

The Seagate Times

Issue 90 - Autumn 816

Out with the New; Michaelines are In!

Surprising Omens and Revelations from on the Plane of Purple, that the so-called "Prophets of the New Church" appear to be Minions of *He-who-must-not-be-Named* (alias the Lord of Life in Death).

The King has revoked the Charter and Freedoms of the New Church. In its stead, all the Dukes have been given a year to provide independent Quarters for one Chapter of Michaelines in every Duchy, each large enough to accommodate one hundred foot-knights. The decree needs to be ratified by a Clear Majority of the Dukes: probably a mere formality since the Gond, Dowland, the Principality (Prince Jean, Duke of Sabrina, i.e. the King's father) are almost guaranteed to support the Royal position on this matter; leaving only two other Dukes to be persuaded.

Meanwhile, in a blatantly political act, the Royal couple's first child has been Named Princess Michaela Gabrielle of Zulia. Also, in both parts of the New Territories, the King has commissioned new Fortifications. Rumour has it that one may be used to house a Gabrielite Commandery.

Soothsayer "Clarification"

The populace was surprised by the gender of the new princeling, since the Guild had predicted "The Heir" would be born. However the Grand Master of Orades pointed out that the Queen, formerly Heiress to the foreign Duchy of Zulia, is now officially the Duchess having produced a child. Therefore, of

course, the Soothsaid Heir is Michaela Gabrielle ... Heir to Julia obviously. Furthermore, to presume to predict THE heir to the Kingdom, which NEVER was the Prognostication, would, in fact, have been capital treason, palpably, since that would unmistakably usurp the rights, nay obligation, of the Dukes to acclaim His majesty's successor and clearly, self-evidently, implying predicting the Death of the King ... also a capital crime, definitely.

found to ask a Perfectly Logical Question. Essentially this is all that could be verified.

Hobbit bodies have been "hollowed" ... deprived of their original owner's personality and are now inhabited by followers of The Necromancer of Purple. Hollow hobbits have fled Purple to various planes (including Alusia) and civilisations are advised to watch out for suspicious behaviour from hobbit individuals or groups.



Princess Michaela Gabrielle of Zulia.

Foreign cultures are warned that the unwarranted detention or execution of innocent citizens may incur severe punishment and retribution.

Lady **Megaera Fell**, former guild employer and, more recently, a gift-giving ambassador at the Naming ceremony of Princess Michaela Gabrielle (along with her two sister Justices), was asked by a Guild envoy which message was sent by her. His head & body were promptly returned to the Guild in a condition to be resurrected, and the last thing he remembered was being asked "You lost my letter?", followed by agonisingly intense dread. Apparently obstructing or tampering with

Official correspondence is a serious crime in some parts of Purple.

Guild security counsels against overreaction and complacency.

Hollow Hobbits?

Guild Security confirmed that separate Warnings have been received from the Plane of Purple - from the **Federated Duchies** and the **Imperial Union of Duchies**. Unfortunately, there is some "imprecision" as to which warning came from whom; both messengers appeared to be wearing *Runes of Truth*; neither messenger was subjected to a Ritual of Truth-speaking; and both left the Plane before a suitable philosopher could be



A Hollow Hobbit or "Nobbit"

Gypsy Smugglers Wanted

By Aqualina

It was an interesting excursion, although a bit confusing at times. I sometimes wondered if some of my companions were certifiably insane, judging by some of the psychopathic behaviour exhibited.

We went to the Plane of Purple (yes - THAT Purple) where we had to infiltrate a gypsy caravan and find out where they were smuggling spices to. In order to prevent them from becoming suspicious, some of our memories and abilities were locked away, and we kept only that which would fit in with our cover. We were able to integrate ourselves with the gypsies at Dowlands and travelled with them northwards. On the way, we encountered a recently formed swamp. It was created by a curse that was forcing that area of the land to slowly sink into the sea. In that swamp, we found a severed dwarven hand that had delivered the curse, which we removed. The gypsies rendezvoused with a ship's captain in the swamp, then we continued on. After a brief layover in the town of Gleve, our journey ended up north at Guildhalls.

We returned back to the people that had hired us, reported what we had discovered and reclaimed our locked memories, abilities etc. After that, we started investigating the cult of the New Church. We discovered a bunch of necromantic hobbits, whom we called "Nobbits" and came to the conclusion that this cult was orchestrated by the Necromancer or 'He Whose Name Must Not Be Spoken' in order to subtly influence the populace for what motives we had not ascertained, but was most probably despicable and evil. We spent quite a bit of time causing disruptions to their plans which included taking out some of their 'preachers'. Something to keep an eye on in future. No doubt there.

(GM: Michael Parkinson)



Chateau Haut-Brion

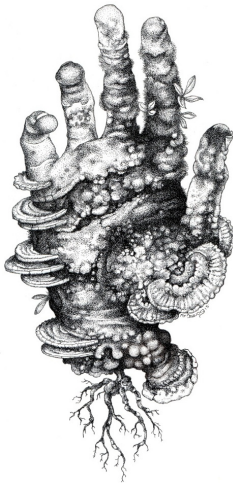
By Mario

Firstly, I would just like to say that there was entirely too much hard work involved here. I hardly had a drink, and wenching was particularly limited.

