

# The Seagate Times



Issue 34 - Spring 801

## Cain Slays Abel

### Adam the Giant Gives Birth to Feuding Child Gods

In a desperate effort to free a valley of tithe-paying Church-of-Lighters from their voluntary conversion to the worship of their ancestral Gods, Adam Vychan “Ada the Goddess” Jones gave birth to two half-gods after arranging for their possession by the local God of Chaos and trickery. One of the godling twins was instead possessed by the demon Cain, whom Vychan had turned to dust and dark-sphered only miles from the same spot six months ago. The party then allied with Cain in cunningly defeating the Gods, by setting all the Gods free from their prison. To understand how the party could come up with such a brilliant plan, you need to understand the inner workings of a typical god-bothering party.

The party was hired to liberate a remote valley called Eastdale where all the folk had suddenly converted to paganism. This occurred within days of the defeat of Cain by Vychan & Ithilmor in the very centre of that same valley. The church demanded that the Guild fix this situation – the Guild denied any involvement. Preliminary investigation 100 miles beyond Eastdale showed that the party could not herd sheep to market, and that passing off the party as mysterious heretics to the local bishop was a good way to leave town quickly.

The party then flew back to Eastdale and examined rock formations and small furry animals for several days before approaching the local inhabitants. They were invited in for a drink and ended with Vychan teaching them knitting and Shoka wind-walking out after a one-on-one fisticuffs challenge turned nasty when the locals realised he was wearing full plate mail under his illusion. They then tried to find more compatible people, and met the local crazy nun, a demon summoner and fire mage called Holly. She repeatedly summoned up the local Gods in between Hellfiring the party for not skipping fast enough and other theological failings. They decided she was a good associate.

By now, they had discovered the Gods had been released in Eastdale because of the fulfilment of an unnatural “impossible” event – midnight occurring at noon. It took Silverfoam and Vychan mere days to associate this with Ithilmor’s creation of night at 12ish on the day they defeated Cain. When they met the local Gods, Vychan decided to pass himself off as a long-lost sister to the inbred pantheon. After a good lashing of lightning bolts, the party discovered that his every

word was true – he was now a female goddess, “Ada”, while inside the Eastdale Valley. Having had enough, the party flew for four days back to the Guild, only to turn around immediately because they didn’t know what to ask the Guild. While at the Guild they got a couple of astrology readings and an invitation to a picnic.

At the picnic with the mysterious and reclusive mage Marcus Carridine, they learnt how the Gods had been banished from the Western Marches earlier by getting them to swear an oath that they would rule until (rhetorically) midnight would become noon. A short time later, Marcus had done exactly that, and the Gods were banished until an opposite and equally impossible event occurred – enter Ithilmor stage left. The party then resolved to get the Gods to fall for exactly the same trick, and the best impossible thing they could think of was getting Vychan, currently a eunuch from the last fight with Cain, pregnant to himself and producing a parthenogenic half-god from a virgin firegiant. What exactly they were going to get the Gods to swear was to be decided later. As Shoka said later, it was a silly plan, but should be worth a few laughs.

Armed with a new sense of purpose, half the party turned around and went straight back to the guild to make Vychan a whole man. The other half went to the Volari cathedral and stole the Ducal Betrothal cup, as it apparently was a lost artefact of the gods that bound people by their oaths. Darien got lost and went a thousand miles out to sea before realising where he was, dropped his gear in the middle of the ocean and flew back.

When they all finally met back together, Thorn assisted Vychan in preparing his seed for impregnating himself once he changed into a female as he entered the valley again.

With a little assistance from a month-a-day ageing major curse from a dragon, twin half-gods were soon being borne by Ada, with a 14 day gestation period. Glyn & Gerrard then made contact with the rogue trickster & chaos God Fergus, and Fergus was promised one of the twins’ bodies to hide in as he escaped the valley.

### Elsewhere in This Issue

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and more...

