

The Seagate Times

Issue 87 - Winter 815

Darkness Conquered!

Guild Party Restores the Sun!

When the Sun went black, and the world was dying in the dark, it was up to the Adventurer's Guild of Seagate to fix it. No less than three parties of high level adventurers were assigned to the problem. We turn to scribe notes by Basalic to learn what happened...

First we had to go and deal with an incursion of undead in Barretskyne. On the way back we met with Erebus (who keeps Chaos at bay), who told us that his wife Nyx was missing along with Helios, whom he believed to be trapped in the Underworld. To get there, we would have to talk to Death, and we had to do that with a toad in our mouth to prevent our instant demise.

We got the toads, and talked to Death, who told us that all the Sun-related deities had died because the sun was being eaten by the Dark Phoenix—and the Fire Elementals weren't doing their job. We continued on, and obtained golden boughs to protect us in the Underworld where we borrowed a number of useful items.

Back at the Guild again we met with two other teams of adventurers and boarded a trio of flying ships which took us to a elven castle in the sky named Cirya Naira. There we had to deal with sundry imposters, the Duke of Sands and Wastes, and a pair of dragons before we could get to the bridge and prevent the castle from crashing into Alusia.

Here were two portals, one of which led to a black Plane containing dark titans, dark Phoenixes and dark prominences—the ruined surface of the sun. There appeared to be a tug of war between a Demon Phoenix and a Demon Crane. Caught between them was another dark phoenix. Each side had minions, among them Dark Titans, Storm Giants, Death Eaters, and other demons. The trapped Phoenix was halfway in between and

they seemed evenly matched. Presumably if either side won, they would then consume the Phoenix and gain its power.

Our plan was simple enough, disrupt the battle, but without giving one side too much of an advantage. We went through the portal and onto the surface of the sun, inside a large space in the middle of a huge temple. Other half completed portals were scattered about, with the odd demon popping out of one and slipping behind the other team to cause some disruption. All the demons ignored us as we came through one by one, until Flamis came through with the Seal of Solomon. That definitely got their attention.



Eltan started off by charging the giants on Team Crane. Some of the Dark Titans on Team Phoenix dropped their ropes and moved in to attack, going for Flamis in order to destroy the Seal. They smashed into her and I felt her die through my Life Linking ring. Then... Somehow... she was back again, but that didn't stop me shooting a crossbow bolt into one of the Titans while Morgan brought them down. Then I started beating up giants. Unfortunately... all of this was causing Team Phoenix to pull the Dark Phoenix closer to that side so some Guild members went over there to try and slow them down.

I checked the aura of the rope, thinking I might be able to burn through it with the Crossbow of Light and equalise the tug of war that way. Discovering that the

rope was made of souls, I suspected that wasn't going to work.

Team Phoenix was able to get the Dark Phoenix close enough in order to take a few bites out of it before it was pulled back, mainly by Braegon starting to anchor the ropes. Viola managed to banish the Crane Demon but I started wondering which side she was on when she cast multiple images on the Phoenix Demon. Caprice had moved to attack the Phoenix Demon, but if it wasn't for brave Eltan, she would have been eaten.

Flamis was setting up to Banish the Phoenix Demon when Sabrina enlarged herself to be the same size as it. "Attack of the Fifty Foot Woman" someone quipped. She then shot it in the eye. What happened next surprised everyone, especially Sabrina who started to wear a look of "Oooooops!"

There was a sudden explosion and everyone around the Phoenix Demon was instantly vapourised in a massive Solar Flare, which didn't quite reach us as we were shielded by the Shield of Svalin. For an instant I was sure Flamis had been vapourised or ... had I imagined her life force winking out, as the flare rolled over everyone around and they were all unharmed? Flamis later told me that her 'Avoid Fate' trump card had vanished at that time and so had a Trump card that Eric had. I could only conclude it was some timey-wimey weighty-fatey thing and resolved to have a stiff drink and forget it had ever happened.

With both demons gone, we had to figure a way of cleansing the corrupted Dark Phoenix into a standard Light Phoenix so it could restart the Sun. I handed over my Sunlight Powder to those performing the rather complicated ritual in the hope it would do some good then ... as something started to happen, hightailed it back through the portal before the whole thing went off.

