

The Seagate Times

Issue 91 - Winter 816

La Forgette Family Fracas

There have been a lot of changes in the La Forgette family recently. The family suffered much loss when they were almost overwhelmed by malignant spirits from the underworld. This was caused by the very gates of hell being opened by some powerful entities (no-one that we know of, or are willing to identify), so that some of the souls that had been banished to hell for eternity managed to escape. Who would do such a thing!!!

The la Forgette family thanks their lucky stars that their daughter had visiting her at the time. A select group of Seagate adventurers did their best, and managed to keep the situation under control and save the area. They certainly think that the money spent on the 'right social connections' pays off in the long run, in one way or another.

The land of the La Forgette family is far from the guild in the central mountainous area of the Empire of Tanah Melay (in the far south-east), but they were affected by changes wrought in the world by factors beyond their control. Questions have been asked of the seers and astrologers, seeking to understand what had been done and by whom. The area has also been subjected to disastrously inclement weather patterns by the vast amounts of magic being utilised elsewhere, causing unintended consequences in unexpected places.

The family gathering had its hitches, but they managed to bring in more love and foster relationships between different factions to the betterment of everyone. Several of the La Forgette daughters have been betrothed to nobles of the Western Kingdom, and future new alliances established. (GM: Chris)



The Gates of Hell are opened... and malignant spirits escape!

The Ice Queen Elvanna



Winter Woes Wane

We were initially employed by the Order of The Wandering Warrior of Pasifika to discover why winter was coming early to Paleolithica. On investigation, we found that Paleolithica was being invaded by White Walkers; nasty demon things from a frozen plane of hell, with the ability to raise undead armies as well as mess with the weather. After we defeated a small army of the things, we received a message from their mistress, an Ice Queen known as Elvanna, Seventeenth Queen of Irrisen, a country on a plane called Golarion. It added up to a threat: "Do what I want, or there will be more ice on more worlds". Evidently, it had all been a ploy to get our attention. In the interests of avoiding too many people getting hurt, and with the prospect of some decent loot, we decided to go along and find out what she wanted.

What she wanted was for us to go to a place called the Vale of Frozen Tears and obtain an item to use as a bargaining chip with her mother (an evil power known as Baba Yaga). This item is the Torc of Koshchtchie (which apparently conferred power over a certain demon). We succeeded in this objective though it was certainly cold enough, and populated with a variety of evil denizens: assorted Frost Giants, an Ice Dragon, a Marilith... and Caryatid Golems (which aren't exactly evil).

We did get a quantity of loot, together with a boon from the Ice Queen. Whether or not we did the right thing, time only will tell, although I contend that we had little choice. Too many innocent folk would have suffered had we not done what the Ice Queen wanted. And the only entity who would really lose out on the deal was her younger sister...

By Flamis (GM: Keith)

Beer, Goblins, Pyramids and Pies

We were at the guild when we were recruited to sort out an issue with three missing people working for the Ducal Court, together with the mystery of pies periodically raining from the skies over Seagate. Related was the unusually large number of seemingly peaceful trading goblins found in Seagate.

Our adventures led us to the Sea of Grass where we discovered a large enchanted pyramid being slowly rolled by many thousands of goblins across the grass lands. The pyramid was under a constant shadow created by a dark and malevolent cloud which rained beer and pies down upon the multitude of goblins. This gave it a sinister baked feel and shook our faith in the notion of no free lunches.

Upon closer inspection a giant ugly goblin of unusual size and proportions calling himself Pongo the Gutbag, who was the wicked and despotic ruler of this migrant nation of shape-shifter goblins. Pongo's foul body odour and flatulence and beer belches could be detected many tens of feet away. The nature of the shape-shifting curse was that all those that spent too much time at the pyramid or associating with the goblins, eating the food or drinking the beer, would slowly turn into a Goblin while maintaining their previous size and stature.

After a number of attempts at dealing with the despotic overlord Pongo, and finding ways to protect ourselves from the death curses of the frail goblins, we finally defeated him on the fifth attempt with no casualties to the party which was miraculous considering Tegan's willingness to play with chaos magic. We managed to rescue and restore some of the goblins to their previous race and form, but others sadly were lost in unusual snowstorms of a ferocity seldom seen on the Sea of Grass.

