

The Seagate Times

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It's Not Over!

Drow Remnants Creating Rumbles in Ranke

by Phaeton

The War against the Drow invasion of the Western Kingdoms may be over, but the cleanup has only just begun. A team of Adventurers spent most of the last season in central Ranke dealing with some of the resulting mess.

They report that several villages were either abandoned or inhabited by the undead. The drow had been busy with necromantic rituals that had converted many villages in the Barony of Silverstream to undead, held there by some sort of necromantic mist ritual which was powered by special stones that had been planted in the villages water sources. Those villagers that had not succumbed to the transition had fled, and in addition to other refugees coming in from the Western Kingdoms, the town of Silverstream was becoming rather crowded. Fortunately, now that the way from Seagate to Silverstream has been mostly cleared, these refugees are able to travel south to Seagate and onto the mostly still uninhabited areas of Brastor, still recovering after the ravages of the Dark Circle.

Travellers to Ranke are still advised to be extra cautious as the drow have been decidedly lax in tidying up after themselves before their departure. For instance, a summoned earth entity had been left stuck in Lake Windermere after a summoning in a newly re-discovered Earth Place of Power went wrong. The creature has since been sent home but who knows what else could be wandering in the woods.

Not all the drow had left either. Some of them were discovered hiding deep in caves along with attendant spiders and spider/human hybrids called driders. These drow had been involved in something called 'fleshcrafting' or 'fleshforging', turning humans into strange creatures or abominations. So, if you, weary traveller, encounter a creature

that isn't immediately hostile or seems to be desperately seeking aid, take a moment to check to see if it wasn't originally human, or at least sentient. Of course, be careful lest the creature has been totally driven insane by their ordeal.

The adventurers were unable to check out the claim that there was gold in them there lakes, but hope to dive into that issue another time - after all, it is to be



hoped that the gold isn't going anywhere in the foreseeable future. Watch the Times for news of the upcoming Great Ranke Gold Rush.

They did, however, discover the truth that much of the land has been severely affected detrimentally by the war. Scars of battle filled the land as did many pockets of wild magic, magic left behind by the interactions of opposing spells. Teams of wiccans and namers have been travelling the land in order to restore it to productivity, with appropriate blessing magicks. The Church of Chantry has been at the forefront of these efforts. "The land has been so scarred with Hellfires," one priestess was heard to say, "That Chantry Herself may be considering withholding that spell from all of Her followers." We still await a statement from Bishop Velcanthus relating to this comment.

It is not just followers of Chantry that are out there. Several Michaeline patrols have been observed scouting the lands in order to "root out and destroy evil." So, Guild members should expect a strong Michaeline presence in the area for quite

some time. Whether or not this evil includes the entire City of Sanctuary is yet to be determined. The Michaeline Knights encountered declined to comment when asked.

Other branches of the Church have also been active in this area, providing aid, supplies, and comfort to those affected. Whether or not this results in the Unified Western Church gaining more

influence in Ranke is yet to be seen.

Other dangers that travellers may encounter are wandering bands of goblins and orcs. The drow had been using them as foot soldiers and lance fodder and there appear be quite a few of them wandering the woods. A nest of orcs was found in a cave that had goblin guards outside. A gang of ogres was found intent on eating a group of camped refugees near Lake Darwent, and taught the error of their ways by the Party. Two villages were found to be completely taken over by undead, and had to be cleansed by fire and the sword. Harpies in the mountains near Castle Carlow were also found to be preying on refugees, although this may have had nothing to do with the Drow.

All, in all, the War in the Western Kingdoms may be over but the danger level remains high. Caution is still advised when entering any part of the former war zone—you really don't know who and what has been there!

GM Jacqui Smith

The World Ended!

"'Twas just after dusk on Tuesday when the world ended, I remember because I'd just finished me beets and Tuesday is beets day. I didn't notice at first—wasn't till the screaming started and interrupted me ale that I went out to look.

"Young Miss Hoftgud was running down the road screaming that her pa, that'd be Johnny Hoftgud senior, the orchardist, he's up the valley just north of the two mile marker. Well, she was screaming that her pa had flown away with the wagon. Naturally, I gave her a bit of a slap to restore some sense, but she'd plum screamed herself out by then and didn't have words left. Dragged me up the road she did, towards east meadow and blow me down if she weren't right. Ol' Johnny didn't just fly off with his wagon but took the whole meadow too!

"Well, I told her there was no point in screamin' about it an' her pa would no doubt fly back for her in the morning. I took her to Mary Seamer for the night 'cos 'twouldn't be right to stay at mine then headed home and tossed down the rest of that batch of Ale. I didn't know it then but what I told that young girl couldn't been more wrong."

This extract from a report passed on by a contact in Novalar is the closest we have to a first-hand account of events near there earlier this month. What we have been able to confirm is that some sort of magical cataclysm has shattered a 100 mile area near the Aquila-Aladar border. Apparently the land has been broken into chunks ranging in size from a few tonnes to whole villages, these are now floating around in the air with people and animals mostly attached.

It has been described as a magnificent sight, rivers in the air, islands in the clouds, burning rocks below, beautiful sunrises and it is reported that anybody can fly there. We advise all guild members to exercise extreme caution and report their findings to the guild.

Unrest in Foxcourt

Bowcourt troops recently released from the Western Kingdom armies opposing the Drow Invasion and dreaming of returning to their homes have been deployed to Foxcourt to hunt down monsters.

Official orders state that Richard, former Duke of Foxcourt, has unleashed shape-

changing monsters on his former homeland while the honourable men of Bowcourt were away west trying to save the Western Kingdom. The monsters are to be hunted and driven back into the wilds or preferably destroyed. The criminal Richard is to be executed on sight.

It is understood that several Bowcourt nobles have complained to the Marquessa, pleading that the troops are needed on the borders to protect against bandits, mercenaries, and other remnants of the Drow armies. Refugees from the war zones need the troop's protection so they can return home.

A private letter from Richard, Lord-in-exile of Foxcourt, was sent to Duke Leto and his friends in Seagate. Richard requests that the Duke and noble members of the Seagate Guild convince the Marquessa to see reason and consider what is best for her people. Richard's elite units have been protecting his people in Foxcourt after the Marquessa abandoned them to the predations of bandits. He does not want civil war within Bowcourt but neither will he suffer his beloved people to be oppressed and brutalised by the Marquessa's lackeys.

in the rivers themselves, and the abandoning of towns and cities. Bowcourt is still recovering from the Drow invasions, has a lot of displaced refugees living in the east of the marquissate, and there is rumour most foul concerning the conduct of officials in the county of Foxcourt. The wagons are therefore forgoing the chance to open the Northern Trade Route that goes through Foxcourt, Bordelay and thence to Mittelmarchhauptstadt. Instead they will be going west to open the Southern Trade Route that avoids all those dangerous places.

