

The Seagate Times

Issue 81 - Summer 814

Geomancers Halted

A high level Guild party was employed to stop the Drow invaders and their group of powerful Geomancers from breaching the Dragonspine Mountains and entering the Queendom of Alfheim from the area in the north of the Western Kingdom where the end of the Ice road came together and the major enemy camp was located. There were other considerations such as stopping the Sands of Time from sweeping over the majestic woods and forests, brooks and streams of Alfheim reducing them to dust; and stopping a Drow ritual that would create a cloud feared by some as being able to 'Pervert, Corrupt & Revert Elves back to their Drow nature'.

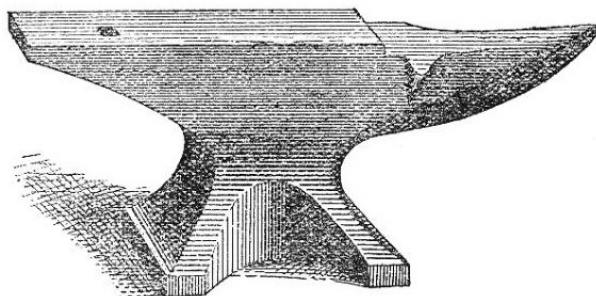
The party met with the Elven war leaders and council in Winter Garden city and established a plan of action. It was judged that the most important thing to do was deprive the enemy of their superior commanders and so a bold plan was hatched. They then proceeded to enter the enemy camp using subterfuge and access the central command area without setting off wards and alarms.

The party was successful and then finally unleashed their secret weapon, an ancient elven anvil that caused extreme damage to Military Scientists in the area on the ground. The primary effect killed around a thousand skilled military scientists of varying ability, and then they went in to finish off the survivors. They fought the good fight and whittled down the enemy before departing in time for the flying elven fleet to arrive and bombard the area into pools of magma.

Some travels were had until they returned to the now glowing area the camp had previously occupied (around a few miles in area) and they surveyed the area. The party received a delegation from the Ruby Scourge to treat about recent events and then departed for the agreed location only to suffer treachery—they were attacked even under a flag of truce. The geomancers were mainly destroyed (or at least their power to attack Alfheim was eliminated) and the party went on to organise the hunting down of nearby enemies to further reduce their offensive forces.

The party noted that the camp was only two thirds as full as expected, since a third were engaged in small actions such as hunting down the void wolves loose in the Western Kingdom, and aiding the kingdom in fighting the greater evil of the Drow and their allies.

The party returned to Alfheim and were judged successful in completing their mission in a short space of time and so returned to the guild after some more interactions with Dark Titans, Titans, Mr Bamph and the head of the Geomancers. Treachery is the life blood of the Drow and their allies, but now ancient treaties have been broken and the Western Kingdom is now fair game for previous constrained powerful Terra Novan entities. Once again the power of the Guild has been established and powerful forces arrayed against us have been banished or destroyed.



Not all Red Stones are Blood Gems..

The Ruby Scourge have renounced his former name and is now being called 'The Ruby Saviour' by many influential Drow Commanders and Captains after his stunning victory over the Cult of Dragon Bones (who aimed to re-shape the Dragonspine Mountain onto a powerful evil dragon) and lay waste to the Queendom of Alfheim.

The more powerful members of the Cult of Dragon Bones were apparently Geomancers (some sort of evil cross between Necromancy and Earth magic). These Geomancers foolishly influenced and lead the main attack within the Western Kingdom by creating the Path of frost - also known as the Ice road which ran from the coastal port city of Zumalar north just missing Innsburg and ending in the foothills of the Dragonspine Mountains. A large and powerful army of Drow was defeated at the northern end and the army crushed.

The fall from power & favour within the court of the Drow was swift once rumours of the Geomancers complicity in the destruction of the main Drow army became known. The Ruby Saviour is said to have shown undisputable proof of their lies. It is said by some that a Guild party who were acting for the Elven Crown were involved.

In apparently related news:

Agents working for the 'The Ruby Saviour' have been granted lands and title by some of the younger barons and lords within Western Bowcourt.

It is rumoured that 'The Ruby Saviour' is currently dwelling in the Pagan Mountains with a small band of elite wizards and priestly followers.

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

A Western Wall for Bowcourt

Artificers at the Bowcourt Institute for Advanced Applications Arising from Industrial Technology announced the construction of a new line of defences to the west of Bowcourt. Ancient mutterings of magic lore, studiously retained even though no one could understand them, were recently re-interpreted using knowledge now available thanks to the Drow invasion. Geomancy was a known but little understood technique for altering the landscape to change the balance of magic in an area. Four junior artificers realised that 40,000 years of magical study could be replaced by a newly refurbished Ritual of Preparation, a Shrivings ritual and lots of sheer blind luck.