Some of the priceless artefacts, objects, and magical items the goblins had been collecting for decades and given to Pongo as an offering, were liberated by the party. Then the pyramid imploded and melted in on itself, leaving a small puddle of despair, cruelty and

wickedness in its place. The party also returned a missing spear to the Plains Barbarian of the Sea of Grass. Over all we were successful in destroying this wicked menace to the Sea of Grass. (GM: William)

Blackshore Resettled

Blackshore is an abandoned holding ten miles west of the town of Avoca, and about five miles south of it. It is surrounded by hills, which descend to marshy moors, and rise to black sand dunes which face the sea. The holdings owners are Lord Boris, Lord Tsayoi, Lady Rahne and Lady Delith, who are all competent adventurers. This unlikely quadrumvirate looks likely to change the area and bring life and security to the populace through their rumoured future endeavours. Already a large villa to be found there has been showing the signs of workmen undertaking to repair and enhance the structure for the gentry in residence. There has been work started on planting more trees and orders have been placed in Novadom for worked stone and hard woods to be delivered in the Winter or Spring.

Gryphon Pass Grows

The Gryphon Pass area has seen an increase in the number of settlers staying in the area rather than passing onwards towards the coast near Novadom. The settlers cite 'The Gryphon Rangers' and the rarity of raids as the main reasons for staying, and a few say the quality of the Henrikson dwarven ale is something to relish for such a young brewery.

The roads have been improved with a few shelter stations built for protection during the harsh storms that blow up in the area which provide much needed respite from the cold and wind. Fort Gryphon itself has grown with a number of buildings outside the sturdy walls being built and occupied by merchants (most dwarven) who have come to the area for its trade and opportunity.



Sanctuary Worsens

The pit of sin, depravity, and decadence known as Sanctuary has evidently grown worse, given the large number of corpses found floating in the bay. The bodies seem to come from all walks of life in the city (and surrounding area) and all are criminals in one way or another. But overall crime in the area doesn't seem to have decreased. Consequently, many think a gang war is happening. Travel to the city is strongly advised against.



Rise of the Ghost Homes

More than 33 dwellings have been officially classified empty as the city grapples with a crisis of affordable hovels and even more scabby beggars on our fair cobbled streets. Some are blaming Pixie Dust contamination of many abandoned hovels in Old Seagate or that they are owned by absentee Adventurers' Guild members, but the more logical explanation is that the abandoned houses are indeed haunted.

Duchy of Carzala & Seagate News

Duke Leto awarded 'Keeper of the Streets' to three young woman for preventing loss of life in a house fire which was reported started by a so-called "rain of hot pies" from the sky on Fountain Court road in Old Seagate. The award comes with a purse.

Reports from the Guilds of Arn's Ferry, indicating that a large numbers of cattle have gone missing on the Sweet Riding, are being looked into. Some say the rain of beef pies over Seagate might be the cause of the missing livestock.

Affordable housing close to the planned site of the new Merchant Guild Docks has created problems.

Heavy rains (of water) in Novadom and Brastor Holdings have resulted in some flooding, loss of livestock and property damage.

Merchants say that the price of the Blue Sands found in the deserts of the Gatar Desperation has reached an all time high, and is now worth more than five times the price of Myrhh.

Odd snow storms (with an after taste & aroma of beer) have been reported in the east of the Sea of Grass, reportedly leading to many goblin deaths. Dwarves from the Superstition Mountains credit the mighty Dwarven Princess Mordrin.

Western Kingdom News

A large floating rock about half a mile across was reported to damage some rooftops in the city of Zumular (southern point of the Western Kingdom) as it drifted south some two months ago. Some Merchant captains have reported the huge rock drifting west of the Five Sisters.

Troubling rumours from Southern Ranke suggest that three previously prosperous villages have unexpectedly become abandoned.

In foreign news

Recently making it to Seagate; As at Spring 816WK:

The western city of Vaelyn in the great Empire of Azuria, has been sacked by a mercenary army.

A great evil was destroyed, a shark-lord seen off, and a dark spider queen driven underground by a Mario's troop of performers and troubadours in the fair city of Chelembly recently.

The king and great Clan Dagen of Ibenvall is said to be recruiting more mercenaries for its ongoing war with the Kingdom of Menglana.

Merchants have arrived to Seagate with a rich cargo from the far north of rich furs and Salamander Oil (burns 10 times longer and cleaner).

