

# The Seagate Times

Frost 1. 797

The Journal by Adventurers for Adventurers

Issue 17

## Belial joins Powers of Light Guild Members Create 5th Archangel

The redoubtable halfling Bozo Crambely, apparently unsatisfied with merely releasing a Demonic Emperor last quarter, has managed to top himself by leading a party that have caused the demonic King of Fire, Belial, to transmogrify into the Archangel Beliel. Bozo was ably assisted in this venture by Sir Turf, Amelia, Mary M, Amaranth Vale, Lady Ithilmor, and Lady Clementine "I'm a bear and a big bear

It seems that in the distant past, before the Elven Civil War, when the Elohim (the Powers of Light) still walked Alusia in mortal form, Belial, then known as Sammael, was their leader and greatest Mage. In those days as the Elven Empire descended into decadence, and the power of the Drow was on the rise, Sammael attempted to find a way to counter the malign magics with which the Drow were experimenting.

To do this he too began to walk that "dark path" in a hope of finding a weakness in it, and a way of fighting its evil influence. He was encouraged in his quest by a spirit of Light that he had contacted; learning too late that it was none other than the demon Emperor Apollyon. Sammael fell into madness and evil, and when finally his own followers attacked his citadel, he took his own life. His spirit lived on however, and in his insanity and pain he became the demonic King, Belial.

Some vestige of Sammael may have remained, for as Belial he was instrumental

### Next Issue

*Amorous Ameranth Agony Aunt.*

*Phaetons love children reveal all.*

*"Lysander regrew my arms on backwards", patient reveals.*

*Saydar confesses, "I really wanted to be a Binder"*



in the overthrow of Apollyon and his imprisonment in an obsidian pyramid on the continent now known as Terranova. However, he is also responsible throughout the years for the painful deaths of many innocents at the hands of his agents and the Summoners that have sought his favour.

When Apollyon gained his freedom he swore revenge against those that had imprisoned him, and especially Belial. It also seems that he took a particular dislike to Bozo. He created a portal in Bozo's hat, that opened inside Belial's mind. His reasons for doing this remain somewhat obscure, but it seems that he believed that it would somehow lead to Belial's doom.

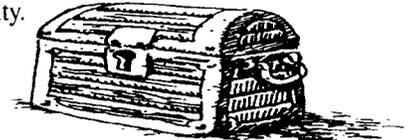
A guild party, under Bozo, entered the hat, and became embroiled in the dreams and insanity of a being known as the "Red King". They eventually restored his sanity, his former self, appearing as an Archangel. Apollyon was noticeably upset and left swearing revenge; Michael and Gabriel turned their backs and left too. The new Archangel calls himself "Beliel", and has vowed to stand against the forces of Darkness, and guide those who seek the Light.

This reporter does not know what Bozo will attempt to complete his hat-trick, but hopes to be far, far, away, when he does so.

## Diplomatic Mission from the Lunar Empire

Four years ago the Lunar Empire made a drastic change in their foreign policy. Until that time the Empire had not had any friendly dealings with any outside power, and had limited commerce and travel. The new incentive from the Palace means renewed diplomatic ties with other countries. With the settling of situation in the newly formed Western Kingdom it seems that the Lunar Empire has decided to send ambassadors to the young King and his regent.

Ready to show their ancient power the Emperor has sent one of his flying ships carrying troops and various members of their beaurocracy and powerful guilds. Leading the mission is the crown prince Silvanus, Accompanied by Praetorian Guards and Inquisitors he presents the might of the great eastern empire to the representatives of our newly formed Western Kingdom. Their Airship is currently moored outside Mittelmarchaupstadt and meetings with the aristocracy are currently taking place in that city.



## Increase in Tax Rate

The Guild have announced an increase in the tax rate, from 10% to 15%. The rise is to support the well overdue funding for the Seagate Times.

The standard 10% tax is still to be paid to guild security. In order to facilitate the burden of collecting the addition levy, the addition 5% is to be paid straight to the editors, Sabastian or Ishamael, by parties immediately upon returning from adventuring.

**WIN  
WIN  
WIN**

*See page 9 for details.*

# The Bastards of King Sigismund

## A tale of two counties Edderick and the Knights Hospitlers

King Sigismund had at least three recognised bastard sons. Edderick, the eldest was given an honour title of an area with little wealth by the standards of those days. There were already three marquisates (Western, Mittle and Bowcourt), so Sigismund called his son by an elvish word: 'Duke'. Polite society called him Count.

The Duke of Bordelay was exceptionally poor and relied entirely on his fathers largesse, spending much of his younger years on various missions and errands. On the departure of his father, Edderick became a member of an order of knighthood that was a power at Court. Some 25 years after Sigismund left, Edderick plotted with his fellow Knights Hospitlers to get the youngest bastard, Brodderick, to kill the middle brother Rodderick.

The last recorded act of the Hospitlers in MMH was leaving to establish a new chapterhouse on the coast overlooking the mouth of the Ffenagh River - a place they call Sanctuary. The Hospitlers' old chapterhouse in MMH is now the Kommission for Trade and Commerce.

### Rodderick and the Halbardiers

Rodderick the full brother of Edderick, had been made Count of Innisberg (a county had been carved out of the Western March). Rodderick's heavily pregnant wife was sufficiently adept to flee into exile at the Capital of the March of Bowcourt with the help of the Knights of the Order of Halbardiers, of which Rodderick was an associate member.

