

# The Seagate Times

Issue 93 - Summer 817

## Ivinian Darkness

A Guild Party was employed by the Kingdom of Ibanvaal to execute two important personages that had assassinated a royal relative and to recover some missing locals. Readings suggested the King's nephew's wife was probably killed by a grandson of the King of Menglana - but why?

So, following subtle dues, the Necromancer and party-leader Ragna soon sold the other three women in her party naked (as ritual ingredients) to a sinister Water cult who had charmed a cohort of Ice giants to build a town wall in the South. A week later, the revolt was so swift that, in the first few seconds, Mungo charged a cultist to find another Party-member had already killed it. Later, since the Master Military Scientist and Mechanicians were busy draining their defensive lake, the two last Njordites escaped on the back of a 400-foot hydra "surfing" (*Wave Riding*) a *Flash flood*. Not even the Earth mage was drowned or crushed!

After facing down Glum's pirates, the party eventually sailed north-west to Lokis and did favours for the Orade, learning how to defeat the Succubus (Silverfoam's blood) and Incubus (Serra's blood).

Later, while the party was in Menglana, the Succubus had the King killed. So they fled (advanced swiftly) upriver to Froyaheim where they met the King's grandson, Jarl Strasser, who was arranging the Invasion of Ibanvaal. Except it wasn't him, but the

Incubus who'd been impersonating him for over a year; charming the entire town together with all four women in the party. Mungo and Silverfoam fled very far, very fast.

Later, the men returned, saved the well-shagged and exhausted women, and the Incubus committed temporary suicide (through multiple *Full Geas* infractions) and the real Jarl was *Un-petrified*. After their demonic charm curses were removed, the party retreated from Froyaheim to a distant field with the particular piece of Earth by which the Incubus could return. He did (with his "sister" and minions). Mordrin (Frey's

Champion) helped the party resist demonic charms by braiding their hair - except Cher doesn't have hair (but she wasn't dead very long). With Serra's blood, the Fake Jarl/ Genuine Incubus was permanently destroyed.

The party returned to **Fuhreling** to gather counsel and gifts, then popped to the Realm of Hel so that Mungo could apologise to Hel herself. Properly, No excuses. Exactly as Mordrin and Ragna coached him. It worked. But on returning to the mortal world, they encountered a dying Valkyrie, who'd been charmed by the succubus to slaughter many of Hel's priestesses. So Mungo allowed himself to be charmed by her and, at the dimactic moment killed her permanently, and himself temporarily with the elf-blooded two-bladed dagger.

Returning to **Froyaheim**, the Ibanvaal/Dagen troops were starting to lay siege and the nearby villages were abandoned. But the party needed peace to *Expel* all the many champions in the region. So Mordrin and Silverfoam arranged a truce to transport the Real Jarl, with all his men and supplies downriver to press his rightful claim to the Menglanan throne (also leaving a garrison along the way at to defend his land & river routes). Then the Dagens were transported to strategic points in the new territory ceded to them.

In due course, the champions were expelled from the villagers; and Jarl Mordrin, Mungo, and Ragna were each rewarded with a recently acquired Dagen holding. Alas, the mastermind Summoner behind Incky and Sucky (**Drola** of many names) has escaped Justice ... so far.

(GM: Jono)



## Local news

It has come to our attention, that this season that not only has there been problems in the north of Carzala, but there has been trouble to the south-east on the steppes of the Sweet Riding.

Reports from the north of Kerala have said that a beast master has been involved in the rustling of both flocks of sheep and goats, as well as doing deeply unnatural and disturbing things to cows leading them to go dry and for milk to sour.

A mother of thirty-three children and in the northern area of Ante-Carzala has reported that three of her children have recently gone missing. Members of the constabulary are surprised that she noticed.

Reports have said that a large group or many gangs of bandits are following an unknown leader of goblins and men, who is trained in the skills of the Beastmaster and also said to be skilled in magic. A reward of 5000 silver pennies has been placed upon this unknown leader's head, and some have speculated that maybe he is an underground Guild member, but leaders within the Guild of Seagate Adventurers have assured us that this is not the case. Members within the High Society of Hobbits have also denied any involvement while at the same time the Guilds of Arne's Ferry have also offered 5000 silver pennies for reliable information which assists in the extermination of the villainous band of cutthroats and murderers.

A small group of people in secret have been checking that this isn't in fact the work of cultists out of the Sea of Grass, bent on revenge for the unjust persecution of the friendly goblins that have been seen in Seagate trading over the last three years.

The truth is unclear at the stage, other than that it is understood that they have been working north along the wall raiding many villages. Duke Leto has doubled the patrols and wishes that all Seagate adventurers be mindful of the dangers in the South East of Carzala.



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All but Silverfoam were all charmed by the Succubus and commanded to run next door and kill the King.

**She:** "Do not oppose me, Elf, and I will release your comrades after they have killed the King."

**SF** [calmly, after a second's pause]: "Agreed."

**She** [uncertainly]: "And you will not attempt to follow me or my minions for three days?"

**SF** [cheerfully]: "O.K."

**She** [sharply]: "Why do I not trust you, Elf?"

**SF:** "Meh ... what do I care for some local King? But, I *am* contractually obliged to protect my companions."

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## In News From Further Afield

More gold has turned up in within the Western Kingdom along with diamonds and veins of silver and jade. Merchants have been doing a good trade in to the port city of Zumalar.

