

The Seagate Times

Issue 92 - Spring 816

Haunted Houses Liberated

A party of mainly novice Guild adventurers has been instrumental in clearing out two large mansions that had been considered "haunted" and making them available to the Duke.

The first house was quite close to the Castle, although it appeared that people tended not to notice the building, or its guardian rhino. Further investigation proved that there were indeed ghosts of a sort. There was, in fact, an abundance of messed-up magic. There was a room with a painting of a moon that was some sort of portal and a table full of headless dinner guests. There was a kitchen where the party halfling was traumatised by being attacked by rotten food. There was a corridor where a powerful wind blew constantly from nowhere. There was a library where there were flying books and the smell of sulphur. There was a giant centipede in a bedroom.

There were skulls scattered throughout the house, which needed to be found and re-united with the proper bodies, so that the secret compartment opened. That



contained a silver key which unlocked the door to the wizards laboratory on the third floor where the party found some carelessly placed wands in a magic circle and a black oak chest. After successfully deactivating the circle, and removing items of interest, the party was able to declare the place safe, and turn it over to the Duke.

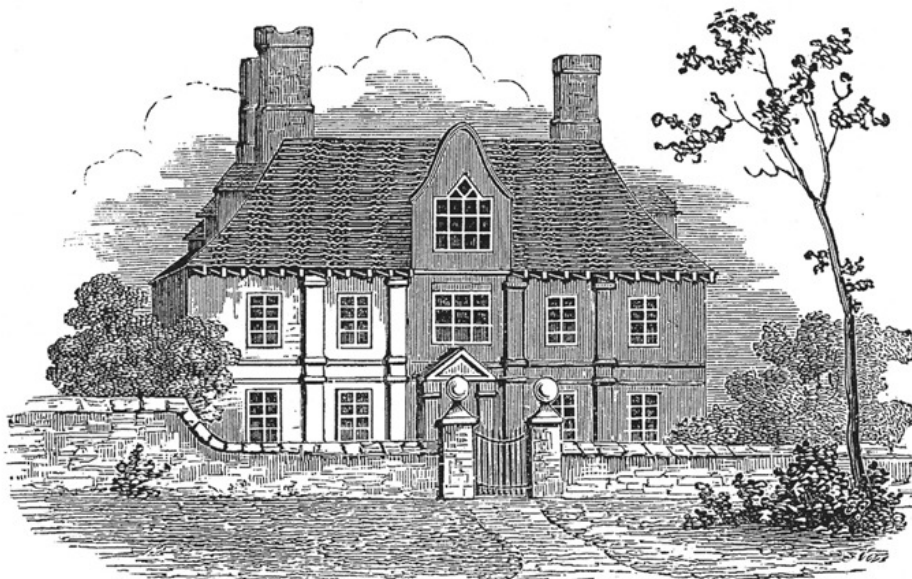
The second house was a cliff top mansion some thirty miles from Seagate. The inhabitants of the nearby village plainly believed the place to be haunted, telling tales of Eldritch lights, Alchemy and Faë.

The house had ornate gates, but was definitely abandoned. The stairs were rickety, the floors somewhat dodgy, and the rooms full of dust and cobwebs. The party soon found that the house was not at all haunted, but it was infested with giant spiders, attack centipedes and rotgrubs. All of which were a cover and a distraction from the true denizens of the place, a gang of smugglers. Those that survived the party's attentions were turned over to the Duke's justice. However, this house will require a considerable of repair work before it is again fit for habitation.

Neither domicile is especially appropriate for housing Seagate's poor and destitute, but the Duke intends to have them both repaired and offered for sale. The proceeds will then be added to the Duke's Housing Fund.

Should Guild members with ample means and a charitable inclination be interested to purchase, they should consider making a suitable offer. If your funds do not stretch so far, then please think about making a donation to the Housing Fund. Or you can contribute your skills, especially if you are an Earth Mage or a Binder, a Healer, Herbalist, or Mechanician.