The Halbardiers were specially created to protect the progress of the King, who almost constantly moved among his vassals since board and lodging were two of the few methods he had of taxing them. This protection covered the king's current lodgings, his next lodgings and the route between, as well as that of the queen and



the royal mistresses, who were often not in the same place at all. Halbardiers were also used for clandestine embassies and were keepers of the royal treasury. The order has many, many estates that pay tithes to none and administer their own justice. They are effectively outside the normal society. Men could join as either Associates (basically lay members who maintained most of their usual life) or Full members (who were expected to be chaste, poor and obedient). There were two classes of full member: knights and sergeants. The knights were warrior-priests and as such had to be skilled of the sword, literate, and know theology and arcane law. The knights wore a white overtunic with a black cross on the left breast. Sergeants wore brown over tunics. Everyone's day began at dawn with many prayers (about a day's worth by a normal monks standards) and they then went about the normal duties of monks and warriors tending the sick; training; growing food; etc;

The Halbardiers were last heard of, officially, when they marched off (plane?) to assist King Sigismund's return home (being about 40 years after he had left). However the knights are believed to occasionally return to **Alusia** for sustenance and new recruits. The system of manors are

*Continued on Page 6*

### The Midgard Stables

If you are looking to purchase a warhorse, palfrey or quarterhorse look no further than our establishment. We are not to breed the top of the line in all categories and can provide training to the highest level if desired.

If you are looking for something a little different then our current foray into breeding fantastical mounts (pegasi, hippogriffs, pegasi-unicorn cross, etc) may be of interest. We also welcome further introduction of other species into the program.

Contact Sabrina at the guild or her fiefdom of Midgard for details.

### Hunted? - you will be.

*Daemonic quality Disguises. False Auras, etc.*

*Available at reasonable prices.*

*Permanent effects available on request.*

*Contact Kryan, at the Tower of Fog.*

*Seacroft.*

*"If I recognise you, I'll give you your money back!"*



### Conundrum 1.

Hereunder is a puzzle. The first correct answer drawn will win a Healing Potion, a crafted item, and an Individual True Name. All correct answers to the bonus question will receive a special prize. Answers to be sent to Borghoff, c/- Seagate Adventurers' Guild.

Appetiser went out on an adventure recently and noticed that the other members of the party were all Elementalists of different colleges. Also, every party member was a different race and the party represented the six most common races in the Guild.

At one stage during the adventure. Behemoth (whose name was as appropriate for her college as for her race), had just cast Walking Unseen on the dwarf. The party leader couldn't see the dwarf using his Witchsight, so asked the halfling to cast Witchsight on him. Unfortunately, he backfired, causing green smoke to squirt straight out of Cordwainerson's left ear right into Dimbat's eyes. Meanwhile, Fingers had cast a lighting spell. This really annoyed the air mage because it ruined her infravision.

The water mage later wrote in his scribe notes "All the females in the party are loonies, and the party leader is a fool". Appetiser decided that in the future he would try to adventure only with other humans, ranked his Walking Unseen spell and learnt a special knowledge ritual.

Assuming that the party had all been standing on level ground, and that no one in the party had any out of college spells, rituals or talents :

- 1) What race was the fire mage ?
- 2) Was the dwarf male or female ?
- 3) What college was the party leader ?

Bonus question for special prize : Who was the scribe ?

# Appetite for Destruction

The investiture of Black Saydar into his newly-acquired Baronetcy of Ereworn in far-off Brandenburg was a carefully orchestrated affair, combining brute force and uncouth posturings with the rich tapestry of local life.

Families of ancient lineage, including King Glyssom (of his own pocket Kingdom) and Barons swearing fealty to the Duke Branden, attended the event expecting the worst, but prepared to make a brave showing on this dark day. The city of Felicemouth was also well represented, with several powerful trading Guilds sending, as well as the shadowy forms of their protection - mages from the port city, come to investigate the foreign upstart. Saydar rolled up with several of his band: including (Barons) Engleton, Morgan & Logan, and their henchmen Turf, Blackthorn, Vykan, Shocka, and Callas - who took this opportunity to flaunt her indubitable charms and dubious wiles on the poor aldermen of Erehwon.

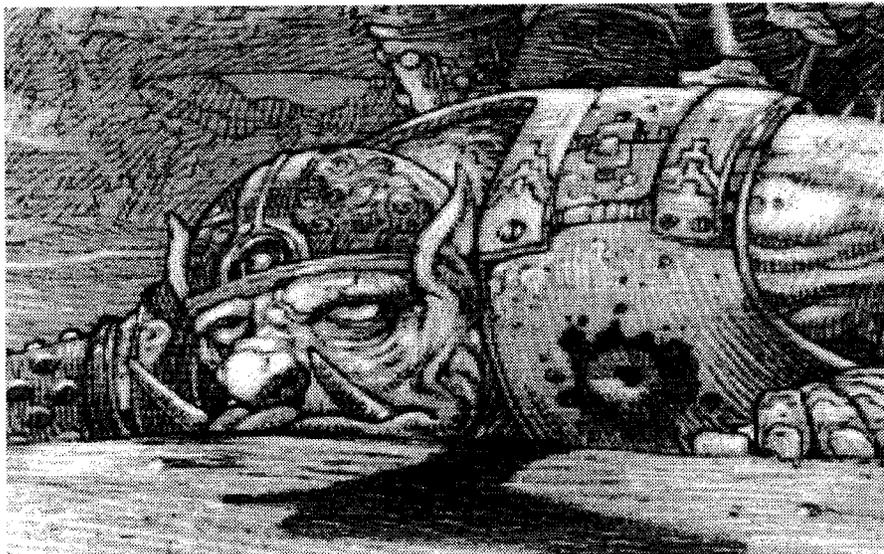
The jesters they brought fell rather flat, as Fenton's caperings were unsuccessful, and Delran was completely out of his depth at such an august ceremony. Another tasteful element of the assemblage was the troop of 30 Orc thugs who stood at attention throughout the interminable welcoming speeches, apart from attending to various basic bodily functions. They then lined the walls on either side of the doors, ensuring that all guests would remain until the last course.

Fortunately, this was not necessary. The feast itself was sumptuous, and exquisitely presented, with fine entertainers, both local and foreign, appearing between the courses. The subtleties were magnificent, defying the laws of pastry, with creation after creation detailed and decorated to the finest degree.