Locals from the cursed lands of Dumar within the Ffenaragh swamp have reported that a few new sinister and un plundered ruins have been uncovered recently as a consequence of the war. The locals are hoping that some poorly equipped and highly wealthy adventures with good family connections who will therefore be missed will come and investigate. Merchants in Zumalar have commented that this is very odd.

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Taunts were made...

The **Undead Giant** asked: "How does the Mungo creature say it; Ah yes, ... *Pwauhk pook-pook Pook*?"

...and eventually, after several blows were traded, Mungo claimed he was clearly winning ...

**Ragna** [off-hand]: "No. The giant's funnier than you are."

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## News from the South and from Foreign Lands

A great sea victory was conducted and won by the Destinian Flag Admiral, Defender of the Islands Fleet and Captain of the Constitution in a pitched battle against the Black Fleet. Stories of

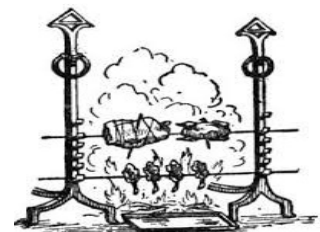
terrible storms and unnatural creatures featured heavily in tales coming out of the Five Sisters.

The God king of Asan has invited all to attend him next season, so that he may choose from amongst the wisest in the lands a tutor for their new children of the court. Those seeking the role of tutor or governors will be richly rewarded.

## Mass Mystery Poisoning - Clearly Witches.

Brian the Barbarian's (28 years old) summer outside spit-roast banquet came to a tragic end on Saturday when 127 of the 133 attendees became violently vomitous two hours after their meal. Alas fourteen Warriors of Wotan and eight wanton wenches plus Brian's harpy mother in law (an ill wind that blows no good) are now dead.

"It's like so totally awful," sobbed Brian's wife Harriet the half-harpy (16 years old). "I mean, Brian and his warrior mates were like having such a good time for real, roasting the sheep, holding flagons of mead, and Brian's now dead blood-brother Kev had gotten him this joke apron that said "Kiss the Widow-maker and Destroyer of Nine Kingdoms" to wear. I mean Kev was giving me a nice break from cooking a feast by having this outdoor spit-roast. His mate Jase' came round with this ram he didn't need anymore once he'd got the fleece off of it and the boys waved off the flies from and got it on the spit over the branches from this dead oleander tree to make this like nice smelling fire. So like all I had to do was the garnish and such a mistake, I wanted to do like healthful eating y'know? So, I asked my neighbour Wanda the witch to bring like a salad and she could bring along her bestie Sandra the sorceress too. And that was how we all must have got poisoned by Wanda's lettuce and tomato salad and Sandra's nut and rice dish. Burning is too good for them so I am glad they'll probably just be hanged instead."



# Somebody's Daughter

By Jaycey

After the meeting we collected Splashy from the Water College's fountain and moved him to the closest largest body of water. There a very nice longship was made and we headed off. After a couple days of travel, we reached Splashy's drop-off point with only one stop in between and then continued on to do the other half of our adventure.

There was a lot of travel between us and the letter so there were quite a few town stops between it and us. After meeting and negotiating with a few people, and a run-in with Katherine the halfling vampire hunter, we picked up the letter at Rob's Place and headed off after a night's rest. We were attacked by all sorts of undead on the way through to the pass underneath the Necromantic tower, but eventually got there in one piece. We then travelled through the Dark Mile where we were left by the Adlandias, out of wanting to avoid traditional slaughtering.

So, having our directions we travelled down towards Paradise City as we soon learnt it was called, discovering a dead messenger on the way. After a little bit of investigating we found the place we were looking for, called Chez Ami. Having given Elizabeth a fake letter to test if she was really the girl we were looking for we went 'prospecting' to spend some time re-doing our enchantments. Concluding that Elizabeth was in fact Elizabeth, we talked with her about what she wanted us to do. This lead down a very complicated scheme of bribery, which didn't end up happening, as we soon learnt information which proved the situation to be much bigger than we thought. We found that we had discovered a spy amongst the noble people, whom we quietly dispatched.

We did some final clean up, which involved getting rid of their message carrier Air Mage, and headed home using the mushrooms the Adlandias provided, had a party with the Goblins and learnt some stuff before heading home (not forgetting to collect the reward from the goblins and other loot on the way through).

(GM: Ian Anderson)

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**Serra** [quiet aside]: "You're wearing your helmet in the pub?"

**Mungo**: "Of *course* I put on my helmet on *before* I punch a dwarf from behind. I'm not stupid."

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**Mungo**: But I don't have anything to say to an elk.

**Secr**: Shh, you've been under the thrall of the evil priestesses.

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**Angus**: It's not the size of the sword, it's how you use it.

**Minerva**: I see you have the extra-large version...

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**Mordrin** [Rank-10 Mil Sci]: "No, no, no! Pillage. *Then* burn."

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**Mungo**: "What are the rules...?"

**Serra**: "*Don't* turn into a wolf while there are sheep on board."

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**Mungo** [making excuses]: "I was deceived, **Viola** played me like a violin".

