

# The Seagate Times

Issue 89 - Summer 816

## Drow Queen Replaced!

### Elves and Drow now to Interbreed?

By Alandis

Our party was employed to assist in brightening the future of the Elven race by reuniting them with their Drow cousins, despite the fact that both races hate each other with a passion. According to the majority of the party, a diplomatic approach was out of the question.

Right from the start, our employer sensed that no one in the party was favourable to the idea of mediation, so the next best thing would have been the harsh approach. Sneak in, capture a few, and return with them to Alusia.

Once in Dylath, however, our contacts at the thieves guild informed us of a slave convoy headed to the capital. We speculated they we intended to be the sacrifice for the Queen's Ascension.

So the party plan was quickly changed; we would try to capture the slave convoy, infiltrate the Drow society, replace the Queen and mediate with the new Queen for her assistance in the reunification of the two races.

The group of heroes ventured into the wilderness of Terranova for few days, where we helped a settlement of Frogtopi interested in taking up a new residence in a flooded mine. The slave convoy was intercepted few days later, and thanks to a successful and debilitating food poisoning

operation and ambush, the Drow were captured along with the seven hundred slaves.

On returning to Dylath with slaves in tow, we infiltrated the Tower of Records to 'find' the documents for our new Drow family. This family with our new found riches quickly climbed the high society ladder. As the family gained importance, the party, under guidance of the Eldar Goddess Sha'mez, constructed a Golem for the destruction of the demonic city Mana Source.

Meanwhile, a new prophecy given by Varda's High Priestess, and written with the help of the Elven Goddess Varda was displayed in the firmament. This described the imminent destruction of the Drow Queen and sent the entire Drow

**Travellers Advisory:** Please keep a watchful eye and report the activities of any Drow spotted in Ladlaugh. They are here under instruction to mingle with the Elves, however they should be closely guarded as they take social assassination to a whole new level and their Elven brethren may not understand the appropriate nuances.

Any Drow spotted beyond the borders of Ladlaugh should be directed to join the delegation.

society into turmoil. A few days later, Elves and Drow started feeling a call towards the local capital city. This compulsion sent the whole city of Dylath into disarray, and after a quick

investigation we learnt that the last time this sensation was felt, was just before the last Demonic Ascension attempt.

At this point our scheme was set in motion and, like well-oiled cogs in the machine, the plan was executed. The mana source in the city was destroyed and the party headed to the capital, where we slew the Queen as planned. With the ascension stopped and the Queen dead, the party return to Dylath to aid in appointing a more sympathetic heir as the new Queen.

The Coronation was a success and due to numerous subterfuges, a delegation of five hundred Drow was despatched to Ladlaugh under the Lord Protector's promise of safe conduct for the next spring rites. It is rumoured that the Lord Protector has the Army of Five on standby and may resort to deploying the 23rd Legion if anyone gets antisocial. (GM:William)



# Into the Valley of... Drow

By Aurora

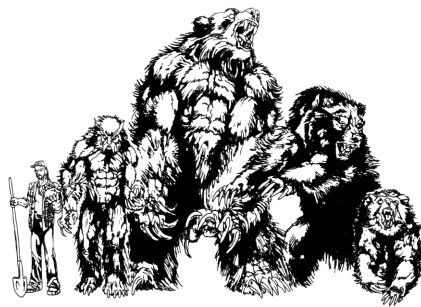
We were asked by the Baron of Silverstream, which is located in Ranke, to go into the woods and find out what had happened to some woodsmen who had gone missing. When we got there, at the fort they were using, we discovered that the woods had wild roses growing in it, interspersed with the trees, and that the woodsmen were the victims of foul play. Further investigation led us to an area, surrounded by roses, which was the lair of rose pixies. These pixies proved to be completely un-cooperative but we did notice that some of them were missing ears, and others had human ears instead. We also concluded that these fae were also under some sort of compulsion.

Back at the fort, while trying to figure out what to do next, the fort was attacked at dawn, by a flight of four fire drakes, who strafed the fort with fire and dropped a rock with a magical message on it. The message was from a drow and it basically said, "Leave my valley or face the consequences". During the fight, two of the drakes flew off and we were able to follow them to their lair. It seemed odd that their lair was cloaked in invisibility but, owing to cunning on our part, we were able to sneak up on them and kill most of them. The two that got away, we followed to where the drow were, in an underground lair, again surrounded by illusions.

We snuck in the back way, after killing the remaining drakes, into the complex and explored it, taking on various threats such as golems, and 'liberating' the goblin cook. There were no sign of the drow and it took us a while to find the secret passage to the basement. Once down there, we found a whole heap of undead as well as eight Drow, who were performing some sort of ritual. We took them on, won, and turned over the surviving Drow to the Baron. We split the salvage got paid, and returned to the Guild.

GM: (Jacqui)

*Rose  
sprites  
have  
attitude!*



## All Change

By Grizelda (GM: Bernard)

We were meant to be testing some potions that gifted us with new ways to do magic for the High Lord of New Alberon. Instead most of the party ended up being radically changed.

The first to be changed was Ben, since it was required that he have a College of Magic. This was done in the Sea of Grass, where he lost the ability to become a hound in exchange for the Celestial College. Then we travelled to New Alveron (which apparently appeared on Rangiwhero in Pasifika a year or two ago) and got our tasks which were:

- Find out what happened to the envoy
- Investigate a Ring of lesser dragons
- Secure a shipment of gems
- Secure a shipment of hard woods
- Drop a certain box into a suitable volcano...

We did the last first, and since we still had a halfling in the party, this was not difficult. We travelled to the island of Palestrina and dropped the box into a crater of molten lava near Magidika.

Finding out what happened to their envoy was very much more difficult. We learned that he had gone into the interior, so we obtained passage inland as caravan guards. And were attacked by goblins. Then Wordsmith got into a spot of bother with a wyvern, and in order to fix it he entered into calling on the desert spirit of change. Anook and I joined him, and we were changed too. We started out as a dwarf, a hobbit, and a giant, and at the end we were all shape-changers.

We tracked the envoy to the Massif, where a dragon explained how they were using him as a plaything. Deciding that separating a ring of dragons from their toys would be a bad plan, we went on, and sorted out the two shipments without much difficulty. So, we did complete the tasks, but not as our employer intended, without testing much of the magic he had intended us to.

## 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).

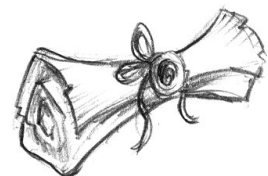
**The Ransom Agreement:** You agree not to take action and/or hostilities against the group or persons who collect the ransom for ten years and one day, unless required to rescue a fellow guild member.