Six middling grade artificers were volunteered to activate the magic on the border, being chosen mostly for their propensity for not being missed if everything went pear-shaped. After riding as close to the border as they dared, about two miles down the road, they were firmly escorted the rest of the way. Crossing the great river, the artificers settled on a range of small hills and began their enchantations. For three weeks they sat around drinking tea and discussing the legacies they were creating, ignoring the fell foes that assailed their camp, invested the air and poisoned their wine. At last the rituals were complete and at the strike of noon on a cloudy day they forgot what they were doing. Certain of their success, they thanked the guild party for protecting them and sauntered back towards obscurity and well stocked larders.

The party (Aryan; Wordsmith; Eltan; Thorn; Ben; Turf) then circled around to test the boundary and see if the sleep-a lot crew had had any lead in their pencil. To everyone's surprise, especially the artificers, the boundary worked as advertised with the hills slowly rising above the plain to form a visual border. Area effect magic stops at the border, as does magic originating from another plane, or possibly another continent. The land on the Bowcourt side is also better drained and more fertile, has herb grasses creating a sweet smell and many other magical properties that are yet to fully manifest.

The land near the border is essentially

deserted, with most people either dead or fled to the east. It may be years before the place is permanently inhabited again so in the mean time the wall and small mobile forces will have to keep the drow and their minions out.

The political climate in Bowcourt could not wait for such trivial reality and factions began reshaping the map before the artificers had finished their report.

Death Destroys Pocket Plane and Attached Layers

In a horrific turn of events, the local Death of the Plane of Korinia allowed the plane to be destroyed by neglect or by design, along with its attached Elemental and Spirit planes. The guild party (Dirk, Dwork, Hamish, Sooty, Theodonna & Zanak) present for this terrible event had been hired by Death through one of his proxies to take on a Lich.

This lich had been engaged by a previous guild party already and had escaped, and was now continuing on with her plan to take over the plane. This time she was combining corruption of the Heart of the Life Spirit Plane in order to plunge the plane into an eternal night, with seizing the reincarnation portals on the Plane of Death to provide a stream of souls for her to bind and create powerful sentient undead with which to conquer the plane.

The party battled through a lack of information, having been merely told she had simply reformed on some islands south and that a few spirit entities wanted her finished this time for good, as well as numerous ambushes from her forces as she was a mere week or two off completing her entire plan when the party first arrived on the plane.

However, when they finally got to her, and destroyed her and her phylactery, it was discovered that she had actually been keeping Death's true love captive in order to save the planes from destruction; and

that there was a long standing grudge by Death against her as a result. The plane then had a mere twenty-four hours left to live before it completely imploded. The party scrambled to try and find their way through the plane of Death to find out what was going on, and stop this happening, only to be trapped in a series of illusions by Death who was doing some obscure testing of his acolyte, using the parties reactions to gauge trust. Needless to say, expecting Guild Members to trust anything when trapped in illusionary worlds was foolish, and Death fairly swiftly decided he might as well let the planes collapse.

The exact fate of the old Death and his true love is unknown at this point though it seems likely they escaped somewhere, and his acolyte has given up what remained of his humanity and assumed the title so that the plane might reincarnate. However untold numbers of sentient beings perished when it was allowed to collapse, and the fate of many powerful beings remains unknown.

Has your daughter got princess potential?

There she is the useless slattern lying around your cottage/burrow all day examining her spots in the looking glass and trying to weasel her way out of tending her younger siblings so you and the missus can go to the tavern for a much needed cider. She lacks the winning personality and business sense needed to go on the game, so marriage to a rich royal dimwit is her best option, but how to achieve this miracle? We are seven dwarven brothers with impeccable references in transforming runaways into Crown Prince brides. In return for free board and lodgings and lessons in frog pashing, tricking ugly gnomes into spinning straw into gold, faking enchanted sleep and growing long hair to hang out of second story windows, we only ask for light housework in return. Send your nubile daughters our way. Send correspondence and lithograph to the Hiho Brothers, second goldmine on the left, Deepest Forest.