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**Mungo**: "Turns out we didn't HAVE to fight a whole shipload of undead ... that was just the entertainment."

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**Mungo** asked the expiring Valkyrie what to do with her remains, the dying Shield-maiden explains that spirit was returning to Valhalla and her body would fade into the ground.

**Ragna**: "Can we loot her before she goes?"

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**Serra** teleported to, quote, "the disgustingly beautiful bitch" (the succubus).

**GM**: "But you know that will cause you great anguish and grief".

**Serra**: "That's why I drink."

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**Mungo** the Viking Hero: "I grabbed my first sword hilt when I was only five days old".

**Serra** the elf [archly]: "So that's what you call it."

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**Mordrin** confronted the mage who tried to Ensorcel Mungo in a public fight: "You were rigging the fight."

**Nefarious E&E**: "I wouldn't do that ... for free."

**Mordrin**: "So who didn't pay you?"

**Nefarious E&E**: "The innkeeper."

**Mordrin**: "How does *Sleep* help?"

**Nefarious (but incompetent) E&E**: "He wanted *ill-luck*, but I didn't know it. I thought a bit of drowsiness might help."

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## 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.



# From Reich With Love

Now although working for Immortals is interesting and rewarding, it is almost always dangerous in the extreme, because they tend to deal with things beyond our grasp, and sometimes way beyond our comprehension. So these factors were weighed up by me before deciding to once again answer the call and attend the Lord of Patterns, Lord Serafin (as our employer's rep) to see what he needed done on the plane of Reich. Reich being this plane full of serious types, nasty science and magic, evil scientists and Germanic persons generally intent on killing us!

We met up, and then travelled to meet our employer's representative in his secret bolthole in a nearby realm. When we got there, he greeted us all and introductions were made to regarding those he hasn't interacted with before. Serafin knew myself and my esteemed colleagues Rahne, Prudence and Mario, but not the dangerous-looking Alandis, known as a spy surveyor extraordinaire and an Elf of unknown origins.

Serafin completed our briefing session by telling us all he thought we 'needed to know'. The basic premise was this - we were to travel to the plane of Reich, then on to the Svalbard Archipelago to gather Nazi secrets about the Aurora Borealis, and possibly raid the Svalbard Seed Repository if time permits.

Serafin further detailed that this was a raid, so some infiltration skills are expected. On the other hand, a committed attitude towards large scale destruction and looting efficiency would be looked on positively. He had wanted specific skill types for this adventure in that he thought Alchemists with expertise in incendiaries, Seers that specialise in celestial observations, and Herbalists would be appropriate. He did say that we would likely encounter many different beings, and this would likely include entities from other planes, so some expertise in demons would be valuable. Although perhaps more along the lines of knowing the best way to despatch them, rather than theological disputation into the evening over a decent port.

He added that the expected influx of Healers had yet to appear at his door, even after he had said that he could

provide them with a lifetime of employment in luxurious circumstances, and all the money they could ever need. We told him that they were all busy at the moment, but once we'd found some, we'll send them his way. We failed to tell him of the guild security standing warning about him and his desire for a kept healer (a boxed healer would be a more appropriate description).

Before we left Serafin explained that he was acting on behalf of an old friend who needed some adventurers to undertake this mission that he thinks is of great importance. This old friend, the actual party employer, was Entity Prime, the Lord of the Machine. He wanted us to raid the facility studying the Northern Lights. We might also want to take the opportunity to raid the nearby Seed Repository, but we should be quick as the Nazis are likely to react quickly and violently once we are discovered. And we might want to keep an eye out for the Casket of Winter. Serafin would like to divine it, from a distance, before we take it away again... far away.

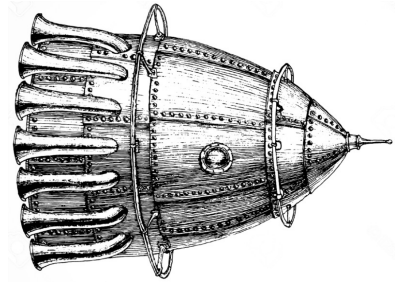
We took our leave of Lord Serafin and returned to the Guild by various means and once there equipped ourselves as best we could for the forthcoming endeavours. We acquired warm clothing for snowy climates, as well as healing potions, restoratives, spare potion bottles, gems of various types, astrology readings, myrrh and many more useful things.

Once that was done we travelled to the pattern near Novadom, and then walked the pattern to the plane of Feralie. On Feralie we dimbed the huge mountains and followed the ridge line on a Mithril Path (made by Elves of the First Age) upon which we walk for three days to an impressively large castle on top of a mountain. In the castle, we found a whole range of races including Giants, Dwarves, Hobbits and more. We meet the Fire Giant Klang (renowned as a smith) and his associate Grant the Stone Giant (a gay sculptor) who took a shine to Tsayoi. We also met the King Under the Mountain. The king showed us a lake he has made which was full of cranes. Through magic it gave the cranes additional stamina for a while, to fly on their travels across the world.

After two days, we departed again and traversed the pass through the Nightfall Gate (upon a narrow path, with an airless void on either side that would cause almost instant death to any air-breather) to the plane of Assirrya, and the domed residence areas and rocket launch sites

that will take us to Entity Prime. We tried to get some clothing for use in a vacuum that Rahne has used before, but our contacts are insufficient to get the good stuff. Tsayoi ordered some armour upgrades.