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



**Grizelda:** I believe they call this exploring virgin territory...

**Aaron and Ben:** Well, these virgins we must explore!

**Latron:** People who don't build coastal cities to resist tidal waves get what they deserve.

**Ben:** Are you related to Lath?

**Wordsmith:** "Cheating geography!"

**Anook:** What do dragons eat?  
**Aaron:** Anything they want!

**Mungo:** "Taking Odins advice I shall henceforth be known as 'Mungo the Humble'"

**Mungo:** "We drink before and after battle - seldom during" - Mungo.  
**Sir Wojer:** "Well....."

**Sir Wojer:** "Mungo! You hit him from the back. That's not like you."  
**Mungo:** "No I didn't. I hit him from the back-SIDE."

**Sir Wojer:** "Mungo - You hit it from behind."  
**Mungo:** "More from the side actually."

**Sir Wojer:** "Drow illusionist? What do they look like?"  
**Aurora:** "I don't know - they keep changing their minds."

**Sir Wojer:** "We're bringing civilisation to this dungeon - one elf at a time."

**Aurora:** "Are the sheets silk?"  
**Pierre:** "Only an elf would ask that question in the middle of an underground dungeon."

**Sir Wojer** to **Aurora** as he daimed the silk sheets: "Back off, bitch!"

**Aurora:** "Sorry Mungo. Did you say sextant or sex tent?"



**Amira:** "Which part of the forester is the pickle?"

## 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.

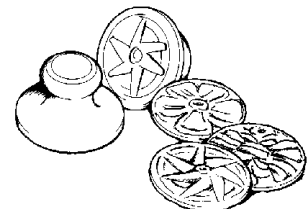


## HOLY PRESS New Flavour

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 New Territories (on Purple) and How We Made Them

By Dave Rottenborrow (pseud.)

Many guild members have taken the offer of His Imperial Magnificence **King Jean 4th** (long may he etc., etc.) to swap a plug of Alusian land with a Purple plot to establish a new farm (sorry, "Estate"). The few of you who sent Orchards or Livestock have already made healthy tax-free profits. But no mere human can truly tell you how the former semi-arid wilderness was made into lush pastures and woods with free flowing springs and streams. Because it was done by us Hobbits, with help from Dwarves and a Dragon Duchess.

*Once upon a time ...* Previously, because of their superior scouting and amazing aerial-combat skills, Hobbit men were pressed into military service for the campaigns — except those of us with even more remarkable running-away Skills. The **Imperial Union of Duchies** (mostly humans & hobbits), from the North, home isles and archipelagos, and the many colonies on the Western Continents were fighting (admittedly some more than others) for control against the reptilian minions of the so-called **Fane** what are vicious gods of the Far Eastern Continent. We were fighting over the Southern Continent's resources; especially its ores like Rainbow, Rose, & stinky-metal and **Aerium** all of which are essential to the I.U.D.'s interplanar trade. The gold, gems, and indigenae were useless either.

*Twice upon a time ...* In 797 WK, those of us returning from other planes noticed a change: no more I.U.D.; Elves were a lot less mythical than before, especially those running the pan-species so-called "Federated Duchies"; no plumbing, urban or private; rickety buildings. Also no War or Settlers on the Southern



Continent, Yay! Officially it's believed some Fane Doomsday Ritual went wrong. Changing topic entirely, I'd just like to say "Hello!" to my friends at the Guild, since the only recent historical events that both the I.U.D and F.D. roughly agree on are the recent visits from Alusians (especially Amelia Moonbraker and her friends). Possibly a coincidence.

This means that the recently re-founded I.U.D. on the Southern Continent is entirely comprised of Transported Felons, Lunatic &/or Political Exiles; plus Guards, Soldiers & Airmen training or stationed off-plane; and wealthy holiday-makers; and especially petty politicians or nobles that heeded the Dire Warnings fleeing off-plane with their Towns, Estates, or unofficially borrowed parts of the Imperial Capital. We hobbits were still being press-ganged for the expected Wars with the Usurper Elves, &/or the **Master-race** & other sub-minions of the Fanes (who don't cross seas apparently). So we hobbits either hid with the nonconformist re-settler from **Dowland** (and **Gond**, to a lesser extent) or high-tailed it to mountains a mile or more above sea-level which are fatal to all bigger races except Hobbits, Dwarves, and one Hobbit-friendly **Duchess of Iceland**. In particular, the Wasteland now called the **New Territories**; it is near the equator so the treeline is two miles high. We survived easily on **Summoned** storms from the South, **Blessed** crops, beer, and Freedom. And we trade... "unspecified things" for cheese and other products from the Highland Hobbits of the **Western Duchies** (Atlantiss, Narrow Neck, Pascua, etc.), and also the Dwarves of Val'Dido and Hy-Brasil.

It turns out the Elves aren't that militant (or maybe just not yet); the Master-race slew their god and live content in the northern coastal desert which has no strategic resources: they don't bother us; and, given the choice, not even humans bother telepathic, possibly mind-reading, really strong, god-killing reptiles.

So all technically deserter hobbits have been pardoned (Grateful, I'm sure) and given all the NT highlands (Very grateful, truly) in exchange for helping you lowland settlers. The non-volcanic craters on the high plateau, which you'll never see, but take our words for it, are filled with cubic miles of Ice not wanted in Iceland — apparently tossing it in mountain receptacles 40 degrees further north is less hazardous and much more

profitable than just chucking it in the ocean. Obviously the ice creates mist and, more importantly, feeds the spring sources of the streams that keep the woods and grasses of New Territories green. Incidentally, the rest of the continent (other than off-plane plugs) has bracken & ferns as ground cover ... don't know why.

The **Dwarven Fortress** on the top of the plateau is not invisible: you just can't see it from your low angle. The Dwarves are the ones who "dug" the J4 Grand Channel that now separates the New Territories from the rest of the Continent, enabling you to ship your produce from the Gulf of **Whitehaven** (on the East Coast) to **Aquatica** and then, by portal, to the rest of Continent. The Channel also stops the carnivores reinvading the New Territories. We fairly sure we've killed all the velociraptors remaining (you're welcome), but do let us know if you spot any ... the crimson and yellow feathers are quite distinctive.



Dry staples are better shipped by Aerium balloon ships out of Whitehaven. If you want to trade with the Western Duchies, or to go home the long way (provided Isil Eth & Ameila have their portal open), then use **Porte-le-Roi** on the West coast.