The Battle of Simia Orichalcae

Report by Basalic

Our mission, that we chose to accept, was to prevent Alfheim from being assaulted by a bunch of Frost Giants. They were being bolstered by two artefacts, the Banner of Ragnarok and the Hammer of the Aesir. So, we began by talking to various people in order to acquire information and materials that would help us do that. During this, we were approached by a dryad who wanted our help in dealing to an advance force of frost giants. We found five of them and managed to deal to them all.

Heading up north, we found the Frost Giants' advancing glacier. On it were a couple of long houses as well as the Banner, solidly jammed into the ice. It was going to take quite a bit of effort to get it out, and it was quite likely that we would end up fighting all the giants at once if we attempted to do so, so we planned to retreat back to Ladlaugh (a province in Alfheim) to reconsider our options. The white dragon in the vicinity, that we were told about, was also a factor in our decision to re-evaluate the situation.

However, we found ourselves being followed by a bunch of giants on a war chariot, who were dealt to by Arwen with some well placed DTJs. A plan to resurrect and control the giants and use them to get us into the camp was then developed. The Bishop started working on that, but soon we were attacked by more giants and sentient spell-casting wolves. When it was discovered that the giants were calling on Odin, Arwen, herself a worshipper of Freya managed to negotiate a truce. We then discovered that their leader was called Hagar the Horrible and the giants had been approached by some 'elves' (actually drow) and convinced by an Ice Queen named Jadis to fall upon her fae enemies (read elves).

All the giants were then resurrected and compelled. We then returned to the glacier, disguised as wolves, and checked the place out. Not only did we find more giants, but also a demonic female. So, the attack was launched.

It took a while but we eventually triumphed. Hagar the Horrible was wielding the Hammer of Aesir and it

looked like that he was using it to band off damage to his followers. Even with that ability he was eventually brought down and the demoness banished. We then extracted the banner then, as we were about to leave, a Valkyrie turned up to claim the artefacts. Father Rowan insisted that they were better off with us.

Shortly after, by stealthy means we acquired the Book of Names that Jadis was planning to use to unmake elves. A monk and his acolyte arrived and offered to put it away in very safe keeping. After some discussion, we agreed. It was just too powerful to have around.

We then discovered that the author, a powerful mage named Tylonius, was heading to Jadis so we decided to intercept. Outside Jadis's residence, we managed to lure the white dragon in and destroy it. We then broke it down for useful bits for the alchemists.

Jadis's 'fortress' on closer examination was made out of ice and was only a crude construction, not remotely capable of being defensible. We got inside and founded Jadis seated on her throne with some sort of demonic giant eye was nearby that could only be seen by those with the proper vision. So Eric and I attacked Jadis while the spell-casters dealt to the eye.

We succeeded, looted, and went to confront the incoming winged elves, called Vanyari (who had recently awoken, having gone to sleep around the time of the War of Tears). We managed to negotiate, removed the charms and compulsion on them and convinced them to see things more our way. Took them all to Ladlaugh, and reported mission completed.



Blue Crow & Black Magic

Captain Marko Lillyfoot of the Seagate Merchants Guild is pleased to invite Guild members to arrange travel on the *Blue Crow* or her sister ship *Black Magic*. Guild members are welcome to board the majestic Caravel the *Blue Crow*.

Captain Barrows is a young hansom human in his late thirties who can speak many languages. He is a sharp dresser and a skilled Captain and Navigator with many social contacts in many ports up and down the Duchies. This season Captain Barrow has been fortunate in securing the most pleasurable singing skills of Lady Catharine Summers of Brandenburg. Her enchanting tails and songs gained her a large following in Brandenburg.

The *Blue Crow* sails from Old Seagate

Carzala, north west (200 miles) for two days along the coastal route to Sanctuary City

located in the north west of the Duchy of Ranke. The *Blue Crow* has seldom had incident or issues in our around Sanctuary City. From the colourful port of Sanctuary sailing western for two days (200 miles) to the shoreline of the Duchy of Brandenburg and then sailing south west following the coast south west then west for five days (600 miles) before turning north and then inland to the main port of Brandenburg, Caulder City. The cost for passage on the *Blue Crow* ranges from 12sp to 300sp depending on destination.