The musicians were generally of high quality, though they tended to play exotic or experimental pieces. The dancing bear with two juggling monkeys on its shoulders was a classic example of local colour at its finest, and was almost enough to make people forget why they had been requested to attend the function. Fine Borderlay wines and Gracht ales flowed throughout the courses, adding to the cheer most guests were determined to show.

However, much of this was lost as the newly-polished doors were thrown back, and a huge Gyphon flew into the banquet hall, carrying a young woman dressed only in shadows. With a fanfare of trumpets and the release of hidden fireworks, she presented largesse on behalf of the new Baron to various aldermen, before re-mounting the griffin and flying out again. The stunned councillors could only stammer thanks and return, shaken and flushed, to their seats. Talk after the event was of the obvious riches and power of the Lord, and the protection provided by the dark forces at his command.

While no one was prepared to speak out openly, there was an acknowledged tension about the true intent of the Orc, his magical allies and his Undead minions. The topic of Kirrinsky, and the ruin of northern Eltrador, was raised in casual conversation several times during the evening, as was the known enmity of the Newhaven Guild to the Western Kingdom, and their obvious alliance with Duke Branden. We wish the people of Ereworn the very best of luck in the grim times ahead.



## The Silken Web

### Barwench of the Year Award

Whisper - for maintaining her sense of priorities and spending her time opening a bottle of red wine. whilst the rest of her party were engaged in combat with a Master Elven Assassin and a Giant.



### And before anyone else tells you...

A little whisper drifted past my ear that about 600 years ago a certain 'prickly' member of the Guild managed to land in the briar patch and get herself pregnant (don't tell anyone - she doesn't know yet). To a certain aforementioned Master Assassin no less. But how can this be? you cry - she doesn't look a day over 340! Seems a certain amount of time-traveling was involved. Oh well, her taste in boyfriends has marginally improved - at least this one's probably still living.

## Obituary

### Scratch

Whitefired and now fertilizing crops.  
Died alone, unloved, and unwanted

### Saracen

Now a Nightgaunt in Ildrisholm.

### Rolf

Also a Nightgaunt in Ildrisholm

### Kharga

A restless spirit seeking revenge for his untimely death.

### Tananda

Wyvern shit.

Sabrina is always interested in buying, selling or trading magical or just plain unusual weapons and armour.

Of personal interest to her are axes, sabres and horse accoutrements but anything of interest would be considered (probably at a mark up on guild valuation) for her 'Museum of Warcraft'

Also considered are texts on warcraft, major battles, etc.

# Quotable Quotes

Ingway, upon charming a Goblin. "Is it a female?"

Phaeton. "I sold my soul to get rank 8, now what do I do for rank 9?"

[ED: Sell the souls of the patients.]

Dimagi. "You can use Phantasm to send messages."

Dillon, "Hey, I'm not worried about the pain. I just remembered I'm a Mind mage."

After peering into a room full of high ranked assassins fighting each other, Hagen, "Does it look like anybody's going to die?"

Afterbeing asked to interrogate a prisoner, Thorn, "No, I don't have Torturer. Oh, but I do have Cooking."

Michael (the AA), "Are YOU challenging ME."

Turf, "I'd rather not, but..."

Uzi, "Would the Witch have a Wicca counter-spell?"

Scab, "I'm a shy and retiring forest creature."

Thorn: "Do you speak Drow?"

Whisper: "No! I was brought up proper, I was."

Gelland:" Well, SOME elves have standards, you know."

Thorn: "Perhaps, but I have stamina instead."

Griff, "It sounds nice and simple, nothing could go wrong"

Rec, "Excuse me. How safe are those earth elementals?"

Griff, "I'd rather get married than pay!"

After Blazer (elf mind-mage assassin) left us, Hagen (as healer)discovered a surprise. Thorn: "Where's . . . (pauses) . . . you know, What-his-name?"

Hagen: "Do you mean Bazer, the father of your unborn child? Oops!"

Thorn: "WHAT !!!... (starts ranting loudly and incoherently) . . . "

Galland (calmly & quietly): Oh, we didn't tell Blazer. He left of his OWN accord".

Whisper: "But I'm NOT resisting, I'm just confused."

# A Traveller's Guide to Pasifaka

are assured of a warm friendly reception.



100 miles west of Atiu is the main mer-city, also called Pasifika. the centre of a mer-kingdom that includes several other mer-towns and villages. These settlements lie ten fathoms deep. on top of sea-mountains. The kingdom ruled by King Kierl, extends nearly 200 miles from Pasifika.

Ten miles NE from the mer-city of Pasifika lie the ruins of a human city also called Pasifika, that sank beneath the sea about the time of Panjari. The population of the nearby islands are the descendants of those who fled. The ruins' Great Library and the portal-gates to six other ancient cities are of particular interest.

100 miles ENE of Atiu lies Kai | ua Kona, an inhabited island with two volcano peaks, called Manua Loa and Kilauea. In the vent of Manua Loa is an active lava-lake; occasionally the mountain erupts, spilling lava down the slopes. Both volcanoes are sacred to Pele. A temple to Pele is located halfway up Manua Loa. The inhabitants of Kailua Kona are warlike; visitors are advised to approach with caution.

Midway between Terranova and the main Alusian continent is Pasifika, islands lying in tropical waters some 300 nautical miles south of the equator. Few of these islands are inhabited.

The main island group is Atiu. The central volcanic island, Maungatake, is 5000 ft across and 2500 ft high. No one lives here because the island is sacred to Tangaroa, although restricted hunting is permitted to the natives. A coral reef surrounds the island about 2-3 miles offshore. Between the reef and the shore lies a ring of sandy islands. Only the three largest ones, Takutea, Tamaketa, and Suatuma, support permanent native villages. Each of these islands is roughly 500 yards across.

The main village is Aumatatigi, on Takutea, with a population of almost 100. The other two villages, Amuri & Vaipepa, are three-quarters that size. Each has its local chief and shaman, but all are ruled by the Chief of Aumatangi, Mariri Ariki, and his council of six who have proven themselves wise and brave. The shaman Ona Kaikino is the Chief's advisor on spiritual matters.

