

The Seagate Times



Issue 25 - Winter 799

Guild Party Rescued in 6-nil Gods Decision

Devils will Appeal and Claim to Have Better Legal Team

In a hair raising display of derring do, a rescue party was sent to the nether regions to affect the return of the guild party declared missing after last season's adventure. Rescued were Blitzkrieg, Liessa, Vychan and one or two others. The rescue attempt was lead by Turf and Kilroy and involved a cunning plan where upon they threw themselves in to danger without a modicum of thought or planning. Said Turf, "Our plan was simplicity itself and that was its greatest strength".

The plan, so expert sources say, involved not even going near Hell, in fact heading off in the other direction entirely. Kilroy, who is a noted philosopher explains "As the world is round, so was our plan, By avoiding Hell, we came ever closer to it, a move not anticipated by our diabolic enemies. (Who maintain anything else but a flat world is a heresy - this could form part of the Infernal Region's appeal plan).

Whatever the philosophy behind the plan, it was profoundly successful and lead, as a sideline, to the liberation of the Egyptian God of Knowledge, Thoth, an Ibis headed do-gooder of no fixed abode. Axis explains: "When it was clear that devils were creating angels from fallen heroes to help affect the release of their own champion of evil, Apepth, we knew that something had to be done. So we found other people who would do it."

This elliptical approach to adventuring resulted in a final climactic encounter on the edge of the Black Abyss, a pit where the evil god Sebek dwells. Indeed, as thousands of evil doers stood chanting on a crumbling spit rock above the abyss, the party struck, looting quickly, and incidentally slaying a devil or two.

"Our aim" said Scratch, "Was to protect as many shiny and precious objects as possible from potential diabolic tarnish." He finished with this heart felt declaration, "I saw it as my duty to prevent the destruction of such works of art such as silver pieces and a copper or two. To allow such objects to be besmirched is the mark of a true barbarian. And oh yes, and we also acquired some treasure carriers or two. It was just lucky for us they also happened to be guild members. Incidentally, I managed to get

Blitzkrieg to do the first honest day's work he has done in his life as he helped carry my treasure away for me."

On a slightly odder note, Corel, Air-Mage extraordinaire and selfless humanitarian, lost his testicles as part of the adventure. "I was drawing from a Deck of Many Things to try and acquire a coin or two for the Guild Orphanage" Corel explains.

"And before we go any further, no, I wasn't trying to trick Axis into drawing at the time - that is a foul slander. Anyway, I was drawing for the orphans, when I lost every magical item I possess in the universe and my every bit of wealth - who will feed the orphans now?"

But not to worry, Corel has made up some of this deficit by willingly selling the names of intelligent creatures to Astaroth, a major devil currently filling in for Charon on the Styx. The deal, apparently, was for persons true names in exchange from Astaroth's protection and several undisclosed "favours". "In no way" says Corel, "should this be construed to be a pact. And no, Guild members' names were not sold as part of the deal. Not even a single one, or, gods forbid!, two whole names."

Corel claims that any misreporting of this "transaction" will result in the parties concerned being taken to court. "By coincidence", Corel said, "I now have a very good legal team working for me." Whatever the results of the deal, Corel has also lost his testicles and is now working as a bouncer in a Marid's harem, on the Elemental Plane of Water."

"As an elemental of Air I have decided to explore my brother element Water for a time." Corel explains. "In no way should this be construed as being the result of illegal, intemperate and poorly considered attempts at bribery or theft."

Corel has apparently agreed to his less manly status for the next six months. Among the treasures looted by the party while on their successful mission, were several frozen concepts and ideas taken from the Elemental plane of Ice.

"Ice is cold" Christopher explained when asked what the place was like. "And this place was made of ice. Therefore it was cold." Apparently Christopher is right as other party members agree with him. "Yes it was cold." they all chanted.

All seemed strangely reluctant to tell this reporter exactly what went on on the Plane Of Ice and how this related to rescuing their fellow Guild members from Hell. "Bugger off" Christopher told me when I pressed the point, and he then clipped me around the ear.