Future Guild Work

The Baron von Hellsmarch (a barony in Jurgenmark, Aquila) has indicated that he will finance a Guild party in the future to help him eradicate some undead that have taken up residence in parts of his barony. Apparently the undead have come down from the northern mountains and made themselves at home in the area. Watch this space for future sign-ups.

Some wag on hearing there was a party going out with three fire mages:
"The Guild is having a fire sale..."

Flamis: "Muggle lives matter!"

Flash to Flamis: "... Which is why she's such a bird brain."

Flamis: "No, I'm not Mt Doom, but I am unpredictable."

Sooty: "We should go frolicking in the woods."

Valentine: "You guys should get out more, looking in crystal screens all the time..."

Valentine: "You can't just borrow a paladin..."

Flamis: "No, they're always on a mission."

Grendel (of an ancient white dragon):
"Fight it... It's loot looking to be turned into handbags".

Valentine to Sooty: "You're an elf. You always sense danger."

Flamis: "Cheese golems! They would be rare, but..."

Sooty: "I'm making elvish noises."

Frost giant: Must be the bitch queen...

Flamis: Bitch maybe... but hardly a queen... this time.

Flamis (to the slaving ice giant): I'm not edible... Well, I suppose I am, but... On the other hand, I probably look tasty, because I'm not wearing a can.

Flamis: "One way or another it hurts..." (Of different ways to deal with agony).

Sooty: "Don't charge the Grendel!"

Sooty: When in doubt, do something....

Valentine: What could possibly go wrong?

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.

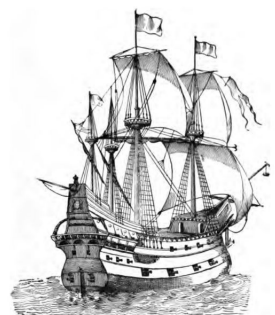
** Secured against a magic item, favour or job - all by negotiation.



Ships for Sale

There have recently come onto the market a number of ships salvaged from the depths of the oceans, reclaimed, repaired and refitted for use by the competent shipyard in Fort Flowing (Southern Ranke) run by the Itute Trading Company.

These vessels are for sale at half the price of new vessels and are just as seaworthy. The increase in commerce now that the war is over has seen these vessels snapped up. Many new shipping concerns have been established to cater for the high seas trade.



What to do in Londinium when there's a mad Emperor, War Wolves and a surfeit of Power in the form of multiple Phoenixes being drained for Energy! Aka War-Wolves of Londinium

Now you know your adventure will be memorable when your employer is the same one as you had last season and that involved death, mayhem, intrigue and inscrutable Orientals. Well, it was truly a sense of déjà vu when I walked into guild meeting room 13,

and then my sense of paranoia kicked in as I've never seen or heard of any meeting rooms numbered above 10! I was somewhat reassured when such luminaries as Thaeuss (Yes, I am the Dark Binder), Prudence (the Lady of the Dark Waters), Keshah (the Friendly Evil Rune Mage), Bromli (the Chaos Dwarf) and Mungo (The Kings Son) were present, but I got over it.

Anyway, it seemed that Serafin (The Lord of Patterns) had a bit of a problem. Last time a guild party went there, someone killed a leader of the Wolves on Perfidious Albion. In the lamented absence of Meliadus of Kroiden, the Order of the Wolf were entangled in a struggle to find their next leader. The Lord of Patterns would like to know who is appointed, and has a few vetoes he would like to suggest that we utilise.

Basically, Lord Serafin wished us to ensure that the internal competition and strife amongst the Order of the Wolf continued as it boded well with him at this time. He wished us to travel to Perfidious Albion, review those who are the likely leadership contenders and encourage them to withdraw by whatever means necessary. He would be delighted to hear of our success in this matter. He also mentioned that London (on Victoria) and Londinium (on Perfidious Albion) have similarities current. Oh and by-the-way, Lord Serafin's previously enunciated target of Mycroft's Difference engine that could be found in the British museum on Perfidious Albion would see us needing no further action on his behalf, and he would be incredibly grateful.



Anyway, we sorted out the party roles with the 'Master of Manipulation' Thaeuss edging out 'just charge any enemy whenever you see them' Mungo for the Military Scientist role; Prue being the only real human became our figurehead leader, and myself the downtrodden giant becoming the scribe yet again for this merry band.

So we quickly departed the guild and spent many months travelling, so much so that we had to employ special teas over the session to give us twice as much time as it seemed - all very confusing!

