

The Seagate Times

Issue 85 - Summer 815

Wheat Fields of Aladar

Good News from Aladar

by Woodsmith

The granaries were filled mid-spring, the many refugees once crowding Grobellartaun are back working the land, and an excellent crop is growing in the wheatfields! Duke Baltmond Alagaad is very happy, and has many new friends in the Western Kingdom Court.

Of course this happy state of affairs did not occur without much hard work and bravery on the part of powerful Adventurers, and a little help from the goddess Freya. The job was simple enough, a bit of aggressive scouting of the less-populated central parts of the Duchy, and the retrieval of the town bells from Wolantaun. The latter had been abandoned by Aquila, with many former inhabitants in the refugee camps outside Grobellartaun.

Central Aladar suffered badly in the Drow invasion. Not only were there remnants of invasion forces scattered around, with random enchanted horrors terrorising the place, but huge amounts of silt covered the flatter land from Droskyn to the Ffenargh, and up to Wolantaun. While the silt was fertile

and would yield well when worked, the workers appeared to mainly be cowering around Grobellartaun.

So much for the brief. Party Leader Kilroy offered the Duke the use of a gift from Freya, which would grow a bumper harvest over a large area. He was very interested, of course, and granted wide temporary powers to stabilise administration of areas east of his fort line.

After a couple of minor skirmishes in the badlands (Grendel being particularly effective), the remaining folk of Droskyn were found to be under the harsh rule of a jumped-up thug and his mage cronies. They were dealt with overnight and the troops and peasants liberated, happy to affirm their oaths. The Count had suffered badly in the basement, and was taken to Seagate for recovery.

A few bored Guild members were happy to motivate everyone in Droskyn for a few weeks, so the party could get on with matters. Seed grain was organised, then Wolantaun evaluated. Drow forces in one half of the town were facing off against their former orc slaves in the other half, creating a target-rich environment!

The Drow were probably going to be tougher, but they had possession of the town hall, with the bells still installed. We also wanted to disturb whatever they were draining the mana for. After

we avoided the wards by changing forms, Zohar peeled open the roof of the bell tower, providing a platform for our slaying of the watch. Sir Wojer and Eltan stood firm against the snake-creature that had burst from below, we dealt with it and the Drow response team. Our departure via Grendel's warpgate was interrupted by the local ancestor spirits, but Lath convinced them of our good intentions.

The bells were mounted in Droskyn, and intelligence extracted from recovered bodies. Plans were made to raise the tension between Drow and orcs, starting with making the weather uncomfortable. While waiting for the stewing to take hold, we dealt with a strong group of bandits, then cornered and killed a huge Death-gatherer. More weather manipulations were followed by a favour for Freya, so we could two-step her growing item. At last, Wolantaun erupted into open battle - our cue!

Entry to the Town Hall was via the hole in the bell tower made by the snake-creature - the Drow had been distracted! We opened with TK Rage, Bane, super grenades, and Solar Flare. Things didn't go well for the four Blood mages and their two dozen companions. The last of them was transferring damage to slaves in the basement, so WordSmith cursed him into a sheep. Drow forces outside the hall didn't recover from our TK Rage from behind, and were swamped by orcs. We dispatched the orcs in turn. Kilroy provided a permanent portal from Wolantaun back to Grobellartaun, so that civilisation could be maintained, and the people could return to their homes.

In late Thaw, seed was planted over a small area some fifty miles ENE of Grobellartaun, grew overnight thanks to Freya, and harvested. Lath provided minions that planted that seed over a large area, Freya's gift grew that overnight, and the minions promptly harvest it. Great, enough grain for Aladar, and it was only mid-Spring! The peasantry returned to the land, and started a late planting. Hurrah!

GM: Craig



Rumours of a Rising Power Wash Across the Kingdom

Rumours of a new power behind the throne have been heard by those keen to know of such things, and while they are sketchy, they have given some food for thought. What tidbits are known are these: The rising power is feminine with a light touch, and she flows across the lands with little impact, touching lightly and moving on. She has many faces and is thought to be a mage of some sort, and possibly more than one type.



The recent invasion and devastation of huge swathes of the Western Kingdom have highlighted the lack of information from the contested areas and even the larger cities, where strife and long term lower living conditions have caused significant social impact. This lack of information is hindering rebuilding efforts, but this is where some 'very aware' people have noted the helping hand and undercurrent of direction, rising up to help those in need.

Bands of Elves Seen Ranging Across the Kingdom

Company size group of elves have been seen moving across the countryside and engaging with bands of bandits, orcs and other invaders. Brief sightings of these bands and chance meetings reveal they have a badge on their chest which has a floating tower amongst trees and elven runes around the tower. The elves met have revealed they are a group of high elves despatched by their lord to give aid where they can, seek out remnants of the invaders or deal with the lawlessness that they find. The villagers thank them before they disappear into the fields and woods seemingly in a matter of moments.