Some towns on or near the Route have survived and they will need things like iron ore, charcoal, crossbow bolts and various sundry magical items, like stones that make soup. New towns are springing up everywhere gold is found in the rivers and under hills, and they will need food, beer and polite company, hem hem. Groups of hearty folk are already going out to help those towns with all that gold, and they will need shovels.

So the wagons are forming up to venture forth from the protected areas of Bowcourt into the unknown. Guards have of course been hired for the caravans, and surely 50 ruffians will be



Wagons, Drow and a Dreary landscape

The Bowcourt Chapter of the Honourable Guild of Teamsters wants to hire a party of fleet of foot adventurers to slay bandits along the Southern Trade Route. Trade is starting to increase as the land becomes safer, with people more willing to spend on things other than the immediate needs of food, clothes and security. Unfortunately the middle part of the kingdom, between the rivers, has changed somewhat due to drow incursions, inundation with silt, changes

enough to fight their way through the reported bands of bandits. The anticipated problem is however that when the bandits run away, someone will be needed to chase them back to their camp and slaughter the lot of them. Considerable amounts of loot is in the offing as the bandits have been moderately successful to date, and have some access to artefacts left over from the war. Some support can be provided in the form of healing and a Royal Warrant.

©GM Ian Wood, Spring 2014

Exploration of Walontaun

The Captain of the Guard for the abandoned city of Walontaun is seeking a party of adventurers to explore the city and its surrounds, and to determine if the bells are still hung in the bell tower. Walontaun was one of the unexpected casualties of the Drow invasion. Sufficiently far from the invasion coast, large numbers of Kingdom forces marshalled in and near the city, eating and pillaging the country side bare. Then magical floods came that inundated the area, killed one in five people and covered the farmland in silt tens of feet thick. With relief on the horizon, an ice road appeared from the coast bringing invading armies, drow, orcs and giants. Since then the city has remained mostly empty and the surrounding lands are still covered in silt.

Should Walontaun be found, and found to be empty, or mostly empty, then a military force will occupy it pending the arrival of the first townsfolk and farmers. Witches will also be sought to bless the lands and crops, earth mages to assist with cultivation and irrigation, and possibly elevating the city a little.

{GM: Craig Harper, Spring 2014}

Crusade Called to Cleanse Barretskyne

The Archbishop of the United Church of Western Alusia has called for the demon infested city of Barretskyne to be cleansed and revived. The Archbishop was somewhat artless in that his call was primarily directed at the Seagate Guild of Adventurers, who are currently discussing with his Grace just what he has in mind, and negotiating the terms for engaging a party of Demon Botherers.

The Aladarian city was destroyed some 20 years ago, when demons were called down by Aquilan forces during the Aladarian Crisis. No living entity is known to survive there, and a recent foray by a powerful party of Guild adventurers met undead and demonic beings of almost every type. Barretskyne was an important trade and commercial city, dominating a principal trade route through Barrets Pass and with a thriving population on both sides of the pass. That agricultural land has suffered as a mysterious mist has killed all vegetation

Mungo: If it wasn't for the surfeit of decent bards I would not have to do it all myself.

Phaeton: Yes, I know Lath is mad ... but that doesn't mean her island is.

Serra: Should we put a shepherd's crook on Eylor?

Phaeton: You want to tell him that?

Phaeton to Sooty: Choir of Harpies? Don't you mean Cacophony?

Harpies: Let's get the flock out of here!

Town mayor, referring to Sooty: Can I keep him?

Phaeton: He may come with side effects.

Serra on the subject of magic: It's more spelling than maths.

Sooty: Would the cloud be an area or an object?"

Phaeton: Dunno - it's a rather grey area

Sooty: I had a Greater put on my horse - it was cheap.

Phaeton: I'm still sure that I don't trust that surplus myrrh that came in.

Sooty: Neither did I but the horse only farts pink occasionally.

Serra to Saurus as the party is attacked by wolves: You're wearing bone and you smell of death. Of course they think you're a chew-toy.

Sooty: I'm lunar aspected.

Rowan: Yeah, he's a luna-tic. Haven't you noticed?"

Serra: Let's kill Phaeton for the death buzz.

Sooty: No, no .. for once he's being useful.

Rowan: Besides, if you do .. I'm NOT going to let you out of the duckpond" -

Sooty: So maybe we should kill Serra for the death buzz instead?

Serra: I'm an elf - it doesn't count.

Phaeton: Do I have to put my foot in the Smoking Magma?

The rest of the party in chorus: YES!

within at least a mile of the city, as well as almost all who are foolhardy enough to enter it. Barretskyne should not be approached by the unwary as pillaging Drow, who survived the mist, are known to have been warped by demonic artefacts and other items of power.

{GM: Jono Bean, in next 4 or 5 seasons}

Barratary River No Longer Navigable

Recent events have made the Barratary River unnavigable. One of the major trade routes of the Western Kingdom, the Barratary used to be festooned with barges and towns all along its length. With a gentle gradient of only 1 foot per mile south of Innesberg, the Barratary was slow, wide and reasonably deep. The spring floods brought silt down that was dredged and spread across the farms for miles on either side.

Then the Drow wrecked everything. The Barratary is now crossed by small escarpments causing waterfalls, complete with lakes upstream. There are swamps where channels change every day and huge mountains of ice still dot the landscape. And of course the vast amount of silt that clogged everything after cataclysmic flooding, is silt that is yet to be purged. Mention could be made of the lizards that now inhabit many of the recent changes, refugees from the Ffenarh Swamp who are apparently quite peaceable and helpful.

A Commissar representing the Standing Committee for Inter-Guild Liaison of Mittelmarchhauptstadt has written the Guild seeking expressions of interest from competent water and earth mages on behalf of the Royal Warden of the Rivers who, since time immemorial, is charged with rendering such services as to ensure the safe navigation of the Barratary River and is authorised to collect tolls to fund such services. The office is thought to predate King Sigismund and, although vacant for several centuries, the Charter may well be current. A certain urgency for the consideration of appropriate vehicles to provide such services has been expressed, and noted, as the collection of tolls did not fall into abeyance with the vacation of the office. Careful deliberation, and rumours about crowbars and demands for a refund, suggests that the fullness of time may well be imminent.