Prue, in her peaceful nose endeavours, learned of Murder Row - a lane that led to a nexus to the Atomic Café on the plane of Malkuth, which was a good place to find murders and the Lord of the Turning Wheel. She also discovered an access way to Thieves Lane which was the network of wires running just under the dome where goods may be fenced and pockets emptied.



We took the rocket to the satellite orbiting Assirrya which is home to Entity Prime. There we meet with Entity Prime and had discussion about the mission. He has concerns that the Trans-uraniums are using the Aurora (Aurora Borealis) to influence Uranus, and are harvesting the power of the Aurora and using the Casket of Winter to bring Transurania into alignment with Reich's Uranus for nefarious purposes. Entity Prime told us that we must take the power in whatever form it is in and either destroy it, or keep it if we were able to do so. He did not mind what we did with it so long as it is denied to them (the Transuraniums) because whatever they wanted it for cannot be good for anyone except them.

We undertook negotiations for this mission and agree at 600TSG or services as payment. He supplied us with a Storage Battery, Bronze Pliers of Opening, Rocket Ammunition for a Browning ACP, and invests his solution to the three-body problem for us in case we may need it. We left him and his satellite orbiting Assirrya, and returned to the astral, then travelled for two weeks to the plane of Reich where we exited in the city of Bucharest (in the realm of Romania) to the house of 'The Lord of Tinkers'. There we found Ingarethon the Lord of Tinkers, and together with the mysterious Widow Click (a very old Eldoran elf) and Anushka (a fairy creature who was a very alluring and attractive female).



There we were briefed on local conditions which included (but were not limited to) a Cold Balrog in the North; the Maia Thuringwethil, Lady of Secret Shadow and a vampire messenger of Sauron; and Lorelei, the Rhine Maiden. We were also supplied with some local goods such as potions, grenados, Faberge eggs, and Toxic Cigarettes. We were concerned about our exit strategy, and thus we consider many options, but ended up deciding upon a visit with the Medusa in a nearby lake soon.

We also pondered how best to proceed towards our goal, and discusses options such as travelling via Aachen or the Amber Road. We learned that Himmler has retired to Egypt, and resides there in a museum. We decided on The Amber Road, or rather the Amber trade route, once we had our necessary counterfeit papers, materials, clothing and food.

We travelled by town-car into the heart of Germany to the well-known resort of Berchtesgaden on the shore of the Konigssee, where some of us spent luxurious hours being waited on hand and foot. The rest of the party arrived later and then we travelled to the Medusa's cavern and met the Minotaur, and then the Medusa, who agreed to help in return for certain favours (such as some rare herbs or the genitalia of any rapists or defilers of women).

We then departed and travelled north-west from Bucharest towards Odessa at the mouth of the Dneiper, where we took a boat to the Baltic Sea via Kiev, Chernobyl and other such locations. Once there we avoided the U-boats, and crossed Finland until we arrived at Hammerfest in the far north of Norway, where we appropriated a boat to take us even further north to Svalbard.

At Svalbard, we quickly undertook our tasks. We robbed the seed depository and then infiltrated the observatory. The seed depository went well and the observatory too, until we encountered three ice giants, several Trans-uranians, the Maia Thuringwethil (Lady of Secret Shadow, a vampire messenger of Sauron), large ice elementals, a huge roc, and assorted other guards. A fight ensued which we barely won, but the enemy were vanquished.

We looted the place, then repulsed a counterattack involving a German heavy bomber (HE177) with its cargo of Nazi ice giant paratroopers, and fled to a nearby town where we found a pyramid known as the City in the Pyramid. We appropriated this artefact, Alandis turned

into a six-fingered pseudo-elf (GTN Vadaugh) and translocated to another realm after some empirical testing on the engines and The Casket of Winter. We ended up in the realms of Law, but unfortunately the pyramid location hadn't been used by the pyramid for many thousands of years. So the island it appeared on had become inhabited by a great number of people, who were consequently flattened when it reappeared to its pre-programmed location.

We moved on, exploring the realm and looking for a way home. We talked with some locals while travelling along a river and we were directed to find the city of Arkyn of Law to the north. We were attacked along the way, but fended them off, and continued travelling by wildfires during the day and boat at night.



Now, here I had an issue, we were on a boat travelling at night to allow those using fatigue during the day to rest. Our boat encounters a maelstrom, and our lady captain didn't immediately wake the party, but attempted to get us out. She failed and we start falling inwards, but she still doesn't wake the party. So when it's too late, the party was wakened with barely enough time to grab stuff, before being sucked into the maelstrom - possibly towards our deaths. The maelstrom was actually a small part of a water system for a strange dam downriver, and once the party had avoided being sucked into the large sharp metallic turbines, we exited the dam down below. We made camp and

left our attentive guard on watch, while most rested.

Here I had another issue. We were in a strange land and paranoid to the extreme, and yet the guard allowed an old lady collecting wood to see us (and be seen by the guard), approach us closer (with no response by the guard) and then to walk away ignored as she was just an old woman! Guard training was obviously in need of refreshing these days.