We travelled to the Certain Shore (via the Astral and Abyss) where we expected a dimensional border to be. There we quickly engaged a loathsome creature known as a See Hag (or Sea Hag) which flung fish at the party, causing much consternation, until we managed to kill her. We noted that the area there was a bit too uniform and geometric - never a good thing. There was an underwater portal nearby guarded by Black Annis Hags. We just knew that it would be frequented by other nasty creatures so we moved on smartly.

We created a backup inter-dimensional portal. Then we proceeded carefully into the rift and across the boundary of the realms into the Green. This was a realm of thick and dense woods with ancient old trees that grew to some 110 ft. We sent a scout up to the canopy who then took flight circling higher until they espied a white tower some 80m to our west. Thus we had our first waypoint in this tree-covered land. It did look like it hadn't had a good forest fire for some time and we all know that forests need a

good burn off to foster new growth - that would be the fire mage in me!

We encountered a pair of Wyverns and looted their interesting lair. This was near a reactor of some power that had a Phoenix captive in it. We travelled on and soon arrived at 'The White

Tower' where the necromancer 'Lady DeWinter' once fell into a window before being rescued by at least two guild parties. Oh, and we discovered that the tower had been well looted even down to the copper nails.

We travelled away from the tower to locate a forest tree herder - an Ent named Bright-leaf. He thought we were the previous guild party and it took a while for him to listen and for us to get things across. After we succeeded, he gave a cool draught to Thaeuss who grew a foot taller (to 7ft) before we used his special mobile tummy portal to pass into Perfidious Albion.

We determined that we were in woods a dozen miles from the nearest town, so we intelligently decide to camp before entering Eboracum. We moved on, passing through the forest using my chariot, and I'm sure that we added to the mythology and folklore of the realm by our night travels some 280 miles through the forest. I'm sure we were seen by some night owls, hunters and the like but who would ever believe them when they told the story:

"Well, there were three figures riding an ornate red fiery chariot being pulled by a multi segmented glowing creature with eyes of light floating inside its skin. I'm sure there were a Giant, a dwarf and an Elf on that chariot - and you know they don't mix well. And there were a floating carpet just behind 'em which had another elf and a human sitting on it. Oh, yeah, to top it off there were a huge wolf with fiery feet running beside the chariot too! They were all travelling very fast and they passed me by so quick that I forgot not to pee my pants - it were that scary!"

We passed through Basingstoke, through the great forest, and then onto Londinium itself. This was a huge metropolis, and we spent the next few days wandering the city looking to orientate ourselves and pick up what we could. The central urban area of London (the 'City') can't be stayed in unless you're a local and so we pondered this for later. At night there was a 'pea-souper' fog through which substantial undead wander. We estimated the city to have around a million people living in tenements everywhere, and there were a lot of foreigners - especially from the east! Trade came up the Thames and then was dispersed using the canals which seemed to be everywhere and mystical in nature.

We considered many plans before settling upon a course of action. We started immediately with trying to plant rumours that "The Black Sea Conspiracy" (a nasty little oriental set of enemies) and their allies Camargue (in the south of France) were seeking to overthrow the God-king. It appeared that we were wildly successful in our rumour mongering. That along with subtly planting our seeds of dissonance amongst the populace caused many other events to come about.

It was topped off when we managed to capture some troops, to whom we very carefully didn't identify ourselves to. However we did incline them to believe that we were secret police, and that there was a plot to kill the god king. We then allowed the men to escape carrying various itemry which we had previously modified using certain special binder magics. So, they were unfortunately unaware that they were carrying a number of bomblets and a suicide pack (miniaturised fire lance) with them. These men, full of righteous need, went immediately to the palace with news of the plot. We espied them moving towards the palace to make their report (under close guard) when the bomb went off, and everyone's plans were thrown into the wind.

It seemed that the God King was already nervous about betrayal (from all and sundry) and so he enacted his evil plan sooner than his preparations could handle, so that things went awry. Millions died, great devastation resulted from magical storms, mana-sucking, and power going wrong. Two planes collided, and parts of London (Victoria) were overwritten by parts of Londinium (Perfidious Albion) with many unintended consequences.



We, of course, used this time to loot the plans Serafin so dearly desired from the British Museum, and then fled the scene by way of a stolen boat with unique properties. We travelled then onto to Venice, and from there we returned to the guild. We travelled to the Lord of Patterns and discussed our successes working for him.

