

The Seagate Times



Issue 24 - Autumn 799

To Hell..., but not back!

Experienced Adventurers Lost in Foray to the Nether Planes

The Times has the most distressing duty to report that some of the Guild's most seasoned adventurers did not return from a venture to the planes of Hell. They were: Baron Blitzkrieg, Liessa, Adam the Giant, Saydar, and Naidan. According to our sources the disaster stemmed from lack of leadership and a few instances of gross stupidity. Liessa was technically the leader of this party. The remaining two party members, Kilroy and Turf, only escaped due to Divine Intervention by Sammael.

The party were employed to rescue Mr Titvilius, a devil of our acquaintance, from Malbolge, one of the planes of Hell. Said devil had got himself into considerable difficulty with a number of the more powerful denizens of the lower planes, such that he was forced to call upon the opposition for succour. The party employer was the mage Lawfakir, who had previously employed several successful Guild parties. He had disguised the party to look like devils, which would protect them and would last until they admitted to their true mortal nature.

The party proceeded to the town of Moleg (where Father Rowan's Holy Symbol had been recovered) with the plan of finding an altar to be used as a key for a gate to reach the River Styx. They reached Moleg, and destroyed many evil creatures, among them a large devil, before embarking on Charon's boat. As they crossed the Styx, they were informed that even a drop of it's water would cause memory loss. Kilroy, complaining of boredom, started a ritual of Binding and Summoning Air as the party passed through the plane called Pandemonium, a place of great instability, where the winds send mortals mad. The resulting chaos resulted in Charon being tipped off the boat, leaving the party adrift in Pandemonium.

The Plane of Pandemonium consists of tunnels, darkness and strong winds which steal away all conscious thought. The party were afflicted with multiple curses of an extreme nature ranging from gout through homicidal mania, aquaphobia to friend-slayer. Kilroy thought to put runes of Truth on the party which did succeed in keeping insanity at bay.

Eventually they summoned Charon again. Because their progress had been interrupted they were forced to go by a different route, through the top layer of the Abyss. They chose to disembark, at what was clearly the wrong place, in spite of having been given a clear description of their destination. They found there a Red Iron fortress, a place devoid of demons, since the iron it was built of was cursed to bring harm to demons. After some wandering, the party found that the fortress was a

Gate to the Astral plane, were they saved a number of servants of Tuerny the Merciless, a paladin who once lived in Greyhawke. However, since they were no nearer to their goal, the party called on Charon again, for the third time, knowing that even heroes may only call Charon three times.

For reasons we fail to comprehend, they decided to get off at sixth plane of Hell - which was patently not Malbolge. They knew they couldn't call Charon again, so they thought to offer to take his boat. However, the person who did this could be stuck as Hell's ferryman for a very long time. The party considered offering up one of the demons, then Blitzkrieg decided to offer Charon a hellstone - a device with an arch-devil trapped within. Charon accepted. Needless to say, this released the arch-devil within, which happened to be Astaroth, a great enemy of Beelzebub, the Arch-devil of the plane where they stood. Weird thunders and lightnings, sounded the alarm. Mr B turned up, very very angry.

The party, in desperation, decided to banish selves to next lower plane, knowing they would turn up in the audience chamber of Moloch, the eater of children. They wandered the place somewhat planless, until they captured the seneschal of Moloch's keep. They killed a few small devils. Moloch's palace of solid silver, confuses and confounded them. Liessa was spirited away and lost. Saydar tried to fathom how devils went from place to place and must have succeeded since he was not seen again.

Finally the party were confronted by the arch-devil Moloch himself. Blitzkrieg insisted on telling the arch-devil that the party were mortal adventurers, which broke their disguise. A heroic, but ultimately futile fight ensued as the arch-devil let loose his devilish hordes. The party was down to only Kilroy and Turf, when Turf called upon his deity Sammael. The power sent them to the lowest plane of Hell, Nessus, the throneroom of Asmodeus. There they ran to the shaft of light that is the only exit from Hell. And found themselves naked upon Sammael's altar in his High Church during mass!