Whatever actually occurred, this route should be remembered when other adventurers set off to rescue their friends from Hell.



Thoth



Sebek

Elsewhere in This Issue

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News in Brief

Nobles Nabbed

The Counts of Ebola and Foxcourt disappeared while on a vineyard tour of Borderlay with their nieces in the middle of Harvest. Impostors were seen spending vast sums of money as far afield as Seagate and Flugelheim within days of their disappearance, but there is still no trace of the real Counts. It is possible that their estates are now being used to fund further kidnappings. A party of adventurers was seen with the two Counts shortly before they disappeared.

The Harpies on the Wing

The Merchants Guild of Seagate has put the reward for the heads of the Harpies living in the Fastness of Gwyllion up to 1,500 sp. The truce that they were under with the Guild has finished. The Guild would remind anyone heading into the Fastness of Gwyllion that they should talk to Bregon or Kilroy for more information.

Church Inquisitors lay Siege to the Guild !

For five days last month a squad of Michaeline & Gabrielite Inquisitors waited on the road outside the Guild, demanding the hand-over of Aryan, who they said had a demonic artefact. While not actually attacking or interfering with Guild members, they hung around like a bad smell, hovering outside the gates for his return. They had earlier arrested him in Old Seagate, but a mob, apparently incited and led by adventurers, had stripped them of their prisoner, who fled to the Guild. Guild Security denied harbouring any criminals. The siege was called off after five days, when it became apparent that Aryan wasn't in the Guild grounds.

Raiders in the west of Carzarla

A small band of Goblins and Orcs following Sharman going by the name of Brown Boots has been raiding farms and settlements along the edge of the Fastness of Gwyllion. They are reported to be excellently armed. When on the field of battle they are led by a veteran battle leader that has been directing them with good skill. The Duke has promised grassing lands rights or small lands in the west of Carzarla (a low quality farming area) to any that are able to defeat the raiders.

Midheim Madness !

On the night of the new moon at the end of Harvest, a demonic cult - apparently including the Chief Justicar of Midheim, the young King of the Western Kingdom, and our own Sir Engleton - ambushed a squad of twenty Michaelines outside Mittlemarkhauptschadt. Their leader, a Plas'toro diplomat, was wielding a demonic artefact - possibly "Frostbiter", the sword of Crocell, Duke of the Bath. Half the knights were slain before the cultists were

beaten off. A black and white striped Pekinese is being sought for questioning.

The next night, disguised as Gabrielite knights, the demon cult laid siege to the High Court of Bergsburg, then broke in and freed the cultist disguised as the Western King, and a young lady of dubious morals who had earlier slain several court bailiffs with her bare hands. Also missing were the "Keys to the Gate of Hell", which legend states will be used to release the demonic hordes on the Day of Judgement.

Church Knights scoured the surrounding Duchies but found no sign of the cultists.

From the Librarian's Desk

We've finally completed the recovery of scribe notes and other documents from what remained of the fire. All those who have helped in recovering lost documents, your help is greatly appreciated. If anyone still has anything else they would like to contribute we will gratefully accept it.

Please note that we have converted the filing system from Penjarre dating to the new Western Kingdom calendar.

For those adventurers who are still indexing using the old AP (after Penjarre) calendar here is a simple conversion guide. Remember that the two calendars are nine months out of step. Each year on the WK calendar starts on the first day of summer while the year start on the AP calendar was the first day of spring.

Hence the year number conversion from AP to WK is as follows:

- 1) Subtract 1200 from the AP year
- 2) If the season is not Spring, then add 1 to the year number
- 3) The result is the year number in the WK calendar.

This means that, with all the millennial prophecies coming up, and for anyone planning on marking the start of the 2000th year after Penjarre, this will actually occur at the start of the Spring quarter in 800 WK. Astrologers please note.

More information is available from the Library.

Gates of Hell unlocked!

