

The Seagate Times

Issue 88 - Spring 815

Discordant Philosopher's Stone Found

By Brigetta

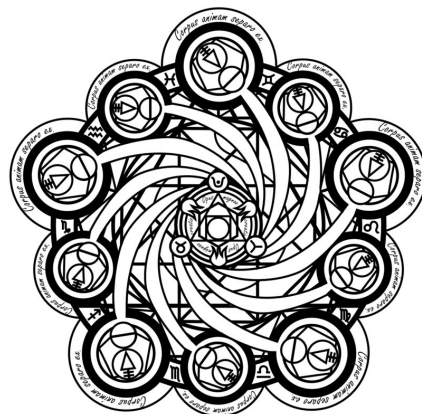
We were asked to go up to Ranke and help the three witches cleaning up the mess after the war and the darkness. What we found was:

1. Gold-diggers
2. A poisoned river
3. Abandoned farms
4. A town full of sick people
5. A ranting priest of Chantris
6. A hungry wyvern
7. Zombie pixies
8. A missing halfling up a tree
9. A succubus under a hill
10. A fae court
11. A polluted lake
12. A mad naiad
13. A flawed Philosopher's stone

We advised the men panning for gold not to drink the river water, and went looking for the source. We healed the sick people and made sure they didn't drink the water either. I "convinced" the ranting priest to go and confess to Father Rowan. We killed the wyvern, and dealt to the zombie pixies (and made sure the remains could not re-animate). We captured the halfling and set him free from the enchantments that were messing with his head. We killed the succubus. We treated with the fae. We captured the mad naiad and put her in a barrel. We dug out the flawed Philosopher's Stone. And finally we did what we could to cleanse the lake...

Now, does anyone have a highly ranked bound ice ritual? Because we can't store this thing in the Guild vaults—the walls are made of lead, and it will eat them!

The four new Dryad Seal designs:



How NOT to make a Philosopher's Stone...?

Dryad Woods Choosing New State Seal this Full Moon

Controversy has arisen amongst the fair tree-dwelling nymphs near our ocean over-looking city, with over twenty-six golden coins being allocated out of their limited sylvan state budget to pay competing dwarf clans to design an exciting new state seal. Of the four choices offered being offered three are being criticised by Silken Loveliness, a respected dryad elder 350 years of age as "Being bloody identical aren't they, eh? Eh!" and the last one as "Effing hideous. Were the dwarves drunk or something? What crap design is that?"

Young Fawn Leaf, a tender hearted dryad of 72 years has said "With elm rot so prevalent... with global cooling... a lot of the elm dryads are homeless... and I can't help but feel the gold coins could have been better spent on reforestation projects. Our current state ring - unkind people say it is the same as the Mermaids seal on the coast but that is rather unfair! They are really very different, and we could have kept our present ring."



The existing Dryad Seal—the Mermaid seal differs only in that it has a fish in place of the bird in the centre. And a differing number of dimples around the edge!

The Firstborn A Vision

i see a blonde man, says the girl. he's screaming into the sky. his hands rest in his hair, his muddy knees on the ground. he's pleading, begging.

his throat goes hoarse, but he continues on.

what can we do? the woman asks. she glances over at a basket, three feet away. inside is a baby. a blonde boy.

nothing, the girl says.

we cannot let this happen! the old woman says. her bones feel brittle, but she stands strong in her conviction.

i am not finished! the girl says, an age-old strength rising to her words. the old woman nods, strong enough not to tremble.

he will plead with Him, and He will hear his words. He will give him the power to rise his lover again, and all those who hurt him - but it will come at a cost.

there is a pause. the old woman glances over at the child, staring at him. he looks like an angel, gurgling away in the pure bliss of a child.

what is the price? the old woman asks.

the world, she replies.

/

twenty years from now, He will let his Firstborn into the wilds. his Firstborn, the golden one, will be enraptured by these quaint humans.

he sees more beauty in the finger of a beggar than he does in the whole of the Above. he sees spring for the first time, sees lovers kiss by the moonlight.

after several years, he becomes one of those lovers kissing by the moonlight.

but there is pain. pain like this

Firstborn has never experienced - pain, and sorrow, and a grief so thick it swallows you whole.

it is not fair! the Firstborn yells. in a corner tavern, he leaps onto a table. it is not fair! he shouts, how they live above us, spitting on our heads!

he does not realise that he is from the Above - he does not realise he is above his friends. later on, he will protest that he is not.

he rallies the people, gathers them around.

his Father tries to warn him, o dear Son of Mine, but the Firstborn will not listen. the Firstborn can change the future, nothing is set in stone!