{GM: Ian Wood, sometime in 2015}

Sooty's Ashy Offerings

Invested items made to order:

Charcoal Shield, Enhanced Defence and bonus Counter-spells Rank 20.

Scouring 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.



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.



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!).

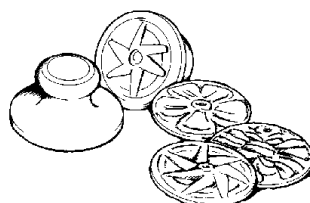


HOLY PRESS New Flavour

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



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:

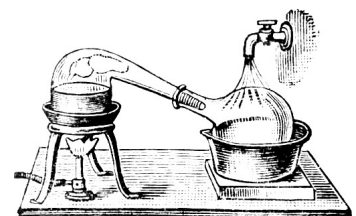
The drinker is immune to climatic extremes of temperature from arctic cold to desert heat whether generated naturally or by magic. They therefore do not suffer from exposure, frostbite, wind-chill, heat stress, hypothermia or hyperthermia, and their fatigue loss is unaffected by temperature. Elemental 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



Copper Sands and Broken Dice

(or not, as we never achieved whatever this referred to—by Ragnfríðr)

We were five new adventurers, myself Ragnfríðr Yngvarsdóttir, Priestess of Hel; Quincey Honeybread of Finger Bottom; Leif Valguard; Aleeza Tas'ad, and Algernon, along with Billy Rubin. We were hired by the Duke's ranger, an Elf named Silver Wind, for a number of tasks, of which we only managed to complete one.

At Gugnir's Hope, west of Seagate there had been unspecified problems with the ruins under the town. Sheriff McGreedy, who is definitely the Baron's man, seemed to be "not investigating". We were sent to check it out, without raising any alarm, and report back. We discovered that the Sheriff, McGreedy, had been charmed by a refugee from the war up north, Abraham Zuckerman. The underground was also under the charge of a werewolf and a magic using cult worshipping undead.

The tunnels have now been smoked out, the sheriff has been rescued and any of the town watch that were bad have been replaced. We also rescued prisoners and freed slaves from the bad guys. Unfortunately Abraham Zuckerman escaped and there is now a price on his head. In the process we discovered that an illusionist water creature in an abandoned mill has cursed the garden of the Bluegrass witch; and that the Bluegrass witch has a dog who used to be her neighbour, neither of which problem we had time to solve.

We also travelled from Dwarfhold to the Isles of Adventure and spent a few weeks there that passed at a different time rate. There we rescued a Hero from a Hydra and uncursed a minotaur. Far south on the edge of the Gatar Depression there is movement of sand creatures trying to animate a long dead whale to fly out to sea, but we never got near to this task. GM Jono



*Waking
from sleep,
Vapour
leaps to the
party's
defence and
stuns the
attackers!*



Mebh as Flamis fires her wand of primal glue: That'll gum up the works!

Flamis: I have never burned down a pub, but there's always a first time.

Mordrin: No, don't land on the doxy!

Kilroy: Why not? Everyone else does.

Mebh: I've got a name for it—we should call it medium density fibreboard.

Aryan: Might take a while to catch on—consider the manufacturing process... First bind your wood, then take it to Hell, get it infested with vermin, pass it through some rune walls and then bind it again...

Mebh of Flamis who had a floating Tari in a Net: She's evading with a prepared Earth mage!

Broc to Mordrin when she kissed him after he was turned into a frog:

"Apparently you're a princess—and a great kisser."

Mebh Just use Mordrin, she's experienced.

The party in chorus as Mebh casts windstorm: "It's raining vampires!"

Kilroy as the party were being attacked by corner dogs: It's not so much thinking outside the square as thinking inside the circle.

Kilroy: It's trying to dig up the roses! I'm getting very protective of those roses.

Aryan: I can get a pathetic vision.

The party when Aryan struck a beholder with his sword named Beauty: Beauty is in the Eye of the Beholder!

Hell on Earth

by Kilroy

Tanuel is a bad place to visit just now, it has been invaded by Dantalion's legions of hell, fallen angels, hags, evil immortals and a large spider known as Ungoliant with her brood. They're focussed on taking the Keep of Faces to use as a fulcrum to lever themselves through the Lands of Chaos into the next incarnation of the realms, incidentally destroying everyone else in the Known Realms as they go and freeing themselves from the current strictures of Heaven & Hell. Naturally we did what we could to help.

We spread information to those who needed to know and sometimes to those who didn't. We slew devils, hags, beholders, evil immortals, vampire lords, and invaded Dantalion's inner sanctum in Hell, destroying his ability to read from his book containing all thoughts of all men.

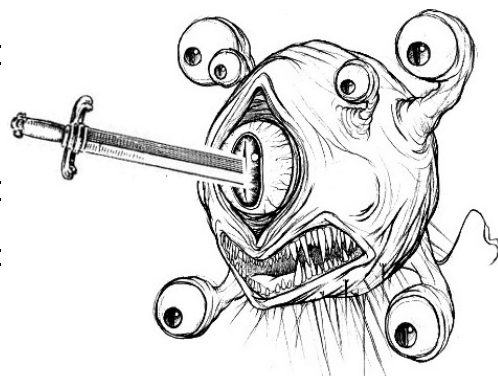
We unearthed the fall of Gabriel, the arch-angel that talked too much, and was seduced into believing the ends justify the means. We honoured Michael and called on the other angels to aid him as he prepared to stand alone against all the hordes of hell and his own brother.

We rescued the Lord of Patterns from a fate worse than death.

The Known Realms may be ending in fire and brimstone, but we stood a while in the breach, holding back the tide, fighting the good fight, champions of strategic redeployment, weakening our enemies, aiding our allies, and making a tidy profit.

BTW: If any of you are passing through Hell and stop by the City of Seven Walls, Grendel dropped a crystal there and would like it back. It may be under the rubble caused by Dantalion's vengeful wrath.

Kilroy suggests whistling courses for anyone contemplating a visit to the known realms and to not loan money to anyone there. (GM Jim Arona)



Black Magic Woman

by Mongo

"This adventure was definitely a team effort," says modest Barbarian Warrior Mungo Thirdson from the land of the ice and snow in the North, on the tremendous success experienced by the party in the adventure known as 'Black Magic Woman'. "Even with Odin's assistance it would be wrong for me to take all of the credit as War Chief" (Barbarian for Military Scientist).