In southern Elfenberg last month, a Belial Cultist assault on a Raphaelite-held castle ended with Guild Adventurers tricking a Belialite priest into reopening a portal known as "The Gates of Hell", which had been closed for hundreds of years. Belial turned up - but were defeated by a combined force of Church Knights working with Crocell. During the fracas Belial was maimed, losing a wing. Congratulations to the Guild combat poetry reading team.

While the Gates of Hell may not be closed except by demons, they have been heavily barricaded and warded, and Raphaelite Knights are patrolling the area 24 hours a day.

*"Good and evil,
light and dark,
lemon and
cream, that sort
of thing"*

--Michael

Terranova Report

Encounters with the Spawn

“Henri, old man! What are you doing so far from Newcourt?”. It was with these words that my old friend Marcus Du Bois — and a previous holder of this special posting by the Seagate Times — greeted me as I entered the army camp of guerilla leader El Loco.

I wrote in my last report that I had intended to journey north in the hope of meeting the famed El Loco and, in more closely approaching the Spawn's coastal city, gain better information as to its purpose and state of construction.

I have been disappointed in none of these things and further I am overjoyed to find that my friend Marcus lives, though it saddens me to report that the trials of the Terranovan jungle have weakened him, and even the elven healers report that he may never recover his full health. But I am getting ahead of myself and should perhaps recount these astonishing events in some more suitable order.

Shortly after sending my last missive to the Times, I struck north in the company of some two dozen of the lizard folk of Sssalinas who had professed a desire to join the guerilla fighter of El Loco. The trip was long and hazardous, but essentially uneventful, as I had the good fortune to be accompanied by natives who knew the tricks and traps of the jungle far better than I could ever hope.

We reached the camp of El Loco, who was apparently pleased to gain new recruits, but greeted me coldly and stated that he did not need another reporter. My heart leap, and after admittedly vigorous inquiries, I was escorted to a noisome hovel, darkened and dank, wherein I discovered an unkempt, emaciated and wretched being, which, as my eyes adjusted to the dark, resolved itself into the familiar form of Marcus Du Bois, though a Marcus much lessened by his many hardships. He recounted to me many tales of his travels, and of how he had come to this sorry state, far from civilized lands, and yet too weak to return home.

I stayed at the camp for several weeks, though I had only one chance to speak with El Loco. He seemed more animal than man, and there was little of the Seagate Guild member left in his haunted gaze. We were forced to move the camp regularly as Spawn, and their saurian allies patrolled the area, but each time we escaped and I came to understand why the saurians under his command worship him as though he was one of their savage gods walking the earth in mortal form. They call him by a name that I will not attempt to render in their sibilant tongue, but which Marcus tells me translates to the common as something like “Lord Blood-Drinker”. He seems to have an uncanny way of knowing when and from what the quarter the enemy will approach, and though I am familiar with the doings of Adepts, and have some knowledge of the abilities of Earth mages, he possesses skills beyond my ken, and I would swear that the very ground speaks with him.

Despite his great powers the Spawn are no easy foe, and strong forces have been sent to find us, and I have no doubt, deal with us most severely should they find us. These bands consist of spawn and saurian warriors, along with hunting beasts that resemble both lizard and dog. They are lead by great, snake-like beings named Naga, and accompanied by huge and misshapen behemoths with enormous jaws and teeth fully as long as my forearm.

We managed to evade the Spawn defences and approached their city. I must recount that I was astonished by my first view of the edifice, for it is passing strange and unlike anything I have ever encountered before. I had heard that it held a lagoon within the walls, and this indeed was true, but beyond this fact all reports had been singularly lacking.

The city, if indeed city it is, is perfectly circular, or as perfect as to make no never mind, although perhaps one should say ring shaped. I judged its size to be a mile or so across, and I hope my readers will forgive me if I provide no more accurate dimensions. The solid part of the ring covers a quarter of the diameter on each side, leaving a circular lagoon some half mile across. The ring is only barely on the land, being almost entirely built out into a bay, presumably on pilings of immense strength. It is covered with buildings of some form, and quartered and then quartered again by eight towers. These towers appeared to stand as high as half the width of the ring, which, if I am guessing correctly would give them a height of more than 500 feet. They tapered sharply towards the top giving them the appearance of plinths — and yet no primitives have ever thrown skywards menhirs of such gargantuan proportions. We were forced to withdraw before I could gain further information, but this last I could see. The city appears all but complete, and I feel no shame in saying that I disliked the feeling that I gained observing it.