The Seagate Times prints this article in fervent hope that less experienced adventurers may take heed, and not follow in the footsteps of this party - who are, we are told, not dead, but are most certainly suffering.



Elsewhere in This Issue

News in Brief
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and more...

News in Brief

Religious Turmoil in the Western Marches

The ripples caused by Sammael's recruitment to the Fab Five are not yet over. Another Church area has finally admitted that Sammael has joined the good guys. In an astonishing turnaround, the Western Marches have finally opened their doors to mages. Now, as long as you are licensed by the (local) Church, you will not automatically be burnt at the stake for being a witch. Several local gentry have declared themselves to be mages, including, rumour has it, some of our own adventurers. This astonishing about-face was caused by yet another witch burning going awry. This time the magical fire-fight got out of hand and several senior church officials were killed. The attacking demons & werewolves were apparently stopped from killing more church officials by a group of Sammaelite mages from Seagate. The party has no comment at this time.

Sir Aryan Marries

The County of Ebola is pleased to announce the marriage of Countess Ebola to Sir Aryan of Carzala. The new Count is currently visiting associates in Seagate.

Reward for Witches' Capture

Sir Alfrick (a knight from southern Carzala), with the support of Duke Leto, is offering a reward for information leading to the capture of a coven of witches who caused devastating flooding in his lands three years ago. He has also been enquiring about a group of adventurers in the area at the time who reported seeing the coven fleeing the scene. He hopes that they will be able to provide full descriptions of the culprits.

Guild officials stated that while they are still trying to find the records from that time, they believe that it was a guild party that was in the area.

Waters of Healing in Limited Supply

The shortage of ingredients for Waters of Healing means that the supply to Guild members is still limited. However, thanks to the efforts of a recent Guild Party, we are confident we will have sufficient ingredients to tide us over until the next major shipment arrives next summer. This party was also instrumental in obtaining new supply points from Ranke, Pasifika, and the Emerald Isles, but it may be several months until the first shipments arrive from these locations.

The Water College wishes to inform members that there is a limit of two permanent WoH per customer unless prior arrangements have been made. They also stated that this has not affected the availability of permanent Waters of Strength which are still readily available.

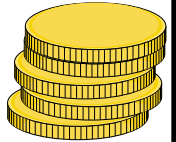
The Seagate Guild Trash the Plane of Faeleph

by Reporter Enam Nep

The Guild received the following bounty poster a while ago, it contains some good likenesses of the guild party, plus a drawing of a duck and rabbit. This reporter came across it recently and at considerable risk decided to investigate. First, the bounty note:

Wanted

A bounty of 10,000 sp is offered for each of the following, dead, alive, or in pieces. This bounty will be doubled if any are turned in by a fellow member of the Seagate Guild of Adventurers:



Arkham	Seagate, Plane of Alusia
Barth Wader	Seagate, Plane of Alusia
Kayseri	Seagate, Plane of Alusia
Kcud Yffad	The Valley, Plane of Faeleph
Lucius	Seagate, Plane of Alusia
Sven	Seagate, Plane of Alusia
WalksOnEarth	Seagate, Plane of Alusia
Ynnub Sgub	The Valley, Plane of Faeleph

The bounty has been placed by one Gwad Ytuped. To claim bounty deliver any of the above to:

Gwad Ytuped
Deputy Sherriff of Tassili
Dragon Isles
Plane of Faeleph

Reporter's commentary:

What has happened here? To date all adventures to this plane have ended very satisfactory, and proved very profitable. This reporter has obtained a copy of the scribe notes for this party, and it makes very grim reading indeed. Apparently the party trashed the mansion and estate of Gwad for no other reason than a childish prank at the request of a local. This does not explain the high price on their heads. But hidden in the notes is a reference to death threats against Gwad, surely not our guild members!

