

# The Seagate Times

Issue 83 - Winter 814

## Human Souls Saved from Damnation!

By Caprice

A while ago a party discovered that all human souls not pacted to a power or god were going to hell regardless of whether they were good or bad. We have resolved the problem and the souls of the righteous dead will now go to a deserved afterlife. When the Power of Darkness were setting up their realm they built it on top of and trapping the newly formed human gods. So all unaligned souls have been blithely wandering toward their assigned afterlife and being trapped in Hell.

This went unnoticed by the Powers of Light as they are elves, and didn't realise that the numbers arriving should be much higher. Fortunately, since some of us had decided to deal with the situation anyway, and cash reward is a nice bonus, King Ulric hired us to sort out the problem, having had it come to his notice when the Drow accidentally summoned the Fire God out, and he caused a few problems.

So, we set out to rescue the gods. The main difficulty, aside from the general problems of working in Hell, was that they were trapped with the Demonic Emperors whom we did not want to let out. We had to make a cage structure with which to entrap the Demon while we pulled out the God. This was constructed of stars and a perfect chord created by a magical harp all put together by means of a dance ritual.

We got the stars from the giant dwarves who mine them, as it turned out that plucking them from the sky was a bad idea. So we threw out some Dark Titans who had invaded the mines, with the help of the Titan Astraea and Thor, and we drove them out through the firmament. We borrowed a harp that

The next god, the god of Hunting, was in Ipos's realm and in a barrow in the centre of a ring of walking trees. We dealt to the trees, but then had to make a deal with Ipos. He wants us to plant an acorn that will grow him a new realm. We agreed to do that, and we now have the acorn, which is a useful magical item, but we are in no hurry to uphold our end of the deal.

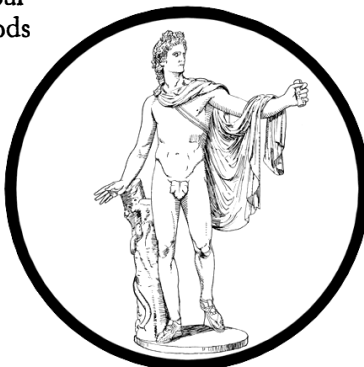
The final god, the god of Procreation, was in the realm of Malthus. This was more of problem as he is a much nastier being. This last prison is in an underworld city constructed of wickedness, which we reached by making wrong decisions. We discovered that it is underneath a temple where Malthus was perched, so we dug out a doughnut shaped tunnel around it for us to perform our ritual in. As we danced, they demonic defences tried to flush us out, but Lath's flying away as a distraction gave us the needed time for us to complete our task and then Sabrina banished us out (with the god effectively itemised).

Sabrina, Caprice, Arwen and Ithilmor discovered themselves to be pregnant after this rescue. Since Father Rowan was in the party, Chantris was able to pull the gods through to her realm, and she has now married all four of them, one for each season.

Chantris was aware of a ruined plane that was ripe to be converted into a realm for the new gods once the remains of Calamar weapons are removed from it, so she sent us there and we destroyed the Great Devourer, thereby loosing the potential of everything that it was keeping inside itself. We gained boons from the four gods and from Chantris and most of us are now gestating.



The Four Gods



could play a perfect chord from the Drake Anghamerabad who is Clerk in Ladlaugh. He wants it back, but not necessarily this century.

Down we went to the depths of Hell, through one of the holes left by an emperor's arm, when we made it let go off the gate, while opening the gates of hell. The god of Fighting, Aaron, was trapped in a barrow made of weapons forged from souls, we did our ritual and got him out. This was fairly easy, but the emperor cursed Caprice for leaving him behind. The MA of the curse was 75 and she had to do a "trial of artifacts" to get rid of it. Cheating didn't work but she made the right choice and was once again able to tolerate sunlight.

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

GM William Dymock-Johnson

# Isil Eth's Lament and the Aftermath of War

By Princess Isil Eth

Millions dead, millions more displaced, everyone starving and ravaging hordes wandering the abandoned lands.

Eastern Aladar remains empty as refugees stay in the west and north: Zumalar, Doskyne, Grobellar and Wallontaun are in ruins and many of the lands are blighted as crops wont grow or grow as a sickly black and green hue, animals sicken and die. How groups of drow, orcs and other monsters are able to survive is uncertain but they are seeming to thrive. Drow are settling in to stay, having been promised land and slaves by their overlords, they are keen to live the good life at everyone else's expense. Humans are still being taken in raids into the inner lands and being shipped to Terranova as slaves: halflings are being ignored or slaughtered. The coastal population has mostly returned but it is watchful for further raids from the sea, fishing is limited to the near shore. With half a million dead and two million displaced, the Duke is concentrating on how to reclaim the east of his duchy and repopulate with his people. The Ancestors are displeased with him.

Bowcourt has half a million dead, two million displaced and areas west of Beaucoeur are empty except for roving bands of drow, orcs and other fell beasts, whereas areas in the east have seen predation by werewolves. Richard, formerly of Fauxcoeur, is still trying to be the hero of the hour, although his month seems to have passed. Tuscany has also put a price on his head.

Aquila has a million dead, two and a half displaced from both east - drow etc - and the west - Drakenburg and trolls. The King and Duke is concentrating on law and order in the centre. His military options are limited due to so many deaths amongst his fighting forces, especially his noble leaders. The western and eastern lands of the duchy are ruined, and the east is noisome.

Innesberg is mostly empty: citizens have emerged from the cellars and are surviving on stored food as there is little trade going on, either on the Barratary River or Great North Road. Bordelay has been hit hard, with chateau and vines fired, flooded or now an arid waste: the

harvest will be poor this year. The magical fence erected by Bowcourt artificers in a line north from the Ffenargh Swamp, has restricted most of the magical fallout to the west of that line. Areas protected by consecration or blessings on areas of dead ground that afflict much of the lands west of the fence like a canker.

Bergelfin and Middelmarch Houstart are having a hard time due to the lack of trade as even the flying ships full of luxury goods have been attacked by flying monsters - all skin and teeth with bad breath. The trolls in northwest Aquila are raging wide, wondering where all the soft food has gone. Invading troops from Drakenburg are digging in, as trolls are also attacking them and towns are in ruins: the drow slighted castles and walls all across the kingdom in preparation for the next attack that never came.

Areas where major battles were fought (such as at Zumalar, Droskyne, Walontaun, north of Innsberg and many smaller ones across the central parts of the kingdom) are high mana zones and full of fantastical creatures such as hydra, basilisks and worse. Several new islands are off Zumalar and within the Ffenargh, and one is now a mountain north of Innsberg. The streams have changed course, many small lakes with gold at their bottoms now dot the landscape, geysers erupt randomly, places are drying out, anti-magical sand has created areas of low mana and some of the lava bombs that were dropped all over the place are still molten.

The duchies are acting alone and it will be some time before they coalesce back into a united kingdom. Until then, most of the central lands will host robber barons, brigands and monsters. Consecrated land and those with blessing on crops will remain immune to the curses, blights and maladies. The Church of Chantris will cure the land of its maladies, one blessing at a time. People will return in time, crops will flourish and trade shall resume. And some clever people will devise ways to reunite the lands.



## Seagate Merchant Guild Ransom Notes

For a small cost of 1,000 sp the Merchants Guild of Seagate will provide you with a ransom note. The note can be used to ensure safe return if you or your companions are captured.

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 within six months.

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

This agreement will be honoured by the Merchants Guild of Seagate. They will employ the Adventurers Guild of Seagate to ensure you honour this agreement.

Below is a list of ransom notes available and how much you will need to repay when they are used.

### Payment Note / Service

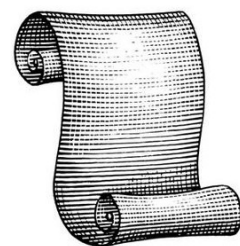
**250,000 sp,** You and up to seven friends returned: Alive in good spirits & health, with all your gear and equipment returned.