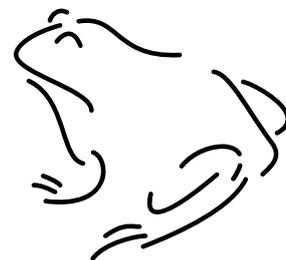
I eventually gained leave from El Loco to take Marcus and sufficient saurian guards and travel back to Puerto Damieno. Again the journey was hard and there were several times when I feared that Marcus might not survive, but we finally arrived back at the coast and what passes for civilization in this amazing and yet terrible place. Governor Pizzaro being elsewhere, General Leon sent directly for elven healers and with that I come full circle to the beginning of my tale.

The elves have agreed to take Marcus back to Alusia, but for myself I have not yet decided a course of action. I came to Terranova to seek my friend and having found him have completed my self set goal. And yet, I feel that there are mysteries yet in this place, mysteries that need to be explored and reported, for there are dark doings here and it may be most important that these are revealed.

And so, for the nonce, I remain,

Henri Stanleigh.

Seagate Times
Special Correspondent.



“Let me get this straight, we gave the artifact to the demon summoners” --

Balode

Lord Shaygin:

“You’re my charges.”

Faith:

“So if he gets more than 100 of us, does he explode?”

*Bath Wader:
(On the Virym)*

“We don’t want to arm those things. They have enough arms as it is.”

The Seven Hourglass Planes

By Aqualina

This collection of seven, identical, planes were created long ago by a race known as the Elders and whom we suspect to be the Calimar. There is also an eighth plane in the group but it is only partially completed, consisting of a small landmass and a jetty.

The seven planes, in order of discovery, are: Norden, Sudar, Chos, Lorgos, Kerax, Virym, and Eradin. Guild parties have been to all except Kerax and Eradin and there have been contacts with people from Kerax.

Common factors

Each plane consists of three layers and is shaped somewhat like a circular, three tiered cake, each upper layer being 90% smaller than the one beneath it. The topmost layer seems to be identical on all planes and mainly consists of a stone city with a tower in the centre. A circular moat, a mile wide, runs around each city and, between the moat and the cliff edge, is forested.

In the centre of each city is a five storey tower, surrounded by a courtyard, and it is to this point, that is taken to be North. Overhead, the sky curves down from all directions to form a pillar that enters the top of the tower. There is an identical earth pillar that juts up through the first two stories. Both pillars meet inside the third level and between them, is the magical Eye that controls conditions on the plane. The Eye is composed of solid mana and floats inside a mana field that flows inside the one foot gap between the two pillars. Removal of this Eye results in chaos for the whole plane. Also, inside the tower, can be heard a grinding sound. This is believed to be caused by the sky as it rotates on it's pillar. The sun is in a fixed location but the day/night lines rotate with the sky. Also a thin band of rain is fixed on the midday line.

The Eye can be controlled by the nominated Lord of the Plane. At the time of writing the Lords of Norden and Lorgos respectively are Sern and Shaygin. Neither Virym or Chos have Lords and the whereabouts of the Lord of Sudar is unknown. He was last seen escaping the plane inside a giant ziggurat.

Furthermore, the planes are linked in pairs. Two known pairs are Chos/Kerax and Lorgos/Virym. This was discovered by observing that, as the water level dropped on Lorgos, it rose on Virym. Also as Chos warmed up, Kerax got cooler. It is suspected that Eradin/Sudar is also a pair leaving Norden as the odd plane out.