Anyway we, being myself, Cher, Viola, Jessica, Tegan and Anooke were all aware, through lots of different contacts, that something was going down in Calder and Chelembly, a power struggle for control of the "undercity" areas. We set off for Chelembly to sort that out first, but in true adventurer style, never actually got to Calder. A story for another time perhaps.

I will not bore you with the details, but our work involved many factions, both for and against us, ancient artefacts linked to the city that it seemed everyone had a greater or lesser interest in, pirates, thieves, assassins, spiders and all manner of other extras. It therefore seems rather appropriate that our cover during all our investigations was as a travelling entertainment group putting on a play. We managed to wrest various artefacts from the wrong people, foil various plots, steal pirate treasure AND finish our masterwork play. The various villains even took it upon themselves to interject in the middle of our play. We were happy to oblige them, heroically saw them off as is only appropriate and the ensuing apparently choreographed carnage was thoroughly entertaining to the rather bloodthirsty masses.

A very satisfying and successful result all round, minus the complaints voiced earlier. (GM: Jono)



Indigo Browne's Ye Olde Alchemy Bazaar

These and other weird and wonderful potions made to order:

Indigo's DA for a Day Potion:

Rank 20 Namer DA for 24 hours
3,000 each

Indigo's Necrogeny Potion:

Rank 20 Necromancy Necrogeny
6,000 each

Indigo's 20/20 Vision Potion:

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

Indigo's Nodoze Potion:

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

Indigo's Mirade Tonic:

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

Indigo's Elemental Resistance Tonic:

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

12,000 each

Indigo's Wrathcowl Elixir:

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

15,000 each



Duchy of Carzala News

- Duke Leto has granted concessions to the Seagate Merchants Guild giving permission for a 200-year lease of land south of Castle Chilton in return for a considerable sum of coin and trade goods. The Merchants' Guild have secured sufficient backing to build almost 800 large warehouses, together with docks and canals over the 2400 acre area. The project is expected to employ over 2,500 workers and to be completed in the year 819 WK. (See map right)

- In other news. The rich and powerful Guilds of Arn's Ferry have recently reported a revised headcount of livestock given the excellent weather over the last four years. The size and health of herds of cattle grazing on the Sweet Riding (part of the Sea of Grass) have returned a huge economic boon. The headcount is almost 25,000 in number. Unfortunately, more goblins have been seen rustling castle in the Sweet Riding, relocating them to parts unknown.

- Merchants in Novadom have recently opened a potentially lucrative trade with merchants trading in glass from the Gatar Depression.

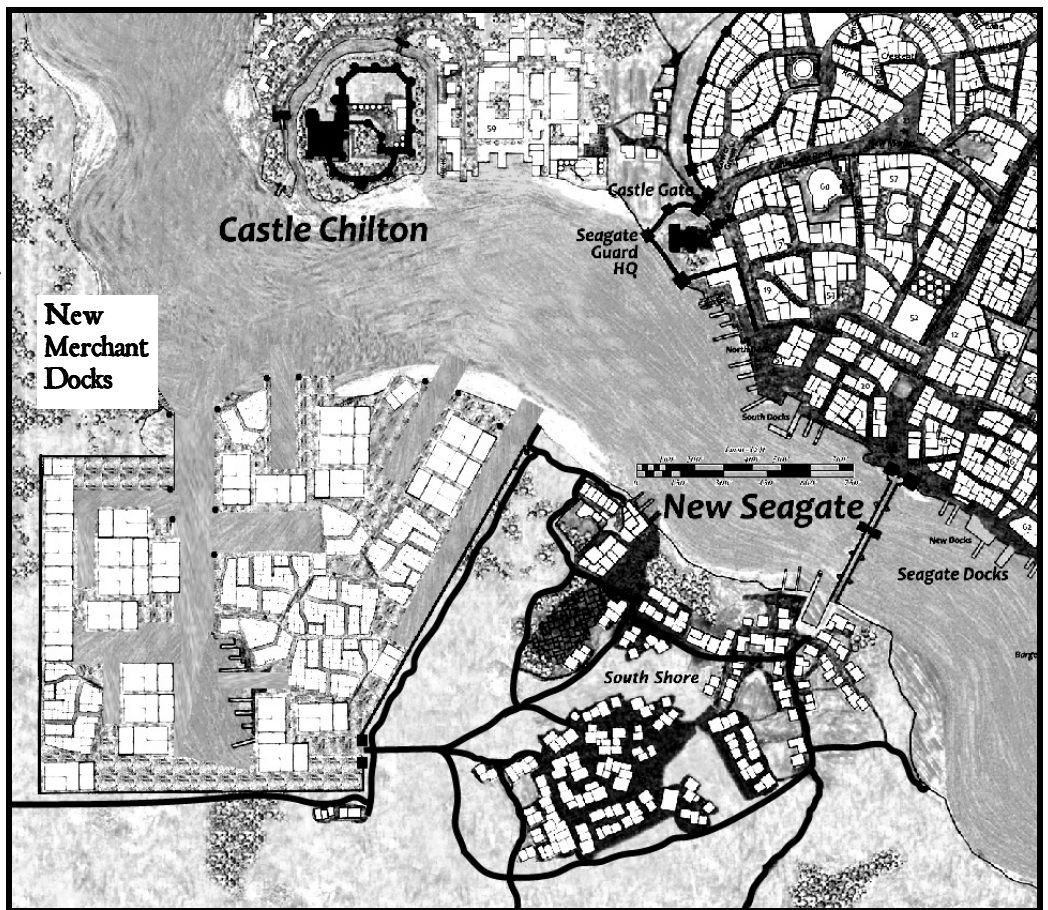
Western Kingdoms News

- A outbreak of zombies has recently been reported in the city of Caulder in the west of Brandenburg. Local authorities are concerned that a rogue necromancer may be involved.

