

The Seagate Times

Issue 82 - Autumn 814

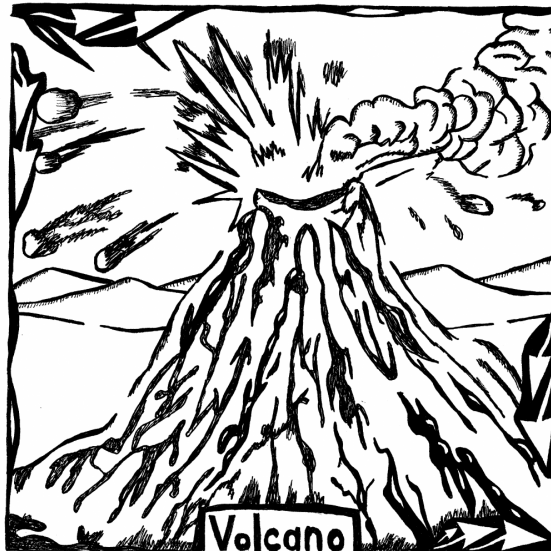
He'll be Back

Guild Hero to Be Reborn

by Tegan

As a result of the successful conclusion of a Guild adventure, Tegan is carrying triplets, one of which is a reincarnation of Dalran and will be born a nephilim. This child will take over Dalran's destiny to slay Seir at Nightfall. Dalran, guild adventurer and former holder of the star of Alusia, died permanently last spring, while working against the Drow. This was a disaster as he was destined to fulfil a key role at Nightfall that could be pivotal to the victory of Light, so the Urielites hired a Guild party to take an angelic seed and immerse it in the formative places, events, and experiences of the fallen hero so that he could ascend to become an angel, one of Uriel's choir of executioners.

Tegan spent days researching all the adventures that he had been on and linking them to the cryptic clues supplied by the Urielites, and collecting information on fifteen forms or aliases. The party then performed fifteen tasks across Alusia, Hell and the plane of Haven. Amongst the highlights, the party planted a volcanic seed in the bottom of a mountain in Palestrina. This mountain was the centre of the Havenite incursion on Alusia, containing many portals to that plane and cross-planar, and Dalran has long wanted it destroyed. We successfully blew it up and it is now a new volcano (it is regrettable that local innocents may now require aid). Unfortunately, intelligence gathered told us that the main boss of the Havenites here, Etrigan, was not on site at the time. Several entities also escaped from the volcano, to wit, four spectres, a red dragon, several entities inside binder bubbles of force and a couple of air elementals.



The spectres were subsequently seen over Seagate, but were intimidated enough to leave. The party were later ambushed by, but destroyed one spectre and then another and routed the rest, so watch out for these very angry undead in the future.

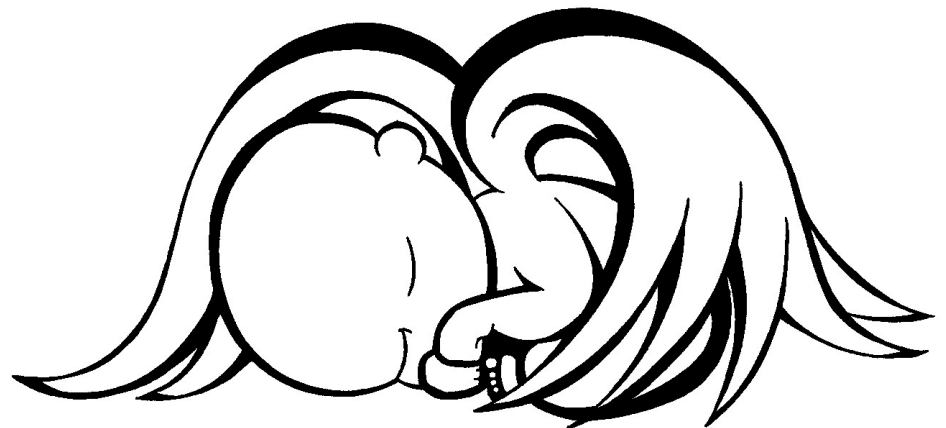
On a more amusing note, the party went to the Deepspring Asylum to re-enact the famous "I'm not a loony" escape. This involved them all running around the building in white dresses shouting and madly acting insane. By the way, this place is still full of nasty undead and prisoners and it really needs clearing out.

Another task involved going to Haven to visit the dwarves there. Unfortunately, the main city of the "good guys", where the secure portal from Alusia arrives has been overrun by unknown means and visitors now have to travel 2000 miles to the nearest safe city.

The party also visited Hell and the Elemental Plane of Fire. They went there to get some hair from Seir's boudoir and were assisted in this by Furfur, who owed Dalran a favour (which is now discharged). On the way, as a cover story and as

a favour to the fates, they invaded a keep of Foras and removed an intruder. They later visited the plane of fire, by means of the elementals assaulting hell, to collect the volcano seed that was needed.

In other tasks: the party visited the place of Dalran's birth in Aquila; they traced his spy ring to [censored]; they recovered a decoy Dalran from Aquila and were ambushed by Seir minions; they harassed a mime; they were given a splinter of Yggdrasil by the Fates; they gathered five kinds of ice and they collected all lost bits of Dalran that were scattered about including those infamous testicles.