By Minerva of House Sulis (GM: Keith)



Sir Pru Returned; Adventure Beckons

After a decade of good works and empire building off-plane, the Baron of AnteCarzala has returned home, much to the relief of his Steward (and aunt), Mme du Lally. "The strain was almost driving me sane, so it was" she allegedly said at the surprise welcome-back feast she created, which technically consisted of Honey-cakes, followed by honey cakes, and also honey-cakes, sometimes roasted. However the many elaborate and diverse courses were extremely popular because of her splendid cooking and illusionist skills. The details are a bit hazy as most guests also partook heavily of the soup, juice, mint-fig ice-cream, and other mead-based fantasies.

Sir Pru, now silver-haired, returned with a few guests, including an imperious elven lady wearing an enormous, striking turban that *nobbled* somewhat (like a bag of cats). The official rumour is that he is seeking a party of *impressive non-human* guild-members on behalf of Elven & Draconic colleagues that have an urgent off-plane matter of Consequence. Given the critical urgency, it understood that the adventure may start as soon as summer or autumn next year.

Pharos Bears Completion

The light-house (see issue 87) evolved as it was being built. The preliminary concept of a 120-foot tall square tower on a fortified redoubt has become two oval **towers** 99 ft high and 100 yards apart (roughly North-South), which will better aid navigation. The earthworks and first levels of the original redoubt of have been converted into a 30 ft high **keep**. The completion date of Midsummer (817 obviously) still stands.

The beacon fires will be on the top of the towers and have polished reflectors behind to multiply the light. It is proposed that the structures will essentially be element-proof, or at least element and elemental-resistant.

To inspire confidence, the grounds of the Pharos complex will be open to the public upon completion; although only the Duke's wardens will be permitted to enter the keep and towers.



Sir Pru Returned



The Pharos of Seagate

Halfling Spider Cultist



Duchy of Carzala & Seagate News

Guilds of Arn's Ferry, have reported a large cattle drive moving the herd from Sweet Riding to Western grazing lands near Hope. Some say the herd will be in place for Spring.

A late cold snap from Ranke has kept traders based in Carzala chilly as they leave Seagate port down the Sweetwater. Southern Ranke is said to be experiencing its longest cold snap in years. Brastor Holdings has had a mild winter, no seasonal flooding or loss of livestock.

Western Kingdom News

Some traders inland close to the edge of the Ffenaragh Swamp have reported sounds in old Dumar calling to them. Other traders have reported ghosts and other uncommon encounters.

Merchants say that there are rumours of a Destinian gold ship which is due to return this season, passing by way of the Five Sisters from a port in the Empire of Arabie. Other merchants have said that part of the payment is in Myrrhh and the price of Myrrhh is going to go down.

In Foreign News

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

Four mercenary armies have been moving from city to city in the Ellenic States, in an attempt to gain the upper hand.

A great shiver of sharks said to number in the many hundreds, have been seen off the coast of Freetown. A cult following a dark half-spider half-hobbit have also been trading in Freetown for a unnaturally large amount of red silk and blue pottery.

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

Merchants have returned to Seagate with a rich cargo from the north, consisting of Dried Salmon and Rich Furs.

Lonely at the Top

Times of strife and war are opportunities for new heroes and leaders to step forward. The battle between Elves in the human Kingdom brought great misery and suffering, I along with many others lost my home and my old life. But it also led me to my new home where I established a refuge for other lost souls and grew to greater stature and magnificence.

My demesne and village I protect are a safe haven for all who need it and will live by my peaceful rules, Human, Halfling, Drow, or Dwarf - all are welcome and thrive under my care. But for me was the isolation and loneliness or leadership, I could not look for true companionship and love from within the village, the ravages of war isolate us from visitors and I cannot leave my beautiful home and people unprotected.

Then to our village an odd group came, they spoke with smiles of great deeds and great good but on testing few were worthy to speak with me. Those few appeared to care and in return for my aid offered to seek out a suitable companion for me. And so I waited... Years passed and meditation gifted me with a vision of my one true love, a beauty of stature and grace to match my own. My hopes were raised but still my shaggy smiling visitor failed to deliver her to me.

