

# The Seagate Times

Issue 86 - Autumn 815

## Darkness is Coming!

As is well known now to all Astrologers our ability to pierce the veil of time has been occluded by visions of impending darkness.

Guild Astrologers have been working with the best in the field to shed light on this interference but they have been unsuccessful thus far and have reluctantly turned to less reliable sources such as scribe notes, philosophers and adventuring hearsay.



prior portents showing in the stars, once again a clear indication of the credibility of these sources.

The foreseen darkness is claimed to be the final conflict between Angels and Demons known as Nightfall. The allegory of Angels and Demons warring in the mortal realms, with all of us drawn into the conflict on one side or the other until nothing remains is well known to us all as an apocryphal tale that will never actually come to pass.

Trying to stop a mythical event is obviously an attempt to drain resources from more important tasks.

That all three of the dubious and conflicting claims are reported as true further speaks to their lack of credibility

## Stop Press! Breaking News! Night has Fallen!

This is not a localised or one-off event. On the morning of the first day of autumn, the sun failed to rise and has not done so since! Strange stars are visible during the hours that once were daylight. Looting and other criminal concerns have led to Duke Leto considering imposing curfew. All non-essential travel should be postponed. Guild members are requested to assist local authorities in maintaining order.

All Guild members are urgently requested to report any related information to their head of department and take all possible action to rectify this situation.

Updates will be posted on the Guild message boards.

They have now released the following report with the caveat that it is not as reliable as their usual Astrological information and much of it has come from relatively new and untested adventurers led by one Mario of the Lunar Empire.

The usual Elemental Equilibrium has become unbalanced, primarily to the detriment of Fire. Stories report that fire magic does not work as well as they should and fires do not heat as much as they used to. The cause of this is attributed to the Fire Elementals' War on Hell, diminishing their strength and causing them to neglect necessary tasks and rituals that serve to maintain the balance. Further speculation and the visions of unqualified mystics imply that this could lead to the sun going out

(which is patently absurd and speaks to their credibility). It is further claimed that the failure of the sun is now inevitable, but restoring elemental equilibrium, reigniting the sun and limiting the damage may still be possible.

The Demons known as Phenex, the Immortal Marquis and Naberius, the Valiant Marquis have worked through a Necromancer formerly in the employ of the Drow Invasion to pervert a Phoenix, creating a Dark

Phoenix. This dark creature is reported to have spawned undead with its dark down and drain life in its proximity. Apparently it desires to consume the sun and has already departed to do so. All highly unlikely to have happened without

and it is under protest that we release this report at all.

While we do not have reliable visions to back this up at this time it is the opinion of noted Astrologers that this darkening of our visions will turn out to be nothing more than a scheme of Loki or some similar trickster, no doubt to obscure some nefarious goings-on.

Join us at the F'n'F!

We're open All Night!

Non-stop drinking,  
sex, and wrestling.  
Party 'til dawn, it's  
the only way to go.  
All Welcome!



## Afflicted with Life Aspect?

You're not alone! In the last few weeks there have been wide-spread cases of ordinary people spontaneously acquiring Life Aspect.

Philosophers experimenting in advanced Mathemagical and Navigational techniques have determined that this 'life plague' originated near Confederation Bay in the first month of Summer and that the rate of spread is accelerating. They predict that by the time of reading this the effect will have spread to cover the entire Western Kingdom, unless of course it peters out before then which it currently show no sign of doing.

The Seagate guild is currently investigating the actions of some of its members and whether the guild might be proved to be responsible if this turns out badly. One new guild member was among the first to announce his innocence, "It's not my fault, I was dead at the time and I've got witnesses!" claimed Mayhem.

Socio-Philosophers have been interested to observe that casual violence and murder rates are dropping rapidly, many abattoirs are having issues with staff illness and that births of any mammal have suddenly become very popular events. They have tentatively posited that these societal changes could be related to the spread of life aspect.

While many have considered this a blessing, those who are concerned can be reassured, indications are that this effect will be short-lived, possibly even lasting less than a year.

## Hulks Being Raised and Moved for Refit

Traders along the southern coast of Aladar have noted that a large number of hulks that have been raised from the ocean floor (using Water magics and more), refloated, jury rigged and then floated to Fort Flowing in Ranke. A large number of ships that were sunk in the recent Drow invasion, or when covered in the Fog of Despair and it seems that enterprising folk are taking advantage of this.

Fort Flowing appears to have been recently infused with growth as investors have bought the old shipyard and invested capital to build equipment, fix old equipment and lay down new vessels as well as fixing older vessels and raised hulks. The Dockyard has been bought by Newage Partners (a consortium of WK interests - including the Itute Trading Co.) and they have upgraded the area and had new people bought in, among them a number of refugees from the war.