Baby Dalran, an artists impression

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

The Pattern of a Legend

by Aryan

There are times when it's hard being legendary. This summer I thought I was having some quiet time at home training but it turns out I was also helping to save the world for three years. The Known Realms were in danger from a high degree of certainty and the answering of the World Riddle - I am assured these are bad things. There was also something complicated and philosophical about universes colliding, and the Lord of Similarity using this to reshape the Known Realms—and I knew this to be a bad thing.

The Lord of Patterns coordinated the defence, sending Death's Champion out to slow down the answer and tasking the Master of Riddles with increasing uncertainty and interfering with the bad guys - in a good way. [The Lord of] Patterns then created copies of Grendel, Kilroy and me to assist Riddles, presumably he couldn't get the originals because of the messed up time or maybe he just didn't want to give us a chance to say no. Not that we knew any of this when we (or our pattern-ghost copies) suddenly found ourselves in the Known Realms with a quest to save the world.

Initially stumbling around trying to work out what was going on we eventually lined up some bad guys and took them down.

Verjigorm and Wormskull Horrors that interfered with us as we attempted to weaken the Lord of the Dark Earth; Blackrod and his Pit Fiend familiar who had been harvesting souls in a forest town; Mountainstream - a dragon that had been preying on the locals and tried to eat us innocent river-rafters; The Eye of Discord, who tried to stop us after we removed [The Savage Duke] Berith's treasure trove of souls from under his nose; the Medeanite Sorceress and Kamuel The Cold Knight - bad in their own right and allies of worse; the Calimar mile-long asteroid-aether-ship taken over by the Transuranians and being used by Sims and Serpents as a mobile army base; and The Lord of Serpents, a nasty piece of work who was being sent to kill Patterns and is now a well-trodden rug on Patterns' floor.

About that time, Sims [The Lord of Similarity] evidently decided we had messed with his plans enough and had personally hunting us, trying to pin us

down for Ungoliant and her brood to make a meal of us. Strategic withdrawal seemed appropriate and our pattern-ghost copies were sent home to us with the Master of Riddles to try to explain it all, a task that required a lot of beer.



Wood Web Wrecked

by Grizelda



Our party were asked by the short elves to go far to the south to Zeyland to deal with an infestation of spiders. We found that the forest was festooned with spider webs, and full of giant mind mage spiders.

This was the result of the corruption of a treant forest guardian coupled with the activities of an evil drow spider priestess—who was responsible for the tainting of the treant. We killed quite a few giant spiders as we followed the trail up the river, across the frozen scrubland, to the great lake, and into the caves. We met the spriggans and bribed them into helping us. Further in the caves we started running into more short elves who were under some kind of vile charm or beguilement, and so we had to kill quite a lot of them, and quite a few more giant spiders.

Eventually we found a way out of the tunnels to a clearing where the giant treant stood covered in a mesh of spider webs. Pierre flew up and into the tree, while the rest of us fought its guardians until he was able to get through to put the blue fey powder on the treant, setting the great forest guardian free from its bondage to the spiders.

Then we sought out the drow spider priestess who had killed the queen of the short elves and taken her place. We dealt to the usurper, and gave her over to the justice of the king of the elves. He summarily executed her, and that was the end of that. The spiders returned to normal size and the mesmerized elves were restored to themselves. Oh, and the web? That had unravelled...

New! Seagate Merchant Guild Ransom Notes

For a small cost of 1,000 sp we will sell you a ransom note. The note can be redeemed at any major merchants guild. The notes come in these types:

Payment Note / Service
150,000 sp You and up to a seven friends returned: Alive in good spirits & health, with all your gear and equipment.

100,000 sp You and up to three of your friends returned: Alive in good spirits & your gear and equipment.

80,000 sp You and three of your friends returned: Alive or dead, with all your gear and equipment (over 3,000sp).

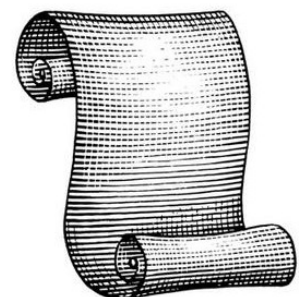
30,000 sp Returned: Dead & resurrectable preferably alive, with all major equipment (over 5,000sp).

20,000 sp Returned: Dead & resurrectable preferably alive.

Agreement: You agree not to take action and/or hostilities against the group or persons who collect the ransom for one year and one day, unless required to rescue a fellow guild member.

This agreement will be honoured but the Merchants Guild of Seagate. They will employ the Adventurers Guild of Seagate to check under runes of truth to make sure you attempted to honour this agreement.

The ransom will always be honoured and paid in full by the Merchants Guild of Seagate. You are required to repay the ransom to the Merchants Guild of Seagate in full within six months of the ransom note or service being called upon.



Those Dripping Bones

by Hagan

Our Party of Five was hired by a High Priest of Pele & other Shamans to investigate why travel magic was so slow in Pasifika, with bonuses if we get answers, and extras if we solved it. Although unexpected, we succeeded *just enough*. We mostly understood what was going on, but got a bit of a surprise at the end (which made sense once it happened), and we *mostly* saved Pasifika from Horrors and an Evil Power plotting to steal bulk-mana, overthrow the gods, and enslaving those of the populace not slaughtered in the main event. If it weren't for us, the Solstice ritual would have been corrupted by the Horrors. Embarrassingly, we were mistaken about who the Evil was: not the plotting Undead Destinians, not the various blood-ritual priests, nor even the sea-elves or the powerful Lich, whose soul became an Ancestral Spirit-Protector.