By the time we landed back on Alusia, the sun was burning weakly in the sky. It was a start. We still had to get the elementals to resume whatever it was they do to get the sun running at full power. And so on...

All Hail the Serene Duchess of Storms and Dance!

During the recent solar eclipse that noted villain Bune, also known as the Dragon Duke, made plans to dwell upon Alusia in material form. Believing the plane of Hell to be besieged he sought to dwell deep beneath the earth, venturing forth to sup on all he came across.

Learning of this plan a brave band of Seagate adventurers laid a trap for the demon. In a mighty battle that threatened the very foundations of the world Bune was broken and defeated. However being immortal and of almost limitless power he could not be slain or destroyed.

It was at this point that Sabrina, a Knight of the Golden Order set in motion to defeat one of the greatest of the evil dragons. With the aid of a secret ritual she claimed Bune's realm, title and spirit by right of conquest as is the custom of those creatures known as the Demons. Abandoning her oaths and allegiances to the Aesir Lords she assumed the title of the 26th Great Spirit of the Hellsish realms. Entering her new dominion the host of Bune acknowledged her ascension and all thirty legions bowed down to her.

This was not without risk. As it is known, the evil, corruption and absolute power of such a position would corrupt

even the purest of beings. It is therefore fortunate that Sabrina's allies had a plan to slay her on the third day after her apotheosis in accordance with a prophecy which, true to her elvish nature, allowed her to weasel out of the doom. In this she was aided by Rowan Velcanthus, the most beloved of Chantris and Viola, the most devious and knowing in the ways of the wiles of the Demonic Host.

So now Sabrina stands as the only uncorrupted Duchess residing in Hell. Her battles in the mortal realm have ended and she has gone on to fight even greater battles in another dimension.

The Demon Said, "Bite Me", And She Did.

As you probably already know, one of the tallest trees in our forest, one of our greatest and most esteemed of guildmembers, has come crashing to the forest floor. She gave up her mortal life in the fight against our greatest enemies. No longer do we live in the shelter of her broad branches, no longer do we have the support of her mighty trunk (and right arm). Most will already know that I speak of Sabrina: Valkyrie, Knight of the Golden Order, Warrior of the Sixth Codex, Baroness of Midgard.

During the course of the battle to save the world, Sabrina ended the life of the fearsome demon Bune, by consuming his essence and taking over his territory and denizens. The 71 are now 70! Sabrina has transformed into the Most Serene Duchess of Storms and Dance. Through enormous effort and great magics Sabrina was able to purify herself on the third day retaining her sense of purpose and greatness.

Now she needs your help as she attempts to transform her section of hell, including its revolting natives, into martial paradise!

Your prayers, your praise, your worship, your thoughts will help her. Energise her for the great fight ahead against her terrifying foes. Call on her for help in battle and thoughts of her will give you strength; dedicate dances to her name, for she loves the dance as much as she loves the combat, wear her emblem of the storm crow and shout her name into the wind and she will hear your prayers.

Watch for her temples being constructed in your city. Visit the shrine to Sabrina outside the guild gate and help the building fund by purchasing the holy items, guaranteed to contain at least 10% of the original item.

1 small square of Sabrina's bedsheet imbued with her holy essence 50sp.

1 small square of Sabrina's bedsheet imbued with her holy essence in a tasteful frame 100sp.


1 small square of Sabrina's towel guaranteed to be unwashed 50sp.

1 small square of Sabrina's sword cleaning rag, pre-used, and very holy 50sp.

1 Storm crow amulet, 1sp

By Viola, 1st Prophet of the Most Serene Duchess of Storms and Dance.





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.

Contact Lucius in the guild kitchens for a Rank 20 greater.

You decide what you want!

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



Mungo: "I know a few barmaids that are immune to charm."

Cher (in the Underworld): "My actual memory is fading."

Braegon: "You drunk from that other river didn't you?"

Someone who shall remain nameless:
"Caprice - Strumpet with Trumpet."

Basalic: "Sabrina. Please leave some for the rest of us."

Ithilmor: "Turf! I got a wriggler."

Turf: "Oh, ghods! Are you pregnant again?"

Demonic entity: "Welcome. I offer you the chance to join the winning side."

Basalic: "Depends what you define as the winning side mate."

Demonic entity: "No matter. I am Uvall."

Basalic: "Never heard of you."