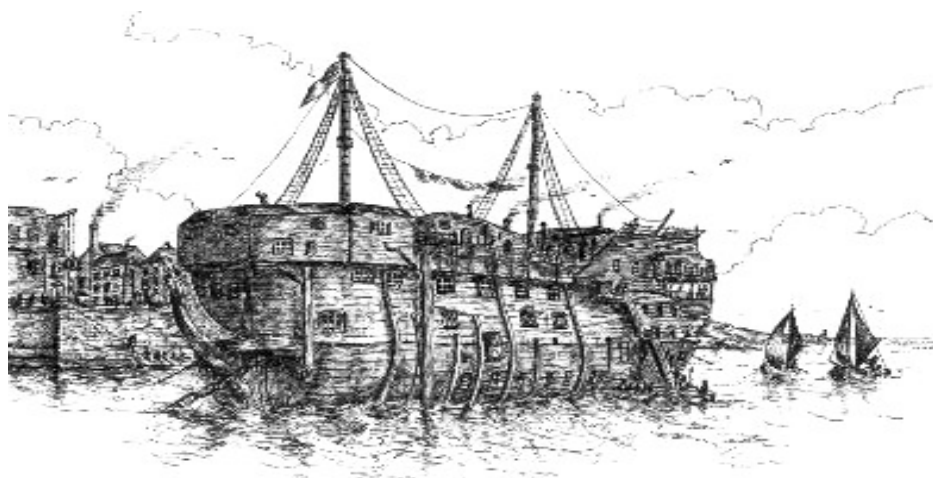
Merchants are looking forward to new or refurbished shipping shortly becoming available as the few surviving vessels are heavily loaded and expensive.

## Fleshomancer on the loose?

Rumour has reached the guild of a powerful entities mage in the area of Zumular who has the ability to make instant flesh golems in the same way that binders create stone golems, that is out of the materials in the environment.



The information we have is as the result of divinations, but it seemed as though a number of attackers were literally torn apart as their flesh was ripped from the body to form flesh golems. The large swatches of flesh left behind show the power behind the magic, so parties are warned to be aware of this new magic that could be used against them.



## An Open Letter from Death

A letter has arrived at the guild from the priests at the Temple of Death:

**I am not amused.  
Restore the balance.  
Retribution or reward after  
your death - choose!**



## 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!**

## A Large Concern

Mission Summary by Caprice

A party was hired to:

- Recover a missing Anvil taken under concerning circumstances,
- Seek and arrange the release of a Kree from the Ruby Scourge.
- Accompany the Royal fleet under Commander Darinmu-Kaith & with Silverfoam on board 'The Light of Skies' and relieve the Elven Isles from Destiny if negotiations fail.
- Use the 'dark portal' with stealth to recapture the County Palatine of Borovia.

We succeeded only in recovering the anvil, though we have collected information regarding Kree's situation.

It turned out that the anvil had been taken purely as a lure for the Guild. Morgor or "Dark Terror", who has employed guild parties in the past, had been enthralled by the Immortal Marquis, Phenex. Some of Morgor's summoned minions had, by following only the "letter" of their instructions, managed to set up the situation where we could intervene.

We obtained some cloaks that made us almost undead and made a potion of phoenix essence for Isilith so that we were all immune to charm, then we assaulted the tower in Morgor's demi-plane, where Morgor and the Demon were located.

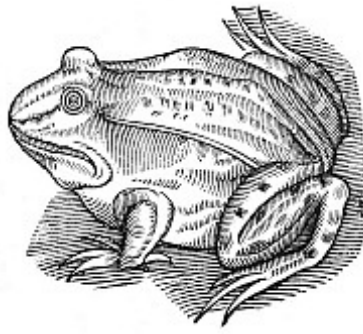
A multipronged attack consisting of:  
Banishing the demon,

Giving a pulse of freedom to Morgor using music that countered the demon's,

Protecting the succubi and seraphim whose simultaneous death in the vicinity of the anvil would have been catastrophic

Was enough to see the Party victorious and Morgor in our debt.

Further missions may be required to complete the rest of the tasks, with a different mix of party. GM: Jono



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**Scab:** "I have a Toad, you can even lick it!"

**Alandis:** "Why do you want to lick a toad?"

**Sebastian:** "Why wouldn't you?"

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**Sebastian to Mebh:** "You are a Michaeline; don't you just bend over and light shines out?"

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**Alandis to Sebastian who is trying to free himself from the amorous grip of the djinn:** "Do not Fear, reproduction will be a breeze."

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**Viola:** "Are you sure that a Michaeline Celestial steed would not eat Scabs? They are pretty single minded and one-eyed about witches!"

**Scab:** "One-Eyed horse? What are they doing to their horses?"

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**Scab:** "Sebastian I have a plan on how not to hit you, I will dose my eyes."

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**Silverfoam:** "Remember it is part of our plan not to be fooled by cheap theatrics. Or even very expensive ones..."

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**Caprice to Isil Eth:** "Are you a piano? If you are, I can put you in my piano bag."