We ended up doing much more for Lord Serafin, including finding the Calculus of Change and The Klepsydra as he has plans for these items which will also advance his cause.

We travelled across Tanel doing many things, including hunting down the Ex-Pope Sylvester and visiting the Bishop of Trondheim. We also, by accident, hunted down and freed two phoenixes and wrecked many nasty plans before we once more return to the guild.

For more information see my complete scribe notes - T sayoi. (GM: Jim)



Lucius for Greater Enchantments!



You decide what you want!

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

Only 200 sp per cast rank plus the materials cost.

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

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 (paid out).

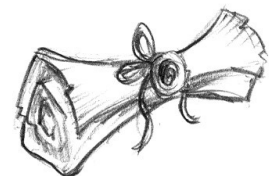
The Ransom Agreement: You agree not to take action and/or hostilities against the group or persons who collect the ransom for ten years and one day, unless required to rescue a fellow guild member.

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

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

Ransom Notes and Options:

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



Who is..

Hagan?

Interview by Aurora

It's been a while since I wrote one of these columns, owing to some... personal issues... but, now that I'm feeling a lot better, I figured I'd better get started again. There was one name on my list I have been meaning to get to for a while now, so... here we go.

Hagan is known around the Guild as an international playboy and a self-pronounced Republican. But, don't let appearances fool you.

Behind that casual exterior is a sharp and calculating mind. It took me a while to run him down as he seems to be semi-retired and not around the Guild that much. I eventually had to fly to Gracht and tracked him to one of his favourite spots, a place of rather interesting sights.

When, and why, did you join the Seagate Adventurers Guild?

I grew up in Innesberg, an independent town, technically a city, on the Old Highway a day north of MMHS (and much, much cheaper). Like many, my folks were in the Inn business; but I yearned to be a Spy/Gigolo, so after, um, a "youthful indiscretion", I came south to the Guild.

What do you specialize in?

I make all weapons, and am ranked in most, maximum in a few (would you buy from a smith who couldn't use his own wares?). I prefer the discretion of unarmed or bow, but use Battle-axe where subtlety is undesirable. In combat, my job is usually to stand in front of the mages and stop anyone attacking them — failing that, pick up the bodies and run like the wind.

What do you do when not adventuring? Any hobbies?

I've only had 21 adventures in 24 years, but I've a forge and workshops in Gracht. So my "hobby" is real-life, if I'm not training myself or apprentices and other locals. Of course, as a master Mechanician, my true vocation is making civic Improvements for Gracht — fortunately the local Authority, Amelia Pendragon, is a much better adventurer and can afford to sponsor my inventions, weapons, fortifications, buildings, ...



many of which are highly experimental. I keep bees, I brew, I throw well-prepared "impromptu" neighbourhood parties and amuse children with "meine shtrong Uhgzent" and shiny toys — but that's traditional since my neighbours are Hobbits.

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

We once killed a small green dragon beneficially. And I killed some fish I'd netted for the party's breakfast because they tried to charm me when I was alone. They were delicious. Otherwise I'm not really a killer. But I am ethical: I believe guild-members are obliged to divest wicked people of their ill-gotten gains whenever possible. Best item? Gigoloing is much easier if you only age 1 day in 17 (and were pretty easy to start with!)

Which places would you recommend visiting, and conversely, any places you would recommend avoiding?

Innesberg. Things went bad when the corrupt regime of the so-called Western King annexed and pillaged the independent Republic. The Innesbergers need your business, even though most of the cash will be embezzled by royalist lick-spittle sycophants.

Why are you still an adventurer and what motivates you to join, or form a party?

I like the opportunity to do good; The cash is handy; and foreign places are a great inspiration for Mechanician innovations.

Anything else you want to say to the guild populace?

Have fun. **Do** spare the horses — they're people too, and they constantly whine

about any perceived mistreatment (that's where the word whiney comes from). If you're not at least Rank 5 in flying and Riding then you don't belong on a medium adventure. Being 21 is much better the second time around. In foreign towns, eat where the hobbits do. Be kind to one another — making people happy is good for business. There's no such thing as too much Waters of Strength or too high a Rank. ... How many more of these do you want? I can carry on all night ... it's

a magical talent .

(I have to admit that we did carry on all night but not much of what was said turned out to be printable - contrary to popular belief, the Seagate Times does show some discretion and decorum. But, I did find out about some interesting chocolate dishes. I may include some more next issue)

Need a Holiday?

