves and dirty lecherous dwarves combined; they live in dirty holes under the ground like rats or dwarves (not that the this author has anything against our stumpy legged little mates) and breed like rabbits or slut elves (not that this writer has anything against our pointy eared, promiscuous chums).

Drows will probably disguise themselves as elves to infiltrate Seagate and poison our town's drinking water (not that this author is trying to stir up panic). So we need to be on the lookout for paler than normal looking elves who have the haunted look about them of having sacrificed their first born last week to some vile foreign underground god. This could be a normal elf with the flu who has just stepped outside their front door to get some willow bark from the apothecary. So make sure you torture them first to get the truth before lynching them; here in Seagate we don't want innocents to suffer.

The Drow are so evil they will send in their own underage spawn into Seagate padded to look like those fat arse druggie Hobbits (not that this author has anything against Hobbits, some of her best friends are Hobbits) and then burn the town Castle down. So any Hobbit acting suspiciously should be waterboarded for hours in the Gaol dungeons - just in case.

Their natural allies the Orcs, should be viewed with sensible suspicion too. The kind thing to do is to terminate their employment if you are their boss, evict them into the street if you are their landlord and refuse to sell them basic necessities if you are shopkeeper or stallholder. This will make most Orcs leave town and not murder us all in our beds next month at midnight.

Remember Seagate, report anything suspicious to the watch. However the Watch are quite busy, so help them out by ridding the world of suspected Drow spies and form your own Neighbourhood Watch.

Community... it is what Seagate is all about.

The Puzzle Page

Eggs- traordinary!

Four Guild adventurers were sent on a mission by an ovophilic alchemist, on which each found an unusual egg. Can you determine the appearance of the egg each found, the order in which they hatched, and the creature that came forth?

Adventurers:

Sir Hopeful, Lady Juniper, Lord Longbottom, Madam Thumper

Eggs:

Blue, Red, Green, Yellow

Creature in Eggs:

Harpy, Hippogriff, Gryphon, Roc

1. The four adventurers were Sir Hopeful, the adventurer that found the dull Red Egg, the adventurer whose Egg hatched last, and the adventurer who had a Gryphon in their egg.
2. The Roc did not hatch from Lord Longbottom's Egg.
3. The Egg that hatched second contained a Harpy, much to the disgust of the adventurer who found it.
4. Neither Lord Longbottom nor Madam Thumper found the ruddy Red Egg.
5. The first Egg to hatch was a glistening Green agate.
6. The ruddy Red Egg did not hatch third.
7. Lord Longbottom was disappointed that his Egg did not contain a baby Gryphon.
8. The bilious Blue Egg did not hatch to reveal a Hippogriff.
9. The first Egg to hatch did not contain a Roc.

Eggy Riddles

First:

If a rooster laid a brown egg and a white egg, What kind of chicks would hatch?

Second:

There were six people and six eggs in a basket. Each person took an egg, But there was still an egg in the basket. How is this possible?

Third:

Two fathers and two sons sat down to eat eggs for breakfast. They ate exactly three eggs, and each person had an egg. How can this be?

ANSWERS TO LAST ISSUE'S PUZZLES:

Wally's Wizardry...

Order of potions is: red blue death green yellow

Wizard or Witch?...

Wizard - it is the only word in the list that is symmetrical around the centre of the alphabet ('w' is the fourth to last letter and 'd' is the fourth).

Riddles:

First: Alice - slice - spice - space
- spare - spark

Second: Anchor

Third: Volcano

Quotable Quotes

Michael (noticing he was being tailed): "I'm a rank-4 thief, I'll try to lose him; If not, I'm a rank-8 assassin."

Dwarf (who looks about 35, to Faundice): "Are you a woman? I haven't seen one of those for 75 years."
Silverfoam: "I think we've just discovered what really ages men - Women."

Viola: "Just don't confuse me with Michael or Toledo."