**Silverfoam:** "No, she isn't. Although she is highly strung."

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**Starflower reading the aura of the water the party is swimming through:** "Name of animating magic... Waters of Death."

**Toledo:** "And you're soaking in it!"

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**Silverfoam to Toledo:** "I think teacher wants to give you a private lesson. Start polishing those apples."

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**Mungo:** Are you like Boris the Necromancer?  
**Vlad (the necromancer):** No. He's an orc.

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## Indigo Browne's

### Ye Olde Alchemy Bazaar

These and other weird and wonderful potions made to order:

#### Indigo's DA for a Day Potion:

Rank 20 Namer DA for 24 hours  
3,000 each

#### Indigo's Necrogeny Potion:

Rank 20 Necromancy Necrogeny  
6,000 each

#### Indigo's 20/20 Vision Potion:

Rank 20 Elven Witchesight for 24 hours.  
6,000 each

#### Indigo's Nodoze Potion:

This potion will allow the drinker to go without sleep for 21 days.  
10,000 each

#### Indigo's Mirade Tonic:

This potion will allow the drinker to go without both food and water for 30 days.  
10,000 each

#### Indigo's Elemental Resistance Tonic:

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

#### Indigo's Wraithcowl Elixir:

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





# Confessions of an Innkeeper

Mission Report by Duskfall Demise

I always remember my Da saying that "Dwarven women are like a good hammer, always ready for work, and just as able to smash a head as hammer a sword" and if you've met my sisters you'd know the truth of this. The women folk in my clan are sturdy and dependable as well as being deadly with whatever weapon they grab, be it a war hammer or a skillet and so we attempt to avoid antagonising them - well mostly.

Anyway this tale of my travels again involves my delightful and well-loved sister Lyric who is known for her quiet demeanour and pleasant soothing voice which just seems one of those few constants in this harsh world. My sister and I volunteered to apply for the vacant position of Special Dwarven Consul to Duke Leto of Seagate and if successful it would make our parents proud indeed. The role entailed that we 'find' the Special Dwarven Consuls and then complete various tasks that are the responsibility of the office such as meeting with deep Dwarves and sort out whatever they want so they'll cease their peaceful protests and return from whence they came and to consult the Dwarven Seer about the Death Walkers & Death Gatherers which are currently plaguing the Western Kingdom in the area of the Drow invasion across Aladar and Aquila and Bowcoirt and Dumar and MMHS and Borderlay and so on.

We found ourselves applying for the position along with a much older dwarf named Bromli, a scruffy and obviously untrustworthy hobbit who is aptly named Mayhem, a martially capable although perfumed and coifed human "cassarola" named Mario and two elves who were Penni the beautiful Namer Healer with a great personality (except for her republican ideas) and Thaeuss the "I am that sort of a binder" the powerful and broody. We all accepted the Consul opportunity except for Thaeuss, but he decided to accompany us for a bit of light entertainment anyway so off we set on our travels across Alusia - well, mainly the Western Kingdom areas of desolation.

Little did we know it then but our travels would see us encounter a number of eternal beings, be involved in the machinations of the gods, deal with the

depths of evil, plunge once more (well, for me at least) into the abyss to the plain of battle in confederation bay and once there play with powers and things we have little knowledge of but a desire to do so for the good of all. Finally, this led to everyone becoming a little more life aspected for a period - and for their own good with the coming darkness and all!

We started off well with some delving under the northern mountains which was great apart from the nasty spiders ambushing us, having to get across a checkers game-board while being the pieces, surviving Lyric's neurotic dreams of no one liking her and making it through the night under the mountain with bad dreams.

We finally got to the high mountain vale where we found the Dwarven oracle (the only dwarven Sibyl) named Rex who told us what needed to be done to save the people of the Western Kingdom ahead of the coming darkness. She believes that the Star has fallen, the Gates of Hell have been thrown open and a great bird born. She also speaks of the Carver of Dwarves—in that there's a Dwarven power who determines each dwarves vocation that they were meant to do as their role in life and we appear to be some seeker dwarves along with some friends in this case.

She goes on to tell us that Change needs to come to the lands so that they survive the coming darkness of the near future. The lands in this case are the old elven hunting preserve which we now know as the Western Kingdom and nearby lands (such as Carzala) and islands. The lands are tied to the Ancient Hearth Stone hidden under the abyssal waters of Confederation Bay and this stone needs to be used to give protection to the lands.

To protect the peoples of the lands we need to gather essence from the leaders of the peoples living there so that they contribute to the areas overall protection. The essence can take the form of intimate evidence such as blood, hair, nails etc. We need essence of the Dwarf, Elf, Human, Orc, Halfling and so on. We should gather this essence together and mix it in the Waters of Life such as the headwaters of the Sweetwater River to give it power and create a powerful poultice which we need to rub upon the Ancient Hearth Stone. Then we must have sex in the shadow of the Ancient Hearth Stone (although I think that Mayhem/Mario told me this bit of prophesy) to complete the magic.