The peerless party comprising of the following magnificent heroes:

Quentin the Noble Orc (confirmed now as a holy Knight of Sammael) & First Leader, Boris the Necromancer Orc and Second Leader, evil, but brilliant as a drinking companion, Ignis the Electrifying - a 7 foot tall Air Mage, Horton the Crafty & Cunning Mind Mage and Poppy Merchant Supremo & baker of cookies fit for the gods.

The party had been hired by the Dowager Baroness of Benetor on Barratry to drive off a wicked sorceress - who just happened to be her own daughter-in-law - the son & Baron Lord Alexander having been killed in the wars versus the Drow. It turned out that there was more going on here than met the eye, e.g. the daughter in law was not a wicked sorceress, the baron's son was not even dead, but held by Drow in Terra Nova (we proceeded to rescue him) & that the Dowager Baroness was simply a jealous mother-in-law who wanted son number two as Baron to carry on the blood line.

We ended up failing at our task but getting paid twice - by the Baroness and by Lord Alexander - that's guilt for you.

But wait there was more - MUCH MUCH more and Mungo, new at the Skalding Business, will be happy to regale you with his full saga (about 4.5 hours) in a tavern nearby - he will even pay for the all drinks & food as you sit and marvel in

wonderment at his exploits. Here are a few key snippets:

- Poppy managed to bribe both a dragon and new god the Devourer to spare the party's lives by offering her cookies. Unfortunately the dragon wanted more so on the spur of the moment Poppy directed it to several halfling settlements known for their bakeries - so to any recently bereaved hobbits in the guild she is VERY VERY sorry.
- Quentin and the god Sammael proved as an absolute fact that orcs are evil. Quentin (Orc) underwent the Sammaelite cleaning by fire ritual whereby all of the evil bits are burnt off. He emerged from the flames with all Orc features removed and had turned into an elf! For some strange reason he wants to be turned back again.
- Mungo met a Valkyrie - and lived! She gave him a spear from Odin himself with which he used to slay a demon (or at least an avatar of) beginning with "F". Curiously it is possible that "F" thinks Mungo is actually (deceased) guild member Lathron the Elf ...
- New god the Devourer is really crap if she ever offers you a wish. We went all the way to Hell and stole a song from a demon starting with the letter "F", but all got well and truly done when it came to reward time apart from Horton, who having been blinded in one eye earlier, received a fantastic new ruby eye which lets him see just about every thing.
- Ignis the Air Mage obtained a crow as a familiar which can speak. The crow had bathed in a special pool and emerged intelligent. Causing all this at the bottom of the pool was the heart of Balor - some Fae nasty - which gave off mana. We swapped Balor's Heart to a Fae Queen for some wooden cups - glad to be rid of it.

- Boris, despite being an evil Necromancer, is quite polite, damned useful as a Leader, and unlike some other members of the party does not drink milk in bars, and nor does he go to bed early to say his prayers.

Poppy's Autumn Harvest Cookies

To dissuade a red dragon from eating you and your party that one of your party accidentally summon while trying a summoning spell they don't know very well, present these delightful cookies by the chestful. It may hook the dragon on sugary sweets and prevent you from becoming the gooey-centre tasty treats. As learned by Poppy from the fine cooks in Goodbridge town.

Ingredients:

1 cup softened butter
½ cup brown sugar
½ cup white sugar
2 eggs
½ tsp orange essence
½ tsp vanilla essence
1 ½ cups standard flour
1 tsp baking powder
1 tsp pumpkin pie spice (1/4 teaspoon of ground cinnamon, ground nutmeg, ground ginger, ground allspice)
2 ½ cups rolled oats
½ cup chopped walnuts
1 cup dried cranberries
(can substitute other fruits and/or nuts)

Method:

1. Preheat oven to 175C. Line a baking sheet.
2. Cream together butter and the brown and white sugars in a bowl until smooth. Beat in the eggs, vanilla and orange extract.
3. In a separate bowl, combine the flour, salt, baking powder and spices; stir flour mixture into the sugar mixture. Add the rolled oats, walnuts and cranberries and mix thoroughly. Use a teaspoon to drop rounded scoops of dough onto the prepared cookie sheet.
4. Bake in the preheated oven until the edges are golden, 8 to 10 minutes. Allow the cookies to cool on the baking sheet for 1 minute before removing to a wire rack to cool completely.

*Warning: Application of the theory described herein may carry risk of death by fire, acid, ice, poison gas, teeth, claws and other general dragon munching. Please exercise extreme caution.



Bigfoot and the Beasts or How a sinister Sasquatch Menaced Seagate with his Super Magical Menagerie

Two nights ago a circus of horrors descended on the unsuspecting populace of Seagate. A gruesome gaggle of grotesques ran rampant through the town, eating, destroying and loosing havoc on the streets. Wild beasts, some magical, some nasty, some just hapless are still hiding in the town and rampaging through the surrounding countryside. The cause of this is, unsurprisingly, a long absent Guild adventurer known as Scab.

It was only last week that news reached Seagate of a travelling menagerie of dangerous and fantastical beasts making its way north to set up on the common. A wagon train of sideshows and caged animals was on its way. The people of Seagate were excited about the safe presentation of the dangerous and weird beasts. Everyone likes to laugh, point and poke at unfortunate animals behind bars, and this promised to be more weird and wonderful than the everyday dancing bears and caged wolves.

This reporter went to see this magical menagerie as it arrived with its self styled raconteur and animal handler. The ring master was a huge, hairy, man-like creature, a rarely seen Sasquatch. Though upon further investigation, this so called Bigfoot, was actually a former Orc named Scab, once a Seagate adventurer and ne'er-do-well. He led the procession of wheeled cages and carts, seated on a gargantuan, wooly oliphant, a Mammoth from the cold steppes of the north.

Scab wheeled the wagon train into a circle and started talking up his collection and personal achievements whilst the townspeople looked on amazed. He then showed a select few around.

I asked him how he got into this line of business. "I sometimes showed myself off as a sideshow exhibit. I would go out the front in a big floppy hat for a disguise and tell people they could see a strange beast-man for a silver coin. But not many people were interested in paying once I came out of my tent. Then I got the idea that I could easily capture a whole heap of animals and show them off instead. Now that would make me famous."

He told me how he spent the last five years living in the wilderness, capturing all the creatures by himself and hand

building these carts and cages. He showed me around his collection of fantastical and unusual creatures keeping up a constant stream of semi-intelligible patter.