The odd thing about the bounty note is that it was signed by Gwad with the message "I should have known better". It is tempting to think that understanding this statement holds the key to the future.

I think it is fair to say that Tassili should be avoided by guild members for a while. This bounty has been printed in the sound knowledge that guild members would not dream of handing over a fellow adventurer for mere money, although rumour has it that some members recently came very close to letting a party member be beaten up for cash.

Silverfoam on the subject of souvenirs "No, no nothing military. What about cultural event?" The party replied "like an opera, or a circus?"

Lady Alexandra (after DAing the Mother Superior of a convent and asking college, and getting the reply "None") "I didn't know they had their own College"

Disaster Threatens South Seas Islands

An adventuring party in the South Seas has reported experiencing visions of volcanic eruptions, tidal waves, and scenes of mass destruction accompanying the rise of an ancient city from the depths. Investigation among the local merfolk revealed the following astrology reading.

Long has the city remained between the waves
A cataclysm sank it, and another will raise it.
With fire and water, destruction will occur
Both above and below, it is time to flee it.

Two thousand cycles the city will rest
Soon it will rise and stand tall
Both the land and the sea must unite
Otherwise catastrophe will befall.

It is believed that this relates to the ancient city of Pasifika, which sank nearly two thousand years ago at the time of Penjarre. This would then indicate that the catastrophe will occur sometime in the next two years. Already plans are underway to evacuate the nearby mercity and several of the outlying islands.

The Adventurer's Guild of Pasifika believe that a combined effort by their members and members of the Seagate Adventurer's Guild will be required to avert disaster although, at this stage, it is not known what these efforts will entail. Further research is in progress.

Merfolk Arming for War?

The rumour has reached us that the trade delegation from the merfolk kingdom from Pasifika are mainly interested in purchasing metal weapons such as tridents, spears and daggers in exchange for Waters of Healing ingredients, pearls and exotics such as shells and fabrics. The adventuring party, who were in the area, received information that indicated that a race, known as the sahuagin, were involved in border skirmishes with the merfolk. Could this arms buyup be a forerunner to a full scale attack by the merfolk?

Strange Storm Over Silverstream



Around the 9th of Meadow, late that night, the town of Silverstream, in Ranke, was nearly wiped out by a large tornado caused by the convergence of three approaching storm fronts. Fortunately disaster was averted by the efforts of a few local mages who managed to dissipate the approaching twister.

There was an unconfirmed rumour that a Guild party, containing a surfeit of Air Mages, was in the vicinity at the time and it is not known if this is related to the Air College's recent reminder to mages to be extremely careful of local conditions before influencing the weather.

Obituary

The Ranetterre, one-time Queen and Empress of Azuria

It is with a certain amount of sadness and no little pain that we observe the passing of the only Alusian Zeitherren. She met many Guild members over the years, assisting or attacking them as her current whim dictated. You may have known her as the Empress Azura, from whom the Empire of Azuria still takes its name, or as Nurse Weiss, the charming assistant of Dr Einstein of MMH, or even as La Ranetterre, the power behind the Ranetterren King. She tragically passed away 5 months ago, turned into a million tiny dust particles in an alchemical accident when a party was visiting her. This was compounded 3 months later when, just as she was almost totally regrown from a stray fingernail paring, another Guild party strayed into her impenetrable hidden fortress, and accidentally hacked her into very small pieces before burning every last scrap in a further tragic accident. We wish her soul a safe journey to the outermost realms.

She leaves a great legacy with which we remember her name - not just the Empire of Azuria, but large swathes of Ranetterre have been touched by her greatness. Entire races have undergone changes that will never be reversed, such as the turtle-doves (great soup), the flagon-drys, the toves with their tragic dietary flaws, and the cerebrally challenged elves. She also touched the lives of individuals; they promptly suffered from horrible diseases such as accelerated leprosy. Countess Silvertree, though still a birch in the royal gardens, is one of the fortunate few. Next time you see Glass chewing his cud, or Kree coming back from the dead to revenge himself, think of the Zeitherren and smile. For the Zeitherren is dead.