Travel around each plane is usually done by portals. There is one portal on the city level, located in a particular building. Three are spaced evenly around the second level, each surrounded by a stone circle while nine are spaced around the lowest level, each on top of a tall stone tower. Each portal consists of a flat disc, with a travelling rune inscribed on it, and to use it, one stands on the disc, visualises the destination then says the activation word. Since recently, it is now possible to travel between each plane using the portals, although Sudar is inaccessible. Flying is not possible except at very low altitudes. At anything higher than 20ft, the flyer is immediately, and repeatedly, struck by lightning. Another set of more ancient portals have also been discovered but, at the time of writing, it is not known where they go. Each is one way and it is surmised that they were used by the plane’s creators during construction.

It was also discovered that all the inhabitants of each plane have no resistance to Mind Magics but if a Mind Counterspell is placed on any of them, the duration automatically becomes permanent.

Norden

The second level consists of a grassy plane and is inhabited by small bands of nomads. The third level is mostly swamp but a small group of ex-Sudarians are in the process of reclaiming it.

Lorgos

When discovered the entire plane was covered with water and only the courtyard around the central tower was dry. The water level has since been dropped. Now the second level is a 30ft deep fresh water ocean while the third is a salt water ocean. The third level has been declared offlimits to the Lorgosians by the Viryms, a race of squid like creatures, originally from Virym

The heights of the third level portal towers were adjusted so that those portals are thirty feet below the surface, level with the top of the second level, and the area occupied by each second level stone circle was raised to form a small island.

Virym

It is believed that this plane was uninhabited by humans until the Viryms moved nearly all the population of Lorgos to here when Lorgos flooded completely. The Viryms then took over Lorgos. The third level was dry until Lord Shaygin started draining Lorgos. Now that the waters have been shared between the two planes, the third level is ocean and is claimed by the Viryms. The second level is grassy plain, similar to Norden.

Chos

When last seen this plane was completely frozen and is in the process of thawing out.

Kerax

Much of this plane is desert. The inhabitants are known for their fine cloth.

Sudar

When last seen this plane was covered by Darkness and undead roamed the place. It has been declared off-limits by the Calimar who are in the process of cleaning it up.

Eradin

From observation, the plane is very bright but is shrouded in mist, average visibility being 100ft. The people there refer to themselves as the 'People of the Mist'. According to the local Lord, the brightness was a fairly recent occurrence.

Guild Involvement

There have been three missions by Guild adventurers. The first was employed by Lord Arondel, the then lord of Norden. The Eye of Norden had been stolen by Sudar and the entire plane had been thrown into chaos. The entire third level was stripped of life by a terrible storm, and strong winds and rainstorms were lashing the rest of the plane. The party were successful in returning the Eye and, in the process, killed the previous Lord of Sudar.

The second was also sponsored by ex-Lord Arondel. This time people were disappearing when using the portals, because Sudar had been tapping the portal system for new slaves. During investigations, the planes of Chos and Lorgos were encountered and the survivors of Lorgos brought to Norden. Dark priests of Sudar then attacked Lorgos and stole the Eye. The party managed to get to Sudar and discovered that the Eye was being used to power a large plane-shifting black ziggurat which the Lord and his followers used to escape the encroaching Darkness, leaving several lesser undead and the remaining population behind. The population was evacuated to Norden.

During these two missions it was not possible to talk about deities and ask about creation at the time. The reason Sudar, Chos, and Lorgos had been cursed was that the Lords there had been too curious and had managed to find a way of asking such a question which resulted in an immediate curse. With Chos, it was extreme cold, Lorgos was drowning, and Sudar was darkness.

Once the party had completed the mission, they had to leave hurriedly as a Calimar Voidcruiser was about to appear on Norden.

The third mission was sponsored by Lord Shaygin who wanted a party to help drive the squid creatures off Lorgos, as it was believed at the time they had murdered most of the population. During the intervening time, the Calimar had repaired and decursed all the Eyes, replaced the missing ones, allowed interplanar travel via the portals and removed the restriction on thoughts about deities. They had also declared Sudar off-limits while they were cleaning it up. Most of the population sees the Calimar as benevolent but a few, such as Arondel (now deceased) and Shaygin are suspicious of their motives.