Finally, the Dwarves operate scheduled services to and from Seagate, but I understand they appreciate advanced notice if you wish to be picked up from your New Territory Estate or if you are transporting many people, or more than a ton of personal possessions.

Bonne Chance!

(GM: Mike P.)

# Life at Sea...

## And More about Pirates

Life in the merchant navy has meant that I have been to most ports across Alusia and I've encountered many a free-wheeling fellow sailor in the dassy local establishments which we like to frequent and on their behalf I'd like to give you all an appreciation on the hardships they all suffer and how their lives really are.

To some of you, they are pirates, some of you see them as robbing the rich to give to the poor, and to others they are privateers and it's all about perception of the time, location, need and circumstance.

Life aboard sailing ships is anything but comfortable and the seamen often live in cramped and filthy quarters while the seagoing rats gnaw through anything, including a ship's hull. Food is often spoiled or becomes infested and fresh water turns foul. One staple of most ships is hard tack, which seaman often eat in the dark to avoid seeing the weevils that infested the square biscuits. To soften the hard tack and make it more palatable, cooks might soak and boil them in rum and brown sugar to create a porridge-like mixture.

Most pirates look to restock their food supplies by stealing from other ships' stores and in some cases they also catch turtle for fresh meat. Sea turtles are easily snared on islands and are kept alive in the ship's hold until needed. Their soft-shelled eggs are a popular delicacy. Some pirates' recollections of their adventures also mention fishing for dolphins, tuna, and other varieties of fish. One particular dish is salmagundi, which could be called a chef's salad and it contains marinated bits of fish, turtle, and meat combined with herbs, various vegetables, spiced wine, and oil. This concoction was then served with hard-boiled eggs, pickled onions, cabbage, grapes, olives and such like. Pirates also eat yams, plantains, pineapples, papayas, and other fruits and vegetables indigenous to wherever they ply their trade. They drink lots of concoctions such as brumboo (a mixture of rum, water, sugar, and nutmeg), Rumberfustian (another popular drink that blends raw eggs with sugar, sherry, gin, and beer) and in general they simply enjoy imbibing beer, sherry, brandy, port and other alcoholic beverages of varying quality.

When food was scarce, they resort to more desperate measures to stay alive.

Elaine de Montfort's crew ran out of food and purportedly ate two slaves and her husband to sustain them. In 770, Sir Conrad Morgan's crew ate their leather satchels. They recommend cutting the leather into strips. After soaking these, they tenderised them by beating and rubbing the leather with stones. They scraped off the hair, then roasted or grilled the strips before cutting them into bite-size pieces. The recipe suggested serving them with a lot of water.

Among artefacts uncovered in shipwrecks, pirate havens, and other areas frequented by pirates, wreckers have found glass wine and brandy bottles, earthenware beer bottles, pewter plates and tankards, and silverware, especially knives and spoons. Pirates, however, prefer to eat with their fingers.

Some pirate ships had galleys and some, like Captain Vulgon Arkidd's galley, had none. Instead, food was cooked in a cauldron with a brick hearth that operated only during periods of calm weather. It was located far from the sails and tar barrels to prevent accidental igniting of the materials.

Between the excitement of sighting sail and weathering dangerous storms, pirates follow the same dull routine that numbs seamen's minds. Much of their time is occupied with the care and maintenance of their ships. They patch sails using pickers (used to make small holes in canvas), seam rubbers, needles, and sailmaker's palms (provides protection for the hand). They splice ropes with a fid. To keep the ship watertight, they hack old oakum from seams using a jerry iron, drive new oakum into the seams with a caulking iron, and then ladle hot pitch into the seams to seal them tight. Sometimes they seek the shelter of hidden coves to careen their ships to remove the worms that bore tiny holes in the hull, producing leaks, and to scrape off barnacles that slow the ship.

Pirates relax much like other seamen. They play cards or roll dice, although most articles of agreement forbid gambling on board ships to prevent arguments that divide the crew and might prove fatal to one or more participants. At sea they chew tobacco rather than smoke because of the ever-present threat of fire, a serious fear aboard wooden ships. They carve, sing, and dance jigs. When ashore, pirates squander their booty on drink, women, and games of chance. They smoke clay pipes. Tavern keepers serve them beer and wine in black jacks, leather tankards

coated with pitch, or pewter tankards.

No matter where they sail, pirates frequent friendly ports. Ashore, some pirates emulate gentleman merchants by wearing knee breeches, stockings, embroidered waistcoats, lace-trimmed shirts, long coats, and shoes with silver buckles and high heels. A few wear powdered wigs or ornate jewellery. They acquire these brightly coloured garments as shares of booty taken from captured ships. Some pirates dress like gentlemen when facing their own executions by hanging: velvet jackets, taffeta breeches, silk shirts and hose, and felt tricornes. One of the best dressed pirates was Black Barack who dressed in a rich crimson damask waistcoat and breeches, a red feather in his hat, a gold chain round his neck, with a diamond cross hanging to it.

While at sea, they usually wear one outfit until the garments are no better than rags. Seamen favour fear-noughts (short jackets of heavy blue or grey cloth) or canvas coats (in foul weather), red or blue waistcoats, plain or checked shirts (often blue and white), and petticoat breeches (canvas trousers cut a few inches above one's ankles). These are often coated with tar to make them waterproof and to deflect sword thrusts. Shoes are worn on shore, but rarely aboard a ship. To protect themselves from the hot sun, they wear knotted scarves, tricorne hats, or various styles of caps.

Most people who chose to go to sea do so at a young age. Life at sea requires stamina and dexterity that older humans no longer possess. Seamen haul on wet ropes during the day and at night. Aloft, they handle heavy sails in calm or stormy weather. They man pumps for hours on end. Their damp and dark quarters smelled of bilge-water, tar, and unwashed bodies as well as the assorted livestock that provided them with fresh meat. They spend weeks, months, and sometimes years at sea far from home. They weather storms, attempt to steer clear of uncharted shoals, and worry about having sufficient food and water until they make their next port.



Piracy offers sailors a choice between starvation, begging, or thievery and possible riches beyond their wildest dreams, which outweighs the threat of execution if caught, and a short life-expectancy rate.

Another aspect to the financial rewards was that pirates own a share of the spoils captured. Privateers turn over their booty to the governments that license them. Although they receive a share after the goods were sold, that money was either a long time in coming or a paltry amount when compared to the risk taken. It is always the treasure—gold, silver, silks, spices, and gems—which lures lawful sailors to turn pirate.