Upon breaking our fast, we went to the nearest town, which proved to be the realm of the Mad Duchess Miggea, a lady of Law. We also discovered that there was a Medeanite Sorceress, some missing children, and a whole lot of strange occurrences nearby. So, we decided to deal with her, before moving onwards. The party ladies decided that the Medeanite Sorceress might talk with us (even though Medeanites are known to be nasty, vicious, evil witches in the main - well, actually every single one encountered in known memory) and so walked in advance of the party who lurked behind.

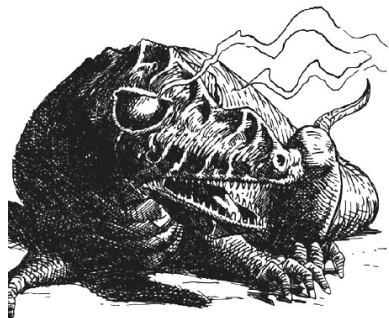
We came across a gingerbread house and a little old lady outside, attending the hedges. Our ladies approached, have a few words and then, mid-speech, commanded, "Kill her now!" A fight ensued which ended with her dead. We found a number of children entwined in the surrounding bush, as well as around two dozen flying creatures of unseemly ilk. The children showed a marked resemblance to the witch and we surmised they were her children. As she died, she called upon an ally. A minute later a large black dragon arrived, and we had to fight her to the death as well.

We looted the house and had a brief visit from a Pirate immortal named Nereus, the Caster of Bones, who turned up along with his boat on the nearby river. We arranged to have the souls released, divinated the potion stash, and freed the fire elemental who benefited from the dragon's heart being burned within it.



We travelled on towards where the dragon horde was likely to be as we thought that perhaps we might find the dragon eggs we suspected to be there, and maybe some of the horde itself. We found the cavern and a nasty golem-like creature, an Iron Chain golem spider, which has a malevolent spirit trapped in a glowing lantern deep within its protective metal shell. We were only able to survive the ensuing conflict since Prue used her Word of Water to extinguish the lantern, and thus free the spirit (we find this to have been a released horror named 'Hate') into the world.

We took our haul, and travelled out of Miggea's realm towards Dunsany, Lord Arkyn's city. Dunsany was a large city, well ordered, but not overly so. We entered the city and after some sight-seeing we got to meet Lord Arkyn and explain our problems. He was most accommodating and thus after a few days we departed back to the pyramid with a navigator who could drive the pyramid for us. On route, we encountered a lich which we happily destroyed and got back to the pyramid. We then departed the Planes of Law, returned to our employer and thence to the guild.



## Letter from Pasifika

Tena koutou, tena kotou, tena kotou katoa. Greetings to you all from Pasifika.

I've been spending a lot of time with my people in Pasifika, reconnecting with my ancestors in order to 'remove the taint of the palangi' as some of our spiritual leaders put it, so that they will accept me more as one of them. I'm also using my island name, not my Guild name while I'm here. Just so you know, I'm usually addressed as 'Moana'.

It's still a bit confusing down here, and in some aspects, a bit worrying. As you may know, we had to abandon our southern islands, including my old home on Atiu, because of an invasion of Horrors to the south. Many iwi have moved onto the

main island of Rangiwhero in order to resettle that. Some have even moved through the portal there to settle the southern part of Paleolithica. I'm staying with my immediate whanau on the southern coast of Waiheke, but my old iwi is no more, instead we have merged with one of the original Waiheke iwi with a new chief and shaman. There has been no sign of our old chief or shaman from Atiu ever since the zombie plague.

Many Pasifikan iwi have suffered losses and have had to merge. A new Council of Chiefs is being formed, but there are some tribal chiefs that are refusing to join. Many of them are representing iwi that have remained on the more remote islands, and have become increasingly isolationist. Some to the south, it is rumoured, have even gone back to the Old Ways of Blood Magics. There is also talk about the Cult of the Deep One, which appears to be growing in popularity among these people.

Flying magics are still affected with speeds being reduced by a factor of three but durations increased by three. To be honest, it's often easier to walk, or use a canoe, because Mage Current does not seem to be affected.

As for the merfolk and aquatic elves, their civilisations have consolidated somewhat, and they have retreated to the northern ends of their territory. They had suffered major losses in their populations from the sahuagin and undead invasions and now fear the possibility of invasion of new 'horrors' from the south. These vile creatures appear to be surfacing from deeps in the rift between the Pasifikan and Zeylandia plateaus or spontaneously emerging from weak spots in the Veil between Planes. Watch-stations and outposts have been set up in the abandoned south to keep watch. There are signs of the Cult of the Deep One taking hold among them as well.

This means that the capitals of both civilisations have been moved north. Atlantica and Myth Ithel are now military bases. The merfolk have taken



over the sahuagin's former city base located just off the north coast of Rangiwhero, and the sunken city of Atlantis, which is their new capital. Myth Ondath remains the elven capital for the time being. The other reason that the merfolk capital had to move from Atlantica is that a volcano has erupted nearby, which has since formed a new island. There have also been changes to the sea floor in the area, as if the land was changing in some mysterious fashion.