First, he showed me a huge caravan with thick bars on it. A dark creature lurked in the shadows. A wyvern, he said. And when he picked up and thrust what could only be described as a small tree through the bars the creature pounced, snapping the log in half with its teeth. Even after all the sights of Seagate this fearsome beast, with dripping jaws and a dangerously barbed sting in its tail, had me quaking. "I left 'im hungry the last few days. Makes for a more impressive show," said Scab. "After spending all this time with these things I know how to get 'em all riled up. All exciting and nasty lookin'."

"This 'ere is an elephant man. Said Scab showing me a sad looking animal in a cage. "Once he was a man and now he's turned into an elephant. I've got a horse that can count and write his own name too." And he showed me a tethered pony that was writing in the dirt with its hoof. I read the letters H, E, L before Scab dragged me away. "He can write, but I don't know what he says as I don't read common."

"Over here we've got a bearded goat." When I pointed out to him that goats normally have beards, he told me that this was an especially hairy version of a type that didn't normally have them. "Also I've got a blind basilisk that I rescued, a gryphon still in its egg, a tank full of synchronized swimming fossegrim, and lots more beside. I have a special connection with all these weirdos because I'm just like them."

Finally he showed me what he called his "Piss da distance." A golden, jewel-studded tank of leeches. These leeches he told me could do all manner of tricks and would beat a flea circus in a one-on-one bug fight. After this brief tour I left, to return that evening for the grand premier and unveiling of Scab's Super Magical Menagerie.

When I returned that evening the whole affair was lit up by row upon row of flickering torches. The flames illuminating a magnificent stage created by the circled carts. Cheap liquor was being freely distributed. Scab, the huge beast-man himself, stepped out, wearing a colourful gypsy bandana and jacket.

He fired up the crowd and exhorted the majesty and mysticism of both himself and his charges, followed by a lengthy

diatribe on how cost effective the price was for all those who came in to view the creatures.

After a brief digression into the dietary habits of his various charges and the lack of coprophagic animals in the southern Baronies he faltered and stopped speaking. Silence lay on the crowd like a wet blanket. Then he cried out "Oh, no! These creatures are innocent beasts like me. What have I done!" And raced back into the ring of cages shouting about freedom and vegetarianism. Next we all heard the clunks of bolts being loosed and the guttural roars of raging beasts being uncaged. With snorts and shouts the creatures in the cages shot out into the torch-lit night. Screams from the audience were heard as dark wings thumped overhead and a herd of mismatched animals stampeded out in all directions from the carts.

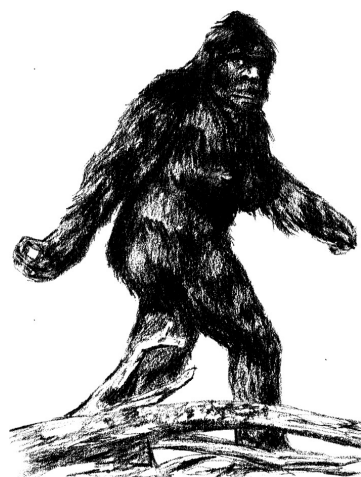
Carnage and destruction followed as commoner and noble alike were mixed up in the maelstrom of man, monster and animal. Some ran for safety, some wandered in confusion and many, whether human or beast took to destroying the hastily constructed circus. The flames from the many torches quickly caught on the dry straw in the cages and within minutes a raging inferno swallowed Scab's Super Magical Menagerie. The remnants of the audience and show quickly fled into the night.

Scab could be seen tearing his clothes off and disappearing into the nearby woods, shouting incoherently, sparing only an enigmatic glance over his shoulder. What

was he thinking of his actions, and the carnage he had caused?

Reports of both Scab and various monsters have flooded in over

the last two days, certainly outstripping the number of creatures that he had caged. Bigfoot and his beasts are now being sighted all around Seagate and citizens are warned to be especially vigilant when investigating any unusual animal activity over the next few weeks.



Facts, Rumours or Legends? Stories from the Isles of Adventure

Destiny Traders:

It is known that some Destiny trading ships know of a secret trade route which cuts months off the trade routes from Arabie to the Five Sisters and is said to allow sailing to the northern port of Chelemby by six day's sail from Adjeplar. It is also said that between all of the trading factions with Destiny they have knowledge of the six secret trading ports within the isles that are closely guarded secrets, which returns great wealth to the Dons and crews alike.

The Black Eye:

This giant one-eyed sea monster necromancer uses the corpses of Kraken and Whales to do its bidding. It is said to have lost a gem—the 'eye of the sea' which it hunts for. Cults of Mermen worship the 'Black Eye', often taking all crew of trading ships, leaving the vessel.

The Maelstrom:

Ships that survive getting sucked into the Maelstrom are said to travel to another world when under the cover of darkness.



Great stories tell of islands which are covered in the crushed remains of hulks that have been sucked to the deeps of the Maelstrom. Other stories speak

of the magical rock from the centre of the maelstrom that can bind an island to a person who survives the crush of the Maelstrom. Yet more tales talk of it taking vessels to the other side of the world where strange people live. It is rumoured that the Tycho Merchants' Guild has some journals on epic adventures returned from the Maelstrom. There are also legends of strange ships coming forth from stormy waters under the light of a Blue Moon.

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 to Hel, depending on the season. It is said that he must bed any woman that is able to wield a sword or axe. A goblin lord by the name of Slugger is paying well for the isles location. Agents of Slugger can be found in the lower class port pubs of Adjeplar, within the Five Sisters.

Isles of the Kings:

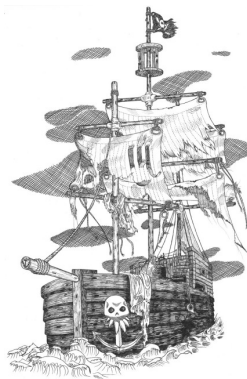
The chain is made up of a large set of over a dozen isles. The main island has a group of six giant dwarf statues well over 1,000 feet high made of stone. These statues can be seen from twenty miles over the open ocean. It is said that they are guarded by an evil group of mystical Gargoyles each with a single enchanted golden horn of great value. The shoals and 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 lost in the Isle of Adventure. He is said not to be dead but trapped as a statue and may be known by his enchanted silver shield, by the Rat Queen who rules over a cult of mystical female shape-changers.

Ghost ship:

A huge mystical ghostly warship called '*Blood of Garbrash*' is able to strike fear into the heart of men. It is rumoured to capture the souls of male sailors for *Marquis of the Waters* Forneus.