Demonic entity: "WHAT? You never heard of me? I am the Desert Prince. Demonic Duke of Sand and Wastes."

Basalic: "Ah ... you're one of them"

Rowan: "Don't mind him. He's an Earth mage."

Uvall: "Do you know who I am, small thing?"

Eltan: "Nope"

An obviously frustrated Uvall:
"ARRRRRGH!" -

Guess Eltan hadn't attended the Guild's "Know Your Demon" seminars either.

Basalic: "Get off my Plane"

Uvall: "It's OUR Plane now"

Basalic on draining the swamp: "Maybe it's on their Round Tuit list"

Alandis: "And as soon as they get the Round Tuit - they meet up with an unfortunate accident."

Flamis (on Ipos, Prince of Fools):
"Duckfoot is Quackers"

Flamis: "Basalic! Avert your eyes!"

Basalic: "How can I DA her if I do that?"

Coins! Coins! Coins!

Silver Penny Loans

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

Loans & Rates:

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

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

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

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

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

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

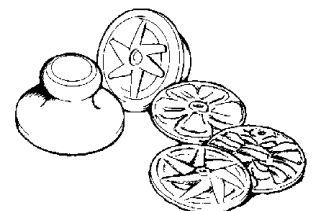


HOLY PRESS New Flavour

These special light wafers—I have nick-named Father Rowan specials—are light in texture and crisp and crunch from the first bite to the last morsel. It is a dear 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.

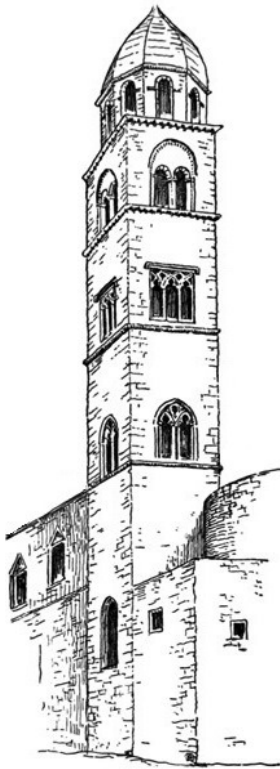
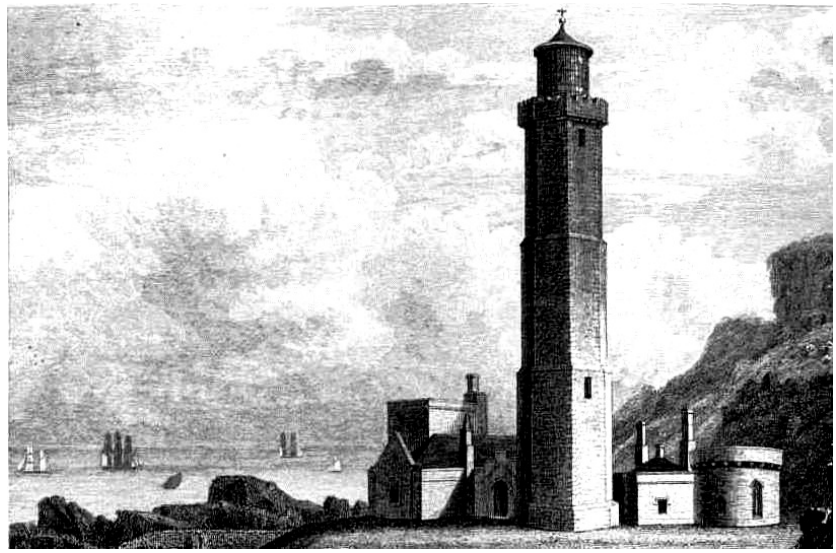
PS: I wouldn't mention this to Father Rowan—Lath



New Light-house or Watch-tower?

Surveyors have been spotted on one of the small hills in the Park between Old Seagate and Castle Chilton to erect a tower for Duke Leto.

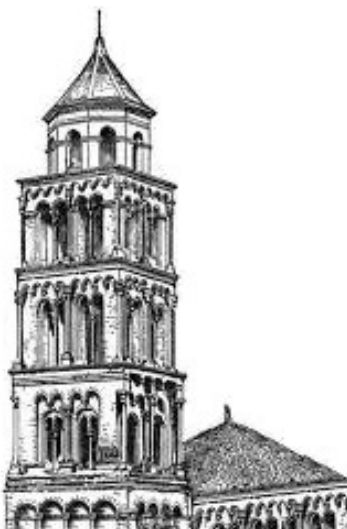
Sources in the Palace confirm that the new structure is being built as a gift to the Duke from King Richard of someplace on the Plane of Purple. It is being built, *manually* not magically, from "reinforced" stone; it is expected to be at least 120 feet high and should be operational by Midsummer.