So we went off and investigated the

Death-gatherers, captured the inner core of one and discovered that two named demons have been cooperating and corrupting the greater phoenix to bring about these abominations. These are the Valiant Marquis and the Immortal Marquis and nothing good can come from them working together.

We then sought more advice and off to Tycho we went, and then northwards to the Temple of the Fates. We learned yet more and decided to modify our plans somewhat, but still have the same effect.

We departed and sought samples of the main races throughout the Western Kingdom area of Alusia, and gained them from a number of sources including the high and mighty and the much less so. We met with Grobbenbonk, some other goblinoids, some Orcs, More Dwarves, Humans, Elves, Giant, Suarime and yet more before we considered we had covered those we needed to.

We then took these to the magical life enhancing head of the Sweet-waters which was a journey of an age in itself as it's very hard to get to. We encountered hostile nixies, nasty water elementals which transformed into a crystal elemental and edible gold nuggets.

Finally we reached the headwaters cave where we killed an eternal Hydra and then reinstated a new guardian in its place before we finalised our super life poultice.

We departed the headwaters and flew back to Seagate but not before Gusion stuck his demonic claw in and passed on some messages to his long time leading lady. Finally we got back to the guild, rested up and prepared for the last stage of our journey.



The final morning we departed the warm and safe Seagate, and crossed into the centre of Confederation Bay where we took our bearings and dived down.

Descending, we passed into darkness. We swam down into the depths, around 100 miles below, and into the Abyss where I've been before. I point out the tourist spots to avoid, like the sahnagin temple on the highest ridge (only about 10 miles down) the lost dwarven citadel (with its one way portal to Hell), the gelatinous membrane at about 50 miles down and then past the eternal battle between Leviathan ('The Great Whale') and 'The Kraken' which we all avoid. After five hours of descending we got to the bottom where I pointed out that the shipwrecks down here should be avoided as they may have elves still fighting and drow reciprocating the feelings (all from the War of Tears) and they are on incredible warships of considerable power and length so simply don't go there.



We went towards the lost Elven city of Alhumbra and espied a number of sahnagin camped on a hillock nearby doing something sinister. They had left twenty guarding the keystone for some reason and we took this as an affront and planned how to deal with them. We dealt with them with only the loss of Mayhem who died in a valiant and brave manner - most un-hobbit-like really!

We undertook what was required of us and some procreation was enthusiastically practised by Mario and Penni, while my sister Lyric avidly watched for some reason. The ritual and work was finally over so we took our dead and some of the stoned enemy, gathered our things and made haste away and up to the daylight. Seagate was where we finally got to and rested before reporting to the Duke on the success of our mission and revealing what he needed to know.

The world (well, the near realms to us) have been provided with an aid to their survival in regards to the coming

darkness, who knows if that will be enough, but we have done our bit to help. The future is very uncertain with the changes going on in Hell, the new gods coming and going and the firmament being a little less firm and more shaky-looking.

Mayhem wishes to reiterate the fact that it wasn't him, and he was nowhere near the things that will annoy you and that you shouldn't blame him ever.

Remember: "We (dwarves) do not fornicate wildly like the humans and hares. Thus, our children are born ever so rarely. But when a dwarf \*is\* born, the very mountains shudder and the skies spit lightning!"

We did learn some more nuggets of note which are:

- Not all binders are evil - not really!
- You can have sex for fun and not only for child-bringing.
- Nothing evens a race like an axe to the kneecaps.
- Some from the Namer Colleges are 'Nammers' while others are 'namers'.
- Not all mind mages are created equal.
- If you hear the unexpected coming around the corner then guard your flanks.
- The Humans have a saying: "The nail that sticks out gets hammered." We Dwarves have a saying too: "Shoddy work! Not a single nail should stick out!"
- Drinking contests with humans are unbearable. They drink, they collapse, and we (dwarves) have to drag them back to their homes. The next day they never remember losing.

Anyway, I'm back to my Inn in Gryphon Pass where the beer is cold and strong like the roots of the mountains.



## Potions for Purchase

### Potions of Protection

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

### Potions of Mind Cloak

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

### Potions of the Mortification of the Flesh

- being such liquors as restoreth spiritual Fatigue by as much as 24, and visiteth correcting torment upon the Endurance by as much as 12—7500sp

### Potions of Infertility/Fertility

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

Yea, and if thou beest a swain ungifted in a certain area, perhaps in need of mine private attentions, then shalt thou buy from me potions of a kind that are blue and marked with the letter V.

Present thyself to my gaze that I might know thee for a Guild member or a person upright in morals. If thou beest neither, then shall I visit upon thee such fires as will cleanse thee and send thee to an infirmary. If thou dost but waste of my time, then shall I visit upon thee such fires as will cleanse thee and send thee to an infirmary. If, by the grace of Chantris, thou shouldst be a Guild member AND morally upright, then shalt thou buy from me these wares at cost. Well, okay, for as long as my patience lasts, anyway.