/

he wakes up, covered in the blood of humans. he has broken so many of his vows; he vowed, in their last moments, to keep them safe.

he said he could change this place for the better, that the humans would learn!

the humans did not learn. they would never learn, not until their dying days.

/

as the girl once foretold, he screams unto the sky. he raves at his Father, begs and pleads for the lives of the people he wronged. HE killed them!, he pleads. kill ME, Father!

after days, months of this (perhaps even years? time is such a human concept) his Father listens. He asks his Firstborn if this is what he really wants; after all, his friends died trying to save this world.

the Firstborn spits on the ground. there is **NOTHING** good about this plague of humans! he screams. they never learn! from Eve to Cain to Joan of Ark, no-one ever learns!

please, Father, the Firstborn eventually begs. please.

how could a father say no to his son?

Seagate Merchant Guild Ransom Note:

For a small cost of 1,000 sp the Merchants Guild of Seagate will provide you with a ransom note. At any point you can choose to use the note, ask for parlay and offer the ransom note, and it's value. Your enemy may be tempted into 'honouring the ransom note' for the cash reward.

The ransom will always be honoured and paid in full by the Merchants Guild of Seagate. You are required to repay the ransom to the Merchants Guild of Seagate within twenty four months of it being honoured by the Guild (payed out).

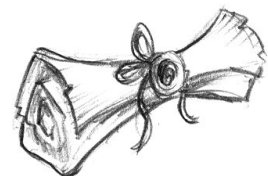
The Ransom Agreement: You agree not to take action and/or hostilities against the group or persons who collect the ransom for ten years and one day, unless required to rescue a fellow guild member.

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

Below is a list of ransom notes available and how much you will need to repay to the Merchants Guild if they are used in your name.

Ransom Notes and Options:

Payment	Note / Service
250,000 sp,	You and up to a seven friends returned: Alive in good spirits & health, with all your gear and equipment returned.
150,000 sp,	You and up to three of your friends returned: Alive in good spirits & your gear and equipment returned.
80,000 sp,	You and three of your friends returned: Alive or dead. All equipment valued at over 3,000 sp is returned.
30,000 sp,	Returned: Dead & resurrectible, preferably alive, with all major equipment valued at over 5,000 sp.
20,000 sp,	Returned: Dead & resurrectible, preferably alive. Equipment not included.



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



Amira: (About Legion—colleague of Camdindel), "He's all kink."

Horton: "I won't be party leader if all you want to do is stroke me!"

Pierre: "Some people just get scared witchless."

Brigetta (speaking of Sabrina) : "If they really want to, they can pray to one of the individuals responsible."

Kerry: "Don't encourage it."



Brigetta: "Why doesn't, occasionally, the brave damsel save the foolish knight? I shall have to write the play..."

Brigetta: "It seems that the main power of the Beautiful Prince is to make people take their clothes off..."

Kerry (of whoever created the zombie pixies): "They're going to be cursed up the wazoo for this..."

Brigetta: "And how do you know that we are not to be the instruments of that curse?"

Brigetta: The dark side of E&E? The side that goes around casting wizard's eyes and looking up women's skirts?

Pierre: That's not the dark side, that's the perverted side.

Brigetta: "So, not guilty on grounds of being under the influence of a succubus?"

Pierre: "A mad nixie in a barrel... we could fill it with alcohol..."

Brigetta: "Giving new meaning to the term 'pickled'."

Devouring Rule 1 (for Grendel):

You are what you eat.

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.

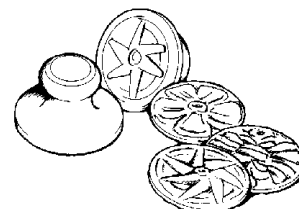


HOLY PRESS New Flavour

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



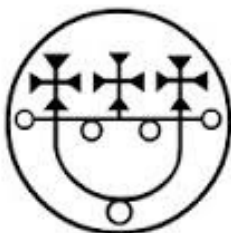
The Temple of the One Horned God— Is it a Front for Something Else?