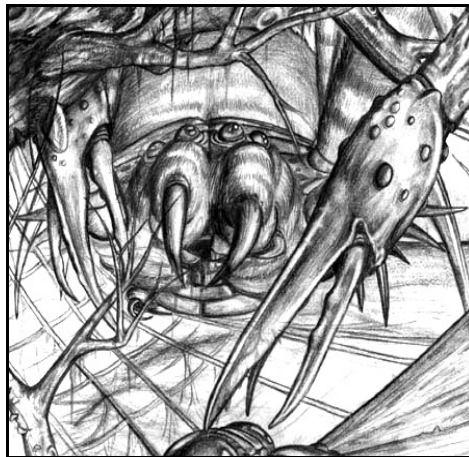


Grisly Sights

Reports have been received about locals finding bandits that had been harassing or terrorising small villages dying in small gibbets just outside their villages. When found each of these gibbets have had a small blackbird carved into the tree holding the gibbet.

Spiders Return

There have been reports of ancient nests disturbed by the recent quakes, battles and other geographic ructions across the western kingdom. One such area is the great woods south of Droskine in Aladar. Reports of large webs in the area confirmed this to be true, and people who ventured too deep into the woods haven't returned, so most avoid the depths of these woods.



A large party of fifty troops went in to investigate and only one third returned and told tales of the very trees attacking them, as well as webs appearing from nowhere and ensnaring the men before being pulled away into the trees. Of the sixteen survivors who made it out of the woods, half died later that night when their infected wounds came apart to reveal tiny spiders eating their way out.

The Count of Droskine has declared the area unsafe and warns all travellers against entering the forest.

Travel Advisory

Ebola

Travellers in Ebola this season should plan journeys circumventing the vicinity of a group of fanatical flagellants. These extremists are repenting for past sins and declaring it to be the end of days. The group is protesting against the moral depravations of the Kingdoms leaders. The guild recommends avoiding the people and nobility of Ebola at all costs.

Sanctuary:

Continue to defer non-essential travel due to potential for further violent, disruptive population

Daily violent protests in the city and elsewhere are likely to persist in the near term, after temple fires flickered then guttered in the annual swearing in of the city's officials. Some factions are using the disruptions as an excuse to extend political sway. The guild recommends that members never visit Sanctuary.

Brandenburg:

Authorities issue cyclone warning for southern areas; weather system expected to make landfall soon

The council of Astrology issued a warning for Cyclone Melelyth for coastal areas between Grey River Mouth and Skull Island. An earlier warning for Caulder city has been cancelled.

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

Eltrador:

Release of abducted foreign merchant reminder of HIGH travel risks

According to local reports, a Glissom merchant and her local guards have escaped from captivity after being kidnapped for a bizarre ritual, sources close to the merchant claim she is unharmed. The abduction was reportedly carried out by a local death cult and, occurred nearly one month ago. Guild members are reminded to be wary of foreigners offering candy.

Escorting a Caravan

By Ignis

"Escort the caravan" They said, "Get it to reach destination and provide loose cover for it". Simple enough. "Then the caravan will continue its journey while you chase after the bandits and eliminate them". Sure it appeared to be a simple enough task, and since we were in the area we had to pick up other small jobs.

First of them was freeing Baron de Bonneville's manor house which had been taken over by bandits, and his lands had not been cultivated since the beginning of the drow invasion. We were swift and dispatched the bandits in no time. Simple enough...

We might come back to visit the surrounding villages once our main mission was completed. We also managed to track down a group of bandits that have attacked a previous caravan, secured the stolen goods and eliminated the lot. What surprises did we find once we are back?



Well, once we returned to the main caravan we discovered that sixty wheels had been broken by what appears to be the work of a nasty bard. That's what you get for thinking of secondary jobs. Then we were recruited by Leon's Town Master to investigate the disappearance of some of his men.

"It's easy," he said. "Just investigate the strange tunnel underneath the city". It appeared to be a hideaway for undead and weird minor lizard creatures. In addition, some of us managed to get to the brink of death, as well as acquiring an undead body part and the ability to drain. We reported our findings to the mayor who is in denial of our findings, got our payment then followed the wagon. While we surveyed ahead, the caravan was attacked. Couldn't we have a normal day out here? I was reminded that

diversity and business and crazy adventures was the reason I became part of the guild.

We successfully defeated some of the assailants; however, some of them were successful in capturing eight wagons. We were not too worried, as I had acquired an undead minion (thanks to my draining ability) who knew where they are headed to. We would chase them in the morning.

We went to Niort, the village where the bandits are headed to, and managed to slay the bandit chief as well as sending the outlaws' reinforcements (a platoon of dwarfs) scampering from our platoon of undead. They now knew better than to mess with us. However, the village of Niort now has an undead problem; my minion started draining uncontrollably and became a Wight. Well, more work for the Guild, I suppose.

After a quick rest, we scouted a good place for an ambush, however our problems did not finish there. Roderigo discovered that the wagons had taken a different direction, and now we were chasing them. We caught up with them and ambushed them. The fight was violent, but quick and we were successful in defeating the bandits, and returned the wagons to the convoy ahead.

That night on the placid water of the river we were crossing with the wagons, a senior angel appeared to us since Lila wanted to see the back of our undead appendages. He had a quest which all of us needed to accomplish before our healing could begin. Who am I to argue, however Roderigo did not see it this way. He was unhappy because we drained, and was equally unhappy to accomplish the task assigned by the angel. Jealousy and greed at its best I presume...

Therefore after tying up all loose ends, we concluded our mission with all tasks accomplished, a minimum disruption to the locals' population, except for the outlaws, and a new found fondness for the Powers that Be.