This cold winter brought a new group of strangers to my home, all of them worthy enough to visit me, power and leadership radiating from them, they were here to fulfil the promise of the shaggy one. I shared my vision with them and they agreed she appeared most worthy. She resides in my old homeland far to the west, no problem they said, we have been there and know this place. It will be dangerous and difficult and may take a long voyage, but we will go to her, convince her of your charms and bring her home to you. And so I wait...



The Shaggy One

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).

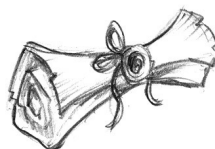
The Ransom Agreement: You agree not to take action and/or hostilities against the group or persons who collect the ransom for ten years and one day, unless required to rescue a fellow guild member.

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. |



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.

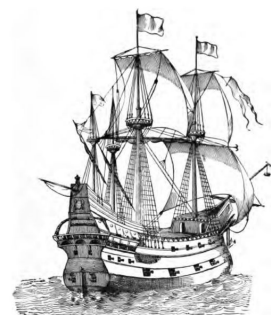
** Secured against a magic item, favour or job - all by negotiation.



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.



Confessions Heard at the Temple of the One-horned God.

You know it's a very hard life us adventurers have to deal with and we have to do so much for so many people and in ways so few of them can even comprehend. Take my recent employment, where we were sent out on a mission called "The Hippo's Bride". Now, does that sound to you like a sane person job or even the job of a hardened adventurer - no! Well, unfortunately that is what it was, and boy it was a long journey. We started off sorting out 'wicked goblins' although I didn't know when they became a hard task - I mean they're only goblins!

We travelled to the far reaches of goblin land in Brandenburg, up near Orc Town where we encountered a run-down temple which was once 'The Temple of the White Goddess'. Well, that was soon slugged through the good graces of the arch-bishop Rowan who saw fit to bring the wrath of several dragons down upon it. We encountered some goblins who appear to always be on heat (even more than usual) and we partly cure them and they then follow Rowan the brewer of the magical elixir (of sexual debasement) and provider of unique derical entertainment!

We then went and visited the nearby forest where our previous rumours of the arch-bishop's fetishes came to light when he was seen 'swinging' in a special harness with what were previously innocent forest creatures. Once the arch-bishop had finished ministering to the now less than innocent creatures we proceeded onwards to Orc Town where we subtly engaged in assault by strength in order to free Grobbenbonk.

We then have to deal with Sabrina the Dancing Demon Goddess (Well, a good being currently residing in Hell, but not really a demon) and her issue around managing her plane. Apparently she's misplaced the book "Demon's Guide to Running Infernal Realms", so we go find it for her, and deal with more minor problems.

We then also sorted out things to do with Aladar, some Michaeline outpost in the Badlands and along the way dealt with a few nasty wyvern-like creatures who had death gaze attack which were most unpleasant, and then we were eaten



by a several-acre-wide demon who lives underground in the area. This was a problem as once we stopped falling we were inside its stomach several hundred yards underground and we then had to fight our way out through its innards until we got to its heart which we 'blessed' with a cardiac infarction and other pleasantries by way of introducing a singularity inside its heart while we portalled outside to avoid a one-way trip to Hell.

We then met a lovely witch, who had been lonely for quite some time, and who enjoined us to experience the moonlight naked with her and so most of us did for a lovely, but exhausting night.

We finally got to the hippopotamus and passed the tests to see her only to find her best mate is far away in Terranova so we decided that perhaps we'd give the last leg to another party to complete since we'd done the hard yards so to speak.

By Captain Blood - aka Captain Zohar.



Goblin Gods

You will all know of the brutal slaying of the Goblin God last season and how this deed spread wickedness amongst the godless Goblins.

Many gods rejected the Goblins, refusing their worship, but there were also those who would fill the vacuum and grant a future to Goblin Kind which may have led to a few different religious factions and varieties of Goblins.

Goblins of the Great Mother

The Great Mother (Tlokken) is a very old Goddess that has not been known on our world for a long time, her realms of power are war, spiders, and life. The Goblins that follow her are mostly wicked, powerful, honourably warlike, and their champions include some powerful chimera, phase-spider-goblins amongst them.