From Old Seagate City (in the Duchy of Carzala) sailing on a fast caravel to:

Sanctuary City (Duchy of Ranke) - 2 days
200 miles - 20sp
Zumalar (Duchy of Aladar, Western Kingdom) - 3 days 400 miles - 50sp
Caulder City (Duchy of Brandenburg) - 6 days 700 miles - 100sp
Port Artz (Kingdom of Artzdorf and Flugelheim) - 11 days 1,200 miles - 130sp
Chelemy City (Protectorate of Destiny) - 24 days 2,400 miles - 500sp
New Haven City (Duchy of Carzala) - 3 days 450 miles - 40sp
Novadom City (Duchy of Carzala) - 6 days 700 miles - 100sp
Adjepbar City (one of the Five Sisters) - 14 days 1200 miles - 160sp
Tycho City (The Lunar Empire) - 28 days 2,800 miles - 500sp



Loyalty and Honour

After a successful meeting with Duncan (Castle Chilton Namer) and a brief encounter with the Duchess, the party got ready for the mission ahead. The plan was to retrieve the daughter of the Duke and the Duchess of Carzala, from the Duke of Aladar's Summer Keep (Castle Festung) in Neuerafang town.

The following day was spent travelling via portal, and recuperating all the energy spent. In the depths of the night the party was attacked by a group of Imps. During the interrogation of the survivor, they discover the intention of a Drow ritual.

Next day the group departed. Half way to their destination they were stopped by two flying military men. The party had to wait for Roderigo to register, as he was a Knight of this country, which caused some delay. After spending night in the camp, the party moved on.

Once the heroes arrived at Neuerafang town, they had to deal with the trouble that seems to follow Sir Roderigo. However they managed to schedule a lunch with Lady Isabella for the coming day. During that lunch they discussed the plan for her return to Carzala. She was happy to make her way home as long as the heroes were happy to lend a hand to anyone in need of help.

The following day the heroes departed for Stoneborough, a little town north of Neuerafang. Strange things have been happening in the home town of Castle Festung's seneschal, so to ingratiate Roderigo with the steward of the keep, the party decided to investigate. They discovered the presence of a Giant Mantis and two Muls (giant dwarfs) along with some humans, members of the Emerald Mantis Drow House. They were quick to subjugated them, and captured them as prisoners. After collecting some information, the party handed over the



prisoners to the guards of Neuerafang. The party moved on to investigate the disappearance of some local farmers.

Their attention was drawn to the Ancient Elven road situated at the top of the valley. On one of its bridges they discovered a strange mechanism, inside a magical roadside tower which mysteriously appeared ahead of them. The party managed to work out the mechanism, but during their research on the Elven road, they were attacked by a group of devils. After eliminating the nasty creatures, they discovered another, much darker and more menacing tower. The party entered the Tower and defeated some amoebae and some undead before reaching the top floor. There they found the imprisoned villagers. Some were locked up, but some were hanging on the spikes of the life draining mechanism of the Tower, powered by the gem stone in the ceiling. After freeing them all, the party returned the villagers to Stoneborough.

The following day the heroes returned to the tower to collect the gem, before heading to Neuerafang town. There they assisted with the logistics for the departure of Lady DeWinter. They finally set forth, but the journey was slow as the nobles were not experienced in travelling long distances.

On day two, they sought refuge in a Manor House when an unexpected storm hit the area. On day three they had to stop and fix a sabotaged bridge before crossing it. On day four they spotted a keep under siege. They planned an attack, and as night fell they were ready to strike. They were clearly outnumbered, but were able to cause enough disruption and destruction to inspire the knights of the keep into battle. The Guild party was able to keep the platoon busy, while the knights emerged from the Keep and won the battle.

After negotiating the ransom and spending a day at the Keep, the party were back facing the challenges the road had to throw. The party was then ambushed while scouting a landslide. This left them separated from the wagons which were attacked by ten gargoyles. Thanks to the Storm Mage, the party got the upper hand with the gargoyles. Some of the gargoyles retreated with Lila's bag as loot, and after healing up the party gave chase to the creatures, which were defeated in a swift attack. After recovering the loot, they completed their mission.

Personal Notices

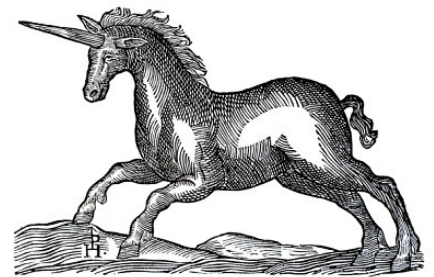
Found Midget baby boy the size of a thumb floating on a lily pad on the local pond. We have named him Tom Bum as his face look's like a horse's arse. He really has the face only a mother could love, so if you are his Mum please come retrieve him. **Inquiries Castle Guard.**



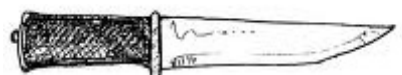
LOST Enchanted invisibility cloak. If you trip over it, because it's obvious why we can't find the blasted thing it being invisible and all, please return to Oswald the adventuring orc at King's Head tavern. **REWARD.**

Missing Horny the Unicorn. White fur, blue ribbon collar. Beloved family pet of rich merchant's beautiful maiden daughter. Ran away the night of her eighteenth birthday last week. Clearly the noise of the revellers scared Horny off and anyone who is suggesting otherwise is going to have their tongue cut out for slander. Just saying.