GM: Ian

Phaeton: When I've built my tower...

Guild Security: And then we'll lay siege to the evil mage.

Brigetta: Once they start building towers, you know they're trouble.

Hamish: It's just the standard boiling blood...

Brigetta: You mean there's a standard for these things?

Phaeton: I've got two balls... crystal balls, I mean.

Brigetta: But I don't think it's shaking hands...

Phaeton: Shaking lands, more like it...

Rowan: I can have as many double-headed or double-tailed coins as I like.

Brigetta: But you cheat!

Phaeton: What do hydras eat?

Rowan: Anything that's not fast enough...

Hamish: Oh good, we can investigate giant worms from the inside.

Rowan: And join the noble ranks of Guild members who have chopped their way out.

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.

Lila: So let's be clear. If the wagons are in need, we will protect them?

Party: Yes, okay.

Lila: Shall we attack a village of bandits to see how the party works as a team? (Experimental Ethics in progress).

Brigetta: I don't think clay golems would be very digestible, anyhow...

Phaeton: What DO you think worms eat?

Lath: My eyes are false

Zohar: Anything else?

Sir Wojer: Why are we taking them alive? (not said of the enemy)

Zohar: Do you have any recent maps?
Lord Slivis: I'm sure it hasn't moved.

Peril in Pasifika

Horrors Cause Mass Evacuation

by Brigetta

On arriving in Pasifika this season, we found that the islanders were evacuating the southern islands of Atiu, Pukapuka, Tuatangi, Manuae, and Mangere. Not only were horrors from the abyssal depths to the south appearing and causing fear and panic among the people, but the islands themselves have become physically and magically unstable, making it impossible to grow crops, and rendering those islands uninhabitable.

The islanders are mainly moving to Rangiwhero, building villages and farms in previously unpopulated areas, and expanding existing habitations. In order to obtain sufficient timber, they have set up a logging enclave through the portal on Paleolithica, even though the climate there is the antithesis of what they are used to, and the place is full of giant beasts!

To make matters more complicated, the party found that in one of areas designated for development, the Pasifikans had provoked one of the Ellenic gods (who were worshiped here in ancient times). This caused the plague of salt, the problem we had been employed to solve. That was dealt with, but a group of Ellenics decided they were staying. A further issue was inadvertently created by the party, by accidentally generating a portal to the plane of Rifts, specifically to Atlantis (it was partly Pele's fault, but blaming the volcano goddess is not a good idea). This meant that an enclave of people from that plane will also be staying. All of which limits the area available for refugees.

So, there are continuing problems in Pasifika, and don't be surprised if there are further requests for aid.

Tears of Salt

A Summary for the Seagate Times

By Phaeton

If there had been more time before the deadline, I could have been writing this while sitting in the shade of a tree located on a tropical beach - but there isn't, so I'm not.

As for the story of why I am imagining myself on a sunny beach on a warm tropical island, well it has to do with the events of the Guild session just gone. I had just come off one adventure in Ranke, when I heard that the tropical island group of Pasifika, which has already suffered sahuagin invasions, undead plagues, and an outbreak of Horrors, not to mention undersea wars, was now suffering from a salt curse owing to the actions of the Ellenic deities. So both Rowan and I decided to investigate. Along with us two, there was Brigetta, her cousin Hamish, and a new Guild member called Boabdil. He seemed a rather quiet person so we made him the party leader.

Upon arrival we discovered that the entire landmass of Rangiwhero had been cursed with Salt and Destruction by the three top deities of the Ellenics, being Zeus, Poseidon and Hades. Something had happened in the ruins of the ancient city of Attica, which had been dedicated to Poseidon in the past. To make things more interesting, the local Pasifikans, being the islanders, the merfolk, and the aquatic elves were abandoning the lower half of the plateau and attempting to resettle Rangiwhero as well as other areas up north. If Rangiwhero was rendered uninhabitable, there would be nowhere else to put everybody. So a cure had to be found.

Our investigations led us to the Temple of Pele on Kailua Kona (Note: Next time a demon turns up to exact justice,

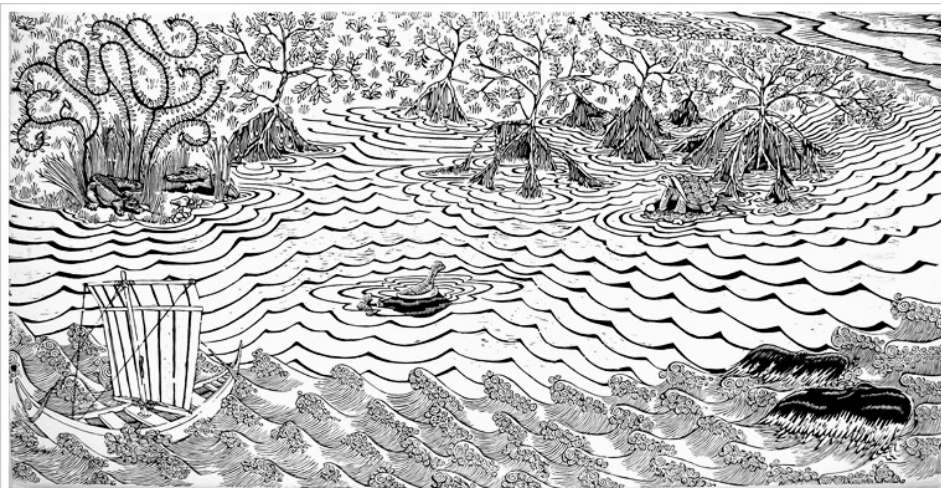
don't say "yes". It is acceptable to tell a demon to do something anatomically impossible.) where we gained more information, as well as wisdom, and spell modifications before continuing. Our trip back to Rangiwhero took us around some of the southern islands and, on the way, we saw some tentaded Horrors in the water. I suspect that, at some point, we may need to have to find out where they're coming from and deal to them. The islands down here were also in a state of chaos. No wonder this area was being abandoned. To make matters more interesting, Eylor, the entity in Rowan's staff, was no longer connected to Rowan.