Counsellor Dwert [Dwarf]: "We can tell you're one of those fine lasses... we must talk to you about walrus riding."

Viola: "Well that's an odd name for it."

Dwarven Priest of Odin: "You mean Toledo's a human, I thought he was ..."

Michael: "The legends make him sound shorter?"

Bear: "Make the hobbits slaves under our paw"

Michael: "Not slaves... allies, friends."

Bear: "OK, they will be friends under our paw."

Have you have tried sexing a mist dragon?

No, how's it?

WET!

Can a cult of one person be called a cult?

Yes a Cult of Peronality

Lucius' Greater Enchantments

Are you feeling outdated and under powered?

What you need is a Greater Enchantment!

Only 200sp per cast rank plus the materials cost.

Contact Lucius in the guild kitchens for a Rank 20 Greater.

You decide what you want!



Character Services

INDIGO BROWNE'S OLDE ALCHEMY B A Z A A R

These and other wierd and wonderful potions made to order:

Indigo's DA for a Day Potion—Rank 20 Namer DA for 24 hours—BC: 173 3,000 each

Indigo's Necrogeny Potion—Rank 20 Necromancy Necrogeny—Summary: Reduces Infection chance by 25%, Reduce Undead drains by 8 and add 65% Resistance against Fear effects for 24 hours. (Refer to Necromancy College for exact details) 6,000 each

Indigo's 20/20 Vision Potion—Rank 20 Elvish 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. 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, Enviromental, Melee, Poison, Endurance and Grievous Etc) for 24 hours. 15,000 each

Contact Michael Young
(lexor.morgan@gmail.com) to buy or trade.

SICK OF HEALING POTIONS?

Try Laths' special Jerky.

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

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

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.

Waters of Healing and Strength for Sale

Available now.

Make sure you're stocked up before your next adventure.

Rank 15 **Waters of Healing**

- 400sp per flask

Rank 10 **Waters of Strength** - 1000sp per flask

Contact Aqualina, at the Guild.



CLOTHES

Are you stuck with last year's fashion cluttering up your wardrobe?

Got a bit too enthusiastic gathering loot?

Well I am here to help!!!

I, Vychan Adam Jones will buy your clothes at the price you paid for them.

All clothing must be non-magical and worth at least 800sp per article and be accompanied with a receipt or guild chit.

Extra compensation will be considered for exotic materials.

Gaming Stores

Get your dice and figures at any of the following game shops:

VAGABOND GAMES AND COLLECTABLES

CBD 303 2750
40 Courthouse Lane, Chancery Shopping Centre, CBD, Auckland City

Takapuna 489 2750
Shop #4, 62-78 Hurstmere Road Takapuna, Auckland
www.vagabond.co.nz

KING OF CARDS

309 4795
The Basement, Queen's Arcade, 34 Queen Street, CBD, Auckland City
www.kingofcards.co.nz

| C | O | N | T | A | C | T | S |
|-----------|---|--------------|---------------|---|--------------------------|---|---|
| Aqualina | | Keith Smith | 275 3080 | | phaeton@ihug.co.nz | | |
| Phaeton | | | | | | | |
| Basalic | | | | | | | |
| Flamis | | Jacqui Smith | 275 3080 | | flamis@ihug.co.nz | | |
| Grizelda | | | | | | | |
| Lath | | Jono Bean | 021 917 173 | | jonobean@gmail.com | | |
| Engalton | | | | | | | |
| Lucius | | Bridget DJ | 027 554 8142 | | bridgetjane@yahoo.com | | |
| Mebh | | Julia | 021 106 7365 | | juliamcspadden@gmail.com | | |
| Sabastian | | Jim | 021 076 9376 | | jim.arona@gmail.com | | |
| Vychan | | Sean English | | | quash@xtra.co.nz | | |
| Ithilmor | | Clare | 021 027 22 55 | | eleyne@gmail.com | | |