If built in the same style seen several decades ago by guild-members visiting that plane, the Tower should be quite impressive indeed, possibly with bells, and may also have a light that will be visible for miles at sea.

This New Tower, possibly defensive or navigational, is expected to have several clocks, tide indicator (apparently Purple now has an oversupply of

tide indicators), lots of places to hang flags, and be tastefully decorative. Unfortunately—for undocumented reasons total unknown to most of the Guild—the buildings, customs, people, and history of Purple changed radically.

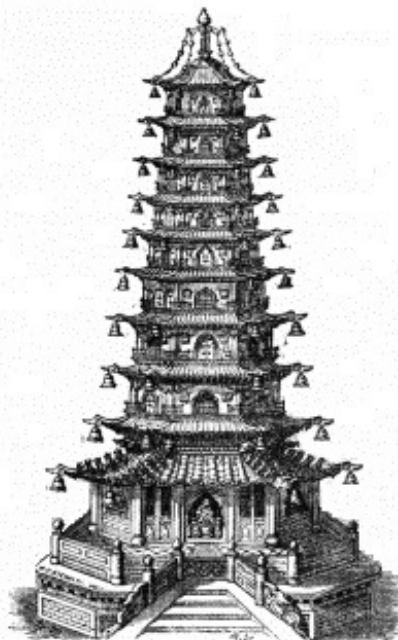


This excellent issue of the *Seagate Times* includes several sketches based on descriptions given by guild-members who visited various Purple Duchies before "The Change".

Opinions of the good townfolk vary over the proposed construction. Contrariwise, opinions on the Docks were colourful but consistent on the attributes of people who need a building to tell them what the tide is doing.



Alternative Tower Designs



Slavers in the Dark?

After the recent Darkness, several isolated villages were found completely abandoned with minimal signs of violence. It is believed that opportunistic slavers struck, perhaps deceiving the villagers that they were being rescued or relocated to a sunnier place. Naturally, the Drow have been blamed.

Originally, rumours held that Lord Blitzkrieg, vigorously in pursuit of the truth, captured some Drow scouts who were seeking, for great reward, a mysterious *Black Tower* that appeared imperceptibly, loaded up people, and then vanished. Purportedly scouts, from another dan were seeking a *Black Ship* ... undetectable, big reward, etc., etc. Obviously large black things in Darkness are often imperceptible, but it was revealed that these stories or speculation originated in Sanctuary. Dark deeds indeed! A flimsy cover story is suspected.

Coincidentally, the small fishing village of Grimm's Bay disappeared from North-West Ranke; its villagers, huts, and ruined tower vanished in the past two-four months. It



was so remote that we cannot be sure of the exact time and facts. The Bay was inaccessible by land and the former pebble beach treacherous in the wrong wind.

There has been no request for a Guild Party and no reward has been offered.

Pay NO Taxes for 20 Years? (Conditions apply)

In Castle Chilton, Duke Leto has been hosting Sir Tim de Tayworthy, one of the "Three Score" and personal emissary from King Richard VII of Purple. Richard VII, son of Prince Jean (Duke of Sabrina), was recently acclaimed king, unanimously, by the remaining Governors of Purple and the former Viceroy. The Emissary threw a King's-day Feast, presenting exquisitely large diamond jewellery to the Duke Leto and the Duchess, together with an extensive array of other-plane beers and spirits to please the Court.

With the Duke's blessing, Sir Tim's entourage are interviewing common folk who wish to emigrate to Purple's New Territories; about 100,000 square miles, only some of it impassable mountains. These territories lie near, and beyond, the new Duchy of Belland that includes some of the abandoned Territory, familiar to recent guild parties, once called Badlands... because that is where the inmate colony came from, not where they went to.

Successful families will be granted at least ten acres each, or equivalent resources, and freeborn status. No taxes will be due for fifteen years for normal settlers, or twenty years for "priority" professions.