I have one piece of really good news though. The aquatic elf ruler, King Ivellious, has finally married his new bride, Queen Elani, and the couple are very happy together ... and no ... she's not a malenti ... the Namers have checked. Speaking of sahuagin, it looks like they're all gone. None have been sighted in quite a while.

Princess Ariel has returned from Paleolithica and is helping King Kierl and Princess Aquana run what's left of the mer kingdom. There's been no sign recently of King Kierl's sister, Ursula (hopefully still reformed), and there are plans to organise expeditions to try and set up rune portals to the Zeylandia Plateau just off the northern tip of Zeyland itself, in order to bypass the horror-infected area - presumably the northern bit of the Zeylandia Plateau is also full of Horrors - then work north to see how much of that plateau is occupied and what resources can be gained. I hear that talks are going on with the fae queen, to see if there is anything the pixie fae can do to help.

Hinemoana (Aqualina)

# Introducing...

An Occasional Column Providing Opportunity for New Members to Introduce Themselves to the Guild.

## Minerva of House Sulis

I am Minerva Sulis Tertia, but my fellow adventurers call me Minerva. As you may deduce from my name, my accent and my style of dress, I am daughter to a powerful merchant house of the Lunar Empire; what you might call a Merchant Princess. Yes, my family are very wealthy, but the auguries insisted that I should be apprenticed as an adventurer; that through this I would gain skills and knowledge that would one day be of great benefit to House Sulis. Thus a trade delegation was sent to Seagate, under my uncle, Lucius Sulis Blandus, and I was sent along with it.

I had already learned the basics of Solar Celestial Magic, that being favoured by my house, and taught the beginnings of military science, philosophy and, of course, mercantile skill. I learned the art of the gladius, the shield, and the bow. And how to ride. I am afraid that climbing and flying were not in the curriculum, and now I must set about learning these things.

I have now been on my first adventure, and I confess that at times I felt a little frightened, at others somewhat inadequate. But, I am told that I acquitted myself well enough, and I gather that killing those who would offer violence to my person does eventually become easier. I hope so.

(Player: Jacqui Smith)

## Angus McLeod

Greetings and Salutations. Ah was asked by the Seagate Times tae write a wee intro of myself being a newbie adventurer. Ah'm Angus McLeod, Namer and fighter, specialising in the daymore - or hand-and-a-half as people around here call it. Tae be honest ... ah'm not keen on magic .. especially if it's offensive magic cast at me, so I see my role as shutting the evil mage down, then giving him a good seeing to with something sharp and pointy.

Aye, Ah'm one of those McLeods. You've probably met my older sister, Brigetta McLeod, sometimes known as Brigetta McLoud. Voice like a corkscrew that has a tendency tae worm it's way

through yon ear and intae yon brain. You may be relieved tae know Ah do not play the pipes. Then there's my two ditzzy cousins, Hamish and Robert, who also inflicted themselves on yon Guild. Ah hear they got themselves a bit of a reputation. I hope tae be more sensible than that, which is why ah went through all the scribe notes in the library trying tae learn from other adventurer's mistakes. Ah bet that doesn't stop me from making quite a few of my own though.

Anyway, Ah'm fairly recognizable around the Guild, usually wearing the McLeod tartan and kilt (which invariably leads to the call "Hey Angus. Where's your trousers?") Ah've got red hair (like my sister) and a red beard. Grew that while ah was working with the dwarven miners while looking after my Laird and father's mining interests back in Caledonia. Got my claymore at my side and my dirk down my sock - the traditional place tae keep it.

Ah just completed my third adventure, and the first one ah got decent loot from. Got hardly any from my first and Ah had tae abandon the second one cause of traumatic experiences and a bad injury. So Ah took a break from the Guild for a few years. Now Ah'm back and hoping tae be a sensible adventurer and an asset tae any party that Ah'm in, helping with Counterspells, magic Dissipation, Banishments, ingenuity (otherwise known as McGyvering) and my trusty claymore. Ah also brew my own beer and whiskey too,

(Player: Keith Smith)

## Kaeso

I am an elf from the Lunar Empire, where I was born in a family of freed slaves. I have since come to the Guild in search of adventure. I am a binder and a warrior.

(Player: Anthony)

## Jaycee

I'm Jaycee, a halfling and a member of the College of Illusionists. I came from a small farm with a donkey named Pickles. I left my home in search of adventure, and eventually found myself at the Guild, where I met some interesting people. I've had some interesting adventures, and intend on continuing to improve my studies.

(Player: Anne)

# You Are Invited!

All members of the Seagate Guild of Adventurers are invited to attend the seven days of celebrations in honour of Princess Isil-Eth's 250th birthday.

Please note that it is intended to be a surprise so don't tip her off, or give the game away. Guests with difficult beasts, mounts, monsters or creatures are asked to provide clear instructions for the care and well-being of all.

Full and mostly safe and comfortable transport by cloud to the tropical island venue and get away will be provided.

Beach and Lagoon and the seaside accommodation and meals and drinks along with gifts and presents for all those attending are expected during the sumptuous celebrations.

Rumour has it that no expense has been spared for the dancers musicians and other entertainers at the splintered celebration.

Notable guests expected to be in attendance are Queen Sasha of Gleeson, Lord Logan who has married up in the world, Duke Leto, representative of the Royal Court of Alfheim, and our very own esteemed guild member in beloved Lord and High Admiral Silverfoam.