Some see piracy as a means of escaping the gruelling work and terrible conditions at sea. In addition to the filth, cramped quarters, and insufficient or spoiled food and fresh water, dampness permeates their lives. Each new port exposes them to new diseases that often swept through the crew because they eat, slept, and work in close quarters. Disease—including scurvy, dysentery, tuberculosis, typhus, and smallpox—kills many seamen. This is why healers are so valued at sea, and why sailors will often visit a church or temple when in port.

Others wish to escape the cruelties inflicted on them for minor and major infractions. Piracy promises a better way of life, the chance to make their fortune, and the opportunity to leave the drudgery of life on land. As pirates, all people are equal. No longer does one person outrank another. The crews choose their captains, and sign articles of agreement to ensure that everyone earned a share of any prize taken. Such freedom is unavailable to men who remain on the right side of the law.

In some parts of the world, though,

people become pirates out of economic necessity. Fishing and boating are their means of livelihood. If the fishing dries up, they needed to find another way to earn enough money to live, and so resort to smuggling or piracy. This has been true for centuries along the southeast coast of Hindi.

That's not to say all who turn to piracy do so willingly. When pirates capture a ship, they either kill those lacking useful skills or put them ashore. Able-bodied seamen, however, especially those who possess a specialized skill (healers, carpenters, coopers, troubadours, and especially mages) have no such option. Pirate crews always need people familiar with ships and the sea, and so force them to join in their nefarious trade.

Whether willing or not, pirates hail from many nations. While most were illiterate and came from poor families, some are educated gentry.

Some common misconceptions about Pirates:

#### 1 . Pirates Rarely Bury Treasure

Some pirates buried treasure but most never do. There are reasons for this. First of all, most of the loot gathered after a raid or attack is quickly divided up among the crew, who would rather spend it than bury it. Secondly, much of the "treasure" consists of perishable goods like fabric, cocoa, food or other stuff that would quickly become ruined if buried.

#### 2 . Their Careers Don't Last Long

Most pirates don't last very long. It is a tough line of work: many are killed or injured in battle or in fights amongst themselves, and medical facilities are often non-existent. Even the most famous pirates in Alusian history were only active in piracy for a couple of years.

## Potions for Purchase

### Potions of Protection

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

### Potions of Mind Cloak

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

### Potions of the Mortification of the Flesh

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

### Potions of Infertility/Fertility

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

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

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

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

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

jim.arona@gmail.com



### 3 . They Had Rules and Regulations

If all you ever did was listen to rotten old seamen talking about their life at sea, you'd think that being a pirate is easy: no rules other than to attack rich galleons, drink rum and swing around in the rigging. In reality, most pirate crews have a code which all members are required to acknowledge or sign. These rules include punishments for lying, stealing or fighting on board (fighting on shore is okay). Pirates take these articles very seriously and punishments can be severe.

### 4 . They Don't Walk the Plank

Sorry, but this one is another myth. There are a couple tales of pirates walking the plank, but little evidence to suggest that this is a common punishment. Not that pirates don't have effective punishments, mind you. Pirates who commit an infraction can be marooned on an island, whipped, or even "keel-hauled," a vicious punishment in which a pirate is tied to a rope and then thrown overboard: he is then dragged down one side of the ship, under the vessel, over the keel and then back up the other side. This doesn't sound too bad until you remember that ship bottoms are usually covered with barnacles, causing very serious injuries.

### 5 . A Good Pirate Ship had Good Officers

A pirate ship was more than a boatload of thieves, killers and rascals. A good ship was a well-run machine, with officers and a clear division of labour. The captain decided where to go and when, and which enemy ships to attack. He also had absolute command during battle. The quartermaster oversaw the ship's operation and divided up the loot. There were other positions, including boatswain, carpenter, cooper, gunner and navigator. Success as a pirate ship depended on these men carrying out their tasks efficiently and supervising the men under their command.

### 6 . There are Women Pirates

On Alusia, it is not unusual for women to strap on a cutlass and knife and take to the seas, most often in all-female crews.

### 7 . Piracy is better than the Alternative

Are pirates desperate people who cannot find honest work? Not always: many pirates choose the life, and whenever a pirate stops a merchant ship, it is not uncommon for a handful of merchant crewmen to join the pirates. This is because "honest" work at sea consists of either merchant or military service, both



of which feature abominable conditions. Sailors are often underpaid, routinely cheated of their wages, beaten at the slightest provocation and frequently forced to serve. It should surprise no one that many willingly choose the more humane and democratic life on board a pirate vessel.

### 8 . They come from all Social Classes

Not all pirates are uneducated thugs who take up piracy for lack of a better way to make a living. Some of them come from higher social classes as well.

### 9 . Not all Pirates are Criminals

Sometimes it depends on your point of view. During wartime, nations often issue Letters of Marque and Reprisal, which allow ships to attack enemy ports and vessels. Usually these ships keep the plunder or share some of it with the government that had issued the letter. These ships were called "privateers".

Misconception: Pirates speak with a "pirate" accent.

Truth: Pirates speak with many accents. "Arrrgh, matey," and other "piratey" phrases have their origin in the vernacular of pirates throughout the ages. Other inaccurate stereotypes from docks far and wide include peg legs, hooks, eye patches, and parrots.

Misconception: Pirate, privateer and buccaneer all mean the same.

Truth: A pirate is a violent seafaring criminal who acts without sanction from any government. A privateer has been given letters of marque or a commission from a government to harass, detain, and plunder any ship not flying the colours of that government. A bucan is a bar-b-que on the beach, so a buccaneer is a person who bar-b-ques. Eating bar-b-qed pork on the beach sounds far from abhorrent. However, since pigs went feral after escaping from the ships of early explorers, they became a nuisance to landowners and a popular source of food for the lower classes and pirates. "Buccaneer" is a derisive term describing uncouth eating habits, similar to calling someone a rat-eater.

## 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.)



# A Guide to Dwarves

The life of a dwarf is a sometimes unpleasant one, especially when your nearer to the 'wild' elf who's idea of personal hygiene is occasionally using mint leaves for a bit of freshness but otherwise allows all sorts of crap and shit (literal) to cake up upon their body and legs.

But we're hardy folks and put up with almost anything with our special brand of stoicism but I thought I'd enlighten you with a bit more about my people to further our mutual understanding.