**150,000 sp,** You and up to three of your friends returned: Alive in good spirits & your gear and equipment returned.

**80,000 sp,** You and three of your friends returned: Alive or dead. All equipment valued at over 3,000sp is returned.

**30,000 sp,** Returned: Dead & resurrectable, preferably alive, with all major equipment valued at over 5,000sp.

**20,000 sp,** Returned: Dead & resurrectable preferably alive. Equipment not included.



Please contact the Merchants Guild of Seagate through Master Merchant Lath at the Adventurers' Guild.

# Employment Wanted

By Aurora

This adventure started with a wild party, climaxed with a really large explosion and ended up with lots of money. Some people would say that is how most adventures should be.

It all started when Aaron decided to have a wild party in the hope that the Guild would take notice and employ the party goers before they wrecked Seagate. I decided to crash the party, having nothing better to do, and the next thing I remembered was being on a ship heading south towards the Islands of Adventure - or some place nearby. Seems there was a problem with bandits and trading caravans were vanishing. Anyone trying to fly in that area were also vanishing.

We ended up in a place called Sandspit and travelled to Lake Town where we discovered the problem was occurring between the locations of Junction and Gloomyvale. So, posing as a merchant caravan on horseback, we went to have a look. We discovered that the cause was that the local orcs and goblins had got themselves all organised under the leadership of a big boss orc and a bunch of magic using ancient elves. We're not sure what their ultimate master plan was, but they had this giant cauldron that showed them a map of the area so they knew where the caravans of, and were also able to 'splat' fliers out of the air.

Disguised as orcs, we snuck up to the ancient tower where they were based, and the addition of holy water into this scrying cauldron resulted in a huge spectacular explosion and a high column of smoke forming a toroid at the top which may be a portal to somewhere else. We were assured that it would dissipate sometime .... maybe in a few days, a few months .... or in several millenia.

While we were doing that, the local militia were taking out the orc forces on several fronts - thanks to the ability of moving troops through the fey paths - and with their powerbase and leaders gone, trade was able to return to normal. With all the loot gained, and our party merchant managing to turn a rather nice profit, we came home with quite a bit for the Guild coffers.



One evening, Ithilmor performs dance for the party.



**Father Rowan to the party:** I think I will have to get the little feller out.

**Caprice:** This isn't the time for that Father Rowan...

**Poppy:** "We stopped the splattedly splattedly splat that stopped people from flying."

**Aurora:** "You mean we stopped the splattedly splattedly splat that stopped people from going flappedy flappedy flap."

**Samuel:** "They've had doses of milk of the poppy" - Samuel

**Aaron:** "Well we can give them doses of our Poppy."

(referring to Poppy the party healer).

**Aurora:** "I don't know much Dwarvish but I heard they have thirty words for beer"

**Aaron:** "And the rest"

**Grizelda:** "Well she did say she only had a little Dwarven."

**Grizelda:**

"That's a dork - a dead orc"

**Aurora:** "You'd better not be in duress."

**Town Guard:** "I'm wearing \*\*\*\* armour, not a \*\*\*\* dress."

**Aaron:** "The One Horned God is NOT the unicorn god"

**Aurora:** "The plan is so cunning you can pin a tail on it and call it a weasel."

**Aaron:** "Ferret"

**Aurora:** "Alright ... it's so cunning it's a ferret."

**Grizelda:**

"Orcish puts the gutter in guttural."

# The Down Low of the Drow Land Grab

By Prue

The Drow invasion of 814 represents the resumption of hostilities between the Eldar races after nearly 1000 years of uneasy peace. This Autumn a small group of guild members travelled to the Drow city of Dylath in Terra Nova to uncover the reasons why.

The Drow nation is in a period of rapid change as a result of a "Life Bomb" detonated in the area approximately ten years ago. Prior to the detonation the lands outside the Drow cities were a desolate waste incapable of supporting human habitation. Now there are jungles teeming with strange flora and fauna. Where once slaves had nowhere to escape to, now the resistance flourishes in the verdant jungles.

Further destabilising a society already quaking under rapid change, the Queen is demanding extra slaves for sacrifice at a rate which will collapse the system in 100 - 500 years. We were unable to discover the reasons for the extra sacrifices, however it is possible that she seeks to ascend.

Her son, the charismatic leader Intervar of House Infinite Hatred, heads the pro-war faction. As a male, he is unable to inherit, therefore he sought to use a successful war against the ancient enemy to have himself declared female. The pro-war faction is currently in disarray.



Our mission was a great success:

To date Intervar is missing with a price on his head.

Another leader of his faction, Lady J'ssin, has been discredited and handed to her enemies.

The temple of Aim has been weakened and the temple of Seir strengthened.

Lady Mourn, the leader of the anti-war faction, House Desolate Sky has married her daughter into the richest family in Dylath.

The only small concern is that the House Desolate Sky remains a Drow House and does engage in some morally grey behaviours - so here is hoping that this all turns out for the best.

# Purple under the Hammer!

Millennia ago in the time of The Titans, the Chronosite Warriors were the greatest of all mortal warriors, their artefacts of war crafted by the greatest of Titans, their enemies most foul.

The greatest weapon in their arsenal was the Hammer of Chronos, powerful enough to level continents or shatter the moon. The key to the Hammer was lost with the last of the Chronosites as they stood side by side with The Fane in battle against foul creatures of darkness to save the plane of Purple.

Time passed, the Chronosites faded into legend, the Titans withdrew, the Fane fought each other and any others they could get their claws into, the land changed, the moon was shattered, the seas rose.

A great human adventurer and archaeologist, Major Parus, met one day with a new partner, a Dwarf learned in ancient lore, named Jack. Together they searched the lonely isles and eventually found the site of an ancient battle. Weeks they spent retrieving the ancient artefacts and carefully loading them on their ship until the fateful day they loaded one of the last artefacts and the ship was seized by powerful magic and dragged to the north towards the Fane lands. Most of the crew abandoned ship, preferring almost certain death over falling into the hands of the Fane, Major Parus and Jack stayed strong.

Far to the north the great ship Beaver Stock beached in a swamp, its hull broken, never to sail again. The lizard minions of the Fane swarmed the decks, removed the precious cargo and dragged Major Parus off for brutal interrogation.

The Fane and their Naga minions used the knowledge gleaned from Jack to trigger the key and summon the Hammer of Chronos to remind the Humans of their unpaid racial debt to the Great Fane. Major Parus was sent home with a geas-bound mission to steal two Dragon eggs and deliver them to the expected strike zone of the Hammer.

As the Hammer moved, the portents of doom were clear in the skies, the wise Dwarves of HyBrasil sent for heroes from Alusia.

Thrice around the world and back the heroes quested, searching for the Dragon

eggs, the thieves that stole them, and uncovering the clues of who was behind it all.

Much did they discover, the Fane it seems are not all the same, in the south the Fane are chaotic and evil, fighting each other and seeking conquest, to the north are the Great Fane, ancient powerful and lawful, in the distant past they raised the Purple Humans to sentience and the Humans agreed to honour and serve them to repay the debt. But over the thousands of generations, the Humans forgot and the wrath of the Gr. Fane grew. The heroes sought to appease the Gr Fane and arranged for the humans to acknowledge and meet their racial debt.

The Hammer intended as punitive was misjudged, instead it would bring destruction and possibly an end to all life. The heroes led a desperate mission out to the aether to meet the star rock in the celestial arena and change it's path. The Lesser Fane misled to believe this was all a plot by the Great Fane to destroy them sent their own heroes, lords of whim numbering four with their minions foul.