Anyways contact Merchants' Guild.



Beautiful barbarian warrior fighting in the Western Kingdom last month. Hey lovely lady, I was having trouble scalping a drow and you lent me your knife. I still have the knife and I'd like to return it to you and ask you out to a meal at a posh tavern. I thought we made a connection when we were fighting back to back against the giant spider a few minutes later after scalping the drow. **Contact Marcus the Air Mage c/o Seagate Adventurers guild.**



Potions for Purchase

Potions of Protection

- being such liquors that, for as long as Chantris is thanked, absorbeth the first 20 DP per Pulse—6000 sp

Potions of Mind Cloak

- being such liquors as concealeth the inner thoughts and pact, and strengthen the will against unclean suasions—6500sp

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 by as much as 12—750sp

Potions of Infertility/Fertility

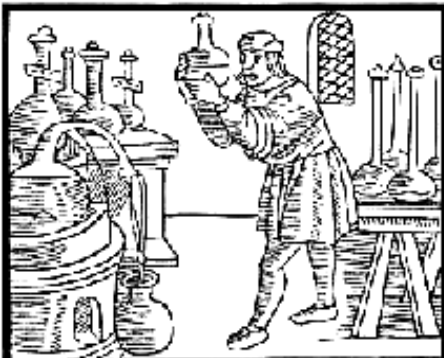
- being such liquors that bringeth unto the generations, order—500sp

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 or, if thou wist, by committing thy desires to a scroll and chanting this sacred invocation:
jim.arona@gmail.com



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 15 - 1800sp
Armour of Earth rank 20 - 2000sp
Strength of Stone (Endurance) rank 20 - 2000sp

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.

Indigo Browne's Ye Olde Alchemy Bazaar

These and other weird and wonderful potions made to order:

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

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

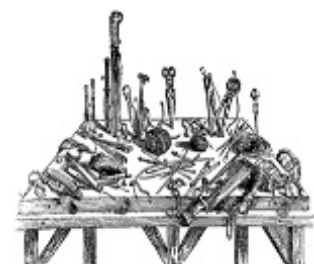
Indigo's 20/20 Vision Potion:
Rank 20 Elven Witchesight for 24 hours.
6,000 each

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

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

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

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



Who is...

Eric?

This interview was carried out in one of the back alcoves at Eric's favourite watering hole on a quiet afternoon before the main crowd came rolling in... (after all, we don't want our elven reporter roughed up now do we?)

I would describe Eric as a scarred and rough looking Dwarf perhaps 3 foot 9 inches tall and weighing 200 or so pounds; nearly as wide as he is tall, well-muscled and heavily built. He is heavily armoured even on a hot day and carries a big sword.

After a few drinks, the interview begins:

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

I first joined the Guild a long time ago. My family had heard about the Guild since we specialized in fencing loot and supplying Orc raiding parties with equipment. I was sent down to look over the Guild's operation as it was quite similar to my families set-up.

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

My main weapon is a hand and half sword. It is a named weapon called "Indefensible" and hits well and hard having bonuses to get past armour and defence, plus having a minimum strike chance of 40%. I use a "Medeanite rod" in the other hand. It is not so good, but damage scales up a LOT with strength so if I get a hit it really hurts.

3) *What do you do when not adventuring? Do you have any hobbies?*

My main pastime is drinking. I started out with brewing as the hobby and have gone on to Alchemy, you can make all types of interesting stuff with that skill, some of which is safe to drink.

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

I am happy with my tanking and ability to take damage (thanks to a lot of Endurance and some cool demon armour). On our recent adventure up north to save the Elf Kingdom (I was not so sure about the saving bit, but they paid well so...) I faced off against this Giant demon thing taking hundreds of points of damage and only got a little bit bloodied.

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

Pubs are always worth a visit, recent war zones are good as there is always loot to be had. As for places not to visit, I find Powers of Light temples not so good; though now I have given up the demon pact I had it does not burn like it used to do in the old days.