The basic introduction about the Dwarven race is as follows - we dwarves are predominantly a subterranean race that live both in mountains and under the lands that most other races (especially the fast breeding) humans have claimed for their own. We dwarves are generally long-lived, we put a great emphasis on the importance of the past and both honour and the clan are very important to dwarves, who will die before allowing dis-honour to themselves or their clans. Now you should all know that while dwarves are slow to make friends outside their immediate family and clan, but once the bonds of friendship are forged with a dwarf they last until broken by death and we can be counted on to be steadfast in loyalty, love, courage and resolve.

When we Dwarves talk of honour we talk of Clan Honour, Oaths and Obligations. Now while all dwarves have great respect for the lives of themselves and each other, our honour and mutual obligations holds dwarven society together and almost any dwarf would rather die than see dishonour come upon themselves, their family or their clan. Clan honour is something that all dwarves are taught about as children and it is really a fundamental part of our psychology. As a Dwarf your Clan is your life, your honour, your brethren and without the clan, a dwarf is nothing. A rock by itself is nothing more than a stone, swept around by the wind and water. A thousand rocks fused together

by unbreakable bonds are a mountain. Storms pass it by and the sea breaks against its shoals.

There are cardinal rules of being a dwarf and these are;

- Never betray the Clan - don't betray it not by acting, don't betray it not by failing to act, don't betray it not by deed and don't betray it not by word, sign or inscription.
- Never kill a member of the dan. To slay one's own brethren is to slay one's ancestors. To slay one's ancestors is to slay one's self.
- All disputes within the Clan must be resolved within the Clan when possible.
- All outcasts to the Clan will not be chased or hunted but will not be permitted in the same space as true clansman. While outcasts can never return to the dan, they deserve pity since they can't join with the ancestors after death.
- Your Oath is your blood, your honour, your worth.
- Never break a dwarven blood oath.
- All blood oaths by a dansman shall be honoured by the Clan.



Unto obligation and responsibility is due the respect of ages. Respect and importance in dwarven society is based on obligation not privilege. Respect must be given to those of any race who take on great obligation. A dwarf that shows disrespect for those who deserve praise must deliver a blood apology. A dwarf must insist that an insulting person deliver a blood apology if the target of the insult is someone of great honour. A blood apology is an apology where the person seeking forgiveness cuts their own wrist or hand as a token of sincerity and such a dwarf would not be able to use their hand/arm until bandaged. A dwarf will never insist that someone deliver a blood apology if the dwarf is the target of the insult.

Now I must address an aspect of our racial imprint and that is what appears to be to outsiders as our miserly attitude. We dwarves have a great love for gold and other fine treasures and have a very hard time giving it away. Furthermore, dwarves care greatly for the wealth of the clan, and seeming like a spendthrift is extremely dishonourable.

## Dwarves on the Surface

Many elements of cultures above ground appear alien to dwarves who have never seen such a disorganised land of varying features, creatures, flora and fauna. Just as most humans are unfamiliar with cavern flora and fauna, the surface plants and animals will often seem strange to dwarves. So too will the food, since the dwarven diet often consists of things like mushrooms, moulds, snakes meat, lizard meat, and cave fish. Dwarven society also has a very precise set of social norms very different from that of humans and elves.

Agoraphobia (fear of open spaces) is also common among average dwarves. Just as most humans are uncomfortable in caves, most dwarves are uncomfortable without a solid ceiling overhead. However, dwarves found on the surface (that is to say, any dwarven adventurer) won't have this problem, for the same reason that severe claustrophobia isn't common among human spelunkers.



## The Twelve Commandments of Dwarves:

- 1) Thou shalt be stoic: Dwarves live in rock. They are tough and like it.
- 2) Thou shalt remember the clan: The clan is central to the life of the dwarf. Dwarves would rather die than see harm come to their clan. Dwarves also generally defer to those with greater honour and responsibility but politely let their leaders know if they disagree.
- 3) Thou shalt act honourably: Clan, Oath, and Obligation.
- 4) Thou shalt put the lives of other dwarves above all else. Nothing is more important for a clan without clansman is no clan.
- 5) Thou shalt be practical. Dwarves are very down to earth. (Pun intended.) We are not in the practice of denying or concealing things. It is very dwarfish to praise the abilities of people and groups that you do not like. You consider it foolish to degrade someone's ability as a warrior at any point, especially if they are your enemy.
- 6) Thou shalt not fear death - death is the end of life and there is no reason to live if you cannot help the clan and then you must go and join the ancestors. There is also no value in the life of one that does not have a clan to serve. Lastly, nearly every dwarf would wish no more than to die in battle in great service to the clan. Such an honourable death brings honour to your clan, your ancestors and your descendants.
- 7) Thou shalt take great pride in thy race and thy clan: Humans really don't understand how dwarves work. That's OK; they don't have to. If you teach them to act honourably, so much the

better, but it does little good to get upset if they fail to use the proper etiquette.

8) Thou shalt be humble about thy self. It is dishonourable to brag of your own achievements. You announce your title to prevent others from dishonouring themselves, not to puff up your own ego. For example, a Prince of Carzala might introduce himself to a stranger by saying "I am Stonelord Rogan Argentum, but let me assure you that title merely represents the blood of my great ancestors and I am but a minor representative of our clan's great leaders."

9) Thou shalt be patient and deliberate (especially as you get old). Dwarves live a long time. Dwarves are slow to anger and slow to love. Dwarves are not driven by whimsy or impulse.

10) Thou shalt be passionate. Dwarves are slow to emotion, but the emotion they do feel burns fiercely inside them like a forge. It is hard to get a dramatic reaction out of a dwarf but when you threaten or insult something a dwarf loves, the reaction is pretty impressive. In this way, dwarves are also like the earth: it is hard to move the earth or get it to reach; but when the earth does react it is with a great and mighty force to be feared and reckoned with.

11) Dwarves distinguish rank carefully. Be sure to treat those with status especially well as long as they behave.

12) Thou shalt be respectful. It is more dishonourable to deliver an undeserved insult that it is to receive one. When dwarves wish to deliver an insult they will almost always phrase it so that it is an opinion instead of an accusation. Instead of calling someone a foolish knave, to avoid forcing an apology, a dwarf would instead say that someone reminded them of a foolish knave.

Dwarven children are beloved by the entire clan holding, and the strong dwarven constitution makes infant mortality less of a problem than in human families. Dwarven parents generally care for their own children, although the large extended family is extremely helpful both in allowing the parents to work and in caring for children if something happens to their parents. Dwarven children grow slowly over 30 years. Girls reach their full adult height towards the end of their teens, boys in their early 20s. However, dwarven children in their 20s are generally fairly skinny and their shoulders and hips do not reach their proper proportions for another 10 years. By the time they reach their mid-teens, dwarven children require comparatively little care and spend their time learning the trade they will need in adult life.