The Great Mother has joined the pantheon of Chantris. How this will affect Tlokken, Chantris and her husbands is yet to be seen.

Goblins of the Dancing Warrior

Former adventurer and now power of hell, Sabrina, has graciously accepted worthy Goblins to her service, cleansing them of wickedness and teaching them the ways of war, dance and the destruction of evil. Foremost amongst them is her high-priest Grobbenbonk.

Wicked Godless Goblins

Not all were worthy to follow these gods and some chose to spurn them, embracing their wickedness, power and independence. These Goblins are likely to be ruthless, dangerous, devious, and most of all - wicked.

Pure Goblins (relatively)

Not all were afflicted by wickedness and many goblins were completely unaware and uncaring of the religious crises. They continue to be the nasty little pestilence we must periodically wipe from our boots.

So next time you encounter Goblins, remember to take care in your assumptions. They may not necessarily be a problem for you, but they could be a much bigger problem than you expect.













Astrology Guide Spring 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>This is a great season for being pro-active and displaying your abilities to lead from the front. However, be aware not to become too aggressive or arrogant, and most importantly, not to let success go to your head. If you encounter jealous people who are unable to digest your success, simply be indifferent towards them. For some reason, you may not be able to look eye to eye with your partner, but if you make an effort to pinpoint the reason and try to resolve it with a positive attitude, it will work wonders for your relationship.</p> <p>On any failed percentile roll ending in 7, roll again.</p>	<p>Air</p>  <p>With the months of Fruit and Harvest the colours will seem a little brighter and colours stronger and deeper. A black eyed sea monster, a necromancer who uses the corpses of Kraken and Whales to do its bidding, is said to have lost a gem said to be the 'eye of the sea' which it hunts for.</p>	<p>Solar</p>  <p>Lovers who met under the night sky and are awake in each others arms at dawn may be cursed to take on new forms and need the guidance of a witch. A day sunbathing will grant an additional area for any greater enchantment you are under.</p>
<p>Spring</p>  <p>In our opinion, this season is surely going to be a fascinating one for you. Your affectionate and gregarious nature will win you many friends. On the adventuring front, this month is ideal to present your ideas in an organised manner to the party leader, which should please them, but they may be slightly miffed at the slow pace of your work, unless you are a Elemental Mage. Keep an eye out for dogs. Your self-confidence will be high this season, and you shall not shirk from taking on new responsibilities, facing tough challenges or accepting drastic changes in your life. If you get a new job offer, make sure that the work profile and working atmosphere suit your nature, or else you might end up regretting accepting it.</p> <p>On any failed percentile roll ending in 2, 5 or 7 roll again.</p>	<p>Water</p>  <p>The reading was unclear and deemed a failure except for your lucky number ending in 5. Do not go near any large bodies of water within the period of the coming full moon, your local sea Witch will not be appeased by your cheap-skate offerings and may drown you. For the future a sacrifice should just be that - a sacrifice.</p>	<p>Lunar</p>  <p>Free your mind from negative thoughts. You need to be in high spirits to work with your fellow adventurers. Know their calibre help them accordingly. Trust them with their work and the rest would fall in place. Are you still confused? Eat more pork in the dark.</p>
<p>Summer</p>  <p>Try to hasten things up without compromising on the quality of your output. Most importantly, don't get discouraged by minor setbacks and take up whatever challenges that fate throws at you in a positive spirit. The Guild reps say the month is favourable for hunting for a new job, when close to a Giant or Adept of Earth. You are likely to taste success in whatever endeavours you choose to undertake this season. Still, to do even better you may need to become skilled in new technologies, such as coaches with suspension and running boards.</p> <p>On any failed percentile roll ending in 5, roll again.</p>	<p>Fire</p>  <p>Red smoky sunsets and the dark night skies, are signs of things to come. Your eye sight under the open sky is very accurate this season. While sleeping under the night sky, your maximum fatigue and endurance is increased by 5 pts for the next 5 hours.</p>	<p>Life</p>  <p>As spring warms and with new life everywhere, you are able to heal water creatures. Death is far away and unlikely to return soon. You are protected from evil dreams this season, but you know something is coming once again.</p>
<p>Autumn</p>  <p>The cosmos, though it may throw up an undesirable event or two, is not exactly unfavourable for you this season. Try to look positively on all events as learning experiences, then you will see that the phase is really a blessing in disguise. Stay away from Fish this season, or you will gain a dattered mind. Romance is on the cards.</p> <p>On any failed percentile roll ending in 2, roll again.</p>	<p>Earth</p>  <p>You will start the day with verve and vigour. There will be a change in your way of working, especially in terms of the level of energy and concentration you will put in. If you switch to the new strategy, it will better your performance considerably and will make you feel that it was a good idea after all.</p>	<p>Death</p>  <p>As the pain of spring returns, and your aspect works hard against you, it is no longer safe to remain in the larger settlements. Many sleepless nights of guilt are ahead. You will lose nine pounds. Death is never far away and will return soon.</p>