Most citizens in Seagate are used to seeing the odd book-thumping devotee of some religion or other protesting outside the Temple of the One Horned God in order to convince people that worshipping there is not a good idea for the safety of your Immortal Soul. Most of these tended to be priests following more chaste religions, who many people believe really need to get off their soapboxes and get a proper life.

However, the protests outside have recently got larger, more vocal, and seem to be actually having an effect. There is a theory going around that the TOTOHG is actually a front for the Demon Sitri - otherwise known as the Beautiful Prince. This demon has been known to encourage mortals to enflame themselves with desire for each other and frolic naked with each other in rather unseemly and unorthodox ways. Sitri may indeed be trying to use this 'tantric' energy in order to increase his domain in Hell and may also be responsible for the increasing number of same sex and inter-special relationships lately, which many other faiths find abhorrent. There have been shouting matches outside the temple and, on few occasions, Seagate guards had to step in to break up physical combat.

Whether or not this is actually true, is not able to be proven at this stage but, more rational minds intend to investigate. Unfortunately, the Temple, and others like it, have been the target of various 'hate' groups recently and the authorities advise caution when attending services at these establishments. Attendances have been dropping off there but it may be possible that these faiths are going underground which may make them more difficult to be protected, or investigated if necessary.

Further information will be presented when it comes to hand.



*This is the seal of Sitri.
Have you seen this symbol? Where?*

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.)



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









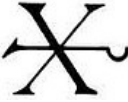





Astrology Guide Spring 815

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 sentients on Alusia.

Seasons

Elements

Boundaries

<h3>Winter</h3>  <p>Loyalty and sensitivity in your relationships are more important to you than typically. It's an excellent time to take care of your health. You still need to learn to relate better with others, but now it's more on the intimate and personal level - the exchange of ideas, innermost thoughts, personal beliefs rather than the emotions. All your mental activity will be intensely personal, subjective and even egocentric. You are mostly cheerful in your approach to others, and perhaps somewhat intellectual this month. Depending on your circumstances, a new romance or even a series of romances is quite possible.</p> <p>On any failed percentile roll ending in 2 or 7, roll again.</p>	<h3>Air</h3>  <p>Your responsibility and authority are likable qualities now, making this an encouraging period overall for schmoozing with those in a higher position than you, as well as for negotiations or social activities related to business. You are most charismatic and well-received on the job. You are socially go-getting right now, and success may come through your good managerial qualities or some form of artistic talent, or, indirectly through your spouse. People who turn your head are those who come across as especially competent.</p>	<h3>Solar</h3>  <p>Solar influences will help protect you from harm. Within the first two months of this season hot meals will return an extra point of Ft but will lead to 'regular' issues. An Otter of unusual size will be able to point the way to that which has been hidden from your clan from ages past - leading to the potential for great things.</p>
<h3>Spring</h3>  <p>This is a very playful period of the year, when you are inspired creatively and emotionally. After a period of self-protectiveness, you are now more spontaneous and more willing to take risks. Willingness to help and serve will pay dividends, both materially and in terms of a "feel-good" factor. Don't expect gratitude and appreciation - just go ahead and do whatever needs to be done. This phase presents an opportunity to get rid of what doesn't work in your life, while also discovering what does. You could seek distinctions covered in gold without dragons guarding it. Efficiency should be your goal now.</p> <p>On any failed percentile roll ending in 1, 2, 5 or 7 roll again.</p>	<h3>Water</h3>  <p>You will feel you've seen it through, emerged victorious in your efforts! Luxury and peace envelop you, wish fulfilment and dreams-come-true time is here. Beautiful partnerships with an Elf may energize you further; a marvellous week of balance between work and pleasure. You can't really have one without the other, but now they are so evenly poised, though it's your hard work and effort that have made it happen, and so brilliantly.</p>	<h3>Lunar</h3>  <p>As summer cools all is well with your health, but adventuring issues may not be clear. The night sky may be of help.</p>
<h3>Summer</h3>  <p>You may be making changes in your skills, in your relationships with colleagues and co-workers, health and diet. There may be some mental strain or attack, or perhaps financial difficulties, particularly relating to held-up payments that are still pending delivery by Guild reps. Health is always an issue with adventuring. A rich, fruitful and happy phase comes to you and you're enjoying it. Don't be fooled by short men. You are anxious with taking on an important or aggressive role within an association or relationship. You are on the go in pursuing allies and in the forming of new partnerships. Be aware of what you and your partner want for yourselves and what you want from the relationship. Let one another know what your needs are.</p> <p>On any failed percentile roll ending in 2, roll again.</p>	<h3>Fire</h3>  <p>You may feel that you're in the grip of a force beyond your control, since it is a time for great, perhaps even radical or drastic, changes in your material as well as emotional world. This month, a financial boost is likely, or you may expand money-wise all the way through your partner/associate. You are more tending to even differences in a partnership/relationship regarding the sharing of authority, intimacy matters, finances, and other emotionally-charged topics. Close relationships are intensified. Either you or your partner shall demand a deeper unification.</p>	<h3>Life</h3>  <p>There can be some restlessness when it comes to money and spending it-you are more inclined to want more things around you! Financial security and enjoyment of the good things in life are important to you, although you also value simple pleasures. The ability to relate well with others might enhance your own personal finances during this period. This is a stable position for love matters and close relationships. You value those who make you feel comfortable, and familiarity is more important to you than someone new.</p>
<h3>Autumn</h3>  <p>There is a marvellous closeness built up with well paying clients, who might not always approve of your eccentric and strongly different opinions. This month, you are especially fond of the life on the road. You are more receptive and gentle on a romantic level, and tend to be sentimental or nostalgic now. You might decide to change jobs, and if your work has not been fulfilling in the past, then initiative to make changes should be taken. A situation on the job or with your co-workers may seem to be all consuming of your energies, and some review may be in order.</p> <p>On any failed percentile roll ending in 2 or 7, roll again.</p>	<h3>Earth</h3>  <p>A happy time with the family, success, pleasant functions, a time of peace, happiness and tranquillity in the family. Happy occasions in the family and invitations to auspicious functions of friends and relatives. New additions to the family such as marriages or birth of children, pleasant functions, recognition of service, enjoyment with opposite sex, agreeable events, outstanding reports, gain of wealth, new properties, pleasure, prosperity, success in undertakings.</p>	<h3>Death</h3>  <p>Good news - you are changing for the better. You have seen out of the corner of your eye or maybe thru a fae river stone those creatures of the death from another work. The sound of someone crying can be heard in the distance at night. Any child conceived this season will be the same aspect as you. Mindless steps forward will be folly.</p>