### Coming of Age

Around their twentieth birthday, dwarven girls leave their home for a little over a year. During that time, they live with the nearest Wise Woman or group of Wise Women where the young women are taught of the ancestors and of themselves. "The Passing of Youth", as this time is called, is a very important stage in the life of a young dwarven woman. The Passing of Youth ends with a ceremony where as many family members gather together and the young woman is given her marriage bracelet which she wears until she gives it to her husband. When this stage is completed, the young woman returns to her family where she prepares for the far more strenuous test, "the Burning Fire".

Young women are given a full turning (one year) to prepare for the Burning Fire, a series of three tests. The first test is perform an act of carrying something of the past to the future. Some young women will repair a damaged structure. Others might learn something of the past and record it in the hall of histories. In poorer families, young women frequently have to spend their time with crops, which can qualify as moving the past to the future, but nearly any woman would prefer a more honourable achievement. The second test is to ensure that the young woman can defend the clan. She is given a long knife and either a rod or axe, forged by her father when possible (or older male relatives if her father has passed onto his ancestors). She is then placed in a room with food behind her and a hungry beast in front.

### The Life of a Dwarf

Dwarves are a very long lived race. Dwarven women live about 200 years on average and dwarven men live about 180 years on average (but for married dwarves it often feels longer!). Some hardy and staunch women will occasionally live to about 220 and a few have lived to 250 in the past although this is rarely seen these days. (It is about as rare as a perfectly clear and flawless gem.)

### Children

Dwarves are like a good mineral seam or for you surface dwellers like a fertile valley as we dwarves have few fertility problems. Women are fertile twice a

year and their child bearing years last from their early 20's through their 120's. While dwarves are slightly less likely to conceive children than humans, dwarven women are fundamentally capable of having as many children as they wish, and the 15-month gestation period is generally easier on dwarven women than human women, due to their more stout skeletal structure. Although dwarven women are capable of having many children, feeding them is much harder. Most dwarves are malnourished in some way and only in recent years have populations begun to increase. Interestingly enough, the younger generations who are beginning to hit their adulthood are noticeably taller than their parents.

By any means she chooses, the young warrior must prevent the beast from devouring the food. Stories tell of a young priestess of a high mountain who covered her hands in the food.

When the beast came, it tried to swallow her arm; she resisted the pain and sliced open the beast from the inside with the knife in her hand. While the first two tests may be quite difficult, the final test is the most dreaded of all. Barefoot, the young woman must cross a path of burning coals, to retrieve a heavy tablet with her new family crest carved into it. Between the times when their sisters go through the Passing of Youth and the Burning Fire, dwarven boys go through their own coming of age. Boys are required to participate in "the Testing Depths". During a three year period of time between their 20th birthday and their 23rd, dwarven boys participate in three separate tests. The first test is the Test of Ceremony, where a boy is required to perform in a full year's worth of ceremonies for the first time. The second test is the Test of Steel, where a boy must forge his own axe and long knife and successfully kill with them. The final test is the Test of Bone, where a boy is sent out with his knife, axe, clothing and a piece of flint to a cave where he has never been. He is supposed to live there for a full month when an adult comes and gets him. After the testing, a boy is not yet considered an adult. Although he is "Tested" and is given nearly all the respect of an adult in society, he does not reach his adulthood until marriage and may not participate in a paired leadership position.

## Marriage

Most dwarves marry between the ages of 30 and 60. During the ceremony, the marriage bracelet is given from the woman to the man. At this time, the man leaves his own family and joins that of his wife. In the case of any cross-clan marriages, the man always joins his wife's clan because the physically distinct clan markings are passed down from the mother. During the marriage ceremony itself, gifts are brought from the entire family. Marriage represents the continuation of the clan and is the one of the few times that a dwarven family is permitted to honourably spend a lot of money. In return for all of the gifts, the bride and groom present the clan with a gift of their own. The gifts given by the new pair vary greatly but always represent the joining of past and present to form a new future. Such acts of

creation are often treasured by the entire clan holding and in some cases, actually become holy items of the clan. Creating a new holy item for the clan holding at one's marriage is one of the most honourable achievements that a dwarf can commit, short of dying in the clan's defence.

## Adult Life

Both before and shortly after marriage, young dwarves all pursue their own trade. Tasks in a dwarven community are divided loosely on gender lines. Generally, women are responsible for growing and the past so they tend to be responsible for agriculture, maintaining family trees, building structures and defending the clan. The men of a clan are responsible for making and the present, and thus tend to involve themselves in cooking, crafts, exploring, hunting and seeking out threats to the clan and destroying them. Regardless, dwarves are very practical and hardly anyone who shows a real gift for something will be kept from that profession. It should also be noted that the burdens of leadership, planning, ceremony and child rearing are the provinces of both sexes.

Most dwarven women prefer to bear all of their children in a 10 year period usually starting after they reach 50 and usually ending before they reach 100. Since dwarven parents spend a lot of time raising their children, they do this so they only have to spend 30-50 years of their life with children.

Even though dwarven mothers spend a great deal of time with their children in the first two years after they are born, once a baby turns 2, the mother will generally return full time to her task.

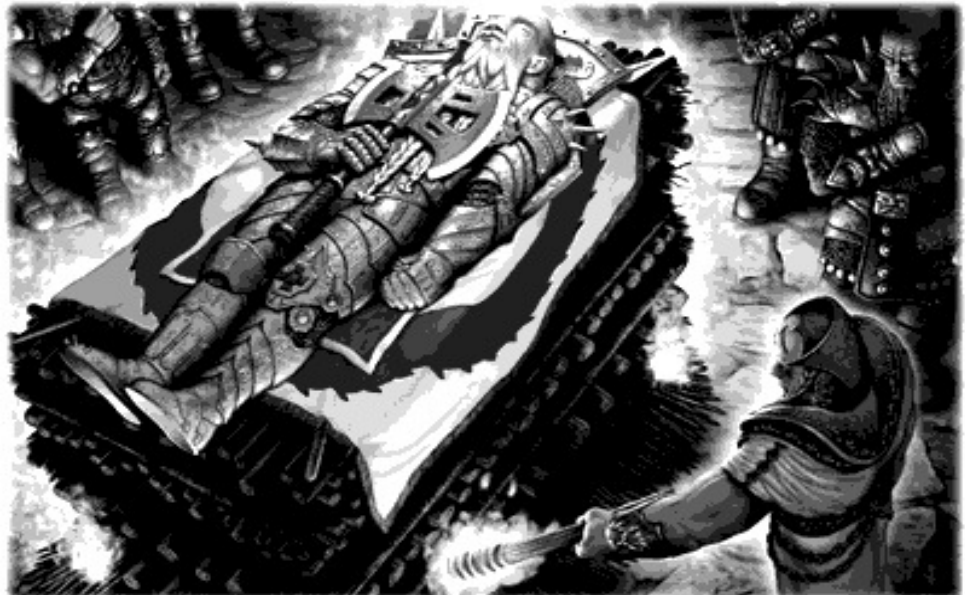
Children are usually left in the care of the elder members of the family while they grow up and thus have access to both elders who can teach as well as other children their age.