Back at Rangiwhero, we headed up the coast towards Attica, and encountered a major storm above the area. A new town had been established above the Cliff of Heros, just south of Attica, and we were told there were some giant metallic bulls roaming the area that was burning and poisoning the local area. It was also decided to seal Eylor underground in a bubble of force and guarded by earth elementals as we suspected that the Horrors were influencing him. And I was getting fond of the little eyeball.

It was unsafe to fly so we decided to brave the storm on foot and headed for Attica. On the way we encountered a wall of Pasifikans blocking our way - and they appeared to be doing it of their own volition. So, rather than force a confrontation, we backed off a bit then tried a less easy approach to Attica.

This time, we were able to get there and discovered an occupied encampment. Meanwhile the storm had moved south and was now throwing lightning bolts at the town we had left. At Attica, we discovered a mixture of centaurs, minotaurs and ancient Ellenic warriors that were trying to re-colonize Attica. I had no idea where they had come from as there had been no sign of any during the last expedition there. No signs of any Pasifikans though but it definitely looked like the new arrivals were planning to be here for the long haul.

Fortunately we were able to make peaceful contact and discovered that a previous expedition had broken some sacred artefact of Poseidon and it would take a Master Smith to fix it. They wouldn't tell us any more, insisting to only talk to whoever could fix it. So, we headed off to find one. They also wanted all the Pasifikans to convert to the worship of Poseidon. Somehow I don't see that happening.



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.)



Further investigations on the east coast, told us that the best place to find a Master Smith was on Kailua Kona itself so that was where we went. As I thought, the shamans were less than keen with the suggestion of converting but we were able to find a Master Smith, that was interested in having a go at the reconstruction. So we headed back with him and his literal tonne of equipment.

Upon arrival, our contact at Attica was pleased we had come back with a Smith, and allowed us to see the problem. What we discovered was an underground chamber, containing a harbour and a shrine to Poseidon. There was a statue of an arm, rising from the water, with a trident grasped in the hand. This was broken and that had deconsecrated the entire area. There was a statue of a chariot which was also broken. Both of them were artefacts and had been blessed and consecrated a long time ago. The Smith said he could fix them but the re-consecration would require a major magical power source. We weren't sure it would work, but it was decided that Eylor might make a suitable source. We would just have to somehow go and get him here safely without the whole thing blowing up in our face.

On the way back, we encountered an

Atlantean from the Plane of Rifts. He had fallen through a rift onto this area of Rangiwhero and discovered there was a floating island of faces now here being held up by a giant eye on a plinth. There were also two large and strange hydra roaming about. He wanted us to negotiate for the area on his behalf.

There was quite a bit of arguments when we got back. Settlements had been planned at the Cliff of Heroes and Attica, but these were now impossible. They didn't want to settle anywhere that was dedicated to any other deities so there seemed to be only two possibilities, the plateau of Zeylandia to the south or through the local portal to Paleolithica and settle on that plane. So it was decided we would deal to the hydra, now wandering around the centre of Rangiwhero, then deal to any monsters on Paleolithica.

Back to the Cliff of Heroes, now the Floating Isles of Heroes, and had a look at the area. Interplaner rifts were above and below the island and gargoyles were already starting to settle on it. Other Atlanteans had also arrived to secure the area around the rifts and settle it. Removing the Eye would destabilise the island, causing it to fall, but it would be possible to do so to power the consecration ritual.

We found out that the hydras were horror-infested, but we still were able to deal to them then, after a few days recuperation, went to Paleolithica in order to survey the forests near the sea coasts by the river mouth. The area to the east of the river was colder than normal and we discovered that there had been subterranean ice worms crawling around there. On the western side there had been some sort of shape-changing aquatic wolf creature that had caused most of the top predators to flee but it had returned to the sea by the time we got there. At least the local settlement had a better idea what they could be dealing with.

Finally we were able to witness the giant eye that had been Eylor, re-energising the repaired artefacts. It caused the destruction of Eylor, but at least the curse on the land had been lifted. As a reward we were invited to join the new local Order of the Wandering Warrior and receive their benefits. This requires some commitments which is why I plan to spend every subsequent Seagate winter down here, discharging those obligations.