Thou shalt know me by my battle throne, and canst make mystic contact with me by drawing upon thy trump these mystic numbers:

021 076 9376 or, if thou wist, by committing thy desires to a scroll and chanting this sacred invocation:

jim.arona@gmail.com



# Vun Enchanted Evening

(or "In Just Seven Weeks We Can Make Him a Man")

Mission report by Aurora

Our party was employed by Count Alfred Von Doodle, from Aquila, who wanted us to find his son Albrecht and turn him into the Count's idea of a man, ready to inherit, presumably involving sword swinging, 'diplomacy', and .. I guess you get the picture. Albrecht was currently a notary, working in a place north of Konigsburg called Rottwelstein in the county of Feisenheim and our pay was the ownership of a debt which we would have to collect. So, after a day or so of preparation, we set off.

I didn't like Rottwelstein, in fact the place was making me ill, probably something to do with all those Cold Iron horseshoes hanging all over the place. So I basically left the rest of the party to it as they persuaded Albrecht to come with us for some adventuring derring-do and a share of the treasure. It took a couple of days of convincing but, in the end, they managed it and, once we had determined what Albrecht's abilities were (he was actually rather competent with some weapons) we set out on a boar hunt. The three fighter types (Albrecht, Mungo and Human) arranged themselves on the animal track with the others (Veor, Ben, Vlad and Aaron) off to the side, while I was up a tree with my bow, just in case, as the wild pigs were driven towards us by the beaters. I have to admit, I was impressed by their prowess, especially Albrecht, as two giant boars and one gianormous sow lay dead at their feet. The way Mungo was telling it, Albrecht did it all singlehanded. He also showed his generosity, as a good lord should, of sharing the meat with the beaters.

Next thing we decided to get him to do was repel a goblin horde. Inquiries told us that goblins were raiding small settlements in Unterland. So we went up there and stopped at Kaisaenta and waited for news of the next attack. There, we were told it was dangerous to fly high here, as something rather nasty lurked in the high airs. From

what I could ascertain from the local birds, it blasted fire and was draconic in appearance.

So, when news of the attack on the village of Yarden 8, we went in low and fast as part of the flying force. There were quite a few hundred goblins, quite a few of them being mages, and many of them being the size of orcs and being led by rather large hobgoblins. It was quite a tough battle and many of us took greivous wounds, including me losing an eye. But we gave as good as we got with Albrecht being especially brave by charging in.

Eventually we were victorious and the dead attackers littered the battle field. The village itself, which we ended up staying in, was being shielded by some sort of artefact. During the night watch, something seemed to be moving out there. The next day we discovered that some of the bodies were missing, others had moved away and, according to Veor, their spirits were still there, being ready for resurrection. Looks like they had been retrieving their 'dead' and bringing them back for another go. So, while we scoured for loot, Veor made sure that wasn't going to happen with those that were left.

Later on, we discovered that two children had gone missing while tending goats near the woods. We were told that going deep into the woods was disorientating. That, and other information, told us that there were fae in that forest. We prepared to go in and confront them but, somehow, I got sucked in through a faerie circle that just popped up and ended up being tempted by the fae side of the force. So, for a while, I was technically 'dead' and I thought I was in my afterlife when I had really been 'suckered' by the fae King. Boy, was I furious with myself when I

found out, after I was reunited with my body. Guess I'm too trusting, and tend to take things at face value.

We managed to get the two children out, along with a few others, as well as Albrecht and Mungo, with some clever use of fae circles to cross the realm barrier, and returned to the village.

That evening the village was celebrating the return of the lost children when some of those 'children' revealed themselves to be fae and, since we had invited them in, they now had free reign of the village. A vicious fight ensued with some of them heading for the building where the artefact (a fae place of power) was kept. I had to fend off one fae with only my dagger. (Did I mention that my stay in the fae realm had left me severely weakened in all areas?) I had to use every ounce of willpower and skill I had to win.

We fought them off and, with the help of the local songstress, captured two. They tried to fool us that they had escaped but we saw through their illusions. The idea was to 'negotiate' a peace with the local fae court so that they would leave the village alone ended up with me playing the part of a fae queen with the rest of the party as my 'court'. Unfortunately Mungo wanted me to make a show of strength and force with the aim of intimidating the fae into submission but that's not the sort of fae I am. I would rather use kindness and diplomacy i.e. the carrot rather than the stick. So, it turned out to be a rather embarrassing (especially for me) mistake.

Fortunately one of the fae had been sent off to get a representative that did have the power to negotiate, an entity called Cottonbud. Since I had completely failed as a fae queen, I let the others do the job, but we were able to determine that there were two factions in the Court vying for control, one Seelie, another UnSeelie. It seemed that the Unseelie currently had the upperhand. Finally, it was agreed that they would wait for a year and a day and then someone would return to negotiate.