Interesting things done to us:

Life isn't fair. The elf (**Sir Wojer**, party-leader) disappeared into an ash cloud, returning three days later with valuable information & new friends. **Aqualina** went swimming by herself (her fault, but also because scribe **Hagan** was afraid to go deeper than waist-height) at one of the few dangerous parts of the Island and was unknowingly seeded with evil, and torn apart weeks later when she unknowingly tried to smuggled a Horror through the protecting barrier. **SauRus** was not killed or tortured (not *officially*) by any of the religious knights we encountered. Military Scientist & Binder **Rowan** (& her eyeball staff) were hardly evil at all, especially compared with the Death-Knights, used-armour salesman, critical-inflicting Horrors, Lich, Undead Destinians, etc. Unfortunately most of the horses were slaughtered, even though they were in our Inn room that night. And we were blessed by the Gods & the new Spirit, particularly with spells.



Rowan: "Just because they're Undead, it hasn't stopped them from being Destinian".

Bertie (to Sir Wojer): "If I took you to the spirit world, what you would see is very different"

Party-member: "So why don't you? Take our party-leader, I mean."

Sir Wojer (the elf): "Why should One learn this 'Silent Speech'?"

Aqualina (the human): "Because otherwise I can talk behind your back and you won't know what I'm saying".

Sir Wojer: "But I *don't* pay attention to what you say anyway".

Sir Wojer: "Have you been cavorting with demons again?"

Aqualina: "Not cavorting. Not recently."

Sir Wojer (to Aqualina): "You're possessed. We don't want to kill you."

Aqualina: "Didn't stop a previous party doing it"

Hagan: "Aha! So there's a legal precedent that the guild has already accepted"

Hagan exposed Pele's gift in an evil lair. Bubbles start streaming from the floor and we leave fast. 30 seconds later, there was a loud thump.

Aqualina: "That'll be the sea-cave collapsing"

Hagan: "No, it's kinda bigger than that ..."

(Party is backlit by the red glow of Pasifika's newest underwater volcano)

Rowan: "It's strange to see a gentleman out here by himself."

Gent-in-Black: It would be odd ... were I *actually* by myself.

Party Employer: "Stars ARE important when navigating, Aqualina".

SauRus, the necromancer: "I try to *Detect Undead*"

Rowan (MilSci): "You mean *Summon Undead*, don't you?"

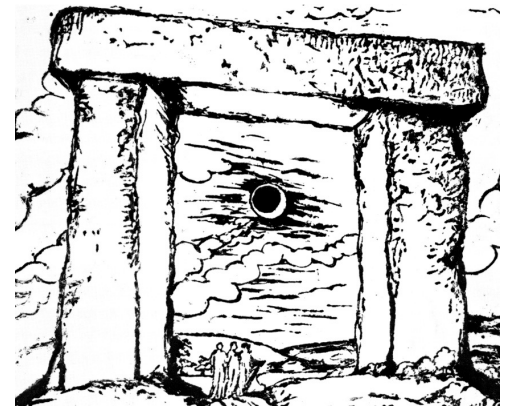
Aqualina: "That's only because the undead have a better *Detect Detecting* range than you have a *Detect Undead* range. Like how your voice carries beyond the point from which you can hear its echo".

SauRus: But we're better, more rash than the priests."

Sir Wojer: "Rash is Not an abbreviation of Rational."

Travel Advisory: Pasifika

There is no technical delay in the trilithon Pasifika-Sea of Grass portal. ALL other travel magic in Pasifika is only a third its normal speed, but it lasts three times as long; Likewise all non-instantaneous Communications magic. This is causing severe disruption in logistics with flow-on economic instability and civil unrest — since commodities take three times as long to arrive (including itinerant healers and magic-users), and crashing profit margins means captains cannot afford to employ sailors, etc.



However, because skill-related speed can combine with magic, and is more proportionally important, and because more ships are needed, there are opportunities and demand for additional navigators, especially skilled ones. Also, given the need to expand the farmlands near Trading-post City etc., there are *theoretical* trade and employment possibilities for new settlers and skilled guest-workers.

The recent Guild party stopped a Bad Thing, however many Horrors still remain in the region. The growing unrest and hardship will probably increase brigandry, piracy, etc.

FORECAST: It is expected that Guild employment possibilities are STRONG, now and in the near future, with demands for Guild-members in every adventure bracket from Low to Expensive, including Not-For-Profit missions. Even *speculative adventures* have *higher-than-normal* chances of monetary return.



Legends from the Islands of Adventure

From the Guild halls of Sailors, Merchant & Navigators

Gates to Valhalla or Hel:

A Viking warrior prince by the name of Feneric the Black is charged with protecting the island of Yolmhelm, which is said to house Gates to Valhalla or Hel depending on the season. It is said that he must bed any woman that is able to wield a sword. A goblin lord by the name of Slugger is paying well for the isles location. Agents of his can be found in the pubs of Adjepbar.



Isles of the Kings:

A large set of over a dozen isles and which have a group of six giant dwarf statues well over 1,000 feet high made of stone. These statues can be seen from twenty miles over the oceans. It is said that they are guarded a evil group of mystical Gargoyles each with a single enchanted golden horn of great value. The shoals & shallows at the base of the statues of the Kings are rich with countless mystical pearls.