## Death

To the dwarves, death is not the barrier that it is to humans. While the dwarves also believe that they are brought before their ancestors as well as the great and ancient dwarven gods upon their death, judgment is not their fate. Instead, the dwarves believe that their souls merely stay upon the spiritual plane for a period of time until they are allowed to re-join the clan. Dwarves of great honour are permitted back to the mortal realm after a very brief sojourn while those of less honour remain for some time.

Upon returning to the mortal realm, dwarven spirits merge into the collective ancestral spirit of the clan. Those who spent less time with the gods retain more of their personality and their voice can sometimes be heard, almost as an individual, by the Wise Women. Those who spent more time with the gods become less personalized and tend to fall more into the great background consciousness. The very belief that all dwarves will spend eternity with their clan forms part of the centrepiece of dwarven clan honour and loyalty.

Now I hope that all of this has illuminated you surface dwellers about your Dwarven fellow adventurers and dwarves in general. Now go forth and smite the evil ones, bring home the gold and we'll drink many a tankard at the alehouse reminding each other of how we helped the world, protected the innocent and delivered glory to our family, clan and ancestors.















# Astrology Guide Summer 816

The Concave of Astrologers' in Adjeplar, have determined that the attempted 'dosing' of the Gates of hell, has changed the effectiveness of Astrology for Alusia. Once again astrology has become less effective and less tangible on both members of the craft and all sentiments' on Alusia.

∞ Seasons ∞

∞ Elements ∞

∞ Boundaries ∞

<h2>Winter</h2>  <p>The distance of time and allowing for looking under things or rediscovering things that once held value can be an eye opener for all. Adventuring goes underground and gets under your skin this season. You probably need to take up an offer to assassinate someone, or join some cult to learn new spells. Don't drink from the cult cool-aid. The two areas that will be in focus this season, are finances and domestic affairs. You will research a lot and seek expert guidance to invest your surplus funds in long-term high-yielding cargos. On the romantic front, nothing dramatic is anticipated. Your financial position may be far from satisfactory, but being the responsible person that you are, you shall manage by cutting down on ale and tavern wenches and lads.</p> <p><b>No modifiers.</b></p>	<h2>Air</h2>  <p>With the months of Meadow or Heat the flowers will seem a little brighter and colours stronger and deeper. Winds from the East blow something foul. Ice and Hill Giants may hold the cure for venereal diseases caught by the imprudent. Speak wisely to hare-lipped hags on hill tops.</p>	<h2>Solar</h2>  <p>Free your mind from negative thoughts. You need to be in high spirits to work with your fellow adventurers. Know their calibre help them accordingly. Trust them with their work and the rest would fall in place. Are you still confused? Eat more pork in the dark.</p>
<h2>Spring</h2>  <p>Swift career progress is possible this season often over the still warm bodies of friends unless care is taken. In fact, with the hard work that you are putting in, it is quite likely that you may reach the very top in your college. However, be warned Celestial Magics will be of mixed blessing for you. At times during this season, you may lapse into a nostalgic mood, and as you recall past events, you will try to analyse them critically, and if you find any mistakes or any method in which you could have done things in a better way, you shall try to implement the required changes into your strategy in your future quests. At home, you may have to take charge of things and behave in a very responsible and mature manner. Avoid disagreements at any cost, because arguments can really lead to bloodshed and feuds.</p> <p><b>No modifiers.</b></p>	<h2>Water</h2>  <p>The reading was clearly about dark powers and earth dwellers which are often deemed a failure. Speaking in rumours of wealth could also be seen as true. Also something about birds but it is unclear.</p>	<h2>Lunar</h2>  <p>Lovers who met under the night sky and are awake in each others arms at dawn may be cursed to take on new forms and need the guidance of a witch.</p> <p><b>A day sunbathing will grant an additional area for any greater enchantment you are under.</b></p>
<h2>Summer</h2>  <p>As you kick off the season, you shall be in a very creative mood and things will be progressing. New quests may come your way. At times, though, you may feel that things are going off the beaten path, but, being alert, you will nip the negative trend in the bud. If you are on the lookout for another steed, the stars shall not be in your favour, so wait for a more opportune time before searching for mounts. In your present stable, however, a foal may be expected, but not before the month ends. No problems are foreseen on the domestic front, and relationships with your loved ones will be civil.</p> <p><b>On any failed percentile roll ending in 5 roll again.</b></p>	<h2>Fire</h2>  <p>Smoke and flames from sinking islands can be trusted. Water adventures are again in favour this season.</p> <p><b>While sleeping under the nights' sky, your maximum fatigue and endurance is increased by 5 pts for the next 5 hours.</b></p>	<h2>Life</h2>  <p>Within the warmer summer months with life being closer, you are able to move more quickly this season (<b>gaining +1 TMR</b>). Mice and ducks seem overly friendly.</p>
<h2>Autumn</h2>  <p>In all areas of your life, the events that take place this month will lay the foundation for things to follow later, whether it is academics, job, business, monetary matters or affairs of the heart. It is said that this month is not really favourable for starting anything new, whether in your personal or guild activities, but it is favourable for analysing past events and learning from the mistakes you may have made. Don't be hasty, think of all the pros and cons before taking any decisions, because one wrong decision at this stage can really cost you dearly in the future. People around you, both at home and the guild, shall lend you all the cooperation you need, especially the people whom you have favoured in the past. However, don't let anyone intrude in your personal affairs. On the romantic front, singles may meet someone with whom they are likely to develop a long-term obsession. Married life will be smooth for those with more than one wife.</p> <p><b>No modifiers.</b></p>	<h2>Earth</h2>  <p>Being more grounded this season because the voices from the under city call to you. Look for the signs of the growing cult from the east. Those that tunnel - are said to tunnel well.</p>	<h2>Death</h2>  <p>The oddest thing you are getting a half effect death buzz from Undead this season. As White Lotus comes closer nightmares of lost friends calling to you from beyond the grave seem to warn you of unspoken words of power. 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

## The Beautiful Prince

It sometimes surprises me that we don't hear more of Sitri, the daemon known as the Beautiful Prince, especially when one considers how obsessive some Guild members are over their personal appearance. Maybe it's because the daemon in question is better than most at concealing himself—or perhaps he's just too busy having fun in the brothels of the Lunar Empire, or far Kinlu, or some such distant place.