The villagers lead simple lives; most of their food comes from the sea. They also harvest pearls for trading with other islands and, more recently, with traders from Destiny, Novadom, and the Emerald Isles. Coconut and other food plants grow on the islands. The villagers are peaceful; visitors



*Rendition of local inhabitants*

## Unstable Mana Zone Found!

*An interesting but localised magical area has been discovered north-east of Seagate near the border to Ranke. One of the effects of this area is that spells cast there are changed into a new and more interesting form.*

*Any mage wishing to have boring spells changed should contact Keshah at the guild or at Rune stick bb5.*

*A modest fee of 1000sp will be charged.*

# Letters To the Editor

Dear Sir,

I was most pleased to see your inclusion of a primer on Western Kingdom heraldry in the last issue, and I spent several pleasant hours colouring in the emblazons that you printed. I fear however that your reporter as erred in a number of cases: the most serious being those regarding Bowcourt and Aquila. The arms of Bowcourt have never in my knowledge been in dispute, and indeed they pre-date the foundation of the College of Arms. They are: Or, an Oak tree proper. The arms of Aquila certainly are, as your reporter states, those of the Old Western Kingdom, but the Eagle is now Sable, not Gules. It is said that the first Duke of Aquila changed the charge to black in mourning for his lost kingdom. Finally, a number of your reporter's blazons are, to be polite, idiosyncratic, and I feel that he would benefit from some tuition in heraldry. May I suggest my Sunday night class; "Blazon and Emblazon, Heraldry for Beginners". Once again may I take this opportunity to thank you for such a wonderful supplement.

Yours Faithfully,  
Sir Mortimer Graves.

Dear friends

It is with regret that we have once again parted ways. Then, I am not the ideal companion for the weak hearted and cowardly. Perhaps we shall meet again, hmmm? Muwhahaha!

Lord Surtar's Bane (at large)

Dearest editor

I object to the way the guild banned Saydar from being party leader. He is a fine upstanding guild member only occasionally prone to outbursts of insane rage, and only mildly offensive by his very presence. He doesn't annoy anyone while his mouth is closed, and he doesn't stink all that much. Although he is an orc he is remarkably well behaved and hasn't killed anyone in the last week. I'm confused by the guilds decision in this matter.

Confusedly  
Scab

## How to Win

*Guess what TDP stands for.*

Judge (and subject): TDP Roberts.

Sponsored by Aryan.

NB: Mind mages need not apply.

Dear Sir,

As you may be aware genocide was committed on a race of nocturnal sentient plants, the worts by Deadwood on the prompting of the god Ratho < spit >. Deadwood was hung by the Duke for committing this outrage. This summer we travelled to the future, found them and returned about 40 of their most powerful mind, wicca and earth mages to the eastern sea of grass by the lunar empire, where the Children of the traveller tribe dwell.

I would like to take this time to salute the discipline and professionalism of the other members of the party in bringing about a succesful outcome to this mission. Namely Gustaff, Phaeton, Glod, Bragetta, Callus and our leader Leessa. A special note of thanks to Daran, an elf we returned with who helped find the worts and cursed Ratho with a doom "You shall die three times before you see your home again".

Mr Pinefeller

*PS: The worts wicca do not know instill flight so could someone please please please teach this to them as they currently travel large distances by summoning earth elementals to carry them which is a wee bit keen. I'll pay two thousand silver for expenses to any kind soul who does this.*

## Don't be Buttled

Beware the merchant-magicians known as "the Butlers". They hide their real identity, behind the common pseudonym "Jeeves", subcontract on various missions omitting information, pre-empt the party informing the employer, accept all bonuses on our behalf and not pay us any bonus, charge us for using their portals, and then not pay us properly on completion. They also couldn't tell the whole truth if their lives depended on it, and it will, someday. Ask them really carefully about 300' cats, skeletons, gardeners, marriage customs, or local religions etc. They have access to large quantities of devistating magic, are precogniscent, invulnerable, and haughty. They also consort with Powers known as the ENCEN, who lie and deceive. These powers mark everyone they meet with big tattoos. The local hideout of the Butlers at the date of writing is the big white house on the corner of Potters Lane & The Avenue. It is a known fire risk.

## Skull Tavern Specials

Saydar's Tavern announces Dwarf Night.

Special Price for Dwarves.

Drop in for a good meal.

## A Riddle

by Jorgen the Sphinx

My life may be measured in hours  
And I serve by being devoured  
When thin I am quick, and when fat I am slow  
And wind is my terrible foe

## Dwarven Diamond Tree Returns to Allusia

A guild party made up of Lysander, Martin, Mortimer Graves, Braegon and Serendipity made a pilgrimage between planes to persuade the Dwarven Diamond Tree to make a return to Allusia. The Diamond Tree is a living crystalline tree which is widely regarded as the greatest creation of the great dwarven shaper Lathron. Every blue moon, The Diamond Tree produces a crop of perfect diamonds.

About a thousand years ago when the dwarven clans separated, this famous Dwarven artifact dissapeared along with the shaper Lathron. Lathron moved himself and his greatest creation to a shadow-plane of Allusia to prevent the splintering Dwarven clans from warring over possession of The Tree. After many trials, and an eventual victory over 5 crystal golems, the party succeeded in convincing Lathron to return to Allusia. A key factor in his decision was boredom, as he had been in the caverns between the planes for nearly one thousand years without any company. The guild party then formed a deputation to the Dwarven clans, requesting that each clan provide a number of young warriors to become part of an elite honour guard for Lathron. In this way, Lothron hopes to avoid further conflict among the Dwarves.

He will base himself at some neutral site to which any dwarf is welcome to make a pilgrimage, rather than being domiciled with any one clan. When asked their reasons for locating Lathron, the party replied "It was to aid the course of true love". This reporter is very pleased to learn of such altruistic motives, but hopes that the guild party learns to bargain better in future.