Freya's Human Lover:

Freya's human lover is said to be lost in the Isles of Adventure. He is believed not to be dead, but trapped as a statue identifiable by his enchanted silver shield, by the Rat Queen who rules over a cult of mystical female shape-changers.



The Daily Fae

by Raven Mirkwood

Taking Care Of Your Siren 101

1. Yes, we know. The eyes are creepy. Please stop.
2. Don't use the terms 'little mermaid', 'Ariel', or 'sea foam' in our presence.
3. If you wonder where your table salt is, please check the bathtub. Salt water can't make itself, y'know.
4. Also, buy lots of salt. And red meat. And nail files.
5. Advise neighbours to get moss-wax earplugs from your nearest apothecary.
6. We're compromising by going vegan. Don't ask us to use utensils as well.
7. Steer sirens away from community work. Singing in the old folks home is never going to go down well.
8. Only feed your fish siren in small increments.
9. If inviting a siren over for dinner on the full moon, be aware that you will have wet floors and noise complaints.
10. If ever short of coins, read aloud scenes from Moby Dick at your dinner party. Siren cruelty is no joke.

Need a Holiday?

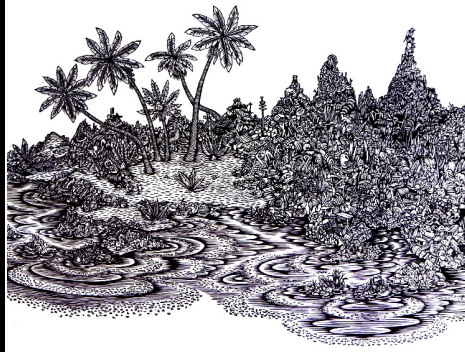
Sick of all the adventuring, killing, problem solving and training?
Tired of maintaining your high social standing keeping your guard up, watching what you say?

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.



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



Marco (of a dryad): What's she made out of? Bark?

Kerry: Probably. She barks her toes!

Grizelda: No one expects the spriggan inquisition!

Krista: Some people say never trust an illusionist.

Pierre (the illusionist): Oh, no, never... (hands over a bun)

Grizelda: You could always exile her to the crater of an active volcano...

Pierre: If you go to a plane where the rivers are made of whisky, you can pretty well guarantee that they're all going to be pissed.

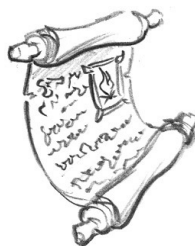
Father Rowan, on being told that the situation may call for Skills in Alchemy: "Maybe I should get my little feller out?"

Tegan, with exasperation: "Is this really the time for that sort of thing?"

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 Lath's 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

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

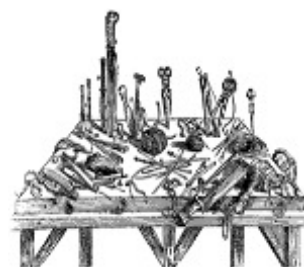
Indigo's 20/20 Vision Potion:
Rank 20 Elven Witchesight for 24 hours.
6,000 each

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



Destiny Reward Offered... or Lost?

Rumours abound throughout Seagate port over the last couple of months, about a renegade Drow fleet of warships who have now turned pirate and are said to be hiding near the Five Sisters.



It is known that three separate flotillas of over a dozen fast Destinian Warships having been ordered to find and sink the Drow ships. One of the fleets is said to have sailed at great haste from the main port in the new Destiny territory of the 'New Elven Isle'.

Yet in other stories and rumours seemingly propagated by the Bishop of Seagate, Jocelyn, who is the leader of the Urielites in Carzala and Seagate, that the Drow captains and fleet sail in a consent storm which cannot be controlled without sacrifice to the *Marquis of the Waters*.

The leaders of the Seagate Merchants Guild are checking the offer by Don Paulo De Marona of the Republic of Destiny to be paid a shipload of gold for the renegade fleet to be captured or sunken. It is unclear if the shipload of gold is in the Drow or Destinian hands at this time.

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!

Hagan (to SauRus): "Stop slapping Aqualina about the head.. you can't put any weight into it until your pelvis is cured."

Hagan: "That scares me so much it's going straight into the scribe notes"

Aqualina: "I have learnt something in my years at the Guild, contrary to popular belief".

Marco: I'm a ranger, so what kind of forest is it?

Employer: Well, it's a carnivorous forest... (she meant coniferous).

Grizelda (near Seagate): If they're scared of a giant riding an efreeti, they must be new to the area...

Employer: We homed on the greatest source of magic...

Grizelda: You found the Guild Vault.

Employer: We are somewhat surprised that it hasn't collapsed into a magical singularity.

Grizelda: Well, it is very singular!

Grizelda: "I'm flying into battle on an efreet - it's a yo-do-ho moment!"

Grizelda: I could make small flammable objects burst into flame...

Marco: There's only Pierre and we don't want to burn him!

Marco: It sounds a couple of sandwiches short of a picnic...

Random Party Member: Maybe missing the entire lunchbox!

Keri: Or at least a couple of paddlers short of a canoe!

Captured dark elf: The one with legs that go up to...

Grizelda the giantess: Are they as long as my legs?

Captured elf, looking up: Er... no.

Pierre (looking at the captured elf assassin's weapon collection): Watch it, you could hurt someone with those...

Grizelda: Perhaps you plant a sprig and that grows into a spriggan?

Grizelda (to her efreeti): Sure, it is not City of Brass, it is Plain of Brass Monkeys!