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

The lure of loot and wealth is always a good motivation, plus you get to travel to strange lands, meet people and kill many of them, which is always fun

7) *According to Guild Records, you started off as a orc but I can see you ar now a dwarf. Care to tell us how that happened?*

Yep, I started out an Orc. I used to get a lot of hassles from the locals, the odd lynching party et cetera, till an Elf goddess messed me up by changing me to a Dwarf. The other option she gave me was being nailed to a wall for all eternity so...

8) *So do you see yourself as a dwarf? Or as a short Orc?*

Naw, I still pretty much see myself as an Orc--after all it is what I grew up as. Though being a Dwarf has a lot of social advantages.

9) *Any concluding words you want to say to the Guild populace?*

Just to point out that a lot of Guild parties are too much worried about killing people nowadays. After all the party often has a high level healer in it, so you can always kill them first and bring them back if it turns out it was a bad move.



Need a Holiday?

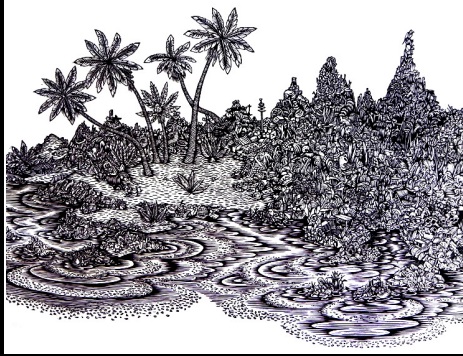
Sick of all the adventuring, killing, problem solving and training?
Tired of maintaining your high social standing keeping your guard up, watching what you say?

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.

Still 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







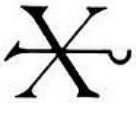





Sized for a female Elf and preferred to be form-fitting. Pectoral enhancement would be an added bonus.

Astrology Guide Summer 814

The Astrologers' Concave held in Adjepbar 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 sentiments' on Alusia.

∞ Seasons ∞

∞ Elements ∞ ∞ Boundaries ∞

<p>Winter</p>  <p>The monotony of your routine adventuring is bound to get under your skin this season, and you may soon have to find something really diverting to spice up your life. You may need to take up an offer to assassinate someone, or join some cult to learn new spells. Those of you who happen to be working in a creative field shall have a great time. The two areas that will be in focus this season, are finances and domestic affairs. You will research a lot and seek expert guidance to invest your surplus funds in long-term high-yielding cargos. At home, you may have to take charge of things and behave in a responsible and mature manner. Avoid disagreements at any cost, because arguments can really lead to bloodshed and feuds. On the romantic front, singles may meet someone with whom they are likely to develop a long-term obsession. Married life will be smooth for those with more than one wife.</p>	<p>Air</p>  <p>With the months of Meadow or Heat the flowers will seem a little brighter and colours stronger and deeper. Winds from the East blow something fowl. Ice & Hill Giants may hold the cure for venereal diseased court by the imprudent. Speak wisely to hare-lipped hags on hill tops.</p>	<p>Solar</p>  <p>Free your mind from negative thoughts. You need to be in high spirits to work with your fellow adventurers. Know their calibre help them accordingly. Trust them with their work and the rest would fall in place. Are you still confused? Eat more pork in the dark.</p>
<p>Spring</p>  <p>As you kick off the season, you will be in a creative mood and things will progress as per your overlord's expectations. New quests may come your way. At times you may feel that things are going off the beaten path, but, being alert, you will nip the negative trend in the bud. If you are on the lookout for another steed, the stars shall not be in your favour, so wait for a more opportune time before searching for mounts. In your present stable, however, a foal may be expected, but not before the month ends. No problems are foreseen on the domestic front, and relationships with your loved ones will be civil. On the romantic front, nothing dramatic is anticipated. Your financial position may be far from satisfactory, but being the responsible person that you are, you shall manage by cutting down on ale and tavern wenches and lads.</p>	<p>Water</p>  <p>The reading was unclear and deemed a failure except for your lucky number ending in 5. Also something about birds but it is unclear.</p>	<p>Lunar</p>  <p>Lovers who met under the night sky and are awake in each other's arms at dawn may be cursed to take on new forms and need the guidance of a witch. A day sunbathing will grant an additional area for any greater enchantment you are under.</p>
<p>Summer</p>  <p>Swift career progress is possible this season. In fact, with the hard work that you are putting in, it is quite likely that you may reach the very top in your college. However, be warned that you should remember that it will take a lot of consistency and competitive spirit to remain at the top. At times during this season, you may lapse into a nostalgic mood, and as you recall past events, you will try to analyse them critically, and if you find any mistakes or any method in which you could have done things in a better way, you shall try to implement the required changes into your strategy in your future quests. People around you, both at home and the guild, shall lend you all the cooperation you need, especially the people whom you have favoured in the past. However, don't let anyone intrude in your personal affairs.</p>	<p>Fire</p>  <p>Smoke and flames from sinking islands can be trusted. Water adventures are again in favour this season. While sleeping under the nights' sky, your maximum fatigue and endurance is increased by 5 pts for the next 5 hours.</p>	<p>Life</p>  <p>Within the warmer summer months with life being closer, you are able to move more quickly this season (gaining +1 TMR). Cold meals taste better in on days when you do not dream of the Returning Lords who will free Eshi once again.</p>
<p>Autumn</p>  <p>In all areas of your life, the events that take place this month will lay the foundation for things to follow later, whether it is academics, job, business, monetary matters or affairs of the heart. It is said that this month is not really favourable for starting anything new, whether in your personal or guild activities, but it is favourable for analysing past events and learning from the mistakes you may have made. Don't be hasty, think of all the pros and cons before taking any decisions, because one wrong decision at this stage can really cost you dearly in the future. Your workload is bound to increase, but since you are used to multi-tasking, you shall manage them satisfactorily. You may not, though, be able to sustain the hectic pace for too long, as it can have an adverse affect on your health. Though there will be no time to socialise this month, make sure you give enough time to your family.</p>	<p>Earth</p>  <p>Being more grounded this season because of the failed Drow invasion, which has escaped lesser people this season. Look for the signs of the growing cult from the east. Those that forsake the signs will dream of 'Blue Penguins'.</p>	<p>Death</p>  <p>As White Lotus comes closer nightmares of lost friends and loved ones calling to you from beyond the grave seem to warn you of unspoken words being read by the Giant Red Dragon and great pain coming to the world. You have also gained an extra nine pounds. Death is not far away and will return soon.</p>