Health and Safety Warning:

Do NOT read this article aloud.

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

Starflower's Guide to Powers

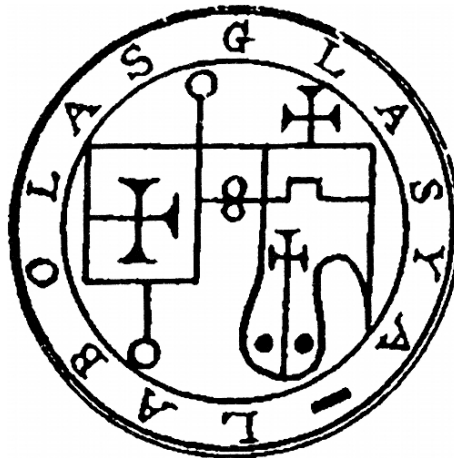
The Master of Murderers

Now, I think I've made it quite clear over the past few issues that the Powers of Darkness are by and large an unpleasant lot, and never to be trusted. But some are nastier than others, and the murderous Labolas, author and captain of manslaughter and bloodshed, is one of the very worst of them.

The President of Murderers most often appears in the form of a winged mastiff. His wings are those of a Gryphon and can carry him at considerable speeds. His mouth is covered in froth from all the slaving and gnashing of teeth. Curiously, he is believed never to wear armour or carry weapons preferring his natural weapons. Needless to say, wounds from his bite always become infected.

He can teach any skill, spell or talent he has in a single hour, but will demand a life in return. If the offering is not pleasing to him, he will take the life of the summoner instead. He prefers the lives of humans to all others (so sacrificing a goblin isn't likely to cut it, when there are humans around. Especially young humans...).

The President of Murderers is fully capable of reconciling enemies when he feels like it, but he much prefers strife and



bloodshed. He gains sustenance from death and slaughter and he will seek to promote mayhem at every opportunity.

He is known to be an illusionist of consummate power, fond of skulking about invisibly and using illusions to set traps for mortals. He knows the skills of Assassin (are you surprised?), Spy, Thief, Military Scientist, Beastmaster and Ranger.

The weirdest thing about the Master of Murderers is that he sometimes appears as a she, taking the name Glasya-Labolas. Now, he IS an illusionist, and you know what they say about illusionists—they can be whatever they fancy, and please whoever they fancy. So, this gender-bending should not surprise anyone, especially since it may allow the President of Murderers opportunities...

The Guild has had a number of encounters with the Master of Murderers; and with his most notorious agent in this place and time, the Former Bishop of Soulport, Rune Mage and Slaver known as Black Armond. Nine years ago, a Guild Party slew the Avatar of Labolas. So, it would not surprise me if he seeks vengeance some time in the next year. The Master of Murderers has a temple on the Avenue of Temples in Sanctuary, and is worshipped there, albeit discreetly. He is also known to have a cult following in Hindia. I suspect there is also a secret cult of Murder here in Seagate, though I have little evidence.