- New docks are under construction in Zumular City (which is the southernmost point of the Western Kingdom).

- Orcs and Goblins have been sighted raiding in the highlands of Caudersfield.

- Leaders of the great city of Saint Michel in Bowcourt have prospered over the last four years. They are pleased to extend help and aid to the towns of Vallon and Campagnol.



In Foreign News Recently Arrived Seagate; As of Spring 815 WK

- Trouble in the western city of Vaelyn and Banasae of the great Empire of Azuria; both are said to be having extensive troubles with raiders and mercenary bands.

- There are rumours that a new beautiful God King has taken the city of Ur in Asan. The origin and powers of this entity are as yet unknown.



- Merchant Captains of Azuria have daimed that many large black-sailed ships, flying no flag, have been seen in strength in the waters between the Fagomu Gap and waters of the Empire of Azuria.

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.



The Hard Life of an Adventurer

This life of an adventurer isn't for everyone you know, being that it's full of stress and danger. My recent sojourn started off well with refreshments at the guild while we discussed what to do when heading north to deal with a workplace accident.

There had been some sort of accident in a mine up there. The authorities had sealed it up and declared it too dangerous to attempt a rescue. Gladys of Pine Creek had consulted the Witch of the Dark Wood who had seen that the trapped miners are still alive, and she has pled for brave heroes to defy the authorities and rescue her kin. Apparently, another factor to consider is: Does it make a difference that it is Count Richard's clandestine Warp-stone mine in the mountains of Foxcourt? 'Tricky Dicky' had publicly banned any further rescue attempts as being too dangerous and posted guards on the mine. Anyway, being the brave adventuring party, we accepted the risks and decided to head northwards to see if we can save the miners, and bring relief to the families involved.

I dressed in my best travelling outfit of a hard-wearing (but perfectly tailored) ankle dress, and a comfortable blouse and warm, but stylish jacket in muted colours. I also reduced my wardrobe down to only two large chests and three bags. I met the party at the doors by the carriage and they looked at me incredulously and I exclaimed, "Yes, I know I was astounded that I could pack into such a small amount of bags too!".

Mavric took me aside and explained some of the unpleasantness of overland travel to me, especially in that we didn't have the carriage after Newcourt, and we certainly couldn't carry all that stuff down a mine with us. Furthermore, if I couldn't

bear to lose any of it, then we shouldn't take it with us. So, I quickly repacked into one backpack (sob, sob), and I left the rest back at the Guild for my return.

We travelled by coach north-east towards Mordeaux and rapidly arrived in Tuscana. This, after spending some time in Inns of suspect reputation - in one we had to dissuade some unsavoury types from stealing our riches and the virtue of our travelling companions (which were two very young ladies who had seen nothing of the world). Thankfully, the ladies were still intact when we got to Newcourt; and we safely delivered them into the hands of the Baron of Newcourt (their great uncle of sorts?).

We carried on into that night without the luxurious carriage we'd been provided by the Baron, and instead took horse and camped the night in the wilderness under the stars. After an uneventful night, we got to a suspect city named Grue. There we were harassed by the local constabulary in the name of the Count of Foxcourt, but were allowed to stay the night. The next day saw us travel northwest, and we stopped over in another dreadful town where we performed a quick play to garner information before we turned in for the night.

We moved on from that dreary town, and headed northeast beside the river, and we finally got to the village where we met the families who give us the latest news. That night when the moon was hidden we snuck into the Warp-Stone mine, and set about our task. Now you must wonder what a lady around town wears into a Warp-Stone mine, and the answer is some hard wearing trousers and a padded jacket - all in dark tones; along with sturdy boots, and some light armour.

The mine was dank, dark, smelly and dangerous and that was just the ground level that we went in on. The ground



wasn't very level either, and my boots were quickly destroyed with all this walking about. I so needed some better boots! In the mine we encountered strange magical areas, new planes of existence, nasty goblins and an undead amoeba which almost killed our party, but for the action of our healer Erzabet.

Now, you must understand that these mines were not the normal mines that I'm sure are all around us in normal life, but dangerous ones. Especially for casters of magic as the mine stone (warp-stone) warped the magic to have various unpredictable effects and repercussions on the magic and the magic-user. The goblins in the mine also appeared to have been mutated somewhat in that they were a lot more dangerous than goblins are supposed to be (I'm assured) and proved most troublesome to us. We had a number of small skirmishes with the goblins underground, until finally we were able to bring them to a battle more suited to our skills. We invaded their lair using hideous magic, while trying to rescue the previous rescue party that Tricky Dicky had despatched into the mine to save the original miners.

The battle was prolonged somewhat due to the hideously dangerous magical conditions unleashed by us and then exacerbated by the warp-stone throughout the mine. The cavern we invaded became filled with noxious vapours, the floors shook with earth tremors, rocks fell from the ceiling, areas of agony abounded, and finally there was a slowly expanding ball of fire energy getting closer and closer to the walls and melting the very warp-stone it came to be resting on. We successfully rescued the rescuers, but the goblins got away with some good loot including a magical cauldron of great power, so we'll have to return another time for them. We managed to get clear before the lair cavern exploded taking a chunk of the mountain away with it as well.