On the Hammer of Chronos, beneath the stars, they met in battle and carnage ensued. Concerned for their mission, the Fane called for truce and the heroes found how the Fane had been misled, a truce established the great mission to save the world was completed but the shadowy manipulator who orchestrated so much destruction had succeeded in her mission. Under the cover of battle the master biolurgen, had stolen the great artefact she sought and made her escape. Aggrieved we were but we knew justice would find her in her future for it already had in our past.

Gm Mike P.



## 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—7500sp

### Potions of Infertility/Fertility

- being such liquors that bringeth unto the generations, order—5000sp

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



# Like the Night

By Clementine

We foiled part of a nasty plot on a plane called Reich. We were hired to investigate a meeting of a bunch of really nasty bad guys. We were transported to a plane called Reich, then we travelled over the sea in a flying craft for a couple of weeks, then flew over jungle for another couple of weeks, eventually arriving in the Island of Meroe which is not an island.

We got rooms in a hotel and discovered the bad guys, and that they had a plan hatching involving a massive death event and a sacrifice of someone powerful, happening within the following few days. Unfortunately we had neglected to make arrangements, either to return or to communicate our findings to our employer so we decided that we had to foil the plan ourselves. The plan turned out to be to kill off everyone in the hotel with a plague and use this to power the sacrifice of "Beauty" who they had perverted and thus to gain access to her miracle pool and use that to set free Set and take over London. Or something like that.

Anyway, we couldn't rescue her, so we blew up part of the hotel, with her and the principal bad guy in it, so that being dead, she couldn't be sacrificed. This has damaged some of their plans, but unfortunately we pulled Masquerade away from his keep which will allow Dantalion to easily take it.

Oh, and by the way, Mark the Champion of Death is "gone". GM Jim

## The Guild Needs You! Staff Wanted In the Far SE

The guild is seeking a few more staff for their Port Avalossa guild outpost in the Far SE Archipelago. The travel there may take half a season or so but once you get there the sun always shines, the food is fresh, the women and men are all well-tanned, well fed and hungry for sophisticated western kingdom types. The guild offers heavily reduced training costs, free board and a somewhat dedicated staff to serve you and your needs.

Applicants to Ozbert Pennywise after the guild meeting. The term of service is for at least a year and there's plenty of new opportunities down there and very few Drow!

## Obituary

The body of guild member Dalran de Brevic was buried in the Seagate Adventurers Guild Graveyard on the 30<sup>th</sup> of Thaw in Spring 813wk. The remains were interred inside a block of crystal and then inside the stone mausoleum his bequest had paid for.



His tomb inscription reads "To do great things requires great sacrifice and sometime loss. Don't be surprised when you attempt extreme things if you fatally encounter extreme enemies. Just harden up and learn to live with your fate".

## 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.



**You decide  
what you  
want!**

## 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.

## 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.



# Shopping on Grymeron

By Tsayoi the Scribe

In Spring 810WK there was initial contact with the goblins of Grymeron when a Grymeron goblin came to the guild asking for help finding some lost portals between Grymeron and Alusia. This involved much travel as well as involving the lands of the sorcerer Camdindel. Two years ago in 812WK Camdindel finally got around to looking at the reports on this initial foray from his long term 'associate' Maelstrom and a year later (813WK) he gave the task of acquiring certain bits and pieces he was interested in to another long term associate Lorto. In early summer 814WK, he tried to 'encourage' Lorto to do as asked, and attempted to motivate him to action the list quicker. The end of Summer saw Camdindel recovered from that dust up and he decided to pursue a less hazardous source of labour and hire a guild party which he did at the start of Autumn 814WK.

He basically wanted some samples (captured specimens or simply specimens) of whatever we can find from this most interesting plane and special bonuses would be paid depending on the state (live vs dead), size, lethality and uniqueness of the 'samples'. He wanted these creatures, preferably captured alive but if this isn't possible then capturing its 'essence' in one of the soul gems we are provided will suffice. A negotiated visit to Camdindel's abode for a year and a day would work as well for those 'samples' that prefer to be in one state than the other.

Our party included several who had been in the earlier party ("The Rainbow Gates") and so we had some knowledge of the dangers involved, particularly as Camdindel's list of nice-to-have creatures included the fabled Grymeron Sarth Dragons (100' long and deadly), the nasty and very stupid Blood Trolls (45' tall monsters), the vicious and lethal Dracoslurze (cross between crocodiles and large lizards - think around 5' tall and with a long 5-15' tail), the mystical hive creatures known as the Vindikar, the Sarska, the Grools, Goblins (this would have an impact on interactions across the plane of Grymeron as these are the 'indigenous people', Mushroom or Fungus Warriors (or similar) and the

fabled Cat Wolves.

All of these represented a substantial challenge for us to contemplate and so we enlisted the help of a known local Grymeron resource who we found getting drunk in the Gryphon Pass Inn along with some dwarves, mushroom guards and other assorted personages you'd expect to find in a local pub frequented by adventurer types

Once Albrecht the Goblin arch-mage (also holder of many titles of renown - on Grymeron) was encouraged to help us then we started off on our merry way. We first facilitated the transition of a young and new Vindikar queen hive (with her attendants and functionaries) from one location on Grymeron to another by way of the Alusian rainbow gates in order to provide better security and a much shorter overall distance.

After that we delved into the world of fungi-culture which involved going to area many would like to avoid but we were an adventuring party and you'd be surprised at the depths we'd sink to and so the under-city sewer fed farms we visited, sampled and played with.

The desire to be in open spaces quickly reasserted itself and so a trip to the woods (The Haunted Woods) was rapidly organised and for a brief period we were under open sky, in fresh air and wide open spaces. The woods lower level proved to be an experience in surviving stygian darkness and creatures (flora and fauna) all wanting to devour or facilitate our transition between one state and another. We survived that level after encountering huge omnivorous plants, gigantic centipedes, floating jellyfish like creatures, fungasaurs and violent mushrooms.



We left that level to swim up to the next aquatic level where we encountered huge piranha, big shark and other such aquatics swimming through the air and near floating rivers of water. We had some success fishing and capturing some samples here before we were sucked into the maw of a massive whale shark (1mile long with a mouth some 60ft across) for some time until we managed to exit via some of its huge gills. We also found a goblin who'd been fishing in his boat on one of these floating rivers when the creature also sucked him in too. We freed him when we exited the fish too as it seemed the friendly thing to do.

We then decided we hadn't had enough excitement and so we proceeded to summon some Dracoslurze to capture however our Earth mage managed to succeed very well and instead of the expected handful we got 11 enraged Dracoslurze all attacking us at once. The fight was very close with only our superior magic enabling us to prevail over the vicious creatures, but prevail we did and we found ourselves in possession of 4 live and 7 dead creatures - a win for us. We spent some time working on making these creatures more portable before heading on. Some of the entrails and meat from these creatures was turned into sausages and if ever Roderigo the sausage maker ever offers you some of his sausage meat get him to eat it first before even considering doing so, or else the after effects could be much worse than you imagine.



We decided next to have a go at the fabled cat-wolves of the woods and so, with a bit more defence planning, we again undertook a summoning and Tari delivered a manageable number of these shaggy looking nasty creatures that we managed to easily overcome and package for delivery when we get home. There is a lot to be said for some binders after all and Lady Cher appears to be a better class of binder than most, although she's continually saying "I'm not that sort of binder" and I don't know why as I don't know what the other sort could be and why she'd want to be dissociated from them.

We'd had enough of this fact finding and so we decided to be ignorant, or rather look for some ignorance and specifically the Lake of Ignorance which we knew to be somewhere in the Haunted Woods, albeit not where exactly. We made our way carefully through successive layers of the Haunted Wood until we got to the canopy level where we took flight for the long journey to the south. Several days or flight found us land in the mountains encompassed by the haunted wood which were known as the Narribri mountains which rose to a lofty height of 14,000ft, way above the heights of the huge woods which only rose to 5,000ft (this is pure forest height and not the effect of land rising) so we had some distance between us and the woods as we flew over them.