Blue Ghost Claw:

There are a group of smart Giant Land Crabs who returned to the 'Isle of Adventure' some two hundred years ago. They know the secrets of the Mechanician skill and the makings which men wish for in their hearts. Their ghosts are rumoured to dwell on the shores of an all but forgotten island. It is said a blue glow can be seen over their island when the sun touches the sea.

Carrion Blood-Earth:

It is rumoured that a powerful Wizard of Earth is trapped in Iron cage of binding on a snow covered island hidden in mists which only lead to a island covered with winter all year round. There are supposed to be three Cydops brothers guarding his cage which hangs in

the tower of Pain. They will allow people to ask a question of the Wizard, but will not let them free him.

Nymphomaniac Mermaids:

These incredibly beautiful webbed-toed women bribe shipwrecked sailors to copulate with them by offering them pearls and coral necklaces. Every act of intercourse sucks seven months of age from the human male partner and twelve years from an elf. The mermaids are said to never want to be intimate with dwarves because they are ugly and hobbits as they are child-like.

Green Cap Sea Goblins:

This fleet of pirates loosely follow Patrick the Blade. All together the fleet is said to be made up of over sixty small raiding vessels of both small and medium size. Rumour has it they control the waves and tides with Sea Nixie magic from countless slaves.

Ivory Isles:

Inland on some of the tropical isles are fog covered mountains that cast their shadows over inland lakes that are forgotten graveyards of huge long dead creatures. The bones are said to be blessed with luck and to be highly magical, some made of ivory and silver.

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.)



Who is...

Kilroy?

Interview by Aurora Steelwind

I had been wandering around the Guild Grounds, wondering which Guild Member that I should interview next when I noticed some graffiti on a wall. Upon closer investigation, I saw that it was a cartoon of a figure, peering over a brick wall, with the inscription "Kilroy Woz 'Ere". That was when I had the sudden flash of inspiration to interview one of the Guild's most famous, or infamous, Rune Mages.

Kilroy lives in a large fortified manor house with extensive gardens, based in Slippery Rock, along with his wife, Sarah, who is a member of the local coven, and his two children. Kilroy himself is unprepossessing in homespun clothing, with scraggly red hair and beard. When I finally found him, he was cooking up a storm in the kitchen.

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

I was part of a very large family who did not exactly operate on the right side of the law. Being one of the smaller children, and more interested in quieter pursuits, I was not a great fit for continuing in the family footsteps. At 16, I decided to do something about this. I had heard about this place called the Seagate Adventurers Guild, so I decided to run off and make my way there. That

was 25 years ago, and I have never had cause to regret the decision.

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

Magic wise I am a Rune and Wicca mage. I started out as a Rune mage, and the Wicca side is a recent addition. I also have a bunch of other spells, rituals and talents acquired while adventuring.

I am not a warrior, so weapons are somewhat secondary to magic for me, however I always like to make sure I can do my bit in combat if needed. Mace is my main weapon, and I have a very good one to smash bad guys with. I have a bunch of secondary weapons which I am reasonably good at too.

Skill wise, I love to cook, and am noted for it. I have steadily improved my knowledge in a whole heap of areas in my time at the guild, and have a surprising number of skills now.

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

Cooking as mentioned. Plus I help Sarah run her apothecary. That, adventuring, training and my kids keeps me pretty busy.

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

Given my wife is a witch, I feel obliged to say that rescuing her on adventure was obviously the highlight of my career :-)

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

After 25 years adventuring, I am afraid the good places have been wholly overwhelmed by the bad in my memory. I love having a great home and family to come home to, helps keep me grounded

I loathe and detest Perfidious Albion, with a whole heap of places a close second, such as Hell, parts of Terranova and Sanctuary.

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

My initial plan on joining the guild was to have fun. I succeeded in this, and along the way gained



riches, a family and really everything I could need. Now a thirst for knowledge and a need to foil the plans of bad people are what keep me adventuring

7) *Nice bird nice large bird (referring to Karreyhun). How did you get him?*

Karreyhun is a summonable giant raven, like an elemental. I gained the spell to summon him early on, and have him ranked to maximum, so he has been noted around me for some time. I honestly cannot recollect exactly where I was when I learned him, but I think I was lost in the Abyss sometime before hand and was convalescing.

8) *Is the rumour true that you shapeshift as a ginger cat? Come to think of it, I've patted a ginger cat in the Guild grounds several times and I've seen one of the Guild water mages (Aqualina) pick up the cat and cuddle it against her chest. Was that you?*

Aqualina has such a nice chest to be cuddled against, purr, purr.

I shapeshift into lots of animals, but cats and dogs get the most attention, and free food! The ginger tom, and Ace, the wonder dog, are two of my favourites

9) *Ace .. the Wonder Dog? - I'm sure there's a story there*

Sometimes I need to hide, while still being present with the party. Ace is one such option, being a wolf hound. He is very intelligent, some say smarter than his master. Best of all, you can lick your balls in public and no one thinks the worse of you.



10) *Rumour also has it that you've been nominated for Stupidest Adventurer several times. Is this true? What would you say would be your favourite "Kilroy moment"?*

I tend to act without thinking too much first, which apparently gets mistaken for stupidity :-)

One time I was given a body in a carpet to protect, so I threw up some rune walls and carried the carpet inside. Turns out the body was a hibernated Kel, and he was very much still alive, or at least he was until he hit the rune walls and died. Seems he was also pacted, so things went downhill from there. I managed to survive, but there were some casualties. I got a post card from Kel in Hell and was called KilKelRoy for a while.

11) *Presumably you've been nominated for Smartest or Bravest as well. If so, what would be the best story for that?*

I fought a nasty bad sorceress type underwater recently. I thought to remove her protections that kept her alive underwater in high pressure, succeeded and killed her. Far too often people think my plans do not have merit though.

12) *Master Cook hmmm? Got any good recipes to contribute to the Times? Failing that, what's your favourite things to make. And have you tried one of these? (hands him a Asheth banapple).*

Man, that banapple is good (said through the juice dripping down his beard onto his clothes).

Not much for recipes sorry, I cook with what I have and what seems right. On the road, the selection of ingredients can be a bit limited so stews and pies are normally on the menu. A bit of this, some herbs from there, just don't ask what the meat is :-)

Tastes delicious whatever it was.

13) *So, you just said you met your wife on adventure. Which adventure was it and how did you two meet? And I guess I should also ask 'Was it love at first sight?' Or was there some .. erm .. difficulties on the way to the altar. Oh .. congratulations by the way.*

Details are a bit hazy, it was nigh on 20 years ago. I recollect a bandit fort/cave and rescuing some locals. One of them was keen for a change, and the rest flowed from there. We have 2 boys (Adam and Benji) and a girl (Charlotte) a great home, great neighbours (the witches coven) and a successful apothecary so life is good.