There is little advice I can give regarding encountering the Master of Murderers. He is a difficult opponent, not least because he is an illusionist, and therefore a slippery beast and furthermore an assassin of superlative skill. Beware of poison, beware of hidden traps, beware of the stab in the dark.... Beware of everything that might not be what it seems.

Next Issue: The Duke of the Waters

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.



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

Dungeon Delving

Five adventurers descended deep into five different dungeons this last season, each discovering some unique artefact on a different levels. Can you identify who found what, on which level of which dungeon? (Note that dungeons levels are numbered from one to five as the adventurer ventures ever downwards).

Dungeons:

The Great Bath of Burges
The Burned Basilica
The Colonnade of Cremona
The Monster Munster
The Paradox

Adventurers:

Sir Barrinor
Lady Bellatrix
Claudius Clavicus
Mike the Barbarian
Petunia Peculiar

Artefacts:

Everfull Chocolate Box
Clock of Cuckolds
Dagger of Decorum
Globe of Winter
Superior Stockings

•The adventurer who investigated the Paradox found what they sought on the very first level, while Sir Barrinor quested in the Burned Basilica.

•Mike the Barbarian located the Clock of Cuckolds, but the Dagger of Decorum was hidden on the 3rd level of the Colonnade of Cremona.

•Claudius Clavicus had to delve to the fifth and lowest level of his dungeon which was not the Great Bath of Burges (unlike the adventurer who quested one level deeper than Petunia Peculiar).

•Lady Bellatrix collected the Globe of Winter, but not in the Great Bath of Burges; and the Superior Stockings were found in the Monster Munster, but not by Petunia Peculiar.



Kiddles

Two fathers and their two sons go fishing together. They each catch one fish to take home with them. They do not lose any fish, and yet when they arrive at home they only have three fish. How can this be?

.....

I don't have eyes, but once I did see.
Once I had thoughts, but now I'm white and empty.

.....

Smith has four daughters. Each of his daughters has a brother. How many children does Smith have?

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.

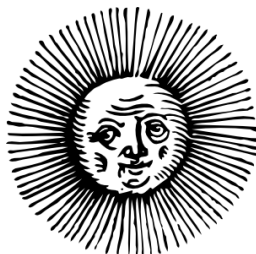
Also available, Rank 6 fortune cookies—adds an extra edge to your lesser enchantment. 300 sp per cookie.

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!).



What's Hot

Goblin Dowsing Rods
Magical left-overs
Witch-sight
Protection against Stunning
Magically-created Food
Silvered weapons



Answers to Last Issue's Puzzles:

Cryptic Crypts

Top Left Napoli Green - Blue
Top Middle Milano Orange - Green
Top Right Palermo White - Orange
Bottom Left Roma Blue - Beige
Bottom Middle Genoa Red - White
Bottom Right Venezia Beige - Red

Riddles

First: A Candle
Second: A Disease
Third: A Palm Tree

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!**

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

Goblin-Banshee Chimeras
Left-over magic
Impenetrable Darkness
Getting Stunned
Being Attacked by Food
Giant centipedes



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

Need a Holiday?

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

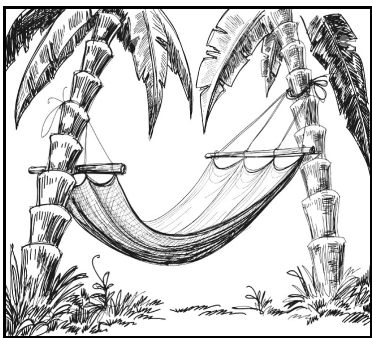
Tired of maintaining your high social
standing keeping your guard up,
watching what you say?

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.)



Contacts:

T'ana Silverwind (Ed.)	Jacqui Smith (275-3080)	flamis@slingshot.co.nz
Flamis, Grizelda		
Aqualina, Phaeton	Keith Smith (275-3080)	phaeton@slingshot.co.nz
Lath	Jono Bean (021 917 173)	jonobean@gmail.com
Mebh	Julia (021 106 7365)	juliamcspadden@gmail.com
Lucius		bridgetjane@yahoo.com

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.



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.



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