The Mountains turned out to be home to some strange creatures which we avoided interaction with by using our innate paranoia to burrow into the deep snow down to the rock and there, tunnel a bunker into the solid rock to further protect us from possibly unfriendly or even over inquisitive creatures that may have found us interesting to play with. A night in the cold mountains thankfully passed uneventfully and we soon found ourselves descending the other side of the mountains back into the haunted woods in our search for ignorance.

I thought up a great way of finding our intended target and after several days wandering the woods we found our target and our ignorance levels substantially increased which can be considered a good thing in some circles, not so much in others.

Once our fill of ignorance had been reached we took our leave and headed south towards a great mountain of knowledge.

We spent some time at the mountain and met many new races who all interacted under a neutrality geas to enable the transfer of knowledge. We attended several lectures on esoteric topics specific to Grymeron and then we gave a lecture on our travels, the guild and the wider universe which was well received by all - so we may be getting some visitors from Grymeron at some stage in the future.

After a restful and informative time we departed the tower of knowledge and portalled back to Alusia to drop off the current shopping stock to our employer, who was very happy with our horde of items and safari mementoes. We passed on some of the special items to his fathers (dead-old-dad aka the lich in the basement) who can now experiment with

ignoring both life and death - oh, how the undead while away their time!

The night passed uncomfortably with watches posted even if we were in our employers home (we were worried about things that go bump, well drain in the night) so the rays of morning saw us set out very early to meet with a tempestuous water elemental named King Neptune. After a bit of barter we passed through to another part of Grymeron, the uncivilised and wild animal infested Lake Rhinius region, home to the Sarth Dragon.

Brave adventurers we be and smart too, so we decided to not even poke our head above ground and instead go with our earthy instincts and use our talented earth mage for what she is good for - tunnelling. The first few hours we spent creating a safety bunker just beyond the portal area, just in case things went pear shaped and we needed to lay low for whatever reason. Once the safety bunker was completed we created a set of tunnels leading upwards to the ground level where we made another safety bunker, again still hidden underground.

We rounded out the day with some more tunnels which went up into a dose hill and rose up to a good height where yet another bunker was made still hidden in the hill but near the surface. We felt most secure and so we used our dragon-kin binder to create some transparency across the rocks which gave us a stunning view over the area where we could see lovely creatures who would all love to eat us. We felt secure and so set to watching the wildlife before us and were quickly able to view a Sarth Dragon hunting fish in the lake by use of its sonic scream to stun them, followed by a graceful pivot

back to gobble them up as it flew close to the water. So glad that wasn't us.

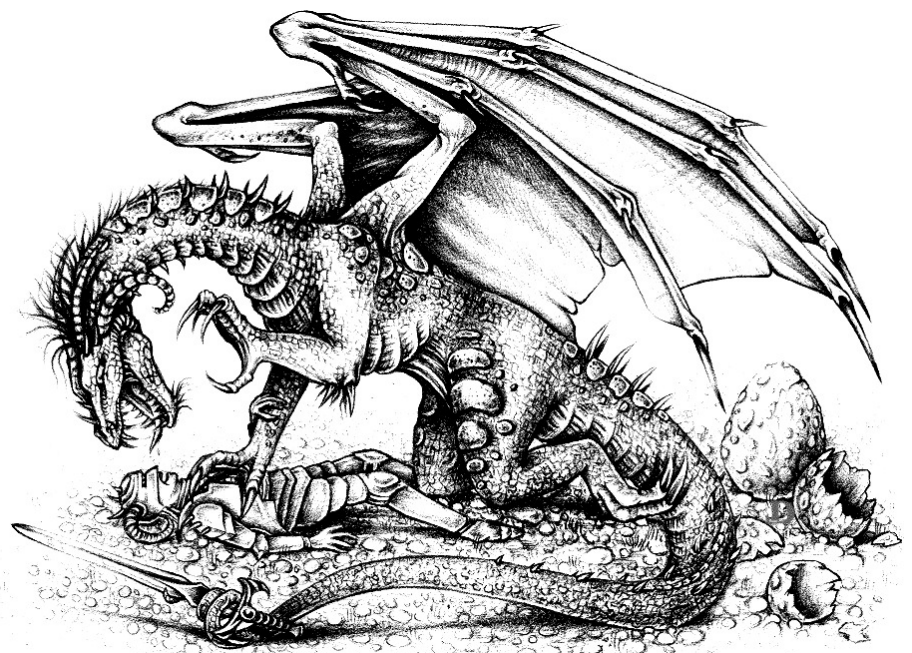
We spent a few days observing and debating the morality of taking eggs of the dragon and how to justify the act. Those days just flew by! We also spotted lots of other creatures from the shy and retiring Ice trolls to the Groot, Blood trolls and many other strange creatures.

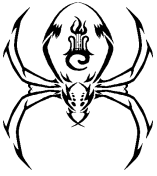
We decided to go and bag us a 45ft tall Blood troll if possible and set off through the mountain by way of tunnels down to where we judged one of their hunting trails were.

On the way we were intercepted by some travelling Sarska (naga like creatures) who invited us for a chat in their nearby lair. Since they were travelling through the earth by way of a unique magic which appeared most superior to our own we decided to agree and accompanied them there. We had a most fruitful discussion about our activities and we decided that the safari should be called off due to possible conflict that might arise should we be successful - or not.

So after some time we departed there and made our way back to Gribbit and Moonpok where we picked up some of our remaining goods and bade farewell to our gracious hosts and warm climate. We moved back to Alusia by way of the trading post at Noble gate which had by now been well fortified by the Vindikar and we passed on through to the Gryphon Pass area which was suffering an early season snow storm, ah lucky us.

We travelled back to our employers and then onto the guild some 10 days into Harvest, having spent half a season away from home.





# DYLATH,



## THE RESORT OF YOUR LIFETIME!

**Come to wonderful Dylath,  
Jewel of the Eastern Ocean and gateway to the savage lands of the East!  
Come for the exotic nightlife, but stay because you've been sold into slavery!  
Your journey will last a lifetime, we promise!**

You need something? Try the exotic markets. Ships from everywhere make port in Dylath bringing all manner of exotic goods. And by everywhere we really mean everywhere! Ships come from Salamaca, Invidia, and Korastanphile which are not even on Alusia. If it can be found anywhere it can be found here. Just be sure to keep an eye on your purse lest it fall into the hands of Twelve-Fingered Vila.

But you can get your stuff anywhere! What you're here for is that perfect slave! Again, we get slaves from everywhere and there is still an excellent back order of humans from far off exotic Aladar! And if humans aren't your fancy we still have plenty of orcs, thresh, hobbits, elves and muls, muls, muls! Just be careful to check the manifests. With Cookie Maker Pierre about, you could inadvertently become an abolitionist!

Of course no Visit to Dylath is complete without a visit to the Temple district to solicit that special favour from that special Something. While we can't claim to have free religion it is reasonably priced. And you can always take a walk on the wild side with Prudence Lifebringer and those strange angelic Powers of Light!

Dylath is also a place to meet people and organise events. It is the Place to Get Things Done! Whether at the sumptuous baths, exotic menagerie or wild human zoo, Dylath has the venue for your next conference of Evil! And of course Dylath offers only the best in saboteurs and traitors to foil those World Domination plans. Don't rely on second rate treachery! Book Alandis the Mighty Pen and Altan Surefooterd today.

Last but not least if the life of the city is not enough the surrounding countryside now teems with incredible, fantastic and mostly non-sapient wildlife. From tree-squids, drop jellies, micro-men and mega-muls the new wildlife of the continent will satisfy any hunter. Just be careful of Human the Enabler's escaped slave network lest the hunter becomes the hunted!



**Come to wonderful Dylath!  
We promise to make your  
next visit your last!**



\*Travel Insurance provided by PIRATE. Insurance does not cover stapling, mangling, been sold, eaten by demons, killed by mobs, incinerated by Aim cultists....