"My name is Azura, queen of queens:
Look on my works ye mighty and despair!"



*Lady Alexandra
(while hiding
up a tree with
Shadow Wings
on, trying to
avoid being
lynching by
superstitious
town folk)
"Why didn't we
let the wings
run out before
we landed?"*

*Silverfoam to
Seren "I've never
thought of you as
a Lady."*

Amelia said to the party members who had been in Terra Nova before "I got the distinct impression that some of you knew where we were going."

This story was told to a guild party just before the War of Tears by one of the Irin. It explains the motivations of some of the Powers. The 'five sons of Baal' mentioned in the story are the Demonic Emperors. The Demons and The Powers of Light are alliances who formed to support or oppose Baal's sons.

Jade Dragon's Story

Or The History of the World From One Who Saw Most of It

In the beginning there was the first race, who were the Dragons; the children of Xanadu. They had power beyond imagination; they could alter their shapes at will, and do all sorts of things that would be considered impossible by modern folk. In their altered forms they mated with many of the other creatures that filled the world, and passed on fragments of their power to later generations. Some of these races gained a little of the wisdom of the Dragons; others gained fantastical abilities, and even now the blood of the Dragons still flows in their veins.

But despite all their powers the Dragons were different from their father and from the other gods in one important aspect: they were mortal. This difference was not one that concerned them as first -- when you have an indefinite life span and near divine abilities the difference is not immediately obvious -- until a Dragon dies.

The oldest and most powerful of Xanadu's children was Baal -- who could be said to be the first mortal, the oldest being in the universe besides the gods -- and he fathered many powerful children. Baal's mate was Anu who was good and clever and shone brightly, and she and Baal were

a perfect pair, created for one another as Xanadu's first children.

Anu's love was the faerie folk and she tended and loved them. From her they gained wisdom and understanding, and their long lives, but they also inherited her one weakness -- a vulnerability to the "Dead Metal", iron.

Only the elves overcame their fear of iron and used it to make beautiful artworks. In time an elven smith fashioned a sword of it, from a vision that had come to him in a dream. He did not know what it was that he made, for there was only peace amongst the Dragons and their young kin. It was a magnificent sword and he was pleased with his work and showed it to Anu. Anu sensed the future and saw only destruction, and unaware that this future might stem from her own actions she made to take the sword from the smith. In his surprise he struck her with it, and she died -- the first Dragon to ever die.

At first Baal could not understand what had happened. He called to Anu but she did not respond. He tried to summon back her spirit, but it had passed beyond his power. Baal called for his father and begged for Xanadu's help, but when Xanadu explained that Baal and all the children were mortal, and that in time all of them must pass from the world, Baal fell into a black rage and cursed his father, and fled to the dark places beyond the world.

There, in the outer darkness he wandered. His heart was sick with misery for the loss of his beloved; his mind raged against the betrayal of his father, who had made his children only to die. There, in the darkness, one of the Old Gods came to Baal, a god who had no name but is known only as "Darkness". And Darkness spoke with him, and told him that this course need not be set, and that if Baal had the will there was a way to cheat his fate and claim the power that Xanadu had denied him.

Baal returned to the living world and called his children to him. He explained what the god had told him and that he meant to wrest the power of immortality from Xanadu and



Amelia's wisdom (didn't go down to well with the elvish empress): "The reward of a job well done is another job."

the other gods. Most of the Dragons were shocked and dismayed and refused to have anything to do with Baal's plan. But five of his sons stood with him: Arhiman, Estu, Leviathan, and the youngest of Baal's children, the twins, Apollyon and Abbadon.