Starflower's Bestiary

A Curiosity of Kobolds

I've been writing about big and rather nasty things recently, so I suspect that I should write about some creatures that are small and generally benign. Kobolds fit that description, and it's time I corrected some misunderstandings about these shy and elusive people.

Firstly, let me make it quite clear that the kobolds of Alusia are not reptilian, do not have dog-like snouts or tails, do not hatch from eggs, and bear no relationship to dragons whatsoever. Nor are they especially craven, scheming or fond of traps. And they certainly do not yip!

In fact, Alusian kobolds are earth-dwellers, most closely related to dwarves and gnomes, although their behaviour is more reminiscent of house faeries such as brownies. They appear as small elderly persons about 2 1/2 feet tall, with deeply gnarled faces. Typically they wear peasant clothing with the addition of brightly coloured hoods. I have heard that if you give Kobolds human clothing for their labour, it will make them think that they are now human, therefore too good to be a house "slave". And if a kobold decides that he or she wants to stay at your house, then you should most certainly allow it, because in return for food and shelter the kobold will take care of many menial household tasks for you. This can be especially convenient for adventurers, because a kobold will quite willingly feed the pets and dust the trophies while you're out on adventure. As long as there's plenty of Kobold food in the pantry...



move unnoticed), and can materialise in the form of an animal, fire, or a candle.

However, if you do acquire house kobolds it is advisable not to anger them, because revenge will be swift, subtle and destructive. It is said that Kobolds can see in the dark, can turn invisible (or at

There are strong indications that they may be spell-casters too, at least on the level of those cantrips that are best for helping with housework, or alternatively annoying those who have offended them. Oh, and if you kill a kobold its entire



family will come after you—do you really want that much grief?

This brings me to the question of what kobolds do when they're not

being housekeepers. They are in many ways a private and reclusive people, so you are unlikely to meet them walking the streets (and if you did, you'd probably mistake them for gnomes). Guild adventurers have come across Kobold villages in remote mountain valleys or in the depths of the northern forests. Their dwellings are typically neat little stone houses. It seems that if there is one thing that kobolds like, it is tidiness. They also enjoy making collections of things, that generally only make sense to other kobolds. Taking a bag full of random trinkets when visiting kobolds is not a bad idea. You may be lucky enough to trade a piece of junk for a magic item!

Other kobolds are known to dwell underground, occasionally assisting human miners. Though not dwarves, as it seems that the two species simply do not get along. These kobolds construct labyrinthine subterranean warrens whose structure is only comprehensible to other kobolds (and that probably explains why dwarves despise kobolds and vice versa).