GM: Bernard

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—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



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



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

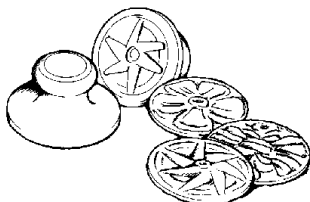


HOLY PRESS New Flavour

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

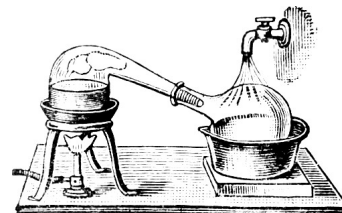
Indigo's Elemental Resistance Tonic:

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 Wrathcowl 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.



The Truth About Pirates

The life of a pirate is never as glorious and exciting as imagined by land-lubbing young men. Life at Sea is hard and dangerous, interspersed with life-threatening storms or battles. There are no real comforts for the crew and sleeping in a hammock with a little food each day is what most of the crew endures. There certainly isn't any clean, crisp white sheet aboard the typical pirate ship unless it's the sail.

Now there are a number of myths about the pirates that need discussing and I address these here.

1. *Pirates bury their treasure*

a. What a loads of cods wallop. Most 'treasure' that the pirates get are food, grog and cooking materials and the rest is needed to sell so they can afford to eat, refit the ship and such like. Only the rich captains get to bury their treasure and only then when it is ending products like gold and gems which they can recover later, and then sell when the time is right. Most of the pirates want our share of the loot right away and then they tend to spend it quickly on a good time and nice girl or two. Most of the "loot" collected by pirates is not in the form of silver or gold and most of it is ordinary trade goods, such as food, lumber, cloth, animal hides etc. and burying these things would ruin them.

2. *Pirates make people walk the plank*

a. More lies. Why make them walk off a plank if it's easier to throw them overboard? Pirates have many punishments at their disposal, including keel-hauling, marooning, lashes and more.

3. *Pirates have eye patches, peg legs, etc.*

a. This is mostly true! Life at sea is harsh, especially if you are on board a pirate vessel. The battles and fighting cause many injuries, as men fight with swords, staves, crossbows and arrows. It's easy to lose an eye to a weapon or even bits of wood like splinters and so patches protected the dead eye and the cavity into your body. Accidents at sea lead to many pirates being maimed in many different ways. You may say, "But healers can fix all that!" Well, the answer is, "If you can find one as can regenerate organs and missing limbs. And if you can afford those services, because they don't come cheap."



4. *Pirates have a "Code" which they adhere to strictly:*

a. Right again! Every pirate ship has a set of articles that all new pirates have to agree to. It clearly sets out how the loot would be divided, who has to do what and what is expected of everyone. One example: Pirates are often punished for fighting on board, which is strictly forbidden. Instead, pirates who had a grudge can fight all they want on land.

5. *Pirate crews are all male:*

a. Rubbish! There are quite a few female pirate captains who are just as lethal and vicious as their male captain counterparts. There are even all female pirate crews, and they are nasty!

Now remember the difference between a pirate, and an ocean going 'merchant' is in the eye of the beholder, and often a matter of perception (that and a Letter of Marque), so remember to beware whenever you travel and stay safe on the high seas.

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.



How to play Stump

By Scab

Editorial note: Scab has been banned from playing in the Pro-Stump circuit for cheese eating. Apparently this makes him qualified to write about it

Lots of people have been playing Stump for years. But how many really know how to play properly?

Because you play it with a Tarot deck everyone thinks it involves demon summoning or blood sacrifice, but these are merely house rules.

You don't have to be a Wiccan, a thief or have high ranks in flying, but these can help. All it needs is a deck of cards and a flat surface - though alchemists have invented curiously, sticky cards, so Stump can now be played in combat. Playing Stump in combat can seriously cramp your ability to cheat... Er... I mean play strategically.

Most players agree that a pint of something is necessary for play (ale, slime, blood), but not necessary as I've seen plenty of elves play.

Some say Stump is a finely honed game of chance, skill and raw nerve. Punishing for newcomers and rewarding for the experienced. A bit like adventuring, but more risky.

The most important thing to remember when playing Stump is that other players will cheat... um, I mean play creatively. So this means you will have to play creatively earlier, and more often than anyone else.

Basically there are two important steps to playing Stump.

1. Have some cards
2. Win money!

If you remember those two steps and don't eat cheese whilst playing you should get on fine.

Next: Advanced Stump Play



Who is...

Brigetta?

Interview by Aurora Steelwind

I was thinking about which Guild Member that I should interview next when I heard the sound of the Caledonian bagpipes being played by an expert, and I realised that Brigetta must surely be back in the Guild. I thought, oh, good, I can get some more practise in.

Brigetta is an old friend, a feisty woman of medium height and build, in her late twenties. She has bright red hair, deep green eyes, and freckles. She moves with the grace of an acrobat, dancer and martial artist. She sings like an angel, but her speaking voice... penetrates.

I found her, playing at the bottom of the gardens, well away from the buildings. I guess she knows... Anyhow, we sat on a bench, and I asked my questions.

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

I was a bard and a troubadour. I was young, and I had become tired of the old stories, and wanted to hear some new ones. And like many a young lass, I fancied being hero of a tale or two. The Guild seemed a way to do that.