# Travel Advisory

## **Araby: Minimise non-essential movement overnight following uncontrolled Earth Elementals**

At least two people, including one guard, late on 22 Fruit were injured in an elemental attack on Biasharak Street. According to the authorities, the elementals arrived unexpectedly at nightfall. Unconfirmed reports also indicated that hellfire was reported in the immediate area, and that the elementals are 50ft tall. Members in Araby should return to their accommodation and minimise non-essential movement overnight.

## **Ranke: Avoid ongoing sit-in by town guard in Sanctuary following conclusion of 24-hour strike**

Following the conclusion on 21 Harvest of a 24-hour work stoppage by the town guards, there have been unconfirmed reports of looting and lawlessness throughout the day. It is recommended that members stay out of Ranke indefinitely.

## **Western Kingdoms: Situation update**

We remind members that all non essential travel to the Western Kingdom should be postponed at this time. There have been confirmed sightings of Drow, the restless dead, dragons, Orcs and Michaelines. All members should remember to stick to patrolled roads and only travel in broad daylight

## **Dumar: First cases of chikungunya**

Cases of chikungunya have been reported for the first time. The disease is spread by undead mosquitoes. Symptoms include fever, severe joint pains, headache and rash. There is no cure and patients are bedridden for at least a week. Preventing mosquito bites is the only way to prevent infection.

## **Seagate: Eyes on - Schistosomiasis**

In Harvest 814, several cases of schistosomiasis were reported in Old Seagate. All those infected had swum in the Sweetwater River and had no history of travel to areas where schistosomiasis is known to occur. The disease is caused by parasitic worms that live in freshwater lakes, rivers and rice paddies. People become infected when they come into contact with freshwater that contains certain types of snails that carry the parasites. Acute symptoms include dermatitis and long term complications may affect multiple organs. It can be

treated effectively with the aid of a rank six healer. It is recommended that members drink no water.

## **Sanctuary: New SMG Journeymen**

Several senior apprentices in Sanctuary have become senior Journeymen in the SMG, these are Merricat, Marype and Darios who have all been promoted due to their skill, ability and demonstrated knowledge of their Colleges. Merricat has been given a sabbatical to further her studies with active 'interpretation' and has since departed to go far away from her home to discover herself and experience the world.



# Empty Hands Make Water Work

Lack of trade in the Barratary - Montrachet basin has led to unemployed water mages in Bowcourt seeking funds to create an aerial canal linking the Beaucoeur, capital of the duchy, with the confluence of the Montrachet and Alp rivers. The canal will be fifty feet in the air with no signs of support. Barges can gain access and egress via spiralling elevators at each end and at points along the way, presumably to a lake with docks or similar. Water will flow in both directions so that barges will move without further assistance. A similar project will see a canal built from Beaucoeur to the Beaumains River leading towards Tuscany. A toll is to be expected.

A representative of the Guild of Road Pavers and Stompers said that they will be seeking funds for a rival project, that will stay on the ground as is natural. "Roads don't ruin the view and they are natural".

# 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 Witchsight 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:**

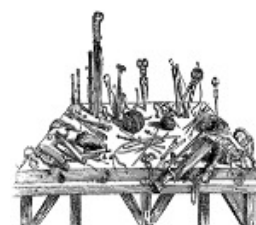
The drinker is immune to climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. Elemental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

12,000 each

## **Indigo's Wraithcowl Elixir:**

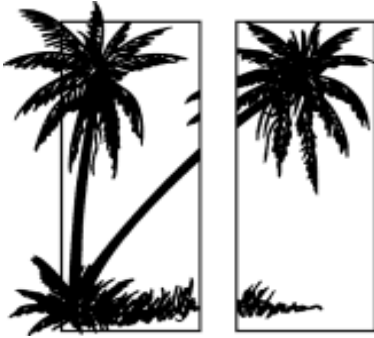
The drinker becomes shadowy and less corporeal, becoming increasingly ethereal. This allows attacks against corporeal and incorporeal creatures. Adds 42% to defence, 25% to Stealth and reduces all damage sources by 8 (Drains, Magic, Environmental, Melee, Poison, Endurance and Grievous Etc) for 24 hours.

15,000 each



# Lath's Island Holiday Review

By Hammer of the Gods



After a bad experience at *Mumuo Ara Sword Bungalows* on the remote pirate island of Manghuhu in the Islands of Adventure, Lath's island was like heaven.

I decided to make my own way to the Adjeubar in the Five Sisters. I had to wait 20 minutes at the port for Lath (the owner) to pick us up. She was getting another client situated, and was unable to meet the ship. She took the time to fly slowly around the island to show us where we should and should not go. Very nice helpful woman, but a bit odd. No-one did our laundry, so take extra clothes if you think you will need them.

She took us to the dinghy rental and offered make any arrangements for tours & reservations that we wished to do, since it was run by a Dwarf who didn't seem to speak Common. She has several beach bungalows, and provides excellent service to everyone. She even let us stay over in one of the units since our ship did not leave Adjeubar till near midnight the day we left. Wonderful person.

The bungalows are not self-contained, but you can eat out with the locals. The island is located far from the main shipping routes so there is very little shipping noise. A hobbit runs a small convenience store a short walk away. There are free dolphin rides if you like. Four of the units are right on the ocean (we had one). Just loved having the surf sound so close, very relaxing. The swimming and diving on the beaches and reefs was excellent. Just down the main path about ten minutes walk there are two small restaurants by a Hobbit and an Elf. The rates are expensive unless you tell them you are from the Guild.

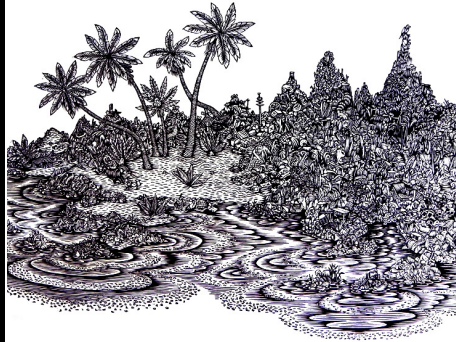
All in all - we had a great time. Will be returning for a longer holiday next time.

## 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.

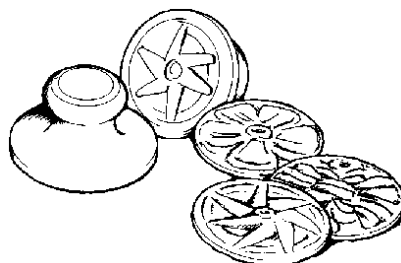
Orcs & Earth Mage Giants need not apply.

## HOLY PRESS New Flavour

These special light wafers—I have nicknamed Father Rowan specials—are light in texture and crisp and crunch from the first bite to the last morsel. It is a clear refreshing after taste of salt and vengeance with a hint of the burning damned about it. You also can own part of this action for a limited time.

Willing to purchase at very good rates any body parts not owned or attached or claimed by Father Rowan.

PS: I wouldn't mention this to Father Rowan—Lath



## 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.



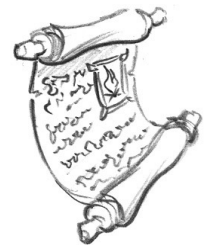
Rank 10 Mind Cloak: 5,000 sp  
With unexpected bonuses for the pure of heart

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.

## 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 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



Who is...

## Aaron Ferret?

Interview by Aurora Steelwind

I met up with Aaron at his new residence, a medium sized three-storey villa with stables and carriage house, outside the walls of new Seagate to the east of Gabriel's gate. The house has been converted to a middle class boarding house, with a sitting room, dining room and kitchen. His mother has taken residence in the old servants' quarters over the kitchen. The out-buildings have been cleared in preparation for conversion to an armourer/weapon-smith workshop.