We then continued on looking for the original miners, and we finally prevailed and found the miners. They were in all sorts of shapes and some of the chaotic warping effects had taken hold on many of them so we decided to get out of the mine another way - A SAFER WAY!

So Erzabet opened a portal to the Fortress of Doom in what was the Fastness of Girwyllan, and we all luckily got lost back there. Once there, Erzabet warned us that the area was a little bit very dangerous, and we all proceeded out of the kitchens looking to head to Amba. The nearby river saw us all there, and Erzabet put her head in the river to speak with someone and promptly vanished. (Did you know that high level Namers sometimes don't act very smart - like using their core magic (detect aura) to check in a very magical land for 'stuff').

Apparently she'd historically pissed off a whole lot of Necromancers who then trapped the river to inflict a doom on Erzabet if she ever put her head in the river. A doom of instant death!!!



Well, there we were a lot of scared and hungry young foreign miners standing next to a river with fish in it. We decided to do some fishing, and next thing the river spirits were inflicting geysers on us all. We barely ran fast enough to live.

The next few hours passed in sullen silence before Erzabet returned, calmed the waters and got us all back to the guild. A helpful Gabrielite priest used his portal to take the miners and the former rescue party back to Newcourt and then Foxcourt where we visited Tricky Dicky to explain what we hadn't done, as we didn't do what he'd explicitly told everyone not to do.

Finally, we returned to the guild and I finally got to dress in something that wasn't soot covered and infused with nasty mine dust that insisted on getting into all my cracks.

(GM: Stephen)

Cassandra: "Someone is going to die tonight."

Aqualina: "Someone already has."

Cassandra: "I got a lucky number, 144."

Mayhem: "That's gross."

Bromli to Erzabet: "Just line us up and spank us with your hitty stick."

Merry: "Next time we see an undead amoeba in a warpstone mine, we should just run!"

Bromil summarises the party's plan: "Hitty hitty, smacky smacky, rescue rescue!"

Rodrigo: "I was trouble since the day I was born."

Brigetta: "You're a halfling... It's a racial talent."



Rodrigo was harangued off the ship... by a harang!

Item for sale to anyone who is keen to buy it:

The Burden of the Innocent

This scroll of finest human baby flesh vellum weighs 8 oz, and there is a binding cost of 1 EN. Binding to it, however, changes the bearer so that their aura will increase by 1 place (short living sentients being read as long living sentients, long living sentients being read as avatars) and magic like Detect Aura will reveal that their plane of origin is the Seventh Plane, whether asked for or not. It must be carried to be effective but need not be displayed. The scroll does not need to be equipped to be used, but does require an exclusive Action which cannot be combined with any other. On their next initiative, the bearer will be immune to damage from weapons for the rest of the Pulse. On their subsequent initiative, the bearer will be immune to damage from spells for the rest of the Pulse, and then the effect will end, resetting at the third midnight of the next full moon.

Offers to Rahne of Blackshore

c/- Stephen Martin

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.

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!

A Giant's View of the Wondrous Worlds Past the Abyss

By Tsayoi

We met our employer and discovered what he'd like us to do for him - and it was a lot of things. There were a number of nice-to-have things in the realms we are to visit; in fact one was so important to him that he'd consider our contact fulfilled if we only did that one 'small task'. One of our main tasks was to find out more about a group called 'The Black Sea Conspiracy'.

Oh yes, it was just the four of us departing on this dangerous mission - Myself as Mr T, Boris the white, Dellith the winged avenger, and Rahne the focused. We were advised that perhaps a decent spy might be advantageous, but failed to find one when we searched for them - which is either a reflection of their skills, or the complete lack of appropriate skills on our behalf (we had no ranks in Spy, Thief or Assassin at all - a record for a guild party these days), but we none the less decided we'd use our naivety and innocence to our advantage.

Anyway, once we'd girded our loins we set off across the Abyss on route to Victoria. We entered Victoria in a lovely city called Venice. There we were the guests of Vitri, the lord of Glass, who was a splendid host. He helped us immeasurably by procuring suitable sleeper car travel on a fantastic travelling mechanical train known as The Orient Express. Being such a gracious host, he even obtained three travelling chests (one each for Boris and I and another for the ladies) for us to carry our goods.

We shortly boarded The Orient Express

and spent the next two weeks traversing the European, Middle-eastern and Asian continents, until we found ourselves in Vladivostok at the Easternmost point of the railway. Once in Vladivostok we decided to see if we could find out about anything to do with what we'd been asked to do. We reviewed our skills in Spy-like activities and found ourselves incredibly wanting, but we managed to think slightly inscrutably and found ourselves walking around the seedy dock area looking for clues.