Serfs, Freemen, or Townsfolk of the Duchy of Carzala may emigrate only with their Baron's explicit Approval; however any recent stateless refugees who are still unemployed will be strongly encouraged to accept King Richard's offer. A steward of Their Graces told this reporter that "detritus", "unwashed flotsam" and other slurs by lubricated courtiers at the Feast, taken somewhat out of context, were in fact misheard, or merely spoken in Jest.

The experience and trade opportunities for Guild-members with estates or settlements outside the Duchy are exciting. Sir Tim will speak briefly at the next Guild Meeting; apparently the Purpurians will be able to transport five to six square miles of your Land and Buildings intact to the New Territories.

Restrictions: Openly demonic or pact symbols or worship are NOT permitted anywhere in the New Kingdom; nor are

necromancies. The Old Kingdom had established, influential Power of Light cults (including the Big Four and others), but they all failed to warn of "The Change" a massive time-ripple that annihilated the Human Empire on Purple that covered four and a bit continents. Only the Brotherhood of Seekers — more a School of Mental Discipline than a religion — gave warnings and are tolerated by the current populace, who survived simply because they quickly fled off-plane, in person or on Estates and Cities that were transported to selected Other Planes, including Alusia.

Priority professions: Fisherfolk, Farmers, Gardeners, Bee-keepers (especially if they have bees), Healers, Lumberjacks, Sailors (20 years tax-free).

Other desired professions: farm-hands, alchemists, herbalists, labourers, cartwrights, cartographers, brewers or vintners, astrologers, etc. (15 years tax-free).

Pasifikan Warriors Recruiting

In the last week a small group of mixed humans and a sea elf, all from Pasifika, have been seen around the guild, meeting with the council and delivering what appear to be invitations to certain guild members.

When questioned about these goings on, they identified themselves as the Order of the Wandering Warrior (or so the common translation went), a neutral order based in Pasifika looking to recruit new warriors capable of fighting the influx of monsters to the region, with the power of the ancestors of all those in the region empowering them.



Interested applicants are advised that if they do not receive an invitation in the next few days they should perform some heroic deeds in the Pasifikan region or for one of the groups based there, consider any conflicts of interest they may have, and then seek a sponsor from the existing membership for their application. They are also advised that annual service in Pasifika is required to keep the ancestors blessings.

Potions for Purchase

Potions of Protection

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

Potions of Mind Cloak

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

Potions of the Mortification of the Flesh

- being such liquors as restoreth spiritual Fatigue by as much as 24, and visiteth correcting torment upon the Endurance by as much as 12—750sp

Potions of Infertility/Fertility

- being such liquors that bringeth unto the generations, order—500sp

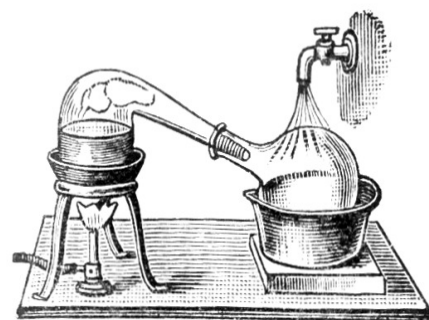
Yea, and if thou beest a swain ungifted in a certain area, perhaps in need of mine private attentions, then shalt thou buy from me potions of a kind that are blue and marked with the letter V.

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

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

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

jim.arona@gmail.com



Who is...

Mebh?

by Aurora Steelwind

A Conversation with an AirMage

After the resent brush with Nightfall, I was surprised to see a young Michaeline practising magic in the Air College. On closer investigation I discovered that the young initiate was, in fact, Mebh, who is looking remarkably spry for her forty years.

When and Why did you join the Seagate Adventurers Guild?

Gosh, that was such a long time ago now—797. I have always had a desire to protect people from demons and devoted myself to ridding them from Alusia. Recently, we had the opportunity to get rid of them once and for all, sadly people have rejected Michael's reaper angels and refused to answer the call. Michael has always been misunderstood; We Michaelines have always been trying to start nightfall as this is the only way to rid Alusia of Demons and their insidious influence. I often see my fellow adventurers dressed in the raiment of evil which they claim they are using for good, the road to Hell is a slippery slope and some seem to use it as a mud slide...

But why did you join the Guild?

Oh, my parents are mages and sent me off to see the world.

What areas/weapons do you specialise in?