Third and rarest of the kobold kinds are those that go to the sea in ships, appearing as wizened and ancient mariners, assisting human sailors in their seafaring, and keeping everything aboard shipshape and Seagate fashion. Sailors are typically secretive about the kobolds among them, as having one on board is thought to be lucky for the ship.

It's unlikely that you'd ever be in a position where you'd want to fight kobolds. If someone has been foolish enough to provoke a kobold, and wants it evicted, you're far better off to attempt to negotiate, or at least employ non-violent means to remove it. But you should be exceedingly careful. Otherwise,

you could easily be on the receiving end of an entire dan's worth of kobold mischief. Which might not be at all funny, for you at least. And don't think that can't possibly know you did it. Because they do!



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

Guild Gastronomy...

Along with their normal daily offerings, each day the Guild pub offers specials that change from week to week. The specials, which included a soup, meat, and a sweet pudding, are posted each Frysdays for the following week. Determine the specials (soup, meat, and pudding) for each day of this week (Moonday to Frysdays).

1. The Onion Soup was on the menu two days before the Sweet Cheese Flan, but a day after the Brawn of Pork main course.
2. On Frysdays, the soup special was Thick Pea Potage, but the Gingerbread was not available. The Vegetable Potage and the Eel Pye were served on the same day, but that wasn't Moonday.
3. Each day corresponds to one of the following, in no particular order: Mutton Stew, Red Lentil Broth, Quaking Pudding, W'ansday, and Beef Pastry.
4. The Creamed Mushroom Soup wasn't served with the Gingerbread. The Apple Pye was the Moonday special pudding.
5. The Quaking Pudding was the served on the day after the Onion Soup and the day before the Mutton Stew.
6. The Capon in Sauce wasn't served as a main course on the same day that the Prune Tart was the pudding.

Days: Moonday, Tuesday, W'ansday, Th'rsday, Frysdays.

Soups: Creamed Mushroom Soup, Onion Soup, Red Lentil Broth, Thick Pea Potage, Vegetable Potage.

Meats: Beef Pastry, Brawn of Pork, Capon in Sauce, Eel Pye, Mutton Stew.

Puddings: Apple Pye, Gingerbread, Prune Tart, Quaking Pudding, Sweet Cheese Flan.



Riddles

I bear milk in sunny lands.
I have palms, but have no hands.
I have a heart, but it does not beat.
My flesh is white and good to eat.
What am I?



Red as blood,
Sweet as wine.
A stony heart,
Within flesh sublime.
What am I?



White flesh above,
Brown gills below.
I feed on dung,
And in darkness I grow.
What am I?



Answers to Last Issue's Puzzles:

Eggs-traordinary!

Sir Hopeful, Blue, Roc, third
Lady Juniper, Red, Harpy, second
Lord Longbottom, Yellow, Hippogriff, last
Madam Thumper, Green, Gryphon, first

Riddles:

First: None, roosters do not lay eggs
Second: One took the basket with an egg in it.
Third: They were grandfather, father and son.

What's Hot

Flying

Winged Elves

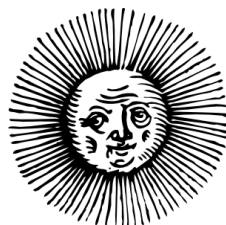
The Book of Names

Helpful Familiars

Fire Magic

Tight Leather

Elementals
(especially if they can talk)



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.



Holy Water for Sale

Many uses, principally administering pain and hurt to those naughty Undead.
100 sp per 1/2 pint.



Also available to select clients: Alchemical potions—you provide the talent, he'll put it in a bottle. Consecration of appropriate locations to the healer god Dianchect. Expensive, but worthwhile for your sickroom.

Please contact Phaeton at the Guild.

What's Not

Falling

Drow

Deplorable Words

Annoying Minions

Ice Magic

Heavy Steel

Daemons
(especially the Willing Prince)



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.)



Missing Sign?

The dagger in the sky, pointing towards the West, formerly in the skies before dawn, has vanished into the Sun, and hasn't been seen in some time. Does this mean that Drow are doomed to vanish before the Powers of Light? Or is something else more sinister going on? We don't know...

Astrologers are continuing to argue about this omen and its meaning.



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



Enchanter Wanted

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



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

Contacts:

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>

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.

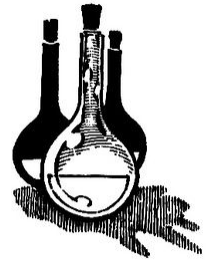
Please contact Flamis at Bolton Bay.



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.