This is due to start on the 25th. If you wish to attend please RSVP to Lath.





Who is...

## Quentin?

Usually, before I go out on adventure, I do a quick 'background check' on my fellow Guild Members, especially ones I haven't met before. It's just the more 'public stuff' that the Guild provides i.e. colleges, skills, some history, previous adventures, pacts, that sort of thing. Well .. imagine my surprise when I got to Quentin's file. It was ... well ... rather slim .. and as near to empty as was possible. So, I thought to myself, this cannot be allowed to stand. I know who I'm interviewing. So, during a quiet moment on the adventure, I managed to get him aside and finally coaxed the following out of him.

Quentin Ulysses Ash is a 5'9" Orc wearing all black clothing except for a tabard, which is white with dark yellow trim, a wide black strip going from top right hand shoulder to the left hip and the symbol of Sammael on the top left hand side of his chest. He does NOT wear armour of any sort.

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

I joined in Winter 813 WK, as to why well... I just wanted a place to fit in. You see I am Orc from Erehwon but I was bought up quite differently than other Orcs there so I left. On my travels some one mentioned this place, and now I am still here.

2) *What do you specialize in?*

I have not been with the guild long enough to start specializing in anything, but I am slowly learning the College of Naming Incantations. Of course I do tend to lean towards weapons more.

3) *What do you do when not adventuring? Any hobbies?*

I do not have any hobbies. My time between adventures is mostly taken up with training, helping out around the guild and the Church of Sammael, and cleaning weapons, clothing and me.

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

That would be by far that of becoming a follower of Sammael (Black Magic Woman (Winter 814 WK)) and passing the rituals he set forth. Especially that one which poor Mr. Mungo has got so confused over. A very close second is being the caretaker of the Holy Sword of

St Empty Mind.

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

Once again, I am quite new to the guild but going in to the area were the Drow landed would be inadvisable, until it is all sorted out of course. Even though it would have been great to dispatch a few of them when I was there, there were quite a lot of them, and I would have been ill advised to do anything offensive at my level.

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

You know, I do not really know the answer to that. Maybe having met a few of my fellow adventures who seem also to be out of place from whence they came I have found a place to be.

7) *So, why don't you wear armour?*

Just before I became a follow of Sammael there was a situation. The party came across a shrine to a demon, which was infecting a graveyard, and the only way we came up with to destroy it was to hit it with the holy sword which we had and I, I alone, thought the best person to do this was a person we just rescued whom I mistook for a holy knight, but he was not and an innocent died because of me. So when Sammael heard my cries for redemption he answered making me his follower and placing a boon of wearing no armour for my actions.

8) *Why was Mungo calling you an Elf?*

One of the trials was to walk in to some flames, which I did, and emerged changed to be more of an elf than an Orc. So ever since then Mungo thinks that being an Orc and good is wrong, and that all Elves are Orcs with just the evil bits burn off. I believe what has actually transpired was a test of my resolve, a test of temptation. Cause if one cannot be true to one's self then how can they light the way for others.

9) *Anything else you want to say to the guild populace?*

I have heard rumours that there are some in the guild which are said to be of a more unsavoury sort, and lean more to the dark side than the good. Be advised I will try and stop you if you are doing something distasteful or objectionable. But will still have your back in battle and I would lay my life down for yours if need be.

## 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).

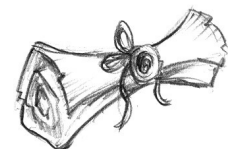
The Ransom Agreement: You agree not to take action and/or hostilities against the group or persons who collect the ransom for ten years and one day, unless required to rescue a fellow guild member.

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.  |

















# Astrology Guide Summer 817

An attempt to silence Astrologers' over the next three months has been seen to be unsuccessful due to actions of members of the Adventures Guild of Seagate. Members are encouraged to be on high alert for a mystery human woman. Known futures are that she has superior intellect to all facing her, wit and charm and is an E&E mage.

∞ Seasons ∞

∞ Elements ∞

∞ Boundaries ∞

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

Let's begin by reminding Guild members that the Duke of the Waters, also known as Furcalor, should never be confused with the vastly more powerful Demonic Emperor, the Lord of the Waters, Leviathan. Nor should he be mistaken for Crocell, the Duke of the Bath, Lord of waters in contained places; of springs in the desert. Furcalor's domain is the untamed ocean; he controls the beasts of the sea, and gathers the storm. He is extraordinarily dangerous in his element, but believed to be powerless when water is not present.

The avatar of the Duke of the Waters is said to appear as a humanoid creature having the wings of a gryphon and green, scaly fish-like skin. His hair resembles seaweed, and he smells of dead things and the sea. His voice can resound like the roar of the storm, or whisper like the waves on a quiet shore as he suggests nefarious plans to any who will listen. But, one should remember that his schemes are never likely to benefit any entity in the long run except himself.

The truth is that the Duke of Waters delights in nothing so much as slaying people by drowning, be it on the land or at sea. He will amuse himself by sending forth tidal waves, or stirring up storms at sea in order to sink ships so that all on board should drown. And he has sea monsters of all kinds at his command, many of which will attack with implacable viciousness and cruelty, ranging from sharks to the mighty kraken. It is no wonder that this power is greatly feared by those who live in or on the sea.