Sick of all the adventuring, killing, problem solving and training?

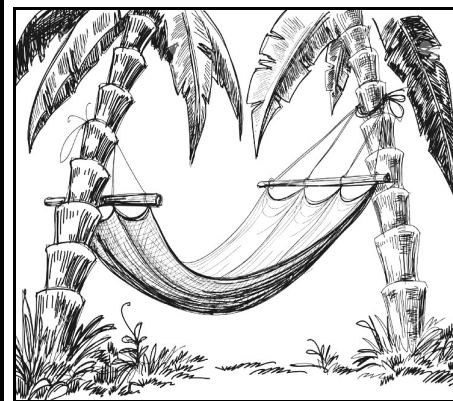
Tired of maintaining your high social standing keeping your guard up, watching what you say?

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

I am offering a package deal to five Guild members for a two week holiday on a remote, private tropical island!

For only 2,000 sp each you will get return transport by cloud to the island, all meals and accommodation for your stay. Please contact Lath at the guild.

(Orcs & Earth Mage Giants need not apply.)















Astrology Guide Winter 816

The Astrologers' Concave held in Adjepbar a few summers ago 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 ∞

<p>Winter</p>  <p>Seers say things are looking up. Snows will be light around Seagate, but the good news is that your accommodation in Seagate will stay warm this winter. Seasonal lights in the sky are nothing to be concerned about, as the runes or tea-leaves say you will be mostly unaffected by harm. Keep an eye out for blue winter flowers this season as they will bring you good luck. Visions of you holding a steaming and burning still beating heart in your left hand are said to be a good sign, but in the right hand are a bad sign. On any failed percentile roll ending in 1, 2, 5 or 7, roll again.</p>	<p>Air</p>  <p>Your association with air gives you an affinity for flying this season adding a bonus of +20 to any flying based BC. When not on the ground or sea you will be able to recognise the southern horizon. Business portents can be seen by watching the clouds in the daylight hours in the months of Frost and Snow. Look to the Clouds for a sign.</p>	<p>Solar</p>  <p>Solar influences' will help protect you from the cold. 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 or Seal 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.</p>
<p>Spring</p>  <p>Any successful courting should be continued into Winter as it will allow you to share seasonal events with loved ones and allow for introductions. Manoeuvre around obstacles is best at sea. Your creativity will enable you to craft artworks into something of value. You can create self-fulfilling prophecies with stored pies. Share them and imagine them gone, and they will be. Eager to get to know someone better? Think old-fashioned pies and warm fireside conversation. On any failed percentile roll ending in 5 or 7 roll again.</p>	<p>Water</p>  <p>Visions and reflections on liquid surfaces will show you an insight to the true nature of things. Do not be fooled by those seemingly real but made of vapour and smoke. Those that do not leave footsteps should be watched if you can. A beautiful partnerships with the voices and visions from the past may energise you further to make a new profit; a marvellous week of balance between work and pleasure.</p>	<p>Lunar</p>  <p>If you can clearly see the moon then extra luck will be with you (Like a lesser enchantment of -3%). Sleeping under a cold night sky will provide you with rest and recovery equal to twice the number of hours slept. Ships, seals and walruses could be helpful.</p>
<p>Summer</p>  <p>Your guidance to a fellow adventurer will be timely, but will fall on deaf ears if they are shorter than you. Long nights could be fun if you have any saved pies, especially pineapple ones, and don't forget the beef. Relationship issues are not going to get deared up overnight, even if that night is longer than normal. Dreams show you doing something with pineapples to keep your health up. On any failed percentile roll ending in 2, roll again.</p>	<p>Fire</p>  <p>Walking in the streams of melted ice from the herds of Salamanders will hide your approach. You may feel that the cold is gripping your heart but it is not your own, but another. Force beyond your controls and a herd mind from under the green skies may will help remove curses and any infection of goblin spot you may have. Visions of a painting you own or the memory of the texture of a thatched roof may somehow become valuable.</p>	<p>Life</p>  <p>All is good, especially since the goblin voices you have been rearing for some time seem to be fading. The ability to relate well with others might enhance your own personal finances during this period. This is a stable position for love matters and close relationships. You value those who make you feel comfortable, and familiarity is more important to you than someone new.</p>
<p>Autumn</p>  <p>Brilliance and vivid dreams show black sails on many ships anchoring off the shore of a ruined city or sand. The ideas of a friend might turn a profit if it does not include pies. Recognising the mountains, shorelines and a brief green light in the sky will be an indicator of riches to come, if you are able to withstand the cold. Watch out for the short native people as they often say the wrong thing with energy. On any failed percentile roll ending in 2 or 7, roll again.</p>	<p>Earth</p>  <p>Leaving only shallow footprints can be an advantage to you, but hinder your friends from following you. Getting lost in the great northern snows north of the lights could be bad. Red herrings may be a due, but could help heal. This season features new additions to the family such as marriages or birth of children, pleasant functions, recognition of service, enjoyment with the opposite sex, agreeable events, outstanding reports, gain of wealth, new properties, pleasure, prosperity, success in undertakings.</p>	<p>Death</p>  <p>When surrounded by only friends and white for as far as the eye can see, look to the whales for salvation. You take no harmful affect from births on Moonday, Duesday and W'ansday. If you are an adept casting under the lights of the night sky you will gain two ranks on any General Knowledge spell (Max 20). Mindless steps forward will be folly.</p>