Baal began to plot his course. He created servants of fire and called them the Birds of Baal, which in the first tongue is "Baalruk", and he summoned a great host of the younger folk - but not of the elves, for he blamed them in part for Anu's death.

Baal sent his forces throughout the worlds, and they looked in far places and for him they found certain things of which the Old God had spoken, and Baal began a great ritual.

The world shook, the seas froze, and fire fell from the skies. The Dragons became scared and called for Baal to stop but he would not. They tried to stop him and he struck them down. In desperation they summoned to them all of the young folk who had not sided with Baal, and fell on him en masse.

Baal's forces were well prepared, and though he and his son's were few in number they were great in power. The first war raged and Dragon destroyed Dragon, and Xanadu wept.

When it ended Baal and his sons had been slain and his host was destroyed or scattered. But, though Baal and his sons were dead their power did not fully pass from the world. They became spirits of darkness and evil lurking in the Otherworld that borders this world. Baal sought to continue his course and continue his ritual even after death.

The Dragons who were left summoned his spirit, though it cost them dearly and caused them great pain, and they bound it into an orb of black stone drawn from the heart of the world, and cast him into the outer darkness. Seeing their father vanquished Baal's sons fled to deep places and hid.

The war was over, but many of the Dragons had died and the survivor's hearts were heavy with grief. Most decided to leave the world and walk in the bright places beyond where their hearts might be healed, and it is said that the Dragons may return when they are ready, or if the power of Darkness again threatens the world. Although most left, a few of us stayed to watch over the young folk and guide their feet in the paths of peace and light. We became known as the "Irin" or Watchers.

The Watchers sought to teach all that the Dragons had learnt to the young folk, and we began with the races beloved of Anu. The elves learnt quickly and well, but they were unable to learn the magic of the Dragons for it was too powerful for them. In those days magic was a single harmonious and balanced force. There were elements and forces, spheres and influences, but not branches or divisions in the modern sense. This was the magic of the gods, and also the magic of the first race.

The Watchers divided the magic into pieces, pieces that in the latter days came to be called "colleges" and the elves found that they could master one of these, but not more than one. In creating the pieces, we had broken the whole. Each piece had an underlying principle that was one aspect of the whole, incompatible with the others as though a different language. In making the magic understandable to the elves we had prevented

them from ever understanding the harmony of the whole, and from hearing the music in the magic.

Perhaps it was this lack of harmony, and of knowing that they could never understand the whole that drove the elves to learn all they could about their world. They took Kadath the city that Xanadu had built for his children, renamed it Eldamar or "Elf-home" and made it their own. They explored the world and the wanderers that can be seen in the night sky, and built doors to other worlds like their own. They acquired knowledge and great power and yet were not content.

Some of the elves began to believe that what they were missing was the power of the Dragons, the ability to see magic as a balanced whole, and they sought to learn the other pieces of magic. At first they could not comprehend the other pieces but over time they began to realise that there was a second whole, another principle of magic that all the pieces fitted, a dark principle, the Dark Path. We forbade the elves to study this, but some will not listen.

The elves that follow this path have begun to learn the knowledge of the Dragons but the dark magic stains their souls and auras and they are becoming something other than elves. Baal's sons whisper to them from the void, and I fear for them, and for all of the young ones, for from the dark place beyond the world I have heard the Old God laugh.

Terranova Report

The Editors of the Seagate Times regret that due to unforeseen circumstances there will be no Terranova Report this quarter. We expect normal service to resume shortly.

The Adventurer's Guide

Tips for success

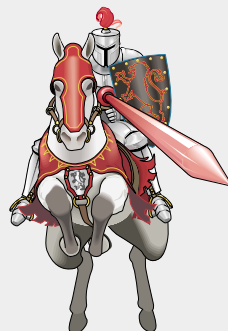
Try combining Illusionist disguise spells with Mind Mage telepathy on a covert mission - great for convincing the opposition that you're on their side.