As a result of Guild investigations, it was discovered that the missing Lorgosians were not dead, but had been evacuated by the Viryms (the squid creatures) to dry land on on Virym. The Guild Party went to Virym and were able to reunite the Lorgosians with their Lord. An agreement made between the Viryms (the squid creatures) and the Lorgosians were made, the essence of which was that the Viryms got the deep waters on the third level of both planes, and the Lorgosians the shallows and the dry land of the upper levels. Most of the Lorgosians on Virym and Norden were then transported back to Lorgos.

There followed an undead incursion on Norden consisting of a skeleton and a vampire. The vampire was destroyed and the skeleton returned to the item it was conjured from. The party suspects that the vampire came from Sudar. The portals are now blocked during the hours of darkness so that entities from Sudar may not cross to the other planes.

After fishing Faith (a hobbit) out of a swamp on Norden.

Cher: "Look what I caught for dinner."

Aqualina: "It's too small, throw it back!"

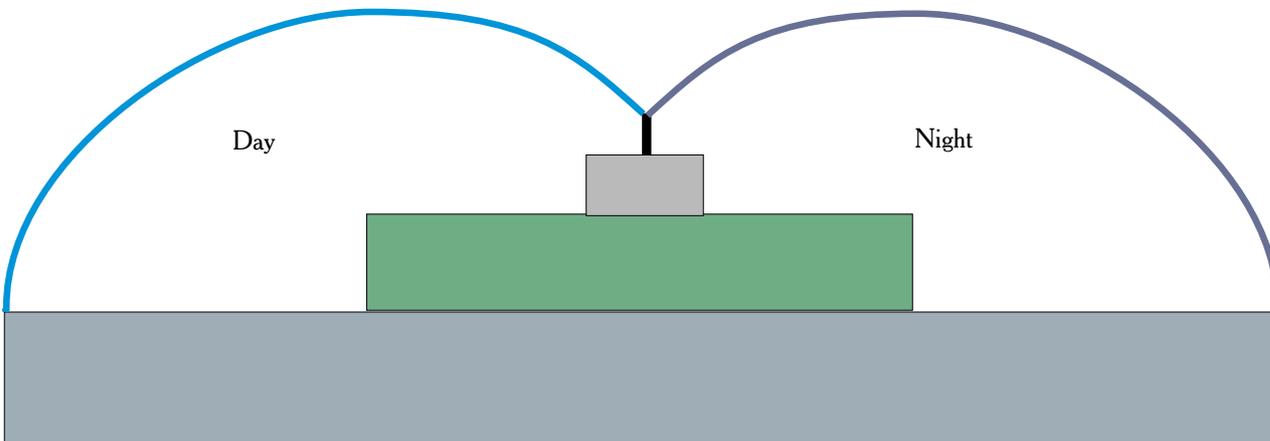


Diagram of One of the Hourglass Planes (not to scale)

Starflower's Bestiary

The Skeleton

I recently heard a story about a guild party who spent some days trying to track down a "skeleton" only to discover on their return to Alusia that they had the item which had conjured the creature in their possession all the time. Of course, it was not exactly a skeleton. It was in fact a spectral servant, capable of following quite complex instructions in the absence of its undead master. Not everything that looks like a walking skeleton is one!

The most common variety of skeleton is simply a set of humanoid bones animated by necromantic magic. These are Lesser Undead, and not at all frightening to an elf such as I. As such they are quite brainless, and cannot be sensed by the arts of a sorcerer. Neither are such mindless automatons capable of following anything beyond the simplest of orders.

Such skeletons are easy enough to kill, as long as one remembers that they are unaffected by point weapons such as arrows and daggers (do not get in close combat with a skeleton!). Slashing blades are effective, as are axes, staves and clubs. So are many varieties of magic. Which reminds me of the tale of the novice fire mage, stuck in a Hand of Earth in a dark cavern, calling out, "Here, skelington, skelington" in the vain hope of attracting the monster into spell range!