2) *What areas/weapons do you specialize in? Bagpipes, I presume? Or does that count as a weapon?*

laughs Not normally. I am, as I said, a Bard, specifically a War Skald. I wield battleaxe and javelin, though normally not at the same time. I am also highly skilled in Aki-Jitsu, the martial arts of Sho-Ji.

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

Gathering tales... and songs. And entertaining people. I like to see people smile.. Or cry as the case may be. It has to be said that a skilled troubadour rarely goes without a meal. Or a bed.

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

Oh, dare I mention the Deadwood incident? It was a jolly jape, a fine use of ventriloquism, making that fool's privates talk. I must admit that I didn't anticipated Father Rowan's over-reaction. Cannae the man perceive a joke when it's right in front of his nose? I mean, hellfire! (See SGT 14 for Father Rowan's version of events—Aurora).

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

I have to say I like Pasifika. It's warm and the people are friendly. And I like Sho-Ji. As long as you're prepared to learn the language, mind your manners, and don't anger the Emperor, you'll get along just fine. But I didn't like that place called Farwey. Though, I hear that it's gone...

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

There's always more tales that need to be told, more tales that need to be created. And, contrary to what some may say, you do not make a tale by sitting around and dreaming. You have to get out there and make it happen.

7) *Just how do you spell your last name? I've seen it spelt at least three ways, being McLeod? McLeod? Or even McLoud?*

It's McLeod, according my da, and he ought to know, because he's the laird.

8) *To be honest, I really missed you when you haven't been around for the last eight years. What have you been doing in the meantime?*

I've spent some time off plane in the Sho-Ji empire practicing and learning martial arts from the masters there. But most of the time recently, I've been in at home in Caledonia. Leading my people against an incursion of those damnable Drow and their orcish pests. Damn them all. And my da was forever trying to find me a husband, and none of them suited.

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

Go out there, make more stories. Make them good stories, that you're not ashamed to be part of. Be the heroes you know you want to be. Don't sell yourself short. Don't let the bastards get you. And bring the stories back, so bards like me can tell them to the world. Did you know that I wrote my first set of scribe notes in blank verse? Annoyed the heck out of Guild Security, but it was me!









Astrology Guide Summer 815

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

Seasons

Elements

Boundaries

<p>Winter</p> <p>Winter is ruled by Summer this season. This gives you creativity, power of speech and persuasion, quickness of thought, and an innovative mind. You are likely to be well read, learned, and skillful in arts, as well as a powerful orator (which will help you gain success in life). Yet, do not trust the old woman in the hills. Your inquisitive mind makes you an adventurer who loves to travel. You are extremely popular, and you are known for your good deeds and genuine interest in many matters.</p> <p><i>On any failed percentile roll ending in 5, roll again.</i></p> 	<p>Air</p> <p>The Air sign on the walls of Karthoon gives you leadership qualities and an aristocratic nature, as well as a strong personality, high ambitions and great pride. In addition, you are generous, affectionate, and trustworthy, with a take-charge attitude. You will be helpful to others, inspiring, and have a great sense of responsibility. Tip well at all Inns. You like luxury and refinement in all aspects of your life, and you love nature and natural surroundings. You will most likely rise to the top of your profession. <i>Any damage dice ending in 5 or 0, roll again and add to the total.</i></p> 	<p>Solar</p> <p>You are blessed with sharp intellect, a warm heart and a positive attitude. You also possess determination, a strong sense of independence, and high ideals, and a love for travelling and learning new things. You are most likely a direct and distinguished personality who is also brave, energetic and courageous. Prosperity, wealth, generosity, a willingness to help others, and nobility are also qualities of this combination, along with a strong inclination towards art, culture, and philosophy. <i>You are able to change into your original form under the night sky, anytime this season.</i></p> 
<p>Spring</p> <p>You are very sensitive, and with the passing of Spring moving in to Summer your power moves away. You have a tendency to be forgiving, humane, and a mother to all. You will have very deep ties to family and will be able to deal with family and emotional problems better than most. In addition, you will be very wise and intuitive, sometimes to the point of being psychic. Truth, honesty and passion are also part of this combination. Spirituality, as well as an inclination to strong religious beliefs, is found in this combination of stars. <i>On any failed percentile roll ending in 2 or 7, roll again.</i></p> 	<p>Water</p> <p>You are very sensitive, perceptive and emotionally responsible, and a kind and loving person. You have a tendency to be forgiving, humane, full of piety, and a mother to all. Look for the black flag as it is a sign of death. In addition, you will be very wise and intuitive -- sometimes to the point of being psychic. A Moon in the King also gives you great emotional strength, as well as spotless character. Spirituality, and an inclination to strong religious beliefs, is found in this combination of stars. <i>Any damage dice ending in 5 or 0, roll again and add the result to the total.</i></p> 	<p>Lunar</p> <p>Your Solar Moon graces you with restraint and complete control of your emotions. You are likely to be reserved, very pragmatic and rarely angry. You are ambitious, but it is always within the boundaries of practicality. Very methodical in your approach, you perform your duties in a consistent and complete manner. You focus on security and can be rather orthodox in your ways, and may prefer ancient institutions. <i>Any damage dice ending in 8, 9 or 0, roll again and add the result to the total damage.</i></p> 
<p>Summer</p> <p>Summer is the positive season, which gives you a passionate and excitable nature. You also have a dynamic personality and are very self-assured. In addition, you are agile, aggressive, competitive and enterprising, as well as full of initiative. You love living spontaneously and need to have lots of fun, event with Trolls. However, you are also very ambitious and hardworking, and a self-starter. Adaptable, vibrant and well-liked, you are able to make quick decisions. You are extremely adventurous, you love to travel, and you are drawn to passionate activities. This combination also brings lasting wealth and fame.</p> 	<p>Fire</p> <p>Your Moon sign in Air graces you with elegance, refinement and artistic abilities. You are likely to be very diplomatic, balanced, gracious and sensitive to others' feelings. You are blessed with wealth earned through your own efforts, and you love comfort and luxury, as well as beauty and harmony. Refinement is important to you, and you look for the same in the people you associate with. A very strong intuition is another one of your qualities. Idealistic by nature, you are also extremely accommodating and popular, with a very large social circle. <i>Any damage dice ending in 5 or 0, roll again and add the result to the total.</i></p> 	<p>Life</p> <p>A Moon in the night sky graces you with creativity, strong intuitive powers and an intense desire to fulfil your dreams. You are likely to be very inventive with a lover and wine. A mystical side and futuristic perspective are both latent in this combination. Look to the sign of red to guide your way. You will be admired for your humane qualities and generosity, and will always seek out the highest standards and ideals.</p> <p><i>No penalties from death affect you this season.</i></p> 
<p>Autumn</p> <p>You are graced with the fullness of life but not love, and you are generous, progressive and perseverant. You are intelligent with an active imagination, as well as grounded, practical, patient, and conservative in thought. You will excel in your chosen profession and enjoy success in life through your own efforts. A quiet person by nature, you are supportive of friends and hold a very good influence over others. You love the good life, are very appreciative of beauty, like to live in comfortable surroundings and pursue pleasurable activities. You like collecting beautiful things, and will build your wealth over time.</p> 	<p>Earth</p> <p>Your Fire or Air Moon sign gives you innate talent. You are clever and prone to take quick action. In addition, you have a take-charge personality and are fixed in purpose. You have great mental strength and can face adversity alone. The ability to make revolutionary changes and be a great reformer is also indicated in this combination. Also, you are very effective in leading and guiding others.</p> <p><i>Any damage dice ending in 5 or 0, roll again and add the result to the total.</i></p> 	<p>Death</p> <p>You are able to play the romantic, and have the ability to express your feelings of love and affection when needed. Do not trust the other races this season someone will try to steal from you all that is good leaving you feeling emotionally drained. A devoted friend will visit, who is known for being genuinely decent, and is a favourite friend to many. They will die if they stay for more than a week under the same roof. Look for the signs.</p> <p><i>You are affected by only half of the life bonus penalties this season.</i></p> 