Fart, Aaron's goblin minion, was waiting to meet me and guide me to the old carriage house loft which was now Aaron's apartment. The apartment was still in a fairly simple state, an open loft space with wide windows at each end. A big slat bed at the far end from the entrance was separated from the living space by some timber framing with a couple of red bull's hides tacked up to give some screening.

There was an old desk by the other window. In the middle of the room were a couple of benches, and an old flat lidded chest with a wood and cloth candle lantern upon it was being used as a table. There is a big dented copper brazier heating the room, and a black bull hide rug. All the furnishings have got that old, second, third hand feel to them, except for the hides and Aaron's armour and weapons stand by the framing wall. His black armoursmithed hard leather armor, Silvered Claymore, and Glaive, small round shield and the iron bound chest that holds the rest of his adventuring gear are all in perfect order.

Aaron is an athletic human male barely into his 20s with grey eyes and short fair hair. A gymnast or swimmers build; strength without the muscle bulk of a body builder. He wears a sleeveless undyed linen shirt, well worn brown leather long pants and low boots.

Aaron has a tattoo of a crow carrying/perched on an anvil on his upper left arm. The crow seems to change/move hence the carrying/perched. Sometimes it is flying with the anvil in its claws. Sometimes it is sitting on it.

The only cold iron in the place was on or in the two chests, as a worker of iron, Aaron had put it all away for my visit.

Once Fart was dismissed, by the simple

act of throwing a lump of cheese at him, the interview commenced, starting with the basic questions that everyone gets asked.

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

I was born here in Seagate, grew up watching Guild adventurers come and go with the seasons. Shortly before every holiday these amazing people would gather for the guild meeting, some come to trade, some to hire parties, and the Adventurers themselves.

There is just me and me mam, we was poor living in old Seagate. As a kid I'd hear these tales of adventures in far off places, of heroic deeds, of money made. And I thought those guys over the river have got it made. If only I could do that....

So a while back Me Mam took me over to the guild to see about apprenticeships and such. I got tested and they said I had aptitude.

I worked hard, learned my letters, learned magic, and learned the basics they teach all beginning adventurers. I also cleared a lot of tables at the pub, scrubbed a lot of plates for the kitchens, and spent days slaving away in the guild armoury to pay for my training.

In the spring of 07 when I was 15 they said I was ready to go adventuring. We were employed by Count Engalton to escort this painter to the dwarves in the Superstition Mountains. I'd never been so far from Seagate. A couple of times like when the Snaggletooth Hounds or the goblin horde attacked I was a bit scared, but I just did what I was told by Serra Angelus and it was okay. A few weeks away and the job was done, the loot sorted and my share was more money than I'd ever seen before. 9 months later with better equipment and more training I was back out again, this is the way to live alright.

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

Weapons, well I got this claymore I made myself after my first adventure. (Takes it off the stand hands it over 'silvered') I started with daymore 'cause at 15 I wasn't strong enough to use a hand and a half, but just the same with a little training you can attack several opponents with it at once.

And about a year ago or so I started trying out a glaive on adventure and it seems to be working out for me real well.

Being an Enchanter I do weapons and armour enchantments, greaters and a little enhancement of others spells, I don't really do that ensorceling stuff like sleep or evil eye.

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

Well mostly I've been training when not on adventure 'cause when you're new, young like me there is a lot to learn. Weapons and ritual magics take a long time and the training can't be mixed as you know. However I really enjoyed my time in the guild armouries so I took some training in weapons and armour smithing and I've made my own weapons and armour. I want to study some mechanic too 'cause I really like locks and machines and that sort of stuff.

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

Career highlights lots, Career highlights I can talk about without risk of becoming a wanted man or otherwise getting into trouble for..... not so many.

How about the time the party was visiting the University Library in Alfheim and they sent Pierre and me out to buy Lunch for the party.

We returned a little late with a huge lunch and far more money than we left with. Pierre ate lunch for 7, twice and still found room for a bite or two with the rest of us. I collected a large pile of those large shiny elvish coins from those foolish student elves who just couldn't resist betting against the appetite of the Halfling. And they bought my drinks while Pierre was eating.



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

I've been only a few places so far. Overland to the Superstition Mountains, had a Tour of Alfheim, a Tour of the western kingdom. Saw some of NE Aladar on the edge of the Ffenargh before the Drow invasion and been off plain a few times.

Never been a place I'd really want to visit again but then I've never been any place I'd not be happy to return.

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

Why? Having worked so hard to become an adventurer with the guild I'm not about to give it up after a few years, not while its fun.

I'm young, healthy, got all my limbs. The guild has a great health plan and the moneys good. Having got a little experience and a lot more training I feel I'm ready for bigger and better missions.

And as for motivation frankly I get bored, tired of the same old thing every day, being out on adventure is fun. New places, new people, the odd challenge, a bit of danger to get the blood pumping. All those folk that stay home and work respectable jobs they barely know they're Alive.

7) *What prompted you to start collecting goblins .... erm .... minions? Is this part of some ultimate master plan?*

I'm not collecting Goblins I've only got the one. Although I admit I did try for a pair. One of each you know, so Fart wouldn't get lonely....

And if he's a minion well it's not like you can call a goblin your valet or one of those fancy servant titles. He's my retainer and a Goblin retainer is a minion. As for why I want Goblin servants....

Human Retainers have status not just by their position in the master's household but also by that household's position in society A Maid at an inn is lower than a Maid to a Lady. A valet to a knight is less than one to a count. It's a small thing, but it's important to them.

How can I who was born so low that inn kitchen boy was a huge step up, hire retainers from that society when my position in it is still unclear?

I have some money now and need of retainers of my own but do not yet have so much wealth nor such a reputation as an adventurer, such as to be an attractive employer.

But Goblins are one of the few races so low on our social scale that by being human I am as a lord and also in his own social scale being my minion is a huge social step up for Fart. You know what Fart asked of the dragon. If to stay with me is his wish then so be it.

8) *Did you really take on an ogre, erm .. it was an ogre wasn't it ... single-handed? What happened?*

On my second adventure we went off plane to this forest, we had this list of stuff to collect one of the things we needed was the blood of a Giant. A huge hairy four-armed giant, and rather than fight the thing for its blood we asked if we could trade for it.

Its young son had been kidnapped by goblins for some arena fight they had coming up. And this huge Giant couldn't get near the place to rescue him 'cause the goblins would see him coming and drive him off. So we snuck in and freed the kid but got discovered on the way out.

These Goblins had a binder he turned one party member to stone and set this Giant 12 -14 ft Stone golem on to us. The baby giant carried the petrified party member and we legged it for the exit.

But when we get there there's this invisible magical wall in the way. The binder stuck some of the others in the party to the floor before we put our own wall in behind us, and to top it off our blast mage is cursed so he can't fight the Goblins or their monster Golem.

So while our other remaining fighter who was our Namer got rid of the wall and the rest of the party got themselves and each other unglued with the help of the little giant. I had to step up and fight this Giant stone golem that was bearing down on us. Hold the rear all alone so it wouldn't smash the party to pulp.

9) *You said you lived among goblins for a while - how did that go?*

It was for about 8 weeks last winter while on adventure. Old Misty the dragon we had tea and cookies with last month, he had the Tiberian goblins build a huge dam to hold holy water to destroy a big horde of undead. But the goblins couldn't make the water holy without relics. A prophecy sent us to the goblins so we could recover these relics from hiding for them. It took a while to get the items, finish the dam use the relics at the right time and so on. So we ended up living, travelling and training with King Fred and his people for almost 2 months.

I learned to speak and read Goblin while

with them. And while I won't say I have a total understanding goblin etiquette the understanding gained will help me be a better boss to my new minion.

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

Don't take Sooty the fire mage's Hangover Cure. Never agree to the hang over cure.

## 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!).

## Get the Power of Fire and Light!

Choice 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.

Contact Flamis at Bolton Bay.