Common skeletons only become dangerous to experienced adventurers when they attack in large numbers. An Amulet of Jade can help when fighting an army of skeletons, since it tends to reduce the numbers attacking at once to manageable proportions. Of course, the most effective way of dealing to an army of skeletons is to find the necromancers responsible and bring them to a well-deserved end.

The great mystery of the common skeleton is where so many of them originate. In theory, all skeletons are animated by necromancers, and should be found only in the company of such, and in limited numbers. But this is not the case. It is not unusual to encounter skeletons in ruins, barrows and in the dungeon deeps with no sign of a mage to animate them. One can only surmise that such conditions sometimes generate some kind of evil miasma which somehow imbues long dead bones with the ghastly semblance of life we call undeath. Or perhaps the powers of darkness and undeath which sometimes haunt these places have the ability to create permanently animated lesser undead.

It is the monster which appears to be a common skeleton, but isn't, that is most challenging to an adventuring party. I personally have come across several such. In most cases they can be distinguished from the common skeleton by some feature of their physical appearance. The eyes may glow with an eerie red or blue light. The entire skeletal form may be surrounded by a glowing nimbus. One species has a red glow buried within its ribcage which it may cast at its opponents as a ball of fire. Sometimes however, the only outward way to distinguish greater skeletons from their lesser counterparts is the superior quality of their gear.

A less obvious difference between these creatures and lesser skeletons is that they are generally possessed of some degree of intelligence. They are indeed properly classed, in most cases, as Greater Undead. Their minds can be detected by sorcerous means, and they can be affected by appropriate magics. However, they frequently have high magic resistance, whether or not they are spell-casters themselves. Which some species are, most notably the notorious Death Knight. This fearsome creature is the undead form of a once holy knight, cursed by the Powers of Light for betraying honour and virtue. It is intelligent, physically powerful and can wield mighty magic. Its distinguishing marks are its glowing red eyes and the aura of fear it radiates.

I has not had the misfortune to encounter one such, but I came across something similar while adventuring in the Emerald Isles. This fearsome creature was called a "Bloody Bones", for its skeletal form was blood red, and dripped ichor. There were five of them, one the Master of the other four, and having the capacity to wield its necromantic magics through the others. However, it proved to be vulnerable to fire magic, and it exploded when struck by a bolt of fire.

All this leads me to conclude that the skeleton is not a monster to be taken lightly. For although most are easily defeated, the exceptions are both evil and dangerous. Be careful when you encounter a skeleton, especially if its eyes glow red...



A Death Knight

Faith:

"If it's Indetectable, it can't be that hard to spot."

The Puzzle Column

Jorgen the Sphynx's riddle:

Each morning I appear
 To lie at your feet,
 All day I will follow
 No matter how fast you run,
 Yet I nearly perish
 In the midday sun.

Song overheard in a local pub:

We're the adventurers of Seagate
 you've heard so much about
 Nobles lock their daughters up
 whenever we're about
 We fight with wings
 and invested rings
 and broken bottles, too
 We're the adventurers of Seagate
 and who the hell are you?

The Adventurer's Guide

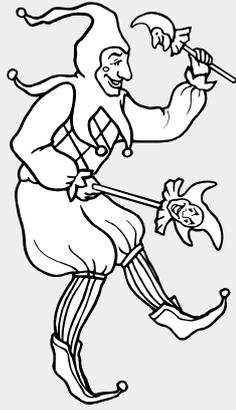
Tips for success

How to Destroy a Vampire the Complicated Way

- Find it sleeping in its coffin under a dolman in a cospse during daylight.
- Render the end of the coffin transparent to verify the presence of said vampire. Or at least, its boots.
- Attach rope to coffin handles.
- Cast Frictionless Floor spell on coffin so it will move smoothly across rough ground.
- Have two adventurers imbibe Waters of Strength so that they may haul the coffin with ease.
- Drag the coffin to open ground, so that the sun shines directly on it.
- Make the coffin lid one-way transparent.
- Cast assorted spells at the vampire, including Sleep, Great Shout, and a Fireball.
- Impale the coffin where the vampir's heart ought to be with a javelin.
- Dribble holy water down the javelin's shaft.
- Debate hotly about what to do next.
- Finally in sheer frustration, hack the coffin lid open with two battleaxes allowing sunlight to fall upon the vampire's supine body, which promptly turns to ash.