Non-dwarven members of our guild are strongly urged not to mention The Diamond Tree to any Dwarf, and should they bring it up, feign ignorance. Some of the more enthusiastic young Dwarves have been known to consider perceived insult to The Diamond Tree as fair cause for genocidal war. Our Dwarven members should exercise caution when speaking to other clans.

therefore kept, but their presence is not heralded, with loans made to local lords in lieu of taxes. The original chapterhouse in MMH is now the public baths and an adjoining building, the "Guildhall" (with many rooms, halls and offices).

### Brodderick

Brodderick's assassination of Rodderick was supposed to have led to the rack and ruin of Innisberg - Brodderick would have walked in to a heroes's welcome for restoring order, and then sworn fealty to either of the neighbouring Marquises. Instead, a Knight Captain took control and things prospered for Innisberg, which now straddled the trade routes. Worse yet was to come for Brodderick because the nobles came up with many reasons for not to march into Innisberg:

*The time isn't right;*

*The populace will acknowledge the errors of republicanism soon enough;*

*The son, Frederick, should have first option of reclaiming the county.*

### Frederick

So they let things be for 20 years (apart from attempts to do just about everything to young Freddy, in an effort to resolve matters in their various favours). Eventually Frederick broke the geas that held him immobile and left for MMH to seek the aid of the Halbardiers. That he made it alive is nothing short of miraculous. The Halbardiers, unfortunately, were rather preoccupied at the time, but were interested in two prophecies:

*Keep well the seed*

*Else the legions shall march*

*And ducal largesse*

*Will enjoy the bubbles/baubles/brambles*

*[this has an actual meter in hobbitish]*

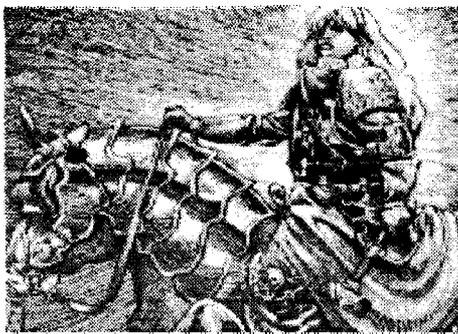
*Stay together*

*Avoid healers*

*Marry*

*Have Children*

*Hide*



Frederick was accepted as an associate Halbardier and married to the heiress of a full member. The happy couple were charged with maintaining the support (the order's lands, houses, etc) needed by the order in their quest. One major need was the finding of volunteer recruits to keep the order going over the next few generations. The Halbardiers thought it wise for Freddy not to take his county until the return of the Kingdom, although the order will assist in keeping it free of other nobles. The order also recognised that having the second in line to the King within their order was a good thing. Each generation is taken to the Temple of Zigar (Sigismund) to swear fealty by the crown jewels held there.

### Don D'Mingo

About the same time there appeared in Destiny a robber baron, Don D'Mingo whose descendants not only became an Earl but also married a lesser son to the sister of the then Duke. Quite an opportune move given that still later the direct male line died out and, with no one to gain say him, the elder direct male of the sister then married the daughter of the current D'Mingo lord and, using daddy-law's money, claimed the duchy of Bordelay. Duke D'Mingo (both sire and dame shared the same surname) set his younger brother as the (worthless) Count of Bordelay (and hence the current title). Two generations later, growing unrest at these dago wops who cannot speak their volk led the grandson to change the family's name to that of the old castle of Aquila.

## Grateful Guild Given Gift

The noble Count Aurelius, a grateful former party-employer thanked the guild for its many good services, including protecting the life of Ambrose, a distant uncle of the Elvish Queen. These bountiful thanks were expressed in the generous form of the entire contents of a Rank- 10 Alchemist's laboratory. This superlative gift comprises a vast array of alchemical apparatus (including some tools made of solid Gold!), large books, and a wealth of assorted ingredients. The value of this gift is understood to be worth between 100,000 and 250,000 Seagate pennies, although an expert has identified some ingredients as virtually priceless.

The unstinting donor even included a purse of resplendent gems, to enable the guild to purchase and secure additional premises. It is anticipated that this might be called Aurelius Memorial Laboratory, or perhaps something more grand. It is understood that only a few personal or Court papers were omitted from the texts of this most worthy patron who hold the monopoly for supplying the Elvish court with dyes and perfumes.

The altruistic benefactor intends to shortly leave the plane of Alusia for an extended period of indefinite length

### Feeling lucky?

You can be, with Uzi Urksome's Greater Enchantment\*

Dont get ripped off, buy now, and you will also receive a Walking Unseen,

Wait, there's more, ask after the guild meeting and the first 50 members will get a Crystal of Vision\* absolutely free.



\*Some conditions apply. Cost of Ambergris and crystal not included

## Kilroys Portal Service

*Want a portal to your country estate?*

Portals of no more than 200 miles

Only 1700 sp.

### Optional Extras:

Two Year Warranty

Defense (details on application)

Beautification (also serves to hide them from prying eyes)

*But wait, there's more*

If you respond within 7 days I will even cook you a meal (food must be provided)

# A Wanderer's Tale

by Ptolemy

## Part I:

*How I travelled to Tac and what happened on the way*

If these notes by some luck of happenstance of fortune reach the Adventurers Guild or Seagate more or less intact, I would be grateful to the publishers of the Seagate Times if they could remonstrate them to guild members in the manner to which they are accustomed..

I am Ptolemy, blind Celestial, and as more or less a penal measure I have been given the dubious honor of Envoy to the Adventurers Guild of Tac, a known band of braggarts, cutthroats and gutter scum. I should feel at home.