If you ever come across something you want to get at inside a transparent box that's trapped to take it away if interfered with, try the Illusionist Maze spell. The item goes away, then adventurers interfere with the box. It goes away, and the item comes back. Thus perished the Raniterre.

If you're headed underground, take an Earth mage with Tunnelling. Creating instant shortcuts is a great way to avoid monsters - or to trap them between two groups of armed and angry adventurers!

Never mess with the weather! Especially if you have more than one Air mage in the party.

Lath - "There's been a leak and she's a Water Mage. She'll probably know something about it."



Starflower's Bestiary

Beware the Jabberwock!

In a recent excursion to Azuria, a number of remarkable beasts were encountered. The party believed these creatures not to be natural, but to be the product of the Ranittere's bioalchemy. Nevertheless, they were found on Alusia and there is the possibility that the species in question may spread beyond the Anaborian forest where they were found.

Jub-Jub Bird

These creatures attacked the party as we were boating down the river, propelled by the illusionist in merform. Their aura gave a GTN of simply "Jub", but they were always encountered in pairs, hence the common name "Jub-Jub". They resembled bright red flying snakes far more than any species of bird. The term "feather boa" comes to mind, especially for the pelt, which proved to be magical, having the ability to negate a portion of the weight of an object it was sewn into. That might alone be sufficient to ensure that the creatures will be hunted to extinction by adventurers, were it not for their remote habitat, and their own formidable defences.

Jub-Jub birds are extremely agile, and will generally get the drop on even experienced adventurers. Their bite is generally effective, and injects a magical poison, which besides doing deadly and continuing damage, can also cause a hardened adventurer to recoil in fear. Besides this poison, the important point is that they both attack, one after the other, (one of each pair seems to be the leading half??) the same point on the body which is always an extremity -- the head or an arm. This is what would make them particularly dangerous to individuals or groups who are not teams. However should a party try hunting them they will should have good success exploiting this attack strategy. One party-member should almost literally stick their head out; and rely on team-mates to save them and kill the Jub-Jub. Also the Jub-Jub apparently will not get into the water (the wet bodies didn't fly at all well)

Slithy Toves

After our experience with the Jub-jub birds, we entered the forest cautiously. When we came upon a clearing occupied by two hideous beasts with long snouts somewhat resembling armoured aardvarks, we concealed ourselves while the illusionist read their aura. He asked an exceedingly astute question, "What is the principle weakness of these creatures?", to which the answer was "appetite". This led the illusionist creating a huge heap of squirming worms and crawling insects which he judged to be their food. They fell upon this monstrous mound with surprising alacrity and ate and ate beyond anything I had hitherto seen even from hobbits. So far beyond capacity did they consume, that they literally exploded, spraying the clearing with fragments of flesh and bone.

We observed that the slithy toves attacked with their very accurate long prehensile tongues, and that they apparently live on the "squishy-parts"; the eyeballs, the brain (though the nostrils), suffocating party members in passing, etc. I therefore conclude that they could be a serious danger to an adventuring party - their hunting strategy would be to blind and disable, perhaps even kill coincidentally, and then bury the body until the rest was suitable to be eaten.

The Jabberwock

We barely caught a glimpse of this monstrous beast, but we most definitely heard sit as it shuffled noisily through the wood. Its scream had to be heard to be believed. Fortunately it did not notice us, and we were able to avoid combating the fearsome creature. Our astrology readings suggested that the creature was one monster indeed best left alone.

"The tablespoon, with eyes of Flame,
Came stifling through the trigger wood,
And troubled as it came!"

We had surmised that "eyes of flame" implied an innate magical fire attack of some kind, which we were reluctant to confront without more in the way of protective magic than we had. Its fearsome scream may have been designed to flush out quarry, but that is merely conjecture. I cannot confirm what modes of attack or weaknesses the Jabberwock might have, and it is my considered opinion that it's better that way.



The Jabberwock - an artist's impression

Viola - "Lath. Are you single?"