*“There’s no such thing as a little bit pregnant when you’re a half-god hermaphrodite giant!”*





They also discovered that the major curses from the dragon also laid a hideous curse on the children if they killed anyone, and the same curse sevenfold on anyone killing either of the children. The twins Luci and Abel were born on the Winter Solstice, and the party discovered that both were possessed - by Fergus and Cain. Luci was aging at a year-a-day, due to Cain's year-a-month demonic growth combined with the curse, while her less potent brother Abel was only aging at a month-a-day. Cautious of the curse, the party did not kill the newborn Cain. To sustain themselves, the children drained life-force from the party until herds of cattle were rustled to support the growing godlings. Fergus was not happy to possess the weaker god, and was happy to move into an adult body, until Shoka turned it back into a statue, trapping Fergus' spirit outside time.

The party proved unable to discipline the charming but out-of-control Luci, so made a deal with Cain, who was sharing her body, to help "bring her up properly" and defeat the gods. They agreed to have her Naming Day at midnight on her 9<sup>th</sup> birthday, the midpoint of the days of chaos. At this time, she declared herself to be the replacement to Fergus. As Fergus couldn't defend himself, she became the new god of travel, chaos, and trickery and swore to lead the gods out of Eastdale - as a god conceived both in and out of Eastdale she could lead them into the rest of Alusia. The other Gods took an oath to follow wherever she led them, drinking from the oath cup taken from the Cathedral..

As a reward, the party were given their wishes. On behalf of Abel, Vychan wished that Abel was as powerful as his sister Luci. This proved to be a serious error, as the next morning Luci and Abel got into some serious sibling rivalry. While Vychan, their "mother", separated them the first time, the young gods fought again on the Eastdale border just before Luci was about to loose the Gods on the world. Using her hand & a half training from Shoka, dirty tricks from her possessor and tutor Cain, and a couple of well-placed thunderbolts, Luci finally killed Abel, and was struck by the death curse. She managed to stagger up and lead the gods out of Eastdale, but the curse hit her doubly hard when she entered a reality not shaped by the God's whims, and she collapsed in agony. Shoka resurrected Abel from a pile of ashes, and Abel used his powers to twist the knife in his sister. In desperation, Luci fled the mortal realm to escape the curse. The other Gods were oath-bound to follow - apart from the forsworn Ice Queen, who returned to her glacial lair. What happened to the possessing demon Cain is unknown - maybe he was dragged into the Outer Darkness, but maybe he still walks Alusia, afflicted by the shattering curse, and his demonic powers stripped to power the new God.

## Adam's Twins Give New Meaning to Sibling Rivalry

Over several years Cain the Champion has viciously attacked guild parties; most recently in anticipatory self-defence against a party organised by Anathea & others. As related earlier, Ithilmor turned night into day at the Convent of lost Souls (in Eastdale, Volari) in order to give all males, including Cain, a slight disadvantage. As a result, Adam Vychan (the mostly male Giant) killed Cain.

Unfortunately having nightfall at midday - real nightfall, not just an eclipse - was just the sort of impossible event that could act as a loophole to allow the Ancient Gods to escape their banishment. This led to Adam bearing twins - one of each gender, just like their parent. The first-born, a boy called Abel, was pre-dedicated to Fergus the trickster thunder-god of Eastdale. The younger was ordained to be Luci (pronounced loog-ee) and expected to be the Nameless One aka the Ice Queen. Unfortunately the girl, who was growing a year a day, was both Adam's "natural" daughter and inhabited by the spirit of Cain. The giant children had a curse that gave them restorative powers, and would visit sevenfold vengeance upon anyone who killed them, but restricted the damage that they could inflict.