I sailed on the afternoon tide of the twenty of March, or so I am told, as time has lost some of it's meaning to me since I am blind. (I should say at this point if anyone knows a reputable healer with the ability to regenerate eyes please forward information to my address in Tac). I sailed with Master Quont on his packet ship "The Old Sea Dog", registered in Destiny. Master Quont was an amiable enough fellow, but upon learning that I was not a Water Mage as had been promised, he promptly attempted to sell me into slavery at the markets of Novadam.

Luckily enough, I had set up my casting tent on board, so I was able to walk the shadows back to its relative safety. Only the Gods know what a Haremunich is, but it is the I escaped from the first time the Master ..,d me. I said that he was an amiable fellow, and after finding me in my cabin he was much afeared of me, especially after I told him I would turn him and his crew into sea goblins if he did not split the proceeds of my sale and then sell me a few more times.

By the time we reached Anguise, drawn by great teams of oxen up the westerly side of the great Boundary river toward the Inland Sea, I had amassed a small fortune. In the process I was now arthritic, enfeebled and

suffering from migranes due to my efforts. That was the least of my worries because the Lunar Empire Authorities found out that Master Quont and several members of the crew were pacted to Gabriel, one of the four pillars of the Western Church and promptly executed them. It is terrible how one little slip by a blind man to port authorities can have such drastic consequences.

Suffice to say I was unaware of the high cost of Lunarian sea passage, but I believe one of the proverbs tells us "What goes arround, comes arround", and so I arrived in Tac penniless a few days before the beginning of May. At least I had the satisfaction of not being wanted for any



crime in the Lunar Empire that they do not condone themselves.

This missive I shall now send back to the Adventurers Guild of Seagate. I will write again on the goings on when I arrive at the Guild of Tac, after a few hopefully successful days of curse' removal. As always your obedient servant,

Ptolemy

## In the Line of Duty

*Met ALL the Archangels (7)*

*Almost duelled Michael (2)*

*Tried to wrestle a Demonic Emperor (1)*

*Visited the 7th Plane (7)*

*Got a 30,000sp price on heads (8)*

*Gave lip to the Powers of Light (3)*

*Got Pregnant (1)*

*Released a demonic power for the second time (1)*

*Failed to resist a Whitefire (1)*

*Became permanent undead(3)*

*Completely eaten by a Wyvern (1)*

# The Ballad of the Four Towers

by Lady Brigetta McLeod

I met a traveller in a future time  
Who told me a tale of pride and crime  
Of towers built to touch the sky  
Of men who summoned gods from high

Their plans so grand  
Brought a barren land  
A sea of sand

At the gate of the sea they formed their pride  
Into four temples, whose spires the skies defied  
Each to a power of light  
Filled with glory and might

Their plans so grand  
Brought a barren land  
A sea of sand

Their arrogance grew, on the powers they called  
They summoned the Four, they were so bold  
And to their priests the powers came  
Such ones as men can never tame

Their plans so grand  
Brought a barren land  
A sea of sand

The dragons looked on, even great Xanadu  
As mortals chose their own doom and due  
The mages wept as the manadied  
And mystic power withdrew like the tide

Their plans so grand  
Brought a barren land  
A sea of sand

In their fear and loss the mages summoned the dark  
Daemon powers they called, each to its mark  
To restore the balance they sought  
But only war they bought

Their plans so grand  
Brought a barren land  
A sea of sand

The war twixt the powers it ravaged the land  
From rivers to plains, hills to the sea strand  
The forests burned, the rivers boiled  
As mana winds blew, and lightning roiled

Their plans so grand  
Brought a barren land  
A sea of sand

The towers fell, the city died  
In ruins lay every bastion of pride  
In streets remained only the wights  
Fighting the same conflict all the nights

Their plans so grand  
Brought a barren land  
A sea of sand

And when the battle was done  
All was lost, no-one had won  
Only burned the Sun, bloated and red  
Glaring down on the millions of dead

Their plans so grand  
Brought a barren land  
A sea of sand

Few survive in that future time  
But wandering tribes in a desert clime  
They told me this tale of pride  
Their warning of woe betide

Of plans so grand  
That will bring a barren land  
A sea of sand

## Special Offer

Free Equipment for all New Guild  
Members  
Contact Newhaven Ambassador

# The Demonic Emperors, an Essay.

*or, What in hell is a Draco-Demon anyway?*

Demons were once mortal beings, and the first Alusian Demons were from the oldest mortal race on Alusia: the Dragons.

In the far distant past, in Alusia's "Golden Age", the Children of Xanadu the Dragonfather were good and kind and peaceful, they had a great civilisation. They discovered magic and the laws that governed its use. They also discovered the "Dark Path", the road of magic that leads to greed and the desire for power. The Dragons were innocent and naive, and many of them were curious and followed the Dark Path, and were seduced by it and became twisted and greedy and cruel. They made war upon the others of their kind, and they carried their greed and evil with them, even beyond death.

Legend states that the first Demon was named Baal (Old Draconic: High One) and that it was he who created the greatest servants of the Demons; the Balruc (OD: Baal-ruc "Birds of Baal" or "Claws of Baal"). No one knows what became of Baal. Perhaps he was thrown down and imprisoned like some of the other early Demons; perhaps he was destroyed; or maybe he has passed on to some other form of existence. After Baal came other draconic Demons. Some of these "Demonic Emperors" have since vanished, others have survived into the later ages of the world, imprisoned by the hordes that came later. Some demons, such as "Bune: The Dragon Duke" may have once been powerful draco-demons who lost much of their power to the later demons, but this cannot be stated with certainty.