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

On my recent adventure I came up with my combat philosophy which I would like to share with you:

- Whistling is good when scared. I whistle a lot.
- The nasty, pointy, hurty bits are normally at the front of the bad guys, so avoid those where possible. Leave them to the armoured guys that aren't whistling.
- Jump in behind the enemy when they least expect it. It is never good if they are holding a spot for you.
- Hit the bad guys so hard they don't turn around. If they start to turn, hit them harder. If, after all that, they turn around and laugh, cry (and whistle).
- If you do teleport behind the enemy make sure either your fellow party will be there soon, or you have a very good exit strategy. Failing all that, whistle.
- Pick your targets carefully. If there are lots of options, take out the most squishy ones first. They are least likely to hit back, can be taken out quickly and removing actions from the enemy is always a good idea.
- Sometimes you do need to just jump in against the big bad guy though. Try to follow as many of the tips above when you do, and don't forget to whistle.
- It is actually quite hard to whistle when your lips have suddenly gone dry, your bottom lip is quivering and the only planned action your mind can comprehend is RUN, but try your best, it will make you feel better, honest.

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 &
Extinguish scrolls

Try Dragonsmite!!!

(single-target - lots of damage)

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

Contact Flamis at Bolton Bay.



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



Astrology Guide Spring 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 ❧

Winter

You still need to learn to relate better with others, but now more on the intimate and personal level - the exchange of ideas, innermost thoughts, personal beliefs rather than emotions. Family ties, linkages of loving and caring now become sharing. All your mental activity will be intensely personal, subjective, even egocentric. You are more cheerful in your approach to others, and perhaps somewhat intellectual this month. Depending on your circumstances, a new romance or even a series of romances is possible.



On any failed percentile roll ending in 2 or 7, roll again.

Air

Your responsibility and authority are likable qualities now, making this an encouraging period overall for schmoozing with those in a higher position than you, as well as for negotiations or social activities related to business. You are most charismatic and well-received on the job. You are socially go-getting right now, and success may come through your good managerial qualities or some form of artistic talent, or, indirectly through your spouse. People who turn your head are those who come across as especially competent.



Any damage dice ending in 5 or 0, roll again and add the result to the total damage.

Solar

Solar influences' will help protect you from harm. Within the first two months of this season hot meals will return an extra point of fatigue 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.



You are able to change into your original form under the night sky, anytime this season.

Spring

You may be making changes in your skills, in your relationships with colleagues, health and diet. There may be some mental strain or attack, or perhaps financial difficulties, particularly relating to held-up payments that are still pending delivery by Guild reps. Health is always an issue when adventuring. Willingness to help and serve will pay dividends, both materially and in terms of a "feel-good" factor. Don't expect gratitude and appreciation - just go ahead and do whatever needs doing. This phase presents a chance to get rid of what doesn't work in your life, while also discovering what does. You could seek distinctions covered in gold without dragons guarding it. Efficiency should be your goal. On any failed percentile roll ending in 1, 2, 5 and 7, roll again.



Water

You will feel you've seen it through, emerged victorious in your efforts! Luxury and peace envelop you, wish fulfilment and dreams-come-true time is here. Beautiful partnerships with an Elf may energize you further; a marvellous week of balance between work and pleasure. You can't really have one without the other, but now they are so evenly poised, though it's your hard work and effort that have made it happen, and so brilliantly.



Any damage dice ending in 5 or 0, roll again and add the result to the total damage.

Lunar

As summer cools all is well with your health but adventuring issues may not be clear. The night sky may help.



Cane from the Five Sisters will assist you this month in hiding by your sent from those hunting you and your kind.

Any damage dice ending in 8, 9 or 0, roll again and add the result to the total damage.

Summer

This is a very playful period of the year, when you are inspired creatively and emotionally. After a period of self-protectiveness, you are now more spontaneous and more willing to take risks. A rich, fruitful and happy phase comes to you and you're enjoying it. Don't be fooled by short men. You are anxious with taking on an important or aggressive role within an association or relationship. You are on the go in pursuing allies and in the forming of new partnerships. Be aware of what you and your partner want for yourselves and what you want from the relationship. Let others know what your needs are.



On any failed percentile roll ending in 2 or 7, roll again.

Fire

You may feel that you're in the grip of a force beyond your control, since it is a time for great, perhaps even radical or drastic, changes in your material as well as emotional world. This month, a financial boost is likely, or you may expand money-wise all the way through your partner/associate. You are more tending to even differences in a partnership/relationship regarding the sharing of authority, intimacy matters, finances, and other emotionally-charged topics. Close relationships are intensified. Either you or your partner shall demand a deeper unification.



Any damage dice ending in 5 or 0, roll again and add the result to the total damage.

Life

There can be some restlessness when it comes to money and spending it-you are more inclined to want more things around you! Financial security and enjoyment of the good things in life are important to you, although you also value simple pleasures. The ability to relate well with others might enhance your own personal finances during this period. This is a stable position for love matters and close relationships. You value those who make you feel comfortable, and familiarity is more important to you than someone new.



No penalties from death affect you this season.

Autumn

There is a marvellous closeness built up with well paying clients, who might not always approve of your eccentric and strongly different opinions. This month, you are especially fond of the life on the road. You are more receptive and gentle on a romantic level, and tend to be sentimental or nostalgic now. Loyalty and sensitivity in your relationships are more important to you than typically. It's an excellent time to take care of your health. You might decide to change jobs, and if your work has not been fulfilling in the past, then initiative to make changes should be taken. A situation on the job or with your co-workers may seem to be all consuming of your energies, and some review may be in order.



On any failed percentile roll ending in 5, roll again.

Earth

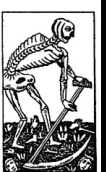
A happy time with the family, success, pleasant functions, a time of peace, happiness and tranquillity in the family. Happy occasions in the family and invitations to auspicious functions of friends and relatives. New additions to the family such as marriages or birth of children, pleasant functions, recognition of service, enjoyment with opposite sex, agreeable events, outstanding reports, gain of wealth, new properties, pleasure, prosperity, success in undertakings.



Any damage dice ending in 5 or 0, roll again and add the result to the total damage.

Death

Good news - you are 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. 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 would be folly.



You are effected by only half of the life bonus penalties this season.