Health and Safety Warning:

Do NOT read this article aloud.

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

Starflower's Guide to Powers

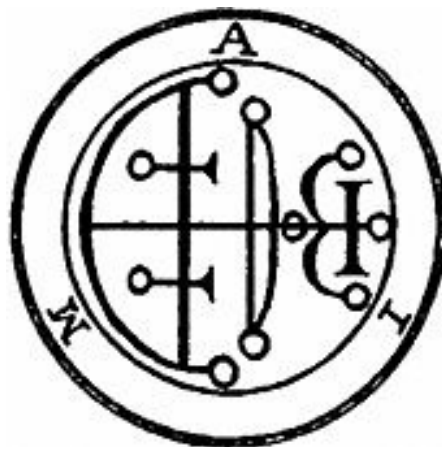
The Fire Duke

One has to wonder if one or more of the fallen elves that ascended together long ago to become the Fire Duke was secretly a psychotic arsonist. Because that is exactly what Aim is. The Fire Duke delights to burn.

His avatar is said to appear as a human male (handsome enough according to some, dreadfully ugly to others), having three heads, one of a serpent, the second of a man, and the third of a cat in most accounts (although some say of a calf). The Fire Duke is fond of wearing black robes decorated with red flames dancing up from the hem. He often chooses to ride a great lizard, a giant salamander with scales of midnight blue. Aim likes to carry in his hand a lit firebrand so that he can randomly set things on fire. His minions include Greater Fire Elementals, Fire Devils, Hellhounds and Salamanders.

Aim only takes Fire Mages as his Agents. It is said that most of the Guild's Fire Mages have been approached by him at one time or another, but as far as is known, all have refused. There is a simple enough test: an agent of Aim is bound never to extinguish fire, which means that adepts lose the extinguish spell from their college. So, point them at a fire, and ask them to put it out. Truth is that Guild Fire Mages are disinclined to randomly set fires, and will happily extinguish them if lives or property are at risk. Not so the followers of Aim.

And Aim does have a cult. Or more accurately a number of them, glorying in such names as "The Brotherhood of the Flame" or "The Red Renewal". It is not unknown for these cults to support themselves through protection rackets, threatening to burn down a business if its owner does not pay up. This kind of activity along with the arson these cults indulge themselves in, makes them less than popular with civic authorities. This is particularly true in port cities, because the Fire Duke has a particular hatred for



things associated with water such as Water Mages, ships and navigators. Indeed, it is said that the sacrifice of a Water Mage by means of fire is such a delight to Aim, that this is a sure path to becoming his Agent.

Such cults, like the Agents of the Fire Duke, employ symbols of fire and flame. They dressed flamboyantly, in red and gold garments, embroidered with designs of leaping flames, at least when engaged in their pyromaniac rituals. The phrase "creation through destruction" is often used to identify members.

Should you feel it likely that you will encounter Aim, his avatar, his agents or minions on your mission, you would be advised to either take a reliable Fire Mage, or purchase invested items. You will most likely need access to protection versus magical fire, fire-proofing, extinguish and both Fire College counter-spells. Remember that Aim is a psychotic pyromaniac, and that his followers are much the same. They will ignite anything flammable in the vicinity, just as a distraction. Collateral damage means nothing to them, fire is everything, the be all and end all of all things according to their creed.