After a bit of asking around the seedy area we were told to speak with 'Lady Lee' of the Black River emporium. We conducted some surveillance of the emporium until we decided to enter and speak with her. Once inside we talked a while before Rahne could get hypnotism to work, and so we could talk more freely. We also realised that if we were to leave, then her organisation would learn of our 'interest' in short order, something we could not afford to happen. So the choices were out of killing her, burning her emporium down (with her body in it) or taking her with us, and while D & B were in favour of the terminal solution R and I thought otherwise, and so we gained a tame travelling companion. We got her to quickly pack as if she was going on a

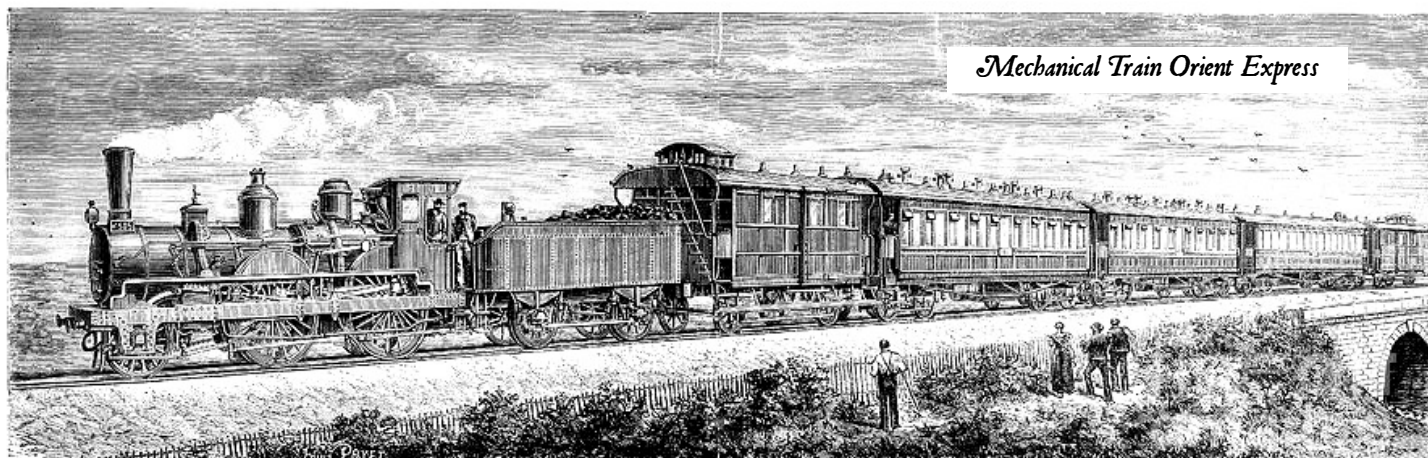
A Castle in Edo



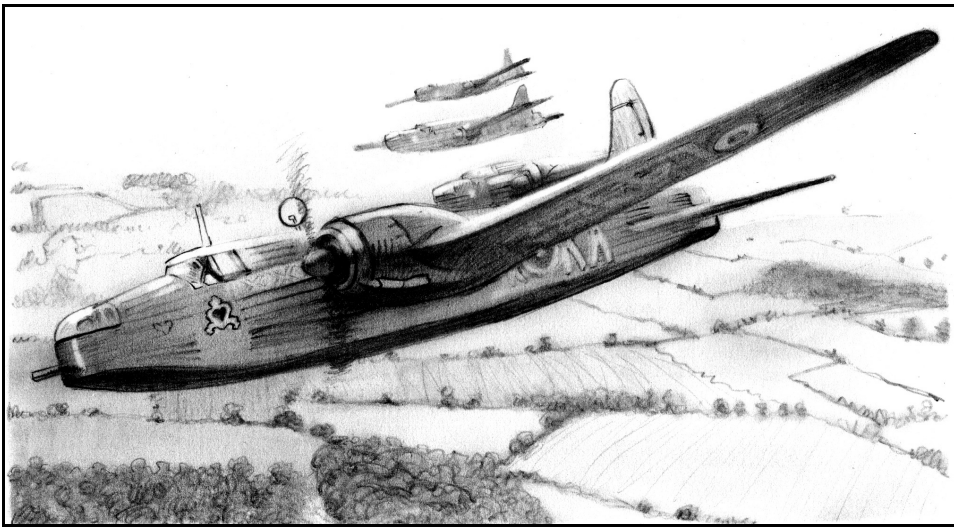
voyage. Then we all went to our luggage holding area, and thence to the docks where we caught a ship traveling to Edo in 'The Sunset isles'.

Note: I have engaged a spymaster to edit what's detailed from here on to ensure that we don't let out anything we shouldn't, and that it's vague enough for others not to attribute to us.

Six days later, we had reached the land of Japan. There we met with the Lord of Intrigues, shared much, and while there we assaulted the very central citadel of a prominent clan of Japan. We extracted what we went there for, and then rescued an endangered bonsai tree before returning to the Lord of Intrigue.



Mechanical Train Orient Express



Wellington Bombers

We then departed the plane of Victoria, and travelled to the plane of Reich where we raided the Forbidden City, and stopped yet another dastardly plan involving seemingly innocent little old men. We left there once we'd healed up, and made our way to the plane of New Terra.