It was the draco-demons who were largely responsible for the fall of the ancient Elven Empire. The Dark Path had been forbidden to the elves by their draconic mentors, but some elves became curious about it. The voices of darkness spoke to those who followed the Dark Path, tempting some with

great knowledge, others with power, and some into believing that they could overcome its evil and use its power for good. The Elves whose souls were touched by the dark magic became the Drow, and so began the Elven Civil War, known in Elven as "Lothiliar" (Elven: War of Tears). Powerful Elven and Drow sorcerers and warriors died in unprecedented numbers and many new demons were formed. These demons banded together and overthrew the more powerful but out-numbered draco-demons; destroying some, imprisoning some; and stripping power from others. In the end, the draco-

*Continued on Page*



## What's Hot & What's Not

### What's Hot:

*Archangels  
Namers  
Feathered Wings  
Vorpal Blades  
Whitefire  
Blessings  
Thorn  
Demonic Armour  
The Willing Prince*

### What's Not:

*Summoners  
Hydras  
Becoming Undead  
Alchemical poison  
Bozos hat  
Demonic Emperors  
Solar Mages  
Dragons*

## Astrology Report

*By Frederick Toadswart  
(Astrologer ex trodinaire)*

Many black omens are beginning to appear in the Alusian skies, the milleniasts amongst the population believe these to herald the end of the world as we know it. We more rational beings know that the chances of the world ending are very low indeed, the stars would give some inkling as to this occurrence long before the fateful event, unless of course the stars that we see have been moved or covered with an intricate illusion, but this level of conspiracy is hard to believe in the extreme. In any event the nature of astrology would show up any falsehood in itself by making confusing and illogical predictions if it's very basis, the stars themselves, were being meddled with in any way. But moving

onwards to the information I have gleaned from the universe.

It seems that an event of some importance will manifest itself in the stars in the upcoming weeks. The details of this event are somewhat hazy and obscured, but it seems to have some connection to night darkness or the powers of darkness. This might at first glance appear something of a tautology being an event of the celestial bodies themselves. This though is not the case. Due to the nature of the predictions concerning this happening, as I said associated with some aspect of darkness, I believe that whatever will happen will not be a good omen. We astrologers can tell no more about what will happen and will have to wait like everyone else for the event to occur.

On an aside an astrological event of great merit is also happening in the upcoming guild session. A Lunar eclipse will be occurring above the Lunar empire. With it's lunar association this event will portend great events, for good or ill I know not. With the empire's new foreign policy I predict that an event like this will be unlikely to be a good omen.

### Red Hawk Apothecary

*Do you feel tired after a hard days spell casting?  
Are you looking for something new and INTERESTING to add to your arsenal?  
Undead and Demons a tiresome annoyance?*

COME AND SEE US AT RED HAWK APOTHECARY

Restorative potions (up to 10 point)	800 sp.
Skin changes	200 sp.
Skin change	P O A
Wiccan amulets	Varies



### Missing

One magical Pea of Silence

Reward Offered for Return  
See Lord Kree, County of Borovia.

demons had created the instrument of their own destruction.

The names of only three demonic Emperors are well known now to the sages who study demonkind: Ahriman, Apollyon, and Estu. Others are no more than rumours. Ahriman, "Lord of Darkness", was imprisoned in a great tomb of obsidian, under a mountain in Bowcourt, until he was released a few years ago by a group from the Seagate Guild of Adventurers, at the behest of his guardian Balruc, "Garthron". They retrieved for the Balruc an obsidian egg that functioned as a key to the tomb. The key had been cast onto another plane, named "Empyrea", where it had manifested two Avatars, fragments

of Ahriman's personality. called "Doc" and "One" who had manipulated Emphyrean history for thousands of years, Doc for good, and the One for evil. In doing so the demon had gained a new perspective on mortality, and when the egg was reunited with the tomb, and Ahriman released. he was much changed from the demon who had been imprisoned all those millennia before. He dismissed Garthron. and is believed to still be living under the Dragonspine mountains, as patron to a clan of dwarves who had become warped and twisted by the emanations from his obsidian tomb

Apollyon, "Lord of Light". who also styles himself "Abaddon, Lord of the Abyss", was imprisoned in a pyramid of obsidian, that appears to have dropped from the sky to create a crater lake in the highlands of central Terranova. Power leaking from his tomb mutated one or more breeds of frog living in the lake, leading them to achieve sentience and create a complex society. These frogs, the "Spawn" worshipped four Demonic Emperors as gods. The "God who is Yellow", Apollyon, the "God who is Black", Ahriman, the "God who is Red", Estu, and the "God who is Blue" who's name is "Leviathan" and whom they claim lies sleeping deep in the ocean. This last may be a hitherto unknown draco-demon. Apollyon was released from his imprisonment recently by a group from the Seagate Guild of Adventurers, and was last seen apparently destroying the Spawn city. His current whereabouts are unknown.

Estu, "Lord of Fire" is believed to be trapped inside a floating city on a plane called the "Microverse", which seems to be a pocket-plane within Alusia. The city, which is made of "sky-stone" floats naturally, but seems to move by Estu's will. Estu had a guardian Balruc who was known to challenge people to games of chess and then cheat using his mental powers. However, this Balruc has since apparently vanished and Estu's current status is unknown.

In conclusion, what we know about the Demonic Emperors is sparse, but suffice to say that they are most potent and dire and who knows what effect the release of these beings will have upon the world. For myself, I would advise my fellow Guild members to think through the consequences very carefully should they ever again have it within their power to release one of these creatures, and to bear in mind, that meddling in the affairs of beings as powerful as these, whether for good or ill, will certainly come with a price.

- Sir Mortimer Graves, Carzalan Sage, 797 W.K.

## Alusian Calendar

Alusia has a 364 day solar year. In the Western Kingdom and other areas in western Alusia this is divided into 12 months of 30 days each plus 4 intercalary days; one for each of the 4 major festivals. The names used for the months are their Western Kingdom names rendered into the Common tongue. Minor festivals are listed under the month in which they occur. Minor festivals vary from area to area and only the more common ones (as celebrated throughout the Baronies) have been listed. The Days of the Week Western Alusia observes a seven day week. Days are reckoned as running from one dawn until the next. Each of the celestial bodies, with the exception of the seldom seen Merlyn rules one of the days of the week.