With that done, we left the village, (before we were kicked out for causing them trouble), and went to collect that debt. That was surprisingly easy, and we were able to obtain potions and scrolls that would be of help in training skills and so such like. GM: Ian



# Chingkapur

## Beginnings

Part 1 of a series



The earliest written record of Chingkapur occurs in a Hindian account from the around -1500WK, describing the region. The name is itself a transliteration from the Melay name "Pulau Ujong", or "island at the end" of the Taneh Melay Peninsula.

The quasi-mythological stories of Sejarh Mlay contains a tale of a dispossessed prince, Syritri Buanad, who landed on the island and when he saw a lion, the prince took this as an auspicious sign and founded a settlement called Chingkap, which means "Lion City" in Melay. As part of the Srivijay Empire, Chingkap was invaded by the southern Emperor Rajendra-Chole of the Chole Empire in the 1<sup>st</sup> century (around 20WK).

In 60WK, the Morgol Empire sent a trade mission to a place they called Long-Ya Myn (or Dragon's Tooth Strait), which is believed to be the Karappel Harbour, at the southern part of the island. The Chinwayn traveler Wan-Dayuan, visiting the island around 80WK, describing a small settlement with Melay and Chinwayn residents which had the capacity to grow into an important trading port given its fortuitous location at the end of a peninsula and near many trading nations - if it remained neutral to all comers.

In 90WK, a Palembang prince,

Parameswana, fled to Chingkap after being deposed by the Manaja-pahit kingdom. During the 2nd century, Chingkap was caught in the struggle between Ziam and the Manaja-pahit Empire for control over the Melay Peninsula. According to Sejarh Mlay, Chingkap was defeated in one Manaja-pahit attack. He ruled the island for several years, before being forced to Mendralka where he founded the Sultanate of Mendralka. Chingkap became an important trading port of the Maendralka Sultanate and later the Sultanate of Jynor. In the early 2nd century, Chingkap was a Ziam vassal state, but the Mendralka Sultanate quickly extended its authority over the island.

After the Raniteeran seizure of Mendralka in 211, the Melay admiral fled to Chingkap, but the Raniteeran destroyed the settlements in and around Chingkap in 212. The island sank into obscurity for the next two centuries while the surrounding islands were heavily contested and internal strife in the area caused severe disruption to trade and commercial activities.



## 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!).



## Sooty's Ashy Offerings

Invested items made to order:

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

Scourging Flames, Agony Resistance & Poison Cures, Rank 8.

Potions, please provide your own Alchemist:

Ash Armour, 125 pts. protection against Elemental damage. Rank 20

Holy Light, 11 Drain protection with a small aura also. Rank 10

Ash Shroud, Endurance Armour, both at Rank 8

Assorted other spells also available.

Enquire with Sooty at the guild for details. Prices negotiable.



## 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



Who is...

# Mungo Third Son?

Interview by Aurora Steelwind

This interview took place during the adventure we shared last season while sitting around the camp fire. Mungo was still in his adventuring gear, looking resplendent in his furs, leathers and his finely tuned muscles (watch out Vapour and Aryan - you've got competition).

## 1. Why and when did you join the adventurers guild?

While I'd had hundreds of other adventures and been in many battles any way in the land of ice and snow in the North, but you can never do too much to advance your reputation (not that I'm actually trying or anything - only weasels and mages do that) and also earn a name if you are worthy e.g. Mungo Demon Slayer or even something subtle ironical like Mungo the Peacebringer (or *Mango* as he was being called when we got back, owing to an unfortunate spelling error by Guild Security - Aurora). Being called Third Son doesn't really rate - and my dad's name is Harald not "Third." My mother, who was not from the North, said "now that you are 18 why don't you join the guild for a bit and then head back and take over as King from your father" - and put my elder brothers in their place to boot.

## 2. What areas / weapons do you specialise in?

I specialise in most of the areas of speciality really - swords, pole weapons, lances, small swords, axes. I've been learning military tactics - and am sure I've mastered both of them - charge and last stand. I can find my way through the wilds and can navigate a raiding ship.

## 3. Hobbies?

Feasting is probably my hobby, although given the poor quality of bards, I've decided I'd do it myself and have taken up Skalding - that is the regaling of great deeds - and not all of them are mine either.

## 4. Career highlights?

Probably when I threatened to kill the Demon President F@r&s - and did (well sort of). I wasn't serious or anything and needn't have happened at all if he'd only kept his mouth shut - its like when someone jostles you in a bar and doesn't buy you a drink to apologise -

you are really obliged to dub him over the head with your ale mug and, if you didn't, everyone would be looking at you like you have taken up spinning and weaving. So when F@r&s threatens to "kill you all" while our party legs it out of hell, having acquired by salvage rights some magic scroll of his, I naturally enough yelled back, "not if I kill you first" without giving it too much thought - I mean I didn't have much choice, you can't let someone take liberties like that, particularly if Odin is your god, I don't care who they are. I forgot all about it until the next morning when this Valkyrie shows up - and I wasn't even dead. She hands me this spear and says that Odin has given me this to defeat For's - who I understand is really some snivelling weasel illusionist. Anyway he fronts up and I slay him with Odin guiding my hand to thrust his spear through his innards. Afterwards the party claimed it was For's Avatar - I'm not sure what that is but it sounds even worse than the real thing.