Lath - "No. I've got my big black dog".

Corel - "Why am I explaining this to a mouse?"

Eltain (after several wards were activated causing a great deal of destruction) "Personally I blame the mouse".

Lath - "We should paint ourselves blue, act like dwarves, and bounce in the forest. La la la la la".

The Puzzle Column

Conundrum 5

Hereunder is a puzzle. The first correct answer drawn from a hat at the end of next month, will win a crafted item. Any correct answer to the bonus question will win an Individual True Name. Answers can be sent to Borghoff, c/- Seagate Adventurer's Guild (360-1569 or salient@kccs.co.nz).

Appetizer was once more out on adventure, with five comrades from the Seagate Adventurer's Guild. Eventually, the party were proceeding single file towards Tobintown, their Objective, when Furble, the E+E mage backfired and became blind. Disorder reigned for awhile, but the party finally reordered itself. Derwent, the Elvish Minstral then amused himself by comparing each party member's Old position (the front being 1) with their New position. Strangely, he multiplied each adventurer's new position with their old. When he did this he got six different answers. Incredibly, of these six products, there were exactly the same number of primes, perfect squares, perfect cubes, and odd numbers. This also happened to be the number of adventurers that were closer to the front after the re-shuffle. How were the original positions of the adventurer's changed after the re-shuffle ?

Bonus Question : When Derwent later showed this write up to Appetizer, Appetizer had a capital notion of a use for the Elf. What was that use ?

ANSWER TO CONUNDRUM 4

The links in the chain were 1,3,6,2,5,14.

The answer to the Bonus Question was Bronze.

A Riddle

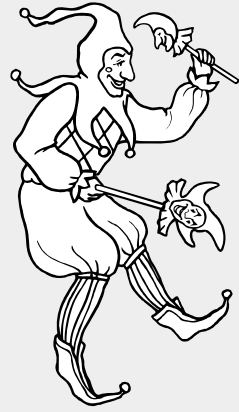
"At night they come without being fetched,
And by day they are lost without being stolen."

Answer next issue

Tips For Evil Cult Members:

- Familiarize yourself with the specifications for sacrificial victims, and ensure that unacceptable substitutes cannot be unexpectedly introduced into the ceremony. If the penalty for not-to-specs work is death and/or mutilation, consider working for a more fault-tolerant deity.
- Avoid needless embarrassment. Practice the correct pronunciation of your deity's name in the privacy of your own room before chanting it in public.
- Before agreeing to impregnation by a supernatural being, investigate the survival rate of the other people who have undergone the procedure.
- Eschew powers whose followers are all young; such groups usually employ an unpleasant retirement procedure.
- Herbal scented candles **MAY NOT** be used in rituals. We cannot stress this strongly enough.
- Pastel coloured candles shaped like cute animals are like direct sunlight to the Powers of Darkness.

- When the Black Mass goes awry, stay away from the Evil Priest. Enraged demons always go for the pompous.
- When a religious artefact begins emitting light, **CLOSE YOUR EYES**. Thousands of cult members could be saved every year if they followed this simple safety tip.
- After ritual sacrificing, taking bits home for later is now generally considered bad form. Even if you **ARE** a necromancer.
- Contrary to popular belief, herbalist potions and invocations do not mix.
- When the ritual goes awry, it is vitally necessary to be able to discern between the gibbering monstrosity that needs to be stuffed full of silver weaponry and the gibbering monstrosity that will fade away after a few hours, a good dinner, and a good, hot bath.
- For those situations where a fresh, living sacrifice is not available, the lower ranks of demons can be fooled by gently warming a previously preserved chunk of ex-victim and cleverly jiggling it. However, a mock victim sculpted from fake meat is unacceptable.
- Instead of picking human victims who are young, virginal, and innocent (and tend to turn out to be the hero's girlfriend), see if you can substitute mass murderers, lawyers, bagpipe players, politicians, necromancers, or any other people who won't be missed.