Grizelda (as the party landed on the lake): Those ducks must duck!

Coins! Coins! Coins! Silver Penny Loans

If you would like a loan of Silver Pennies talk to Lath at the Guild meeting.

Loans & Rates:

Elemental adepts: Loans of 20,000 sp to be repaid at 20,200 sp within a year.

Entity adepts: Loans up to 7,000 sp** to be repaid at 7,700 sp within a year.

Thaumaturgy adepts: Loans up to 5,000 sp** to be repaid at 6,000 sp within a year.

Non adepts: Loans up to 30,000 sp** to be repaid at 33,000 sp within a year.

** Secured against a magic item, favour or job - all by negotiation.

Long term loans also available at different rates. Some trade and Master Merchant advice also available. See Lath at the Guild meeting.



Sooty's Ashy Offerings

Invested items made to order: Charcoal Shield, Enhanced Defence and bonus Counter-spells Rank 20. Scourging Flames, Agony Resistance & Poison Cures, Rank 8.

Potions, please provide your own Alchemist:

Ash Armour, 125 pts. protection against Elemental damage. Rank 20
Holy Light, 11 Drain protection with a small aura also. Rank 10
Ash Shroud, Endurance Armour, both at Rank 8

Assorted other spells also available. Enquire with Sooty at the guild for details. Prices negotiable.



Who is...

Pierre the Halfling?

Interview with Pierre the Halfling
Aurora Steelwind

I (Aurora) met up with Pierre the Halfling for lunch at a little eatery in old Seagate near Blue Gate called Mothers Lament. The tables have these cute checked tablecloths and candles. He suggested could have first lunch there then move to the Grey Swan for second lunch.



Pierre is 2' 10" with blond curly hair and blue eyes. He has a smile that is both mischievous and innocent at the same time. He is looking extremely cute today in short trousers and a jacket with an ice dragon on it. He is apparently unarmed and un-armoured (not that you would believe that for a minute). There is a pink and purple butterfly flitting around him. He has with him a fluffy white cat, it may or may not be real - well it seemed real enough when I petted it.

I had also brought some Asheth banapples with me and, knowing that Pierre was a master chef, asked him what he could do with them, hoping to score some recipes. "Banapples: I can juggle them or make a cake or muffins or cream buns or just eat them".

After discussing, and eating, banapples for a while, we finally got to the actual interview.

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

807, I was not going to inherit the family bakery in Gracht so I decide to walk to Seagate where an industrious halfling can make their fortune or grab someone else's

What areas/weapons do you specialize in?

I like to cook and to eat. I also like to make the world look prettier. Illusions and some earth magics. As an Illusionist of course I can drive carts. Daggers are what I mainly use in combat, anything much larger sounds like biggun territory to me. I also have my rock.

What do you do when not adventuring? Any hobbies?

Garden appreciation. The rock garden at

the Elvish mission in Seagate is particularly fine. I have noticed some pretty rocks turn up there from time to time. There are also many dining establishments to visit.

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

There was one time when I created a sentient tree that was The Guardian of the Forest by giving it dragon brains out of a honey pot. It taught me how to enchant plants. Then someone fed it some bad undead elf and it turned evil along with the large forest it was in. We did get a head start though. Remember if you see me running there is probably something big and bad behind me.

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

Oz is lovely place filled with interesting people, I got my doll there, it makes me happy. Alfheim has many interesting sights and enormous amounts of food at the university. Farwey is a tough place to be now. If you see my dog there run away or be very polite. I think he belongs to the Duke of Fire now.

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

There are so many new places to visit and different food to eat. Also I need more money for the big bun plan. Apparently a 35 foot 7 1/2 ton oven tray costs a lot.

Ooooooh cute butterfly, how did you acquire one? I want one

I was on Oz in 811 and Gayalette blessed me with it for good deeds done and not at all using cleansing flame on her. She is the good witch of the north you know.

*So .. what sort of master cookery did you have to do to be a master and are you an Cold Iron Chef? *g**

I'm not yet. My food only tastes that good. You can make cream buns out of almost anything you know but not cold iron, at least not yet.

Although I hear that you're part fae too one of Lord Dramus's as well? Or did something else happen?

As far as I know I am not one of Lord Dramus's lot. I became part fae in a bit of an accident when I was recently down in Zeyland. There was this Ent that was corrupted by a spider queen and there I was on top of this Ent helping to put the blue pixie dust into the Ent. I got shot up

pretty bad by the Spider Queen minions and as I was about to die Fathom flew to my rescue with potions and there was massive hexplosion of pixie dust and Ent mana. I woke up feeling a little different.

Anything else you want to say to the guild populace?

I don't have your purse and where is the nearest volcano.

After the interview - and second lunch - Pierre suggested we go 'hoppity racing'. I had no idea what a hoppity is so I went to find out. Turned out a hoppity is an elf sized animal that looks like an overgrown mouse with large back legs and short front ones. And yes, they run by hopping - really really fast. I also discovered that it is not a good idea to ride hoppitys after being stuffed full of two lunches, banapples, and several cream buns.

I discovered that hoppitys come from a place called Zeyland. Zeyland is south of Pasifika and consists of three islands. The top two are mostly forest covered and full of birds. In fact, there are hardly any animals there apart from a species of bat, so some of the birds have forgotten how to fly. The northern half is occupied by brown skinned humans which are likely to be Pasifikans. The rest of the land is occupied by these halfling sized fae elves which live either in tree cities or round house villages.