Starflower's Bestiary

On the Uniqueness of Unicorns...

If there is one magical beast that every humanoid female child on Alusia dreams of catching a glimpse of, it is the unicorn. Legends say that little girls have a special power over these creatures, though parents are understandably reluctant to allow their offspring to attempt the experiment. Which does nothing to reduce the popularity of toy unicorn figurines in the markets and county fairs. Especially as the summer solstice festivities approach, it seems that every little girl wants my little unicorn...

The reality, is of course, far from the girl child's dream. Unicorns are fey creatures, wild and free, and while it is said that they may be tamed by a virgin, this is not necessarily going to happen. After all, there is a Unicorn Duke among the Powers of Darkness... which at the very least implies that not all unicorns are what they seem.

Typically, a unicorn is a fey creature in the form of an equine with a single horn centred in its forehead. In fact, the less horse-like the unicorn, the more aberrant its behaviour. There are tales from the Isles of Adventure regarding a giant carnivorous rabbit with a single black

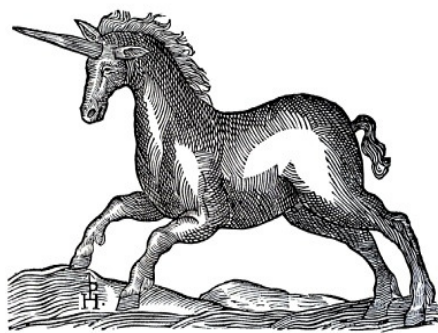


horn and a really bad attitude.

The people of Kinlu talk of a hooved chimeric creature called the qilin that has a single horn and rather dragon-like features. It is believed to be a beast of good omen, and a gentle vegetarian.



Like many magical beasts, unicorns are intelligent, far more so than common horses. The equine appearance of the common unicorn of the Western



Kingdoms is coincidental, they are not actually horses, nor related to horses in any way. Though they are light of frame their hooves are heavy, and their tails more resemble that of a boar than any equine. The horn is singular, straight and spiralling to a sharp point. It is often black, although other colours are known.

The unicorn is a creature of the forest, and its character may be influenced by the nature of the wood wherein it lives. Mostly they are good creatures, loving innocence and purity, but if the forest turns dark, then so may the unicorns within it. There are rumours of shadowy carnivorous unicorns killing and eviscerating deer, even sheep and cattle, in the warped forests where the drow invaded. It is uncertain as yet whether or not they have attacked humans.