Potions for Sale

Alchemical potions available to order. Healer Skill and several Colleges including Solar Celestial, Water and Mind.



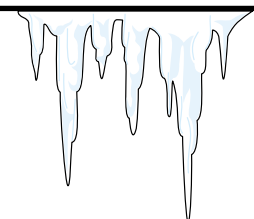
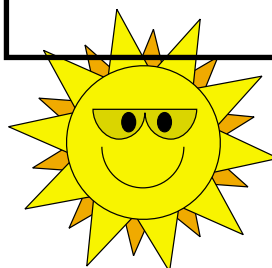
Please contact Phaeton d'Tama at the Guild.

What's Hot

- Reliquary Urns
- Flying
- Disguise Spells
- Divine Intervention
- Talking Mice
- Old dragons
- Yetis

What's Not

- Getting Lost in Hell
- Death Cults
- Stacking Storm Spells
- Death-expected Clones
- Talking Bunnies
- Young Dragons
- Fire demons



Phaeton (after casting several different Counterspells) "I'm a doctor, not a Namer".

The Rumour Mill

Lost: One adventuring Party

Answers to name of Layessa, Saydar, Naidan, Vychan, Blitzkrieg. Last seen: Hell.

Was in the care of Turf and Kilroy who seemed to have misplaced them.

Any enquires to above.

"Vote Silverfoam for party poet. Haiku on request".

Advert found on Seagate wall....

Turf and Kilroy in Altercation!

Not one to let rumour slip past my lips but... Not long ago that daring adventurer Turf appeared, accompanied by a flash of light and stark naked, upon an altar of the Sammael. Not any altar, mind you, but in the middle of the High Church during a mass led by the Archbishop himself. Members of the congregation were astounded by the fact that he had a naked man, that paragon of manly beauty Kilroy, over one shoulder whilst wielding an ichor stained sword with the other hand. This was followed by a lengthy discussion with the Archbishop over the finer points of morals and summoning etiquette.

When asked about these allegations Turf commented, "It had being a really bad month..." Kilroy was unfortunately unavailable for comment, he was enjoying the devotions of some of the female worshipers.

Engelton in orc love nest

The rumours are true, Engelton has abandoned Layessa and taken on the F&F. When asked by our reporter why he had abandoned Layessa to Hell, Engelton described Layessa sourjourn as a "technical divorce".

Work Offered

Youthful, Attractive, Hobbit Ladies.
Permanent Staff Position Available
Excellent Wages
No Experience Necessary

Premium Working Conditions as Domestic Assistants for Powerful Hobbit Gentlemen of Quality with Estates.

Apply Lord Emmanuel Esante at the White Stag Hotellerie, Seagate

Information Wanted

Information on the Location and Quality of Inns and Taverns on Alusia and Off-plane (including location). Comments on service also desired.

Please contact Grendel Beetleknox

Employment Opportunity

Are you looking for excitement and adventure? Wanting to visit foreign lands and meet exotic peoples? Are you literate in at least one major language?

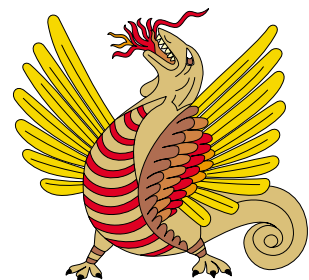
A vacancy has recently occurred in our far west office for a roving journalist, so if you answered "Yes" to the questions above come and see us at the Seagate Times, and you could be embarking on a fabulous, some expenses paid, overseas tour -- all for the price of one Seagate Times article per quarter.

The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times. 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 (especially those appearing in the "Rumour Mill").

Our sympathies go to the friends and family of the adventurers lost in the Nether Planes, and our best wishes go with the rescuers.

T'ana Silverwind, Editor in Chief, Seagate Times
Glitterwing Stargazer, Chief Reporter and Astrologer



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