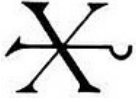





# Astrology Guide Winter 814

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

Seasons

Elements

Boundaries

<p><b>Winter</b></p>  <p>With the moon transiting the orders &amp; gates, during this period you will be worried about difficulties with your adventuring and training thinking of the possibilities of sudden reversal of fortunes. This felling of suspense and tense can affect your work and make it troublesome and can hinder the progress of your quest. You should cultivate self confidence, systematic working and courage during this period to overcome these tendencies. Risky investments should be avoided.</p> <p><b>On any failed percentile roll ending in 1, 2, 5 and 7 you get to roll again.</b></p>	<p><b>Air</b></p>  <p>Bad period in regard to health. Feeling of weakness in the body and tiresome journeys and accidents in journeys. Possibility of getting haemorrhoids or problems associated with back or spinal area, therefore should be very careful of what you eat and drink. Should take proper rest and sleep. This is a difficult period in regard to the health of the children such as illnesses or injuries to children.</p> <p><b>Any damage dice ending in 5 or 0 you get to roll again and add it to the total damage.</b></p>	<p><b>Solar</b></p>  <p>Solar influences' will help protect you from harm. Within the first two months of this season hot meals will return an extra point of Ft but will lead to 'regular' issues. An Otter of unusual size will be able to point the way to that which has been hidden from your clan from ages past - leading to the potential for great things.</p> <p><b>Any damage dice ending in 8, 9 or 0 you get to roll again and add it to the total damage.</b></p>
<p><b>Spring</b></p>  <p>During this period you will go on a long distance travel and incur high expenses or will change the place of residence for a period. A change to the usual place of training is also a possibility. During this period you should be careful not develop frictions between your superiors or trainers as small issues can flair up to big things during this time hindering your progress or promotion on the line.</p> <p><b>On any failed percentile roll ending in 2 and 7 you get to roll again.</b></p>	<p><b>Water</b></p>  <p>Purchase of new expensive items, good food, increase of the name and fame in family and friends circle, happy long tours, to places of interest such as visit to birth place or relatives, will meet close relatives or friends whom you have not seen for a long time allowing you to renew the friendships or contacts. Again speak with care to woman on hill tops in thunder and lightning storms.</p> <p><b>Any damage dice ending in 5 or 0 you get to roll again and add it to the total damage.</b></p>	<p><b>Lunar</b></p>  <p>As summer cools all is well with your health but adventuring issues may not be dear. The night sky may help.</p> <p>Cane from the Five Sisters will assist you this month in hiding by your sent from those hunting you and your kind.</p> <p><b>You are able to change into your original form under the night sky, anytime this season.</b></p>
<p><b>Summer</b></p>  <p>Thunor is transiting the 3rd house, and during such transit it is possible to get gains through written submissions, reports, or letters to family members. This may help you come into some money from an unexpected path. Some things are unclear; change of place or long distance travels for benefits or gains, new income opportunities or new positions or gains of prosperity. Previously neglected villains may start with renewed with vigour a campaign against you and your friends. This may be a good time to start new things - maybe in a far off land. Profits from these ventures, and chances to buy valuable things or property at low prices may help.</p> <p><b>On any failed percentile roll ending in 5, roll again.</b></p>	<p><b>Fire</b></p>  <p>A happy time with the family, success, pleasant functions, a time of peace, happiness and tranquillity in the family. Happy occasions in the family and invitations to auspicious functions of friends and relatives. New additions to the family such as marriages or birth of children, pleasant functions, recognition of service, enjoyment with opposite sex, agreeable events, outstanding reports, gain of wealth, new properties, pleasure, prosperity, success in undertakings.</p> <p><b>Any damage dice ending in 5 or 0 you get to roll again and add it to the total damage.</b></p>	<p><b>Life</b></p>  <p>Your Aspect is unusually strong this winter. <i>Once a day - you are able to assist all friends around you by providing all a free percentile re-roll at your discretion.</i> You can also heal earth dwellers twice as well as normal. You are protected from evil dreams this season, and you know something is coming once again.</p> <p><b>No penalties from a death will affect you this season.</b></p>
<p><b>Autumn</b></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><b>On any failed percentile roll ending in 2 or 7 you get to roll again.</b></p>	<p><b>Earth</b></p>  <p>A shard of Destiny is coming for the souls of long lived and defeat of the enemies, happiness, power, position and enjoyment could help with casting days into greater warmth and light. Within the first month, fresh pork will help you heal others with wounds.</p> <p><b>Any damage dice ending in 5 or 0 you get to roll again and add it to the total damage.</b></p>	<p><b>Death</b></p>  <p>Good news, something is changing for the better. You have seen out of the corner of your eye or maybe through a fae river stone those creatures of the death from another world. You have noticed you are able to see in the dark twice as far as normal this season. Odd. The sound of someone crying can be heard in the distance at night. Any child conceived this season will be the same aspect as you. Mindless steps forward will be folly.</p> <p><b>You are effected by only half of the life bonus penalties this season.</b></p>

# Starflower's Bestiary

## Slender Sylphs

Not all of the strange creatures that the common folk call monsters are ugly. Some are preternaturally beautiful. Most often such beings are counted among the fae, and such is the case with the spirits of the air known as sylphs.

But beauty does not always go with a benign nature. Sylphs may be lovely, but they are creatures of the air, and that influences their nature. It makes them flighty and fickle, prone to abrupt changes of direction, blowing every which way with the winds of circumstance. This is not a matter of choice, it is intrinsic to their very element. One moment they may be calm and gentle, and the next they may be a roaring tumult.

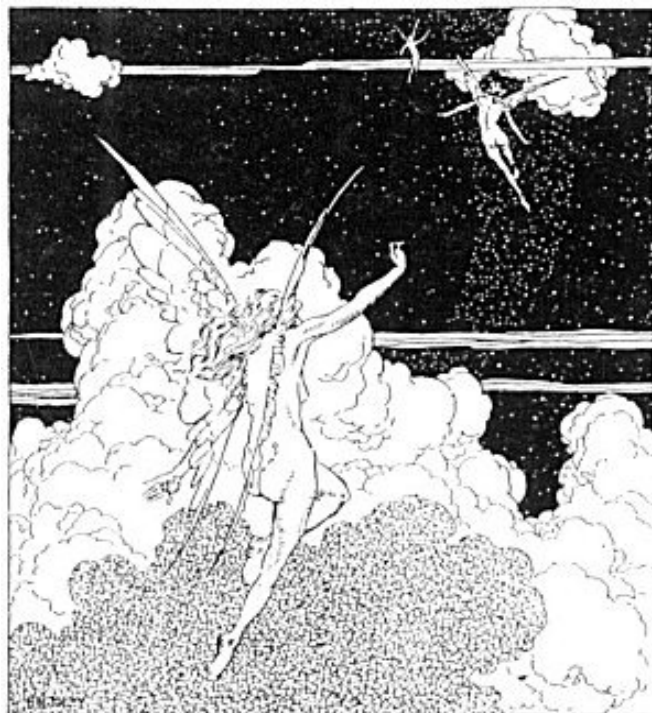
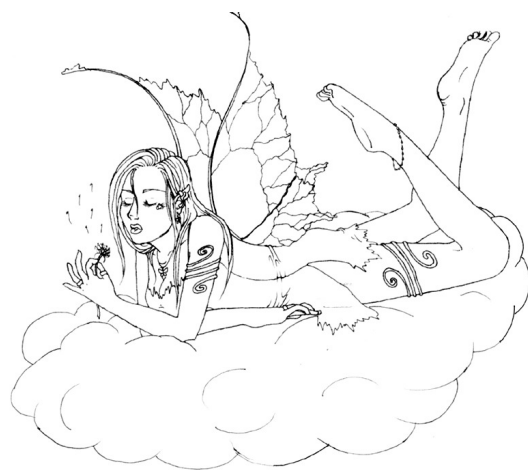
A sylph may appear as a slender female humanoid figure, with large translucent wings. Male sylphs (or more accurately sylphs taking male form) may exist though none have been reported to the Guild. They are as much elemental as fae, and as such are essentially gender irrelevant. Nobody knows where little sylphs come from, and no-one has seen an elderly sylph. They seem to be ageless and immortal, like many of the fae. It's questionable as to whether a sylph can be killed—does a sylph return to faerie, to the Plane of Air, or to the air itself?