## 5. Places to visit and avoid?

Avoid Hell and anything involving Knights Templar. Don't get me wrong they are all great fighters and brave as the next man - but all those rules - early to bed, cup of warm milk before saying their prayers on their knees for an hour or two - then thrashing themselves with whips in case they have impure thoughts about some milkmaid they passed on the road.

## 6. So why are you still an adventurer and what motivates you to join a party?

Adventuring is fantastic - we get paid to fight - that is unless all the mages ruin it all with their spells.

## 7. How did you get Odin's spear?

Answered above. I'm sure it's not his best one - he'll need that to slay Fenrir at Ragnorak.

## 8. Anything else you want to say to the guild populace?

Why are so many of you bloody mages?



## 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?

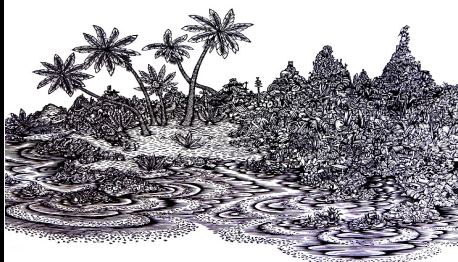
All the time the Orcs at the guild giving you the eye whenever you are trying to work on your tan line?

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.)

















# Astrology Guide Autumn 815

The Astrologers' Concave held in Adjebar the previous 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><i>Darkness is Coming</i></p>	<p>Air</p>  <p><i>Darkness is Coming</i></p>	<p>Solar</p>  <p><i>Darkness is Coming</i></p>
<p>Spring</p>  <p><i>Darkness is Coming</i></p>	<p>Water</p>  <p><i>Darkness is Coming</i></p>	<p>Lunar</p>  <p><i>Darkness is Coming</i></p>
<p>Summer</p>  <p><i>Darkness is Coming</i></p>	<p>Fire</p>  <p><i>Darkness is Coming</i></p>	<p>Life</p>  <p><i>Darkness is Coming</i></p>
<p>Autumn</p>  <p><i>Darkness is Coming</i></p>	<p>Earth</p>  <p><i>Darkness is Coming</i></p>	<p>Death</p>  <p><i>Darkness is Coming</i></p>

# Starflower's Bestiary

## On a Variety of Vampires...

I have had an interesting experience on a recent adventure, which gave me new insight into the nature and society of vampires. So, although I have written about this species of undead before, I feel I should speak of them again.

It happened like this. We were attempting to recover an artefact known as the "anvil" for the Crown of Alfheim, and ascertained that it was in the possession of a demonic power, whose principal talent is a magical song that charms all living within its compass, whether they can hear it or no. There would be no resistance, unless we became undead. Thus we had to obtain certain cloaks which would make us into greater undead, and naturally we had to fight for them. When we donned these cloaks, we did not appear to gain the powers of vampires, and certainly we retained our existing colleges and so on. But there were definite effects.

The cloaks were sensitive to light and were easily degraded by exposure to bright light - and proximity to Isil Eth (who could not wear one, another solution had to be found for her). This property no doubt derived from the well-known susceptibility of vampires to sunlight. When we entered a vast room full of vampires—who were feasting on a variety of victims—we noted that we felt beholden to certain of them as our betters and superiors. There was an order among these creatures, created as elder vampires beget younger into their kindred. The younger must obey the elder, and we determined that this effect was akin to a magical compulsion or charm. This explained why the cloaks would make us immune to the demon's song.

It is also reasonable to conclude that elder vampires should be more powerful, and that what we think of as a "typical" vampire is most likely a poor specimen of its kind. Yes, most are mind mages of considerable power and skill—but an elder vampire will most likely have acquired arcane magic, different or additional colleges and no doubt many items of power. And servants... You do not want to take on one of these creatures unprepared. You will need to be very resistant to magic, especially mind magic



and to the domination of your will. Necrogeny is highly recommended—potions can be purchased if you know who to talk to. You also need to have some means of damaging insubstantial creatures—spectral weapon spells would be useful—because vampires are very capable of turning themselves into mist (or into bats, rats or wolves). And if you really must kill a vampire, some kind of bottled sunlight would be useful. Failing that, make sure you carry a silvered weapon of some sort (this is a good idea on general principles for all adventures). It is said that a vampire may be killed by having their heart pierced by a silvered weapon. It is also that a vampire will die upon hearing the sound of a cock crow at dawn while out of its coffin, but I have never had the opportunity to test this hypothesis. But do not forget that vampires are highly intelligent and generally polite entities—negotiation may well be your simplest option.