Starflower's Bestiary

Driders and Other Flesh- Forged Abominations of the Drow

One of the more disturbing reports from the regions of the Western Kingdoms recently ravaged by the demented Dark Elves known as Drow is the presence of creatures flesh-forged by the depraved magics of the Drow; monsters created by bonding together sentient beings with non-sentient animals, monsters or even vermin. These flesh-forged creatures are invariably sent into realms of insanity by the process, which is perhaps a mercy, though I doubt that any of their victims are grateful.

The process appears to be an unpleasant combination of necromancy with binding and animating magic, carried out in baths of bizarre alchemical liquids. Not that I have any real understanding of the process, nor any desire to learn it. It may surprise some of you, but there are things out there that even a Mind Mage dominatrix with a penchant for whips and asparagus-growing finds too disturbing to contemplate. And flesh-forging is one of those things.

The most commonly seen product of flesh-forging is a creature called a drider, the product of crafting a drow elf with spider, although whether as a punishment, some kind of penance, or perhaps as a profane act of devotion to the spider-goddess is not known. Driders appear as the torso of a elf crafted onto the body of a giant spider. They are most certainly intelligent, often magic-users, frequently of the Dark

Celestial variety. Certainly darkness surrounds them, and does not appear to discomfit them in any way. They spin and shoot webs in the manner of spiders, and it is said that their bite is a deadly poison. Driders are often accompanied by giant spiders and it

seems that they are able to communicate with and command arachnids.

Of course, should you encounter these abominations, you must kill them, as quickly and efficiently as possible. Consider it a mercy, and a service to sentient life. There are some things which should not exist on any world, and driders and their like belong in that category. They are not easy to kill however. You will most likely need to be able to see in pitch darkness, and to be able to fend off celestial magic up to and including dark spheres. Taking along celestial countermagic would be useful in that regard. You also need to be able to deal with their poisonous pets and to slice through masses of webbing. Take an edged weapon and don't expect those webs to burn. Oh, and area effect spells are great for destroying vermin. Consider getting some invested dragonflames and the like. As for myself, I've found telekinetic rage remarkably useful for vermin dispersal.

Be aware than driders are most likely to be found in the dark places, in caves and caverns deep underground, and in the darkest depths of forests. And they may well be in the company of drow and of other flesh-forged abominations such as derro and troglodytes. Derro appear to be flesh-forged gnomes, skinny and pale with glowing eyes, and totally insane. Troglodytes are simply saurians adapted for the darkness below, pale and vicious, with a really bad attitude problem. The Drow occasionally even apply fleshcrafting to themselves, adding claws, extra arms, or poison sacs. All of them are invaders, creatures of dark magic and destroyers of life. Admittedly it's not always their fault, and perhaps research should be done into reversing the flesh-crafting process. And also into restoring the sanity of the victims after their bodies are restored.



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.



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

Villagers Victorious!

Although much of the Western Kingdoms has been overrun by monsters and humanoids, four villages in Ranke have been able to beat off the invaders thanks to the bravery and leadership of a farmer in each village. Can you link the courageous farmer to their farm and village, and the monsters they defeated?

Villages: Cornfield, Cropton, Leabury, Meadowhurst.

Farmers: Barnes, Hedges, Lamb, Oates.

Farms: Castle Farm, Harfords Farm, Linden Farm, Red House Farm.

Monsters: Goblins, Ogres, Orcs, Trolls.

- Linden Farm is in Cropton village, but Castle Farm (which has hasn't got a castle) is not in Cornfield.
- The farms belonging to Barnes and Hedges both have ten-letter names (including the word 'farm'); Farmer Barnes led his village in defeating a band of orc marauders.
- Farmer Oates saved the village of Meadowhurst.
- Harfords farm (which hasn't been in the Harford family since the year 686) was attacked by goblins.
- The name of the farm attacked by ogres immediately follows the residence of Farmer Lamb in the alphabetical list.



Riddles

What word do you break

Whenever you say it?



What runs, but has no legs,

Has a mouth, but does not eat,

And a bed, but never sleeps?



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!**

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 Hot

Cookies - they can be used to bribe dragons or gods.

Rank 20 Light

Dark Spheres (when they're yours)

Aryan

Earth titans

Robes

Bags of Holding

Angelic armies



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.

Answers to Last Issue's Puzzles:

Chariots Afire!

Barmius, Astonia Martinus, Hatchus Stigmatum, Fell asleep at reins.

Cassius, Portia, Lydia Columnus, Drove into trophy stand.

Humpius, Alpha Beta, Bona Silvanus, Wheel fell off.

Moronius, Morgana Regina, Porta Argentum, Horses Bolted.

Sillius, Fiat Lux, Thoraxium, Chariot caught fire

Riddles

First: Coal

Second: A Bell

What's Not

Hobbit bakers - besieged by afore mentioned dragons

Rank 20 Darkness

Dark Spheres (when they're not)

Hags

Driders

Heavy steel

Exploding Bags of Holding

Demon hordes



Scab's Joke Corner

Jokes about Dark Celestials

(You can make fun of them because they are all evil scumbags)

An E&E, a Mind Mage and a Dark Celestial go into a church of light to discuss religion with the priest.

After hearing the Priest's argument the E&E says he's still agnostic (because they're always boring). The Mind Mage then says that he has chosen to be atheist, and will not believe through the strength of his willpower. They look around for the Dark Celestial and ask him what he thinks. He says "Oh, I didn't listen. I was in the back murdering all the choir and smearing their blood up the walls."

A Dark Celestial walks into a bar. BUMP! "Damn RK 20 Darkness"

An E&E, a Mind Mage and a Dark Celestial go for a drink in a pub together. The E&E asks the barman for a glass of milk, because his stomach doesn't agree with exciting things. The Mind Mage asks for a glass of water because he can resist all the temptations of flesh and drink. They turn to ask the Dark Celestial what he wants. He says "I've



got one already. I killed everyone else here and drained their blood into this huge chalice."

Q. What is the difference between a Dark Celestial and a doormat?

A. It's a real shame to wipe dog shit off your boots onto a doormat.

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



Scab bravely fights the Enemy alone!

A Poodle Cut Attack!



Gets knocked out and wakes to find that one of the foe was a hairdresser! Who knew!

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

Potions of Great Virtue

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

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 Laths' special Jerky!

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

They come in a range of sizes; 10 points at a cost of 1,000 sp, 20 points at a cost of 2,000 sp and 30 points at a cost of 2,500 sp.

Light to carry.

Contact Lath for more details