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

The Willing Prince

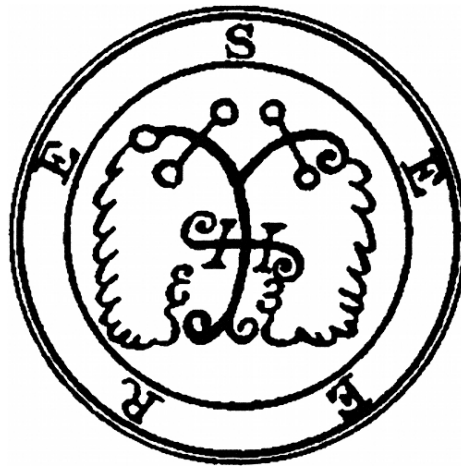
Last issue I advised you to learn all you can about any Daemon you are liable to encounter before dealing with them.

Well, without a doubt, the Daemon you are most likely to run into is the entity known as Seir, or the Willing Prince. He even once attempted to become a member of the Guild! Several Guild members have been foolhardy enough to accept his pact (or felt they had little choice in the matter, as sometimes happens). Furthermore, it seems that the Willing Prince is continuing to actively recruit Guild members.

The Avatar of Seir usually appears as a handsome male human with yellow-blond hair and piercing light blue eyes, who may or may not be riding a silver stallion with gryphon wings. Seir is closely associated with avians, and may take the form of a bird, often a dove or a hawk. In human form he speaks with a soft and cheerful voice, and is generally pleasant-natured and amiable.

The powers of Seir are predominantly focused on travel and Air magics, but it is his ability to bring abundance, to help in finding hidden treasures or in robbery, or to simply bring good luck that make Seir popular. But none of this is to be trusted, because however benign he may appear, Seir is very much a Daemon. He does not have your best interests at heart (it is a matter of conjecture whether Daemons have hearts at all... since their avatars vanish when they are killed, no-one has dissected one).