The southern island has a forested snowcapped mountain range running down the length of it and the eastern side is dominated by a grassy plain where the hoppitys and some really large flightless birds called 'moas' roam. I also heard that many of the smaller birds are rather vicious - they'd peck your eyes out given half a chance. Then there's the really giant birds of prey that can lift these giant moas. The most curious, and recently discovered life form is a small rodent like animal that makes sounds rather similar to a set of Caledonian bagpipes. Maybe that's where they got the idea from.

There's also dragons and dwarves in the mountains, trolls in a corner of the large northern island and fae flittering all through the forests. It seems to be an interesting place to visit and I should set up a fae circle and go have a look. Unfortunately, lately, the Sorceress in Silver has objected to fairy circles and faeries at the bottom of her garden so I'll have to find somewhere else around the Guild to put it.

Artisan Cook's Corner

Here I present authentic recipes for potages, as prepared everywhere by peasantry and noble folk alike:

Caboches in Potage

(from *A Forme of Cury*)

"Take caboches and quartre hem and seeth hem in gode broth with Onyons y mynced and the whyte of Lekes y slyt and corue smale and do pereto safron and salt and force it with poudre douce."

Ingredients:

¼ head of white cabbage
beef stock
3 small onions, finely chopped
1 leek (white part only) cut lengthways into strips and chopped
Powder douce: 2-3 saffron threads ground into 1 tbsp water in a pestle and mortar and allowed to seep.

Method:

Roughly shred the cabbage lengthways. Add the cabbage, chopped onions and leek to a pot and pour in enough beef broth to just cover the vegetables (a beef bouillon cube will work well). Bring to the boil, reduce to a simmer and add the saffron and its steeping liquid. Cover and simmer until the cabbage softens (about 35 minutes). For the final 6 minutes take the lid from the pot and allow the mixture to dry. Taste before serving and adjust the seasoning if necessary. Spoon onto a plate and lightly sprinkle with the Powder douce. Serve immediately.



Black Porray

(from *Le Menagier de Paris*)

"There is a kind of porray called spinach and it has longer leaves, thinner and greener than common porray and it is eaten at the beginning of Lent. Black porray is made with spiced strips of bacon to wit the porray is picked over, washed, then cut up and blanched in boiling water, then fried in the fat of bacon slices; then do you moisten it with boiling water (and some say that if it be washed in cold water it is darker and more black) and you must set upon each bowl two slices of bacon."

Ingredients

¾ lb. fresh spinach, cleaned
½ lb. bacon
½ tsp. black pepper
½ tsp. cloves

Method:

Blanch the spinach in water until it is not quite tender. Drain, then remove excess water with paper towels. Slice the bacon strips in half and cook with the spices. Set the bacon aside, reserving the grease. Fry the spinach in a small amount of bacon grease until it is tender and dark in color. Serve with two half strips of bacon per person.

Buttered Porray

(from *Le Menagier de Paris*)

"Green porray on a fish day. Let it have the outer leaves removed and be cut up and then washed in cold water without parboiling it and then cooked with verjuice and a little water, and put some salt therein, and let it be served boiling and very thick, not clear; and put at the bottom of the bowl, underneath the porray, salt butter, or fresh if you will, or cheese, or old verjuice."

Grizelda's Rune Cookies

Introducing a new way to get your restoratives! Try Grizelda's honey flavoured restorative rune cookies with that chilli kick!



300 sp per cookie—they work just like a Rank 6 restorative, but will go stale at the end of the season.

Also available, Rank 6 fortune cookies—adds an extra edge to your lesser enchantment. 300 sp per cookie.

See Grizelda at the Guild meeting—or find her at the Rune College scriptorium or at her home at Bolton Bay (just watch out for the bees!).

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 them 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 30osp 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 - 50 sp
Caulder City (Duchy of Brandenburg) - 6 days 700 miles - 100sp
Port Artz (Kingdom of Artzdorf and Flugelheim) - 11 days 1,200 miles - 130sp
Chelemby 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