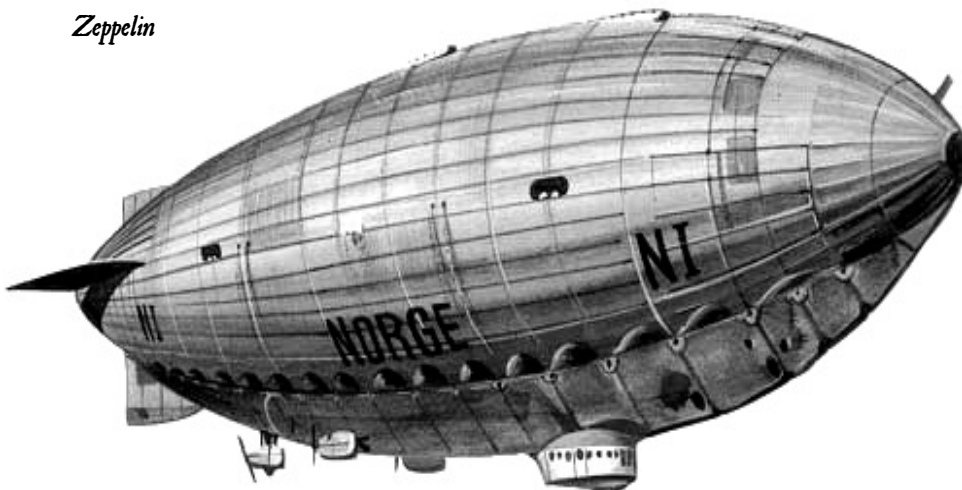
On New Terra we did a number of things, including pitting ourselves against the evil Colonel Ishi. Well, us and a squadron of Wellington bombers that used their entire payloads to destroy most of his above ground structures (Unit 731) and make a hole in his house which enabled us to access his secret laboratories. We went in and got what we wanted, after we'd killed an alien Queen and twenty-odd male servants and fended off a mind flayer hybrid. We also stole a large Zeppelin, kidnapped the passengers and crew, then used it to attack a Japanese airfield and in the process employed ninjas in new and unique ways.

We finally finished the mission, and reported back to Serafin who told us we'd done a good job and we had his thanks.



Ninja

Zeppelin



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).

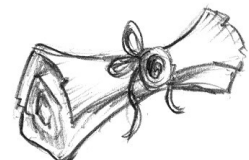
The Ransom Agreement: You agree not to take action and/or hostilities against the group or persons who collect the ransom for ten years and one day, unless required to rescue a fellow guild member.

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 & resurrectable, preferably alive, with all major equipment valued at over 5,000 sp.
20,000 sp,	Returned: Dead & resurrectable, preferably alive. Equipment not included.



Artisan Cook's Corner



To Make Gingerbread

Ingredients:

1 lb. Honey—whatever variety is preferred, remembering it has a strong flavour of its own.

Bread Crumbs—up to a pound, maybe more, maybe less. These must be **UNSEASONED** bread crumbs, though either white or wheat, or a combination, is fine. Be sure that they are finely ground and not soft in any way.

Ginger (optional!) - up to 1 Tbs.

Cinnamon - up to 1 Tbs.

Ground white pepper - up to ½ tsp.

Pinch saffron, if desired, but not important here

Method:

Bring the honey to a boil and skim off any scum. Keeping the pan over very low heat, add the spices, adjusting the quantities to suit your taste. Then begin to slowly beat in the bread crumbs. Add just enough bread to achieve a thick, stiff, well-blended mass. Remove from the heat and turn the mixture onto a lightly greased square or rectangular baking sheet or shallow pan, ½ to 1 inch thick. Take a rolling pin & spread the gingerbread evenly out into the pan. Turn the pan over onto wax paper or parchment paper, and tap gently until the gingerbread falls from the pan. Turn the gingerbread over once again, then cut into small squares to serve. Diamond shapes are also nice. Decorate with small leaves (real or candy) attached to each piece with a dove. Or allow the mixture to cool slightly and roll into balls.

This makes an excellent treat for hungry adventurers to keep in their packs.

Sooty's Ashy Offerings

Invested items made to order:

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

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

Potions, please provide your own Alchemist:

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

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

Ash Shroud, Endurance Armour, both at Rank 8

Assorted other spells also available.

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



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



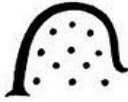











Astrology Guide Autumn 816

The Astrologers' Concave held in Adjepbar last Summer created great disarray. Powers with great influence over Alusia are said to be playing some great game with the lowly mortal souls.