Unicorns are immune to poison, and it is believed that this power is concentrated in the horn, so that a person who carries a unicorn's horn is also immune to poison. This has unfortunately led to unicorn hunts by unscrupulous mercenaries. Not as if the unicorn is not capable of defending itself. That horn can deal viscous wounds, and the unicorn can kick and trample very effectively. And if all else fails, they can run, very fast.

Furthermore, although unicorns do not cast spells in the usual sense, they are inherently magical, and are capable of unexpected magical effects. These are mostly subtle, and in the nature of enhancements or illusions. A unicorn may elude pursuit by simply blending into the forest, so that now you see it, now you don't. And your witchsight might not help. It may perform magic with its horn, notably healing, purifying or creating visions in woodland pools.

If approached gently and quietly, without weapons in hand, an untainted unicorn may well chose to aid persons of noble intent. Otherwise, you will be hard-pressed to find one, never mind capture or kill it. And I happen to like unicorns, so you can leave them well alone!

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

Chefs Islands!

A party of culinary adventurers went cruising around the Chef Islands one week last season. Can you say which day they visited which island, the name of the dish they tried there, and the Island Chef who served it?

Islands: Nukuroa, Pamate, Rakahanga, Tongareva.

Chefs: Haripika, Olifa, Palumafale, Ramase.

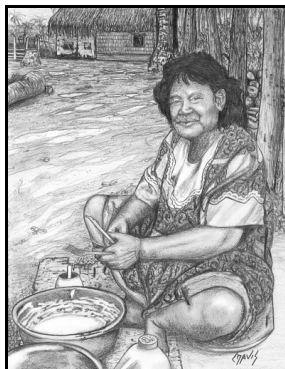
Dishes: Lolepopo, Panofi Pia, Vaisu, Sapo Moa.

Days: Tuesday, W'ansday, Th'rsday, Fryriday

1. Chef Ramase doesn't live on the island of Rakahanga. The gastronomic adventurers didn't get Panofi Pia on Th'rsday night.
2. The adventurous gourmets stopped on the island of Pamate on the day before they sampled the Sapo Moa and the day after they visited Chef Palumafale.
3. The gastronomists tasted Chef Haripika's Vaisu, but not on Tuesday.
4. The culinary adventurers tried Lolepopo on W'ansday, but not at Chef Olifa's establishment.

5. They visited the island of Tongareva the day before they met Chef Ramase.

6. Chef Olifa lives on Nukuroa Island but the adventurers didn't stop there on Fryriday.



Riddles

There are twin sisters,
Each gives birth to the other,
And thus it happens that by turns,
A daughter is born, then a parent.



Many are the tears I give,
But there is no cause for grief.
I strive for life in the sky,
But the weighty air engulfs me.



Lucius' Greater Enchantment

Are you feeling outdated and underpowered? What you need is a Greater Enchantment!

Only 200 sp per cast rank plus the materials cost.

You decide what you want!

Contact Lucius in

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:

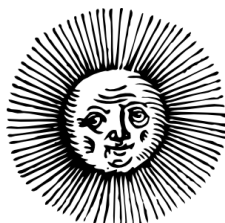
Alchemical potions—you provide the talent, he'll put it in a bottle.

Consecration of appropriate locations to the healer god Dianchect. Expensive, but worthwhile for your sickroom.



What's Hot

- Pasifika
- Pasifikan Gods (esp Pele)
- Elven Warbands
- Extra limbs
- Javelins
- Bards and Binders
- Curvy Humanoids
- Biting someone's throat when they're sleeping
- Shoving grenados in a lizard's mouth



Water College Potions for Sale

Waters of Healing

Rk 15 - 400 sp

Waters of Strength

Rk 10 - 1000 sp



Answers to Last Issue's Puzzles:

Villagers Victorious!

Cornfield, Farmer Lamb, Harfords Farm, Goblins

Cropton, Farmer Hedges, Linden Farm, Ogres

Leabury, Farmer Barnes, Castle Farm, Orcs

Meadowhurst. Farmer Oates, Red House Farm. Trolls

Riddles

First: Silence

Second: A River

What's Not

- Paleolithica
- Demons
- Giant Spiders
- Undead appendages
- Bastard swords
- Necromancers
- Non-Euclidean Horrors
- Swallowing and getting blood up your nose
- Lizards with Heartburn



Scab's Joke Corner



Jokes about E & Es

All the other colleges have their thing. Fire mages are crazy, Necros are slimy, Celestials are evil. But E&Es, well they're just... Anyway, it took me years before I found out that eee'ineee wasn't just another word for dull and uninteresting.

E&Es have a special form of invisibility. They're so boring everyone ignores them. When they're rank 16 they're so extremely boring that they can even hit people and be ignored.

Why do E&Es learn so many charm spells?

Because they have no charm of their own.

What do you call an exciting E&E?

I don't know, because there aren't any.

What's the difference between an E&E and a drill?

One's for boring wood and the other is woodenly boring.

An E&E walks into a bar. No one pays any attention to him so the joke stops there.

Scab is touring with a one man show entitled:

"Amusing Semi-Intelligent Creatures - Lost Arts of the Troubadour."



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



Potions of Great Virtue

Offered for sale by Sabastian Silverfoot, purveyor of superior magical comestibles and alimint.

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 Sabastian 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

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



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