Astrology Guide Autumn 814

The Astrologers' Conclave held in Adjebar 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>This is a great season for being pro-active and displaying your abilities to lead from the front in your job. However, be aware not to become too aggressive or arrogant, and most importantly, not to let success go to your head. If you encounter jealous people who are unable to digest your success, simply be indifferent towards them. Expect your work-load to increase in the last week of the month. On the personal front, though, things may not be as hunky-dory as you would have liked. For some reason, you may not be able to look eye to eye with your partner, but if you make an effort to pinpoint the reason and try to resolve it with a positive attitude, it will work wonders for your relationship.</p> <p>(On any failed percentile roll ending in 7 you get to roll again.)</p>	<p>Air</p>  <p>With the months of Fruit and Harvest the colours will seem a little brighter and colours stronger and deeper. A black eyed sea monster, necromancer who uses the corpses of Kraken and Whales to do its bidding, is said to have lost a gem said to be the 'eye of the sea' which it hunts for.</p>	<p>Solar</p>  <p>Lovers who met under the night sky and are awake in each others arms at dawn may be cursed to take on new forms and need the guidance of a witch. A day sunbathing will grant an additional area for any greater enchantment you are under.</p>
<p>Spring</p>  <p>In our opinion this season is going to be a very fascinating one for you. Your affectionate and gregarious nature will win you many friends. On the adventuring front, this month is ideal to present your ideas in an organised manner to the party leader, which should please them, but they may be slightly miffed at the slow pace of your work, unless you are a Elemental Mage. Keep an eye out for dogs. Try to hasten things up without compromising on the quality of your output. Most importantly, don't get discouraged by minor setbacks and take up whatever challenges that fate throws at you in a positive spirit. If you get a new job offer, make sure that the work profile and working atmosphere will suit your nature, or else you might end up regretting accepting it.</p> <p>(On any failed percentile roll ending in 2 you get to roll again.)</p>	<p>Water</p>  <p>The reading was unclear and deemed a failure except for your lucky number ending in 5. Do not go near any large bodies of water within the period of the coming full moon, your local sea Witch will not be appeased by your cheap-skate offerings and may drown you. For the future a sacrifice should just be that - a sacrifice.</p>	<p>Lunar</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>Summer</p>  <p>Your self-confidence will be high this season, and you shall not shirk from taking on new responsibilities, facing tough challenges or accepting drastic changes in your life. The Guild reps say the month is favourable for hunting for a new job, when close to a Giant or Adept of Earth. You are likely to taste success in whatever endeavours you choose to undertake this season. Still, to do even better you may need to become skilled in new technologies, such as Couches with suspension and running boards.</p> <p>(On any failed percentile roll ending in 5 you get to roll again).</p>	<p>Fire</p>  <p>Red smoky sunsets and the dark night skies, are signs of things to come. Your eye sight under the open sky is very accurate 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>As summer cools and with life slipping away, you are able to heal earth dwellers. Death is not far away and may return soon. You are protected from evil dreams this season, and you know something is coming once again.</p>
<p>Autumn</p>  <p>The cosmos, though it may throw up an undesirable event or two, is not exactly unfavourable for you this season. Try to look positively on all events as learning experiences, then you will see that the phase is really a blessing in disguise. I hope you shall come out of it stronger. The month is auspicious for starting your new job, as your material needs are soon going to shoot up and you shall need more funds to cope up. Before that, though, you will have to cope up with the increasing work pressure from stolen loot from your last job. Stay away from Fish this season, or you will gain a cluttered mind. Romance is on the cards.</p> <p>(On any failed percentile roll ending in 2, 5 and 7 you get to roll again).</p>	<p>Earth</p>  <p>You will start the day with verve and vigour. There will be a discernible change in your way of working, especially in terms of the level of energy and concentration you will put in. If you switch to the new strategy will better your performance considerably and will make you feel that it was a good change after all.</p>	<p>Death</p>  <p>As the pain of summer falls away, leaving only the raw elements of your aspect working against you, it is safe to return to the larger settlements once again. Many sleepless nights of guilt are to be made up for. You have also gained an extra nine pounds. Death is not far away and will return soon.</p>

Starflower's Bestiary

Surprising Spriggans

There are lots of strange fey creatures in this world, and among the strangest are the unseelie creatures known as spriggans. Thought by some to be gnomes (or perhaps kobolds) warped by some dark magical force from the dark depths under the earth, spriggans in their common form resemble unusually ugly gnomes with a grotesque, gnarled appearance. Others claim that their kinship to the earth is entirely literal, and that they are the product of some profane mating between gnome, fey and earth elemental.

I said common form because Spriggans have the ability to swell to enormous size, becoming at once bigger, tougher and stronger. The phrase, "You won't likely me when I'm angry", might well have been invented for spriggans, because it appears that anger is a trigger for this change. In their enlarged form they are physically formidable, having the size and strength of ogres. They do not wear armour, depending on their rock-like skin for protection; they favour stone clubs and thrown rocks as weapons, and are often quite skilled with these armaments.

Spriggans also have the ability to take the appearance of a pile of pebbles—including

masking their aura, making them almost impossible to spot. They can travel at great speeds burrowing through the ground, much like an earth elemental. This ability can make it difficult to kill Spriggans, and to make matters worse, given that they often have access to the Trollskin spell, they can regenerate damage when interred in the ground, albeit quite slowly. Definitely a situation where the combination of telepathy and phantasm would be useful. Or access to earth elementals of your own.

You see, Spriggans are also competent magicians, almost always adepts of the College of Earth Magics, although they may occasionally be witches or rune mages. This doesn't make them necessarily very smart, because they're not. But it does make them more dangerous. Even to themselves, because they may attempt spells they're not very good at, with the inevitable result of backfires. The main consequence of spriggans being Earth mages is that if they have time to power up with spells like Strength of Stone and Armour of Earth they will be considerably more formidable. And Trollskin, of course.

Spriggans are known to have one particular weakness—they have a great fondness for alcohol. Plying spriggans with liquor generally has the effect of making them a bit less antisocial, and more inclined to discuss business in a friendly manner. If you get them drunk you may actually manage to get them to forget whatever it was that got you into conflict with them in the first place (they are a bit like some humans of my acquaintance in that regard).

Another tactic, employed successfully by one recent Guild party, is to offer single combat with a suitably imposing party member, in this case the party's giantess. This had the result of the spriggans declaring the giantess in question to be "Queen of the Spriggans" and aiding the party as guide to the caverns they were about to explore. In other words, a rather better result than simply thumping the spriggans to destruction. A tactic certainly worth considering by Guild parties when they encounter any adversary willing to talk first before initiating combat.



Newhaven Starter Kit
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 Girls Go Shopping!