The Beautiful Prince is, of course, noted for his great beauty. What many do not realise that he's a gender-bender. He doesn't just appear as an extraordinarily handsome well-muscled male, but also as a woman of ravishing beauty. It is said that his true form is that of a large, muscular man with the head of a leopard and the wings of a Gryphon. But who really knows? We are talking about a daemonic Master of Illusion magic here, folks. Do not trust what you see, hear, smell, taste or touch. When the Beautiful Prince is playing his tricks, you cannot trust anything you sense!

Needless to say, the Beautiful Prince is a Master Courtier and Troubadour. And also a Master Assassin. Are you surprised? His party trick is to so enflame men and women with sexual desire, that they strip naked and fall upon each other in wanton lust. Yes, he's all about forcing you to take off your armour and clothing, and then making you copulate with unsuspecting persons in public. Yes, it's embarrassing. It's also one hell of a distraction. And makes a person vulnerable in more ways than one.

One can only imagine the amount of trouble Sitri may have caused over the course of history. Think about it—a power of chaos with the ability to take the form of whoever he likes and to force anyone he likes to fall in lust with him, or whomever else he fancies. We'll never know how much noble infidelity was really the Beautiful Prince playing games.



If you suspect the Beautiful Prince may be involved in a situation, you would be advised to take precautions against illusions. Enhanced vision would be a useful talent to have, and illusion counterspells would be also be helpful. I'd also suggest a Mind Mage would be useful, especially for identifying when people are under Sitri's influence—it's not always obvious. And that's the whole issue when dealing with Sitri. He is extremely unlikely to confront you in the field of battle. He'd rather catch you off guard, preferably in the bedroom. Oh, and in case you're wondering, the Beautiful Prince does like to use incubi and succubi as his servants.

One last point—there are rumours that the so-called "Church of the One-horned God" might be a front for the worship of Sitri. Followers would deny this, but this church appeared as recently as the early 790's from off plane, and certainly shares some of Sitri's interests. I would say that it is possible, but not proven. He is certainly capable of this level of trickery in order to get Guild members among his worshippers. Further investigation is most certainly required.



## 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.

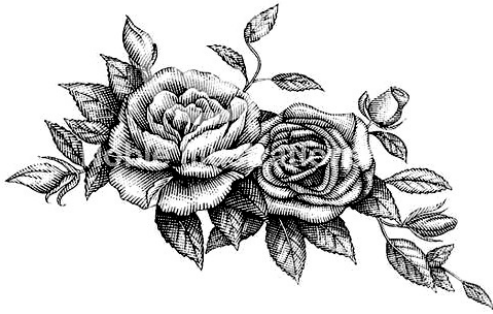


# Puzzle Column

## The Fête of Roses

At the recent spring fete, four keen herbalists were displaying their fine roses. In total there were four colours and each rose colour appeared twice.

From the clues below can you tell who had which colour roses?



- Mr White had a yellow rose.
- Mr Yellow did not have a red rose.
- Mr Red had a purple rose but not a white one.
- Mr Purple did not have a yellow one.
- One person with a red rose also had a white one.
- One person with a yellow rose also had a purple one.
- One of the persons with a white rose had no red.
- Neither of the persons with a yellow rose had a white one.
- No person has two roses of the same colour.
- No two persons had the same two colour roses and their names provide no clues.

### Lucius for Greater Enchantments!



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!**

## Riddles

A part of heaven,  
Though it touches the earth.  
Some say it's valuable,  
But others, "No worth".



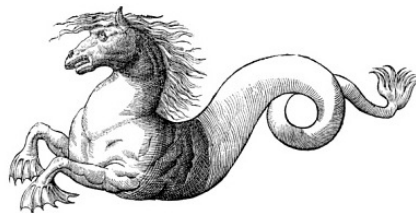
My tines are long  
My tines are short  
My tines end ere  
My first report



Round she is,  
yet seeming flat as a board  
Altar of the Lupine Lords.  
Jewel on black velvet,  
pearl in the sea  
Unchanged,  
but ever changing, eternally.

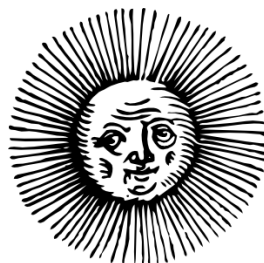


Two horses, swiftest travelling,  
Harnessed in a pair, and  
Grazing ever in places  
Distant from them.



## What's Hot

- Drow (if you're an elf).
- Goblin chefs.
- Illusions.
- Shape-changing.
- Flying ice-bergs.
- Roses.
- Fire-drake hide.
- Knock-out gas.
- Purple.



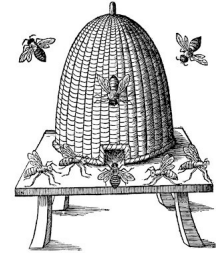
## Answers to Last Issue's Puzzles:

### Michealines Errant

Sir Bernard de Saint-Michel on Sable  
(riding from the SE)  
Sir Izram le Guerre, on Rusty NW  
Sir Ofwen la Rouge, on Lightfoot SW  
Sir Pyrocles the Just, on Moonlight NE

### Riddles

First: Beer  
Second: Bees  
Third: Shaving  
Fourth: Egg



## 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

- Drow (if you're a rose sprite).
- Goblins attacking caravans.
- Necromancy.
- Shriving (it hurts).
- Flying inside.
- Jungles.
- Dragons who toy with humans.
- Agony.
- Chaos.



# 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 Dianhect. Expensive, but worthwhile for your sickroom.

Please contact Phaeton at the Guild.



## Contacts:

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Flamis, Grizelda		
Aqualina, Phaeton	Keith Smith (275-3080)	phaeton@slingshot.co.nz
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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.



## 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*

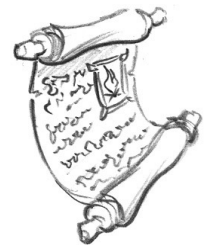
Rank 6 Resistance to Light 6,250 sp  
*With minor damage resistance against damage from light.*

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