As an agent of Michael obviously I am keen on big swords, however I can use small swords too, axes tridents, whips, ooh and Mattocks, I really love my mattock, would you like me to show you my Mattock. Time passes while Mebh insists on demonstrating how to use a frightfully large pile of weapons stashed on her person.

I am also an expert with the bow, and I am a pretty good air mage. I always felt that I would never become an agent of Michael while I was an Air Mage, I became chaste to show my true dedication to Michael. Now Michael has married me off to Thor to seal their new alliance. Michael and Thor will fight together to defeat the demons at Nightfall. Sadly others were worried about dying and stopped the big fight.

What do you do when not Adventuring?

I have an orange grove where my villagers and I grow fruit, and train for nightfall. Also Thor gave me a spear as a

wedding present, so I have recently been training with that.

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

Along time ago Gok, Toledo and were fighting in the dark cirde. The battle was long and bloody, minutes passed and Gok was washed in blood. Some hideous dark magic of the place transformed him into a Vampire, whereupon he flew away to find other vampires and bring them back to kill us. He returned with two more vampires in tow; we were frightened by the size and the evil of the foe. Toledo and I bravely stepped forward to face them. I struck the head off one of them, and cruelly wounded the Vampire Gok and the other Vampire. Toledo finished them off before they had a chance to touch us. We carried Gok's limp body from the field, had him resurrected and went to speak with the Titan who had been watching our efforts. And the rest is legend as Gok explained to the Titan about his wee problem with turning into a Vampire

Which places would you recommend visiting or recommend avoiding?

Anytime someone suggests dressing in polite clothing and going to court to try and avoid a fight and talk their way around a problem. This is horribly dangerous; don't go. Immediately turn left and find somewhere to get horribly drunk.

Anything else you want to say to the Guild populace?

Harden up!



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.



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?

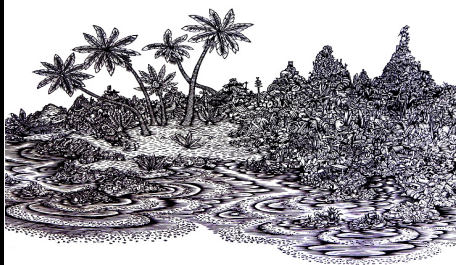
All the time the Orcs at the guild giving you the eye whenever you are trying to work on your tan line?

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 Winter 815

The Astrologers' Concave held in Adjepbar 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 sentient on Alusia.

Seasons

Elements

Boundaries

<p>Winter</p>  <p>Ghost poultry (hung for three months from the time of the great darkness) makes deadly poison when distilled in the stomach of Giants. Winter will quickly move away. Those of long life must act to save face and life of those close to the crown. Elm arrows will do far more damage against Necromancers of Cold blood.</p> <p>On any failed percentile roll ending in 2, 5 or 7, roll again.</p>	<p>Air</p>  <p>With the cold wind of winter leaving and the warmth of summer descending like four horsemen of the seasons, those that rule the waves will hold secrets and power over the winds. Again speak with care to women on hilltops in thunder and lightning storms.</p>	<p>Solar</p>  <p>A path walked in a new way home will allow you to overlook something best forgotten, and discover something new about yourself. Dark wings given to an unexpected ally will cast a deep shadow. Within the first two weeks of this season hot meals will help you sleep.</p>
<p>Spring</p>  <p>With the return of light events are moving fast. Gold has been found in the Dragonspine Mountains. Alchemists know the secret of long life have been seen in the Mountains of Brack. Enchantments on the ground will be more effective than in other seasons, with the help of blood.</p> <p>On any failed percentile roll ending in 0, roll again.</p>	<p>Water</p>  <p>Fire is in ascendance and a person strong of that Element will assist you to slow Air's drive towards Ice and dominance of the testing grounds. Meats other than pork or beef may help in healing this season.</p>	<p>Lunar</p>  <p>The trappers in the great northern wastes will recover from falling under the will of the Lords of Decay. The third chest is the best one for riches and the second for fulfilling long unfulfilled hopes. A good number to pick is four.</p>
<p>Summer</p>  <p>The return of light is welcome after the depths of despair have receded from the shores of Carzala. 30 foot high giants sand pigs have been seen in the Gatar Depression southern desert area. Their scat is known to heal the dead, and block its doorway to other realms</p> <p>On any failed percentile roll ending in 2, roll again.</p>	<p>Fire</p>  <p>Water adventures are out this season again! While looking into caves Dwarves will assist you and others. The Lords of Decay are safe once more beyond the gates that are now open to the elementals. Those that are trapped are outside of risk. Never forget that others are watching.</p>	<p>Life</p>  <p>As Spring mounts life is anew and warmth is all good and kind. You will heal wounds with your voice or song but those of old blood will gain the most hope from the melody. You are protected from evil dreams this season and the voices will tell you that something is coming once again.</p>
<p>Autumn</p>  <p>Dwarves and Hobbits should be looked for to gain sound advice about the time of darkness that was needed to free the unseeing eye. A copper key should be of value. Those of the trees but able to move from the trees know of the ancient times.</p> <p>On any failed percentile roll ending in 5, roll again.</p>	<p>Earth</p>  <p>Since destiny is yours to take, act well. Even with earth under your control water is in your sign. Moving from it will help remove the Willing Prince. The Lords of Decay weapons are still at large. Seeking them may help your quest. Look to the green sunsets.</p>	<p>Death</p>  <p>As the pain of death of a loved one is all but gone you can recall this if you drink heavy amounts of mead. The loss is not new but someone is working to return life to a long dead enemy. Death is not far away and will return soon.</p>