Shrines to the Duke of Waters have been found in many places where evil sentient water creatures dwell, notably the scaly sea devils known as Sahuagin. He is also worshipped, often in secret, by fishermen and sailors, seeking to placate such a fearsome enemy. His servants are most frequently Water Mages, specialising in spells involving drowning their enemies



and general watery destruction...

Obviously, if you're likely to encounter the Duke of Waters, you will need to have magical protection against drowning, or at least something to help you breathe. Water Mages could be useful, but can also be vulnerable to his suggestions. Strangely, for a power so characterised by violence, the Duke of Waters is very manipulative. Be very careful that you do not agree to something that you will later regret. Best not to agree to anything he suggests in fact.

If I was to plan an assault on the Duke of Waters, I would attempt to exploit his greatest weakness, the fact that without water, he is powerless. The trick would be to somehow contrive to remove him to a totally dry environment, perhaps by some means of teleportation or by a portal trap. Of course, the challenge is that powers and their avatars are typically highly suspicious entities, and also highly resistant to magic, but it's a start...

Next Issue: The Duke of Faces



## 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

## The Dungeon Door Dilemma

A well-known villainous rogue was apprehended by a party of adventurers and held in the Duke's dungeons. Four members of the Seagate Guard were assigned to watch over him, after he swore to escape. But, one evening, a guard on duty went to get a mug of beer, and inadvertently left the dungeon door unlocked. Needless to say, the criminal took advantage of such excellent luck, and bolted, only to be re-captured trying to steal a horse from the Duke's stables. However, there is a disciplinary matter remaining, and it must be determined which guard was on duty at the time. The four guards made the following statements. The Ducal astrologer informs us that three of these statements are true, and five are false. Can you figure out which guard left the dungeon door unlocked?

Bob

1. I didn't leave the door unlocked.
2. Jim left it unlocked.

Gerald

1. I wasn't on duty that evening.
2. Bob was on duty.

Jim

1. Gerald was on duty that evening.
2. I knew the rogue had sworn that he would escape.

Sam

1. I did not leave the door unlocked.
2. I was determined the crook would not escape.



## Kiddles

I turn my head and you may go where you want.  
I turn it again, you will stay till you rot.  
I have no face, but I live or die by my crooked teeth.  
What am I?

.....

My first is in wield; I sever bones and marrow.  
My second is in blade; I am forged in cold steel.  
My third is in arbalest and also in arrows.  
My fourth is in power; I may be plunged through a shield.  
My fifth is in honour, and also in vows  
My last puts an end to all men.  
What am I?

.....

Ten fish I caught without an eye,  
and nine without a tail.  
Half of eight, and six missing heads,  
landed in my pail.  
Who can tell me, as I ask it,  
How many fish are in my basket?

## Lucius for Greater Enchantments!



**You decide  
what you want!**

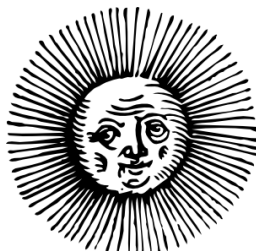
Are you feeling outdated and under powered? What you need is a Greater Enchantment!

Only 200 sp per cast rank plus the materials cost.

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

## What's Hot

Hair-braiding  
Immunity to Stun  
Detect aura  
Dragons  
Prospecting  
Valkyries



## Answers to Last Issue's Puzzles:

### Cryptic Crypts

The Great Bath of Burges, Mike the Barbarian, Clock of Cuckolds, 4th The Burned Basilica, Sir Barrinor, Everfull Chocolate Box, 2nd The Colonnade of Cremona, Petunia Peculiar, Dagger of Decorum, 3rd The Monster Munster, Claudius Clavicus, Superior Stockings, 5th The Paradox, Lady Bellatrix, Globe of Winter, 1st

### Riddles

First: They are a grandfather, a father and his son  
Second: A skull  
Third: Five

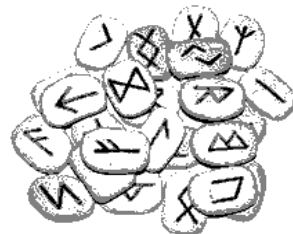
## Grizelda's Rune Cookies

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 Not

Hel's Kingdom  
Poisoned traps  
Illusionary auras  
Horrors  
Orc Invasions  
Succubi



# 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?

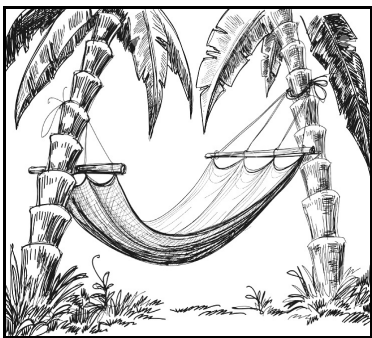
Tired of maintaining your high social standing keeping your guard up, watching what you say?

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.)



## 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.

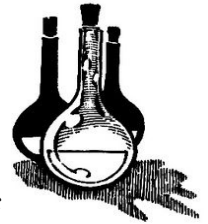
Up to Rank 9  
Restoratives: 750 sp  
*Any flavour you like so  
long as it tastes like  
medicine.*

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



## Contacts:

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