1. Moonday: The Moon's day
2. Tuesday: Ariel's day, aka Marktday, or Market day. (Called Tuesday because of the planet's association with merchants. It is customary to settle bills on this day).
3. Wotansday: Wotan's day. (Often pronounced Wansday)
4. Thunorsday: Thunor's day (Often pronounced Thursday, or Th'rsday)
5. Freyasday: Freya's day. (Often pronounced Frysday. This is a popular day for marriages).
6. Reapsday: Hela's day. (Also known as Restday or Reapersday. Often the "day off for servants and crafters).
7. Sunday: The Sun's day The Lunar Cycle Alusia's moon has a 28 day cycle, thus completing 13 full cycles in one solar year.

The 7 day week and the 28 day lunar month coincide such that the new moon, waxing half, full moon, and waning half always falls on a Moonday.

The notation <sup>1</sup>3<sup>4</sup>2<sup>1</sup> shown against Moondays on the Calendar is the number of "quarters of the moon", with 1 being a new moon, 3 waxing half, 4 the full moon, and 2 the waning half.

Beltane is celebrated on the Moon day of a full moon, and may be considered the start of the lunar year; when the lunar & calendar year co-incide. The Year The current year in the Western Kingdom is 797 as reckoned from the kingdom's original founding by Ulric the Wolf, some 1200 years after Penjarre. This is usually simply written as 797 W.K.

### Kilroys Advice

Kilroy has kindly offered to part with some "sagely advice". His pearls of wisdom for this quarter is:

"Think once, think twice, think don't drag the pacted black mage (wicca) through the renewall"

**Win dinner for two at  
Alphonse's, Seagates'  
premiere restaurant.**

*Find out how to win on page 5.*

# Just what are you?

Take this easy test to determine if you have "The Right stuff".

- 1) In melee combat you:
  - a) Grab your 2-handed, B Class weapon and charge in trying to engage as many of the enemy as possible.
  - b) Prepare your weapons and let the Military scientist direct you.
  - c) Start evading no matter what the range.
- 2) Your preferred missile weapon is a:
  - a) Ballista
  - b) Crossbow
  - c) Longbow
- 3) In close combat you:
  - a) Charge in, take the spec grev and start bashing heads.
  - b) Withdraw, because they're usually bigger than you.
  - c) Don't do it because it's dirty and smelly.
- 4) The magic you normally cast is:
  - a) Weapon and armour spells
  - b) Blast and healing spells
  - c) Invisibilities and illusions
- 5) Your position in the party is normally:
  - a) Leader
  - b) Military Scientist
  - c) Scribe
- 6) Your best skill is:
  - a) Warrior, Military scientist or Assassin
  - b) Ranger, Merchant or Thief
  - c) Courtier, Healer or Troubadour
- 7) You get stunned from:
  - a) Lightning Bolts
  - b) Glaives
  - c) Punches

Score:

3 points for every A, 2 for each B, 1 for each C

How well did you do:

21 Maate! I'll see ya at the Fight 'N Fuk for a beer and some hobbit baiting later.

18-20 You are a competent Guild member. Hang out with some orcs to realise your full potential.

14-17 You seem staunch, however try carrying the fight to the bad guys more often.

10-13 You wuss, how you got into the guild I don't know. Two words, glaive and steroids

<10 You're a stinking elf arn't ya! Go back to your glades and play with the bunnies and flowers.

# Terranova Report

What's happening over the waters to the West? Well, it has been a busy few months in Terranova, with fighting breaking out, and a sudden change in the balance of power.

First the big news. It seems that the Governor of the West, Don Francisco Pizarro de Cordoba has fallen out of favour with the Elven court, and has been relieved of his post. This follows allegations that he had entered into secret treaties with the Terranovan Drow.

Five months ago, forces from the Drow city of Dylath sacked the Destinian town of Puerto Feliciano, destroying a gold smelter. Eight weeks later the mighty fleet of Destiny responded and attacked Dylath doing considerable damage to the city before they were driven off, and succeeding in sinking much of Dylath's fleet - those ships built with the help of TDP Roberts. Following the attack on Dylath, papers were presented to the Elven queen implicating Don Pizarro. Her Majesty revoked his

Governorship of the Uttermost West, and his letters-of marque. Alfheim subsequently entered into an agreement regarding Terranova with King Carlos de Calatrava of Destiny and the fleet of Destiny attacked the Terranovan towns of Puerto Damieno and Puerto Bozo. It is understood that the latter was taken without bloodshed, and that the governor Don Alonso Hernandez Puertocarreo has sided with the Destinians and retained his office. There was heavy fighting at Puerto Damieno and several ships and many lives are believed lost.

Don Juan Diego Rodriguez y Soraluece de Santiago has been appointed the new Governor of the West, and we understand that ships from Destiny are now being offered safe harbour and port facilities at the Elven Isles.

Don Pizarro, and his lieutenant Don Pedro de Alvarado, who is well known at the guild, are believed to have escaped in the ships Donna Silken and Donna Serendipity. Their current whereabouts are unknown.

**Scabs Stuff**

*Hey there*

I can bless crops, livestock and little  
kiddes

Bring me a skin and I'll turn you into  
that beastie

If I get the dust of one full grown troll  
can make dust of trollskin

Plus, restores lives and virility and  
more

All for the price of a beer  
(or a chicken, your choice).

## Guild Lodgings

The following characters can be contacted at Guild Lodgings at the following address.

Character	Player
Kilroy, Sabrina	Dean Ellis
Newhaven	Jono Bean
Ambassador	
Keshah	Micheal Haycock
Aryan	Stephen Martin
Uzi	Zane Hembest
Red Hawk	Callum Thorp
Borghoff	Brent Jackson
Scab	Daniel Dixon
Kryan	Andrew Withy

## The Seagate Times

Opinions expressed in this document are not necessarily the opinions of The Seagate Times or Management.

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and should be addressed to the Chief Reporter, Ishamael or the Editor, Sabastian.

We would like to thank all the contributors and production staff who helped make this fine piece of work possible.