Health and Safety Warning:

Do NOT read this article aloud.

The Seagate Times will not be held responsible for the consequences!

Starflower's Guide to Powers

On the Nature of Powers

It has been suggested to me that I should lay aside the bestiary for the moment, and consider that class of individual entities known as Powers. Especially in view of the recent increase in interference on Alusia by these beings.

First, some generalities. The majority of the Powers of Darkness were once Dark Elves who sacrificed the souls of many thousands of sentient beings to gain power. Some of the most powerful are believed to have originally been Elder Dragons and are ancient beyond knowledge. These are now called the Demonic Emperors; Baal, Apollyon, Ahriman, Istu and Leviathan.

The Powers of Light are what remains of the some of the greatest of Elvenkind, the Noldanor. Defeated and yet not defeated in the War of Tears, they ascended and their souls merged, becoming angelic beings of great power. The five mightiest of these are the Archangels Michael, Gabriel, Raphael, Uriel and Samael. These entities are essentially lawful and altruistic. But, their idea of what is good may differ wildly from yours. They are not and never have been human (and are far removed from ordinary present-day elves such as I). They are said not to be fond of the use of magic by mortals, all save Samael, who is a patron of scholars and mages.

The Powers of Darkness are basically chaotic, utterly selfish, and by most standards, evil and devious, some more than others. Let us make this quite clear—you cannot trust a Daemon. They will always betray you, sooner or later. Swear a pact to any of these entities at the risk of your very soul—they consumed plenty of souls at their creation, and why should your essential self be any less tasty?

On this plane and many others, the Powers of Darkness are represented by their avatars, which are dangerous enough, but are they are far more powerful in their own selves in their

domains in the Hells. Furthermore, in the Hells they are generally accompanied by varying numbers of lesser demons; succubi, incubi, devils, imps, hellhounds and so on. Unfortunately, it is only in the Hells that a Daemon may be truly destroyed. An avatar may be killed on another plane, but they can usually return—generally after a year and a day.

Conflict with these entities should generally be avoided by all but the most experienced of adventurers. If you think it likely you will encounter a Daemon, then you should take certain precautions.

1. Always refer to the entity by their title, never by name. Thus, one always refers to the "Prince of Fools" (or possibly "Duckie") and never to Ipos.
2. Assuming you're not going to Hell (and I really do NOT recommend it) then take some means of banishment. Namers are handy packages for this.
3. Carry protective amulets. The Amulet of Hypericum for example, increases the wearer's Magical Resistance versus any magical act performed by a Demon or Daemonic being. Useful (and remarkably cheap at just 800 sp).
4. Learn about the entity in question. Some are uniquely dangerous. Like the Immortal Marquis who has an irresistible charm—so you'd better be immune to charm before you get anywhere near.
5. Be prepared to run. Or fly. Or better still teleport the entire party somewhere, anywhere else.
6. And, of course, you must be carrying heavy duty magic and magical weapons. If you're not, why in all the Hells are you taking on a Daemon?