Unlike many Daemons, Seir is openly worshipped on Alusia, mainly in the south east, and in the city of Rokar. His followers believe very much in living for the present, rather than worrying about the future. His temples encourage gambling and fleecing unbelievers for "involuntary donations". Seir may not be the Prince of Thieves (that honour more accurately goes to Valefor, the Duke of Thieves), but he comes pretty close.



Followers may use the symbol of the dove, the hawk, or silvery wings, as well as the seal of Seir as depicted above.

Seir's origins are lost in the mists that surround the War of Tears. Some say that he was once an elf named Astronia. This Astronia was a powerful Shaper and Time-Mage and an ally of Foras, the President of Seekers.

As for dealing with Seir, all I can say is be careful. He will try to mess with your head, he may steal your stuff (if you're missing an item or two after an encounter, you know who to blame). Remember that you are his playthings, and he will toy with you. Seir may give you gifts, but his generosity is liable to be two-edged, and is undoubtedly designed to for the ultimate benefit of himself. Guild parties have taken on Seir's avatar, and hurt him badly in the past, so it is perhaps surprising that he continues to treat with us. You can be absolutely certain that he is up to something, and it won't be good. Although it may appear to be... in the short term.

Next Issue: The Beautiful 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

Michaelines Errant

Four Michaeline knights, in search of adventure (or at least, something evil to destroy) found themselves on roads converging at a crossroads. They readied their weapons for the fight, until they all spotted the sigil of Michael on each other's shields. From the clues given, can you find each knight's full name and the name of his horse?

First Name: Sir Bernard, Sir Izram, Sir Ofwen, Sir Pyrodes

Title: le Guerre, de Saint-Michel, the Just, la Rouge

Horse: Lightfoot, Moonlight, Rusty, Sable

1. Rusty's rider did not approach the crossroads from the south-west.
2. Sir Pyrodes was not the man from Saint-Michel whose black stallion was called Sable.
3. Sir Izram le Guerre rode a white horse.
4. Sir Bernard approached from the town of Castamir, south-east of the crossroads.
5. Sir Ofwen, mounted on Lightfoot, was on the road directly opposite the one use by the knight known as "the Just".
6. The horse on the road from the village of Wood Bridge, north-east of the crossroads, was called Moonlight.



More Riddles

Dwarf made,
From golden crops,
With a little lift
From humble hops!
What am I?

Peddle to peddle,
No time to sit,
Making gold magic,
From flowers and spit!
What are we?



Every day,
Dragged with sorrow,
The work that's done,
Grows back tomorrow
What is this?



All I can do
Is roll, boil, bake, or fry,
Someday...
I hope to fly!
What am I?

Lucius for Greater Enchantments!



**You decide
what you want!**

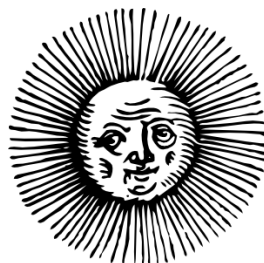
Are you feeling outdated and under powered? What you need is a Greater Enchantment!

Only 200 sp per cast rank plus the materials cost.

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

What's Hot

Riding Wagons.
Massages and Hot Springs.
Healers
Naiads
Philosophy
Witches
Earth Fairies
Cookies
Poison immunity
Gold



Answers to Last Issue's Puzzles:

Demonic Dilemmas

First: "You will neither kill the Calimar nor Pact to me".

Second: top left = 3, middle right = 2

Third:

- 1) Fill the 5 litre can.
- 2) Empty the 5 litre can into the 3 litre can, leaving 2 litres in the 5 litre can.
- 3) Empty out the 3 litre can.
- 4) Fill the 3 litre can with the 2 litres from the 5 litre can - leaving 2 litres in the 3 litre can.
- 5) Fill the 5 litre can.
- 6) Fill the remaining 1 litre space in the 3 litre can from the 5 litre can.
- 7) Leaving 4 litres in the 5 litre can.

Riddles

First: Weapon

Second: Love

Third: "Swap your camels!"

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.

What's Not

Riding Void Wolves.
The Cold, the Very, Very Cold.
Ranting priests
Succubi
Flawed Philosopher's Stones
Necromancers
Zombie Pixies
Poisoned waters
Devouring things you shouldn't
Lead



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.

Please contact Phaeton at the Guild.



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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.



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!).



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 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