(As for the demon—its song was that of a child, its appearance that of a giant phoenix, and it sat upon a lake of magma, but it had one vulnerability—it was not of the plane it was on. The brave rune mage was able to get close enough to touch it and banish it).

## 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

## Adjepbar Market Stalls

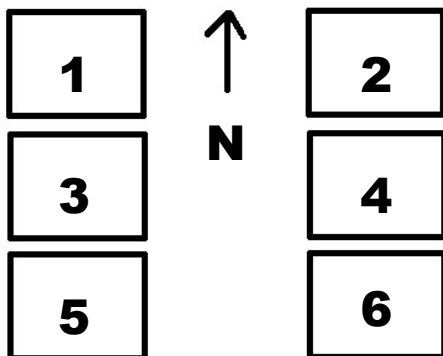
In the marketplace of Adjepbar, the local merchants sell their wares from canvas booths as they have done for centuries. From the clues below can you deduce the name of each booth's owner, the colour of its canvas, and what is sold there?

- The stall selling baked goods (Adjepbar is famous for its variety of breads) is somewhere north of Taraq's booth.
- Alesam's white canvas booth, made from the remains of an ancient army tent is not stall 1 on the plan.
- The yellow canvas booth (at least we think it's yellow) is on the east side of the market, immediately facing the stall selling sandals and leather goods.
- Suhal's stall, which is numbered 6 on the plan, does not have red canvas.
- The blue canvas booth sells a variety of fresh fruits vegetables, many of them exotic and unusual; Vikrum, whose stall is numbered higher than the blue booth, sells new and used weapons and armour.
- The colour of stall number 2's canvas appears in the first half of the alphabetical list; stall 2 is not Karim's.
- Stall 5 sells clothing suitable for the desert conditions around Adjepbar.
- The stall with green canvas, which does not sell cooked meats, is directly opposite the grey canvas booth.

*Stall-holders:* Alesam, Karim, Suhal, Taraq, Vikrum.

*Colours:* Blue, Green, Grey, Red, White, Yellow.

*Goods:* bakery, clothing, cooked meats, fruit and vegetables, leather goods, weapons and armour.



## Riddles

Them has got eyes, ain't got no head,  
An' what got head ain't got eyes.  
What are these two things?



What has a face?  
But has no mouth?



What has a neck,  
But has no head?



A riddle, a riddle as I suppose,  
A hundred eyes, but not one nose,  
What is this thing, who knows?

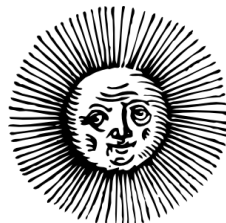


What is it that goes  
East and west, and north and south,  
Has a hundred teeth,  
And never a mouth.



## What's Hot

- Light
- Fire Elementals
- Any aspect but Life...
- Elves
- Good necromancers
- Banishment
- Immunity to charm
- Military Scientists
- Faerie queens
- Having multiple magical talents from several different Colleges



## 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:

Chefs Islands!

Nukuroa, Chef Olifa, Sapo Moa, Th'rsday.

Pamate, Chef Ramase, Lolepopo, W'ansday.

Rakahanga, Chef Haripika, Vaisu, Frysdays.

Tongareva, Chef Palumafale, Panofi Pia, Duesday.

## Riddles

First: Night and Day

Second: Clouds

## What's Not

- Darkness
- Demons
- Life Aspect
- Dwarves
- Evil necromancers
- Being banished
- Vulnerability to poison
- Assassins
- Unseelie lords
- Having chosen not to gain the one magical talent you really needed





# 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



## 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.



## Contacts:

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Flamis, Grizelda		
Aqualina, Phaeton	Keith Smith (275-3080)	phaeton@slingshot.co.nz
Lath	Jono Bean (021 917 173)	jonobean@gmail.com
Mebh	Julia (021 106 7365)	juliamcspadden@gmail.com
Lucius		bridgetjane@yahoo.com
Indigo	Michael Young	lexor.morgan@gmail.com

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

## Get the Power of Fire and Light!

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.

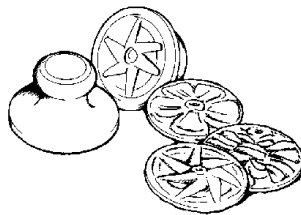


## HOLY PRESS New Flavour

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 daimed by Father Rowan.

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



## Potions of Great Virtue

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

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



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

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

Other potions available on request for  
the discerning palate.

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

## Earth College Scrolls For Sale

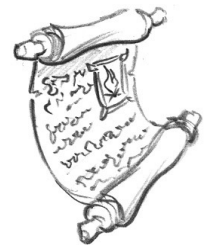
Scrolls of the  
following spells can  
be obtained from  
me, at the Guild, for  
up to a week after the Guild meeting.  
Otherwise contact me at Bolton Manor.  
The spells are:

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