And that is enough for this introduction.

Next Issue: The Willing Prince



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

Demonic Dilemmas

Remember what we said about not going to Hell? One Guild party did, and found themselves in the realm of the Willing Prince. Who said he would help them with their mission if they correctly answered three riddles.

The first riddle went like this:

"A demon said to an adventurer. I will make a statement, if it is true, you will kill a Calimar, if it is false, you will not kill a Calimar. What statement can I make to ensure I get his soul?"



The next riddle involved the Seal of Seir with some numbers in circles inside it. Two of the circles were blank and the party were asked to figure out what numbers were supposed to be in them.

The third riddle went like this:

"How would you measure out four litres of liquid when you only have a three litre and a five litre container?"

More Riddles

My first is in wield,
sever bones and marrow.
My second is in blade,
forged in cold steel.
My third is in arbalest,
and also in arrows.
My fourth is in power,
plunged through a shield.
My fifth is in honour,
and also in vows
My last will put an end to it all.



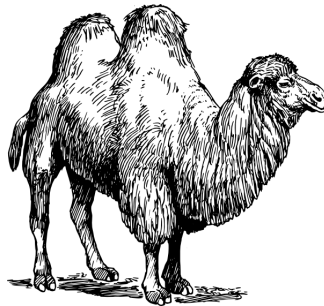
"Fifty is my first,
Nothing is my second,
Five just makes my third,
My fourth a vowel is reckoned"

"Now to find my name,
Fit my parts together,
I die if I get cold,
But never fear cold weather."



A sheikh of Araby told his two sons to race their camels to a distant city to see who will inherit his fortune. The one whose camel is slower wins. After wandering aimlessly for days, the brothers asked a wise man for guidance. Upon receiving the advice, they jumped on the camels and raced to the city as fast as they can.

What did the wise man say to them?



Water College Potions for Sale

Waters of Healing

Rk 15 - 400 sp

Waters of Strength

Rk 10 - 1000 sp



Please contact Aqualina at the Guild.

Answers to Last Issue's Puzzles:

Adjepbar Market

1 Karim	Red	Baked goods
2 Nameless	Blue	Fruit/veg
3 Alesam	White	Leather Goods
4 Vikrum	Yellow	Weapons/armour
5 Taraq	Green	Clothing
6 Suhai	Grey	Cooked meats

Riddles

First: Potatoes and Cabbages

Second: A Clock

Third: A Bottle

Fourth: A Sieve

Fifth: A Saw

What's Hot

Sunshine

Life Aspect

The Underworld

Military Scientists

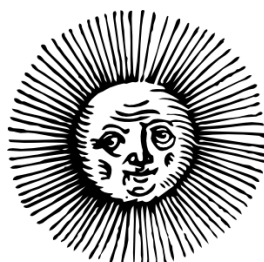
Ascension

Immunity to charm

Avoiding Fate

Friendly Fire Elementals

Ancient Fire Dragons



What's Not

Dark Sun

Death Aspect

The Hells

Assassins

Death

Overenthusiastic Reaper Angels

Demons with a really warped, demonic, sense of humour (Yes I mean you, Seir)

Demons that try to make idiots out of us (That's you, Ipos)

Demons who cowardly leave the field of battle when they're losing (Uvall)



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.



Get the Power of Fire and Light!

Choice Fire College
Invested Items:

Dragonflames Rk 10

Weapon of Radiance
Rk 10

Fire-Arc Rk 10

Fire Armour &
Extinguish scrolls

Try Dragonsmite!!!

(single-target - lots of damage)

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

Contact Flamis at Bolton Bay.



Potions 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.*

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.

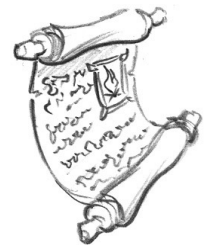
Also available, Rank 6 fortune
cookies—adds an extra edge to your
lesser enchantment. 300 sp per cookie.

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!).



Earth College Scrolls For Sale

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



Trollskin rank 15 - 1800sp

Armour of Earth rank 20 - 2000sp

Strength of Stone rank 20 - 2000sp

If you want actual invested items or
scrolls of other Earth spells, please
contact me. Basalic

Sick of Healing Potions?

Try Laths' special Jerky!

These tasty salty spicy pork & 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



Contacts:

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