It is a well known fact that female Guild adventurers delight in going shopping. So when four Guild ladies found themselves in the city market with nothing better to do, it was not surprising that each made a particular purchase. So, please match the purchase and its peculiarity to the person who bought it!

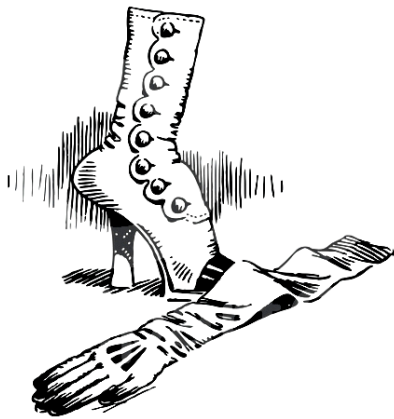
- Namari the Bold didn't buy the boots.
- Milady Pious bought the green shoes.
- The pantaloons were not pink.
- The boots were brassy but weren't purchased by Milady Wanton
- Salome wasn't known as the Sensible, nor did she purchase pantaloons. Clarissa didn't buy the gloves.
- Margarita wasn't particularly Pious but she did purchase the socks, which weren't beaded.

Persons: Clarissa, Margarita, Namari, Salome

Title: Bold, Pious, Sensible, Wanton

Item: Boots, Gloves, Pantaloons, Socks

Peculiarity: Beaded, Brassy, Gilded, Pink



Riddles

Walk on the living,
they don't even mumble.
Walk on the dead,
they mutter and grumble.

What are they?



Two bodies have I,
Though both joined in one,
The more I stand still
The faster I run.

What am I?



It spreads like a disease,
For none is immune.
A few may doubt it,
But many believe soon.

What is it?



Answers to Last Issue's Puzzles:

Guild Gastronomy

Moonday: Creamed Mushroom Soup,
Beef Pastry, Apple Pye

Duesday: Red Lentil Broth, Brawn of
Pork, Prune Tart

W'snday: Onion Soup, Capon in
Sauce, Gingerbread

Th'rdsday: Vegetable Potage, Eel Pye,
Quaking Pudding

Frysday: Thick Pea Potage, Mutton
Stew, Sweet Cheese Flan.

Riddles

First: Flank, Blank, Bland,
Blend, Bleed Breed.

Second: Cherry

What's Hot

Smoking Magma (the spell)

Short Elves

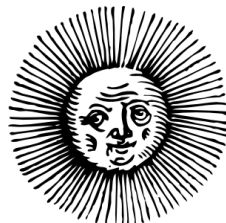
Rune Cookies

Tigers

Fey Magic

Tight Leather

Angels



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

Smoking Magma (volcanic eruption)

Drow

Old-fashioned Potions

Spiders

Necromancy

Heavy Steel

Horrors



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.)



Letters to the Editors

Dear Sirs,
What do these Adjepbar astrologers have against those whose fortune it was to be born under the aspect of death? In every issue of your dubious rag it seems we are cursed to sleepless nights of guilt and weight gain! We are repeatedly told that "Death is not far away and will return soon". When? It would be a relief. We suffer continually from ill luck... We cannot abide the countryside because of the rabbits birthing, nor the cities because of the rats! And the humans who breed like rabbits! Perforce we must seek out the barren places where little or nothing lives... a desert island where there is nothing breeding except the fish of the sea and the birds of the sky. Our is a miserable life, for whom the death of others brings luck. Must we all become adventurers?
Therefore, we ask that you kindly do not rub salt into our wounds with your facetious forecasts full of fallacy and falsehood.

Yours sincerely,
One unfortunate enough to be born under the aspect of death.

Dear Sirs,

Please save our souls!
You who have caused our fire mountain to explode, bringing the quaking earth upon our land, followed by the firestorm, the clouds of ash, and the floods!
Come, heal the damage you have done in the name of bringing back your dead. What of our dead? Must the needs of the one outweigh the suffering of the many? What are you, who bring such devastation in your wake?

Yours in suffering,
The people of Palestrina.

The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times, especially to new writers. We remind you that we reserve the right to edit all contributions and to determine what shall and shall not appear in print. Please note that opinions appearing in this document are not necessarily those of the editors or staff of the Seagate Times.

T'ana Silverwind, Editor in Chief,
Seagate Times
Ariel Glitterwing-Stargazer, Chief Reporter and Astrologer



Get the Power of Fire and Light!

Fire College Invested Items:
Dragonflames Rk 10
Weapon of Radiance Rk 10
Fire-Arc Rk 10
Fire Armour scrolls
Extinguish scrolls

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

Also Rank 8 Weaponry
& Rank 9 Alchemy.
Prices negotiable.

Please contact Flamis at Bolton Bay.



Potions of Great Virtue

Offered for sale by Sebastian Silverfoot, purveyor of superior magical comestibles and aliment.

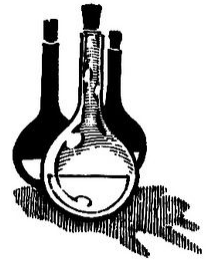
Up to Rank 9
Restoratives: 750 sp
Any flavour you like so long as it tastes like medicine.

Rank 10 Mind Cloak:
5,000 sp
With unexpected bonuses for the pure of heart

Rank 6 Resistance to Light 6,250 sp
With minor damage resistance against damage from light.

Other potions available on request for the discerning palate.

Seek out Sebastian outside Antoine's with his nose pressed up against the window.



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>