To their advantage, sylphs can usually sense a party's intentions towards them, and so avoid being killed. Furthermore, sylphs can turn themselves invisible and can take flight at will, and so can evade most hostile encounters. They are most likely to found in open and airy places, especially high in mountainous regions. Playful sylphs may even be encountered in mid-flight, to the consternation of air mages and Guild members!

Sylphs are capable magicians, specialising in the powers of the College of Air Magics. It is this that makes an angry sylph truly dangerous. The Air College has any number of seriously nasty spells and it really is worthwhile having access to Air College counter-spells if an encounter with a sylph is in the offing. It's also possible that some form of banishment would be useful, assuming the sylph has been summoned from a faerie plane or the Plane of Elemental Air.

The key with dealing with a sylph is to pick a calm moment and to keep it that way. Never insult a sylph, and try not to provoke her. Remember that if you want something, you'll have to be nice. Trying to coerce a sylph is like trying to coerce the wind—it isn't going to work. That said, you might get away with coercive magics such as control spells or compel obedience. Sylphs are not known for their willpower after all. But you will have to be quick, and succeed on the first cast, before the flighty creature gets away. And no, I don't know if Mind Block spells will defeat the sylph's ability to determine your motivations.

The good news is that it is unlikely that you'll ever have to destroy a sylph. They are essentially good creatures, generally helpful to people in need, and friendly to adventurers. Most often they will have useful information about things which are visible from above ground, or inhabit the ground. They may even be persuaded to cast beneficial air magics on party members, especially if convinced that the cause is a good one... or that the results will be at least somewhat entertaining!



## 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

## Chariots Afire!

In the Lunar Empire, chariot racing is a popular spectator sport. Five champions were recently in action a various tracks around the Empire. Can you work out which chariot each man drove, and which mishap befell him at which track?

*Charioteers:* Barmius, Cassius, Humpius, Moronius, Silius.

*Chariots:* Alpha Beta, Astonia Martinus, Fiat Lux, Morgana Regina, Portia.

*Tracks:* Bona Silvanus, Hatchus Stigmatum, Lydia Columnus, Porta Argentum, Thoraxium.

*Mishaps:* Chariot caught fire, Drove into trophy stand, Fell asleep at reins, Horses bolted, Wheel fell off.

- Cassius was not the charioteer who lost a wheel at Bona Silvanus and neither he nor Humpius was at the reins of Morgana Regina.
- It was the Fiat Lux that lived up to its name by bursting into flames one gloomy afternoon.
- Barmius was driving the Astonia Martinus; his mishap was not caused by vehicle failure and he was not racing at Porta Argentum.
- Silius was competing at Thoraxium, his accident was not the result of charioteer error.
- It was Moronius whose horses bolted.
- The Portia was competing at Lydia Columnus.
- It was not at Hatchus Stigmatum that the trophy stand was overturned by a speeding charioteer misjudging the corner.



## Riddles

Many a lady in the land,  
Has grasped me in her lily hand  
I'm sometimes made a reddish bright  
And used to make more warm and light



My tongue is long  
My voice is strong  
And yet I breed no strife  
You will me hear  
Both far and near  
And yet I have no life



## Answers to Last Issue's Puzzles:

### Guild Girls

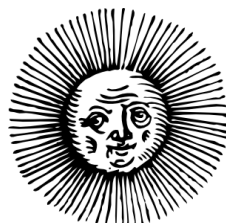
Namari Bold Gloves Gilded  
Clarissa Wanton Pantaloons Beaded  
Salome Pious Boots Brassy  
Margarita Sensible Socks Pink

### Riddles

First: Leaves  
Second: A Hourglass  
Third: Rumour

## What's Hot

Bacon  
Flying  
Desolate Sky  
Rune Cookies  
Emancipation  
Goblin servants  
Tight Leather  
Fire Arc  
Explosions  
Human gods



## 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 Dianheck. Expensive, but worthwhile for your sickroom.

Please contact Phaeton at the Guild.



## What's Not

Vegetarianism  
Being grounded  
Infinite Hatred  
Old-fashioned Potions  
Slavery  
Orcish slavers  
Heavy Steel  
Necrosis  
Implosions  
Elven powers



# Rumour Mill



Both Prue and Tegan are rumoured to have been Dalran's secret lovers, and they are due to give birth to triplets each, one of each side!

King Ulric is said to be so fertile that Queen Meredith has had to move away from the capital between births so that she gets some rest. Some would call it a curse and others a blessing, but Ulric is certainly providing some new blood for the Western Kingdom royal line.

Roderigo the butcher sometimes makes mistakes. Always get someone else to bite into his sausage when offered, if you know what I mean.

It's always the shy and retiring creatures you need to worry about isn't it? When certain dragon-kin get their ardour up then very little will stop a determined female from getting her satisfaction.

If you want some discreet 'work' done go down to Old Seagate and lurk near the water's edge telling your tale, then perhaps you too will receive a watery visitation in the night who will do the 'work' for the right price. It seems that water is the medium for 'wet work'...

## Letter to the Editors

Dear Sirs,

### Neighbourhood Watch Concerns

My wife Geraldine and I have been living in Milk Street for the past 20 years and its had its ups and downs with the war and all but recently strange and unusual activity has been going and it's all down to that perpetually wet Prudence in 'The De-Brevic Chambers' and her band of bully-boy enforcers. Ever since she and those other women of loose and very questionable morals moved in there have been shady people around the area night and day. That nice master who bought the place hasn't been seen for a few months now so we fear the worst for him. Perhaps those women have done for him and taken his property.

Whenever the watch comes by they all seem to just melt away before returning when they have gone. Even when we get the watch to come by randomly they all seem to just not be there. We and our neighbours have overheard bits of conversations over the past few months from these shady characters (of whom

there seem to be several) when the wind is right and we have heard things like;

'She's taken over the master ring now that her mentor has passed on his mantle and knowledge to her'

'Just spy on her and her spies so we can report to our masters'

'Follow anyone who visits her as they're likely important or members of the ring of evil'

'Listen carefully to anything she or anyone there says and then write it down and report to the masters'

'Prudence is the head spy for the Western Kingdom so watch but don't get caught or else'

'For a watery bint she sure spends a lot of time on land'

'Remember what happened to Harold - we were in his room, all locked up tight and in the morning they had to break the door down to get in and that's when they found him. Drowned they say and all the water in the room was a small bucket with barely an inch of water in it. Beware the water demons won't you!'

Now all these shady characters are constantly fighting and it's a rare morning that we don't come across a body in the nearby alleys that belong to these lots of shady lurking types and we locals are sick of it.

We'd like someone to do something about this state of affairs plaguing our neighbourhood with these shady sorts nearby. Admittedly, local street crime has dropped off, no-one has broken in our homes (that we know of) and apart from the occasional corpses and nearby lurkers watching 'The DeBrevic Chambers' not much else has happened but still can someone make our streets safe again for us honest dock-working folk.

Signed: Aloysius Parker

## Guild

### Announcement

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

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

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

## The Last Word

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

T'ana Silverwind,  
Editor in Chief,  
Seagate Times

Ariel Glitterwing-  
Stargazer, Chief  
Reporter and  
Astrologer



### Contacts:

T'ana Silverwind (Ed.)	Jacqui Smith (275-3080)	flamis@slingshot.co.nz
Flamis, Grizelda		
Aqualina, Phaeton	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