∞ Seasons ∞

∞ Elements ∞

∞ Boundaries ∞

<h2>Winter</h2>  <p>What visions do you have for your future? If you haven't given thought to where you want your life to be in the next five, ten, or twenty years, today is a great day to put your mind to the task. It's more important than ever for you to understand what you want for yourself, and it won't take long for you to put together some fantasies about what you'd ideally like to have. And fantasies especially one featuring pineapples can be the blueprint for your reality if you're ready to put in the necessary efforts. On any failed percentile roll ending in 2 or 7, roll again.</p>	<h2>Air</h2>  <p>Your ability to see a common thread weaving through many diverse opinions will be extremely valuable, today -- there are warring parties, and it's up to you to play diplomat. Believe it or not, you may be the only person who can ensure that cooler heads prevail right now. Start by suggesting that everyone make an effort to see things from a new point of view perhaps over a drink featuring pineapple juice, cream and rum in a posh tavern. Share what you think they all have to gain from this negotiation, and peace is sure to follow. On any damage dice ending in 5 or 0, roll again and add to get the total damage.</p>	<h2>Solar</h2>  <p>Solar influences and a pineapple a day' 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 dan from ages past - leading to the potential for great things. On any damage dice ending in 8, 9 or 0, roll again and add to the total damage.</p>
<h2>Spring</h2>  <p>Success will come if you rely more on your imagination, today -- it will help you manoeuvre around obstacles and get people in your side. Your creativity will enable you to craft some transformations for the things or people in your life that make you a little unhappy. You can create self-fulfilling prophecies. Annoyed with a laggard? Imagine them gone, and they will be. Eager to get to know someone better? Picture yourself sitting next to them, engrossed in deep conversation. Picture pineapples. On any failed percentile roll ending in 5 roll again.</p>	<h2>Water</h2>  <p>Be more conservative with your money today. A void making any significant purchases, at least for a couple of days unless pineapples are on special at the fruitmongers. Everything might look achievable now in terms of your purse fullness, but there are hidden costs that you don't know about yet. Being safe instead of sorry is always a better choice, especially where your money purse is concerned. If need be, you should distract yourself from shopping by running some errands or doing simple chores around your hovel, inn room, or castle. On any damage dice ending in 5 or 0, roll again and add to get the total damage.</p>	<h2>Lunar</h2>  <p>As summer cools all is well with your health but adventuring issues may not be clear. The night sky may help. Cane from the Five Sisters will assist you in healing. Pineapple skins will clear up skin problems and venereal pox. You might be more lucky in love than normal this full moon. You are able to change into your original form under the night sky anytime this season.</p>
<h2>Summer</h2>  <p>A friend or spouse might be making mistakes right now, but you can't abandon them when they need your guidance most. Their relationship issues are not going to get cleared up overnight, so be prepared for long conversations that don't go anywhere. But as a friend, you need to listen to them and support them -- just like they have done for you in the past. Stay patient and positive, consider giving them a pineapple to keep their health up. You can help them through this period in their life just by being yourself and making pineapple juice out of pineapples. On any failed percentile roll ending in 2 or 7, roll again.</p>	<h2>Fire</h2>  <p>You know you're quick of wit, and your confidence and intellectual strengths will be very useful today. They'll help you get noticed and connect with folk who can offer you the opportunity you have been waiting for. So don't shy away from innovative ideas that make you feel strange or confused. You're at your best when you're forced to work problems out -- and it will be your ability to solve a puzzle that will show important people that you are a force to be reckoned with. Pineapple juice is said to improve mental prowess. On any damage dice ending in 5 or 0, roll again and add to get the total damage.</p>	<h2>Life</h2>  <p>Your Aspect is unusually strong this Summer. <i>Once a day - you are able to assist all friends around you by providing all a free percentile re-roll at your discretion.</i> You can also heal earth dwellers twice as well as normal. You are protected from evil dreams this season, and you know something is coming once again. No penalties from a death will affect you this season.</p>
<h2>Autumn</h2>  <p>The brilliance of your ideas might not be recognized right away especially ideas that feature pineapples, but that should not prevent you from sharing them with people, today. If people respond to what you propose with blank stares, it's just because they don't understand what you are saying -- not because they know that you are wrong. There will be enough collaborative energy humming around everyone to encourage them to give you the benefit of the doubt, which is all you need right now. On any failed percentile roll ending in 1, 2, 5 or 7, roll again.</p>	<h2>Earth</h2>  <p>It's important that you have a healthy respect for teamwork today. While it might not be the most efficient way to get things done, it will definitely ensure the best solution to the group's problems. Some of the people in your party or guild or mercenary company might rub you the wrong way, but this is a wonderful opportunity to get to know them better and find a new way of appreciating the value they bring to the group. After all, they wouldn't be a part of the party if they weren't valuable, right or expendable to save your own life? If they do above and beyond, maybe a pineapple would be in order to show your appreciation of their contributions. On any damage dice ending in 5 or 0, roll again and add to get the total damage.</p>	<h2>Death</h2>  <p>Death looks on cold ground. These people are full of vim and vigour and possess a drive and ambition that is unmistakable. Enthusiasm and a zest for life fill odd hopes within individuals. Some might perceive this rampant energy as domineering, and, at times, it can be. Death people can easily forget about the rest of the pack when they are busily focusing on their own endeavours. Even so, their energetic spirit often wins the day. No penalties or bonuses this season.</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 Prince of Fools

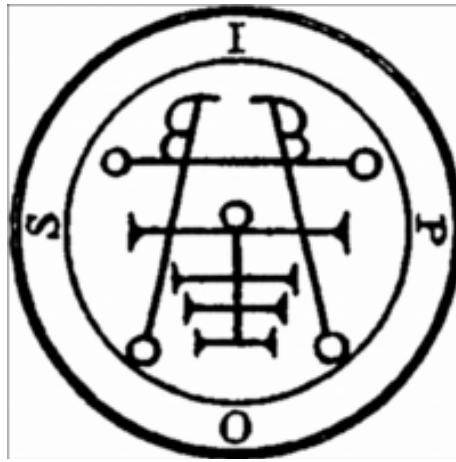
The Daemon Ipos is known as the Prince of Fools for good reason. He takes particular pleasure in making fools of whomsoever he can. For this reason Ipos is not at all popular with the Guild and its members; he delights in making idiots of Guild parties, deceiving them into acting against their best interests. (Mind you, one must admit that some Guild members need little help in that regard).

He has, for example, tricked a guild party into assaulting a Michaeline fortress in Bowcourt, so that they could breach a portal to Hell, in the hope of reading some poetry to Belial. Later, he tricked a guild party into removing a huge golem that was working with Zepar to order to break the Fae pact surrounding the village of D'arbres. He was also deeply involved in the recent events of the Dark Sun; in a cabal with the Daemons Seir, Aim, Foras, and Sallos.