Or

- Why not just get Grendel to teleport the coffin lid elsewhere!



When looking for the vampire.

TDP: "We should go down there and see what we can dig up."

Aqualina: "We're going to do a stakeout?"

Fire College Investeds for Sale

At Rank 10:

Dragonflames, Self-Immolation, Weapon of Flames, Fireflight.

Get some real fire-power now!

Contact Flamis at the Guild.



What's Hot

The Plane of Ice

Pacting to Astaroth

Visiting the Ethereal Plane

Finding lost planar populations

Soothing angry mobs

What's Not

Libraries

Sentient whales

The Plane of Water

Fertility rituals

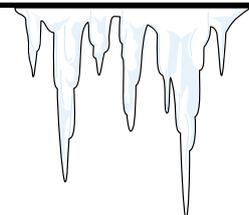
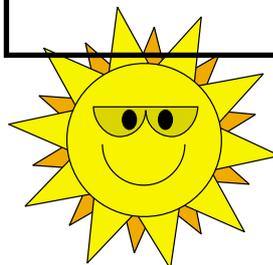
Provoking Michealines

Opening Gates to Hell

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.



The Rumour Mill

Don't Try this at Home

Villa's current bisexual bilocation. No, dont ask. Let's just say that Janus-like revelation can be a dangerous thing, especially if you replace your eyes with those from a Hellhound.

Fertility rituals for the Cult of Beory

Apparently Scratch has a set of illustrated manuals depicting exactly what did go on. People wishing to know what went on can either speak to Scratch or buy back the originals. Shapeshifters may find some of the activities involved especially revealing.

On the Rebound?

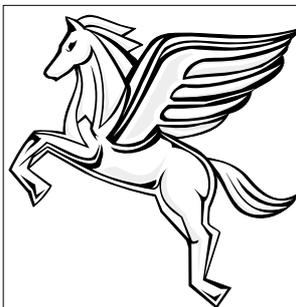
And just who is that Man in Blue, who's been seen arm in arm with our favourite Water mage at the Guild?

Barbeque Invitation

Ghengis Oak, Fire mage and paladin is happy to announce a barbeque at his place courtesy of his last adventure.

Says Ghengis: As all know, we Yurt dwellers celebrate all feasts with good horse flesh! Last adventure big success for forces of good - me get given pegasus as reward for do-goodness!! Bad Not-God get butt kicked by Ghengis, Villa, Scratch and friends! Evil god - His plans just regurgiate horse milk! So me celebrate with big feast and make barbi-sacrifice of pegasus to fire God!. Yum! Yum! You come. Pegasus be stuffed with radish and onion spice stuffing - Ghengis own special recipe. Wine also free as is kumis (home made).

PS: Bring own spew bowl. Party start at sundown after traditional pegasus wing clip!



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 Beetleknob

King Doron of Glissom and Lady Aleksandra de la Veraine hereby announce their betrothal.

The wedding will be held at Glissom Castle at the Spring Festival on 21st Thaw 799 week.

On behalf of King Doron of Glissom and Lady Aleksandra de la Veraine. Would any having been born to nobility or having since gained title and lands please make yourselves known us, to assist us in compiling the guest list. By our hand this day 30 Thaw '98

(Ed: Glissom is West of Brandenburg, just North of Erewhon, East of Eltrador).



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").

The editors are relieved to hear of the rescue of the adventurers lost in Hell, but are deeply concerned to hear of Michealine knights blockading the Guild gates. We sincerely hope that the Guild's good name will not be brought into ill repute over whatever provoked this incident.

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



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