Next Issue: The Master of Murderers



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.

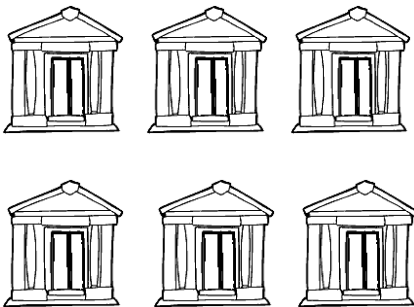
Available at the Guild Meeting or contact Count Engalton Redwood OM of the County of Newhaven.



Puzzle Column

Cryptic Crypts

There is said to be a great treasure in the cemetery of Grenada in Toscana. This treasure was broken into six parts, and each part hidden in one of the six noble tombs. Each mausoleum has two locks, which each require a coloured key, and must be unlocked in the correct order. Can you unlock the secret of the six tombs and the twelve keys?



- Each colour of key is used twice, once in the first lock, once as the second.
- One of the northern crypts requires an orange then a white key.
- Crypt Venezia needs the beige key first.
- Neither of the centre crypts uses orange or beige keys.
- Neither of the western crypts uses orange or red keys.
- No southern mausoleum needs a green key.
- Neither of the eastern crypts needs a green or red key.
- Neither of the western crypts requires blue or white keys.
- No northern mausoleum needs a red key.
- To open the Genoa crypt use a red key followed by a white key
- The Genoa crypt is adjacent to all of the other crypts.
- The Napoli crypt is somewhere west of the Genoa crypt.
- The Venezia crypt is somewhere east of the Genoa crypt.
- The Napoli is somewhere north of the Roma crypt.
- The Milano crypt is somewhere east of the Roma crypt.
- The Palermo crypt is adjacent to the Milano crypt, but is not next to the Roma crypt.

Riddles

I'm tall when I'm young and I'm short when I'm old. What am I?

.....

What can you catch, but cannot throw?

.....

What kind of tree can you carry in your hand?

Sooty's Ashy Offerings

Ash College invested items for sale.

Highlights include Anti Elemental weapon spell, large area of effect damage and a small area of effect curse.

Other protective spells possible in potion form if you are an alchemist.

Amulets to resist undead draining by trade. Enquire personally through the guild for more details.



Holy Water for Sale

Many uses, principally administering pain and hurt to those naughty Undead.



100 sp per 1/2 pint.

Also available to select clients:

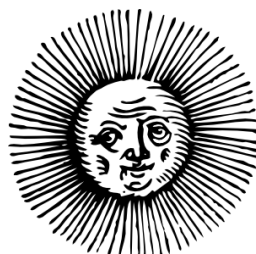
Alchemical potions—you provide the talent, he'll put it in a bottle.

Consecration of appropriate locations to the healer god Dianchect. Expensive, but worthwhile for your sickroom.

Please contact Phaeton at the Guild.

What's Hot

- Negating Agony
- Sunlight
- Nuclear reactors
- Fire
- Golems (when they're yours)
- Gnomes



Answers to Last Issue's Puzzles: Riddles

First: A Map

Second: A Coil of Rope

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!).



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

- Necrosis
- Darkness
- Basilisks
- Ice
- Golems (when they're NOT yours)
- Goblins



Candidates for next Mayoral Election Accused of Being Gods Awful by Bishop Jocelyn

Thanks to an anonymous source who is high up in the Order of the Most Faithful we have received a torn out page of Bishop Jocelyns private diary in which he wrote the following:

816 WK 29 *Vintage*

(Beerfest tomorrow - Yippee!)

Dear Diary,

It is hard to understand why the great city of Seagate has only two candidates with a chance of bearing the gold chain of office around their ugly necks with the third (or should that be turd) runner-up being a wizened little gnome who wants things like free houses to be built for the poor and shiftless (that will cause all people entitled to vote because they own property) to be unsatisfactory as well.

Ronald of Rump is not the self made merchant he proclaims himself to be but a dullard from a rich family who only shows any mental wit when insulting others. The man is a boorish imbecile!!!

As for Hilaria Glympton she who became mysteriously widowed after her husband was found mucking a maiden's dress. She is known to take bribes!!!

Thank the gods, I have you dear diary to confide my innermost thoughts to that I can never reveal publicly due to my important public role among Seagate's loyal servants.



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.



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

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



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