It was during the latter course of events that an adventurer gave the Prince of Fools the sobriquet "Ducky", presumably because Ipos was taking the form of a duck. Or possibly because the avatar of the Prince of Fools sometimes appears with the head of a duck. More often, Ipos appears as an angelic being with a lion's head, the feet of a goose and the tail of a hare. It seems that he is anatomically somewhat conflicted.

Or maybe that is just an appearance. The true form of the avatar of the Prince of Fools is in doubt largely because he is a master of the College of Illusions. And who knows what any accomplished illusionist really looks like, never mind one as ancient as a Daemon?

Ipos is also known to be a highly skilled troubadour. He has a beguiling voice and uses it to lie convincingly. He is also a skilled Healer, Spy and Thief. He has some limited prophetic talent, the ability speak truly of what has happened or is about to happen in a place he currently occupies. Which would make one think



he'd never go near Guild adventurers, but such is not the case.

He has the peculiar talent to make people bold and the ability to use this talent no matter how he is bound. Furthermore, people are more likely to fight than talk when they are in the presence of an Avatar of Ipos and then find themselves among strangers. Those affected by this ability will never flee danger and will proceed to fight to the death. Ipos is therefore one hell of a trouble-maker (and is rumoured to be the brother of Seir).

If you are likely to come across Ipos, you should be prepared for Illusions. Counterspells would be useful, as would be at least one party member with enhanced vision. Some ability to determine the truth would be handy. Mind mages may be able to help deal with his ability to make people angry. Remember that, above all, the aim of Prince of Fools in any encounter is to make an idiot of you, to make you look foolish. If you can bring yourself to put aside your own ego, you may be able to use this fetish to your advantage. The key to dealing with Ipos is to be prepared to look foolish, while thinking clever. And always watch out for ducks...

Next Issue: The Fire Duke



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.

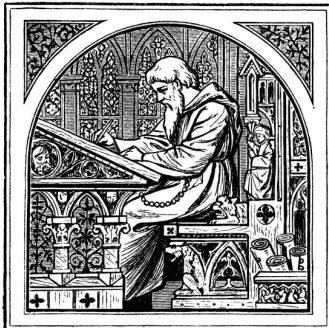


Puzzle Column

The Times Quiz

1. Name Three Guild Members who have achieved Deity status.
2. What killed Rashak?
3. When did Laraje the Marquis of Archers cease to exist?
4. When was the first time someone dropped a whale on the Seagate bridge?
5. How many children does Father Broc have?
6. Does the counter spell go on or under the Spectral warrior?
7. How many pulses does it take remove an item from your pack?
8. How many pulses does it take to put on plate armour?
9. What do you need to survive a visit to Deaths Island?
10. Approximately how many people live in Seagate?

(Answers found below.)



Quiz Answers:

- 1 Sabrina, Horton, Liessa,
- 2 A pin,
- 3 On the 4th - 7th of Harvest 809
- 4 794
- 5 Twelve
- 6 Under
- 7 One to drop the pack and two to remove an item
- 8 Sixty, but we will accept - what idiot puts on plate armour in combat?
- 9 A toad, we will also accept necromeny and what idiot willingly visits Deaths
- 10 25,000

Kiddles:

I have rivers without water,
Forests without trees,
Mountains without rocks
Towns without houses.
What am I?

Ten Men's Strength,
Ten Men's Length,
Ten Men can't break it,
Yet a young boy walks off with it
What am I?

What's Hot

Chaos Shields

Grenades

Namers doing their job properly and actually detecting auras before doing thing in magical lands

Heavy Bombers

Avoiding a horde of enraged ninjas after attacking their sacred training site

Thermite

Distilled Warpstone effects

Red Sunflower Seeds

Freezing wind spells

Shadow-walking out of the magical trap and right back to the party

Locate spells

Mind Speech

Sacrificing evil preachers

Getting the nasty dooms lightened and turned into something almost good



Answers to Last Issue's Puzzles:

The Fête of Roses

Mr White—Yellow, Red
Mr Yellow—White, Purple
Mr Red—Purple, Yellow
Mr Purple—White, Red

Riddles

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

What's Not

Entropy locusts

Random Warpstone effects

Namers failing at doing their job properly and not detecting auras before doing things in magical lands

Many-tentaded Mind Flyer hive mind creations

Powerful goblins deep underground when you don't have an earth mage

Being taken to hostile magical lands, where the person who knows everything about it leaving the unknowing rest of the party and thirty frightened foreign muggles to fend for themselves

Being almost killed by 'little old men' - a.k.a. skilled ninjas armed with guns

The dust and grime from mines that gets in everywhere

Alien mother creatures and their brood

Getting doomed



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.



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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.

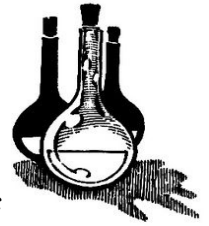
See Grizelda at the Guild meeting—or find her at the Rune College scriptorium or at her home at Bolton Bay (just watch out for the bees!).



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

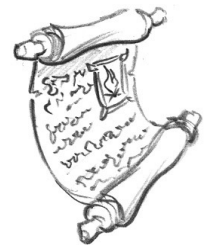
Rank 6 Resistance to Light 6,250 sp
With minor damage resistance against damage from light.

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