On Luci's naming day, the party cleverly arranged for Luci to be given Fergus' powers; unfortunately she was still inhabited by Cain who had become her closest friend and who was constantly feeding her suggestions. Adam, like the rest of the party, was granted a wish by the other gods. He wished for Abel to be fully grown, powerful like his sister, with all curses removed. Luci became "a god of thunder-n-lightning and chaos and stuff with a *really* big sword"; Abel became a god without portfolio. This caused sibling rivalry, of devastating measure appropriate to giants, gods, and nine-year-olds.

Next morning, as the gods were about to depart to the Promised Land, there was a fight between the twins. Being able to toss lightning gave Luci/Cain the upper hand and she pummelled Abel into the ground; when Adam tried to interfere, she flung him aside. As Abel lay stunned, face down on the ground, Cain/Luci bestrode him and plunged the really big sword through his back, pinning him to the ground. Simultaneously she sent a thunderbolt through the sword, leaving only a charred husk.

Luci/Cain then lead the rest of the gods away. Although Abel's curse had been lifted, Luci still had hers, and she soon fell off her white horse onto the ground, writhing in agony. Then her spirit shot into the sky, and the rest of the gods followed her. Fortunately, when not stoned, Shoka is very good with leftovers of at least torso-size, charred or otherwise, and he restored life to Abel. Abel is now a giant and ex-god in need of employ, so naturally he has joined the Guild, where his claim of being related to the Gods gives him a certain kudos.

### Human:

*"Why are we whispering if we're on Mind Speech?"*



# News in Brief

## Pleasure Haven Opens

A new free trade port has opened halfway between Seagate and the southern ports of the Five Sisters region, called the Haven of the Sea Goddess. But unlike other ports on the southern route this one is not only free to dock at, but is in fact a huge floating twin-hulled ancient warship of elven design, featuring two 200 foot long hulls packed with atmospheric inns, gambling dens and places of low repute, and also a fine five story castle with elegantly appointed suites and the luxuries of many nations.

This new safe haven, guarded by the luck of a Goddess and the mighty thews of the water college of the Guild, features such pleasures as sparkling blue waters and warm sunshine in days of gloom, as well as an onboard casino, ballroom, brothel, and several bars. We at the Times understand that ship captains and owners are treated to an endless round of social events with provided escorts, fine food, and free dancing lessons.

There is a rune portal in the back of the Guild Water College building that for a few silvers will take you to the lighthouse on the reef, a mere ten minutes boat ride from this amazing vessel. With a crew of over two hundred and first rate entertainment (sampled in excess by Seagate Times representatives at the courtesy of the owners) we are sure that any world weary adventurer would be well served by taking the day off at the Haven.

## Demons Mine Confederation Bay

Furcalor, Duke of the Waters, has allied with a huge ancient kraken to mine "mad metal" from an abyss in the depths of Confederation Bay. The kraken's followers – sentient squid and Sahuagin – had seized many humans for slaves and Furcalor's minions created a 40 mile tunnel to kidnap some dwarves as overseers. Two parties were dispatched from the guild, one to deal with each half of the problem.

The party sent to recover the dwarves from the demon kidnapers consisted mainly of people pacted to Powers of Darkness or Light, and spent a great deal more time arguing moral matters, communing with their masters and slaying each other's imps and devils than actually helping the dwarves. However, they freed the dwarves with a cunning three-part plan. Firstly, they poked around the underwater tunnel until attacked by devils, then dropped an item for the devils to take as the party swam off. Secondly, they located the item deep in the ocean and sprung the "lobster pot" ambush around it. Thirdly, after the prisoners from the ambush were questioned, they were released and later located at an underwater palace next to an abyss. The party then snuck into the palace, killed everyone who wasn't a dwarf, and then turned their dead foes into an underwater balloon to ascend to the surface and fly off.

The party used their shape-changing abilities to become merfolk, sharks, dolphins and sahuagin on different underwater assaults, and information from Seir and Gabriel to ensure their timing was appropriate. The only hitch was that Shizane and Mahb (Fire and Air mages) were limited by being underwater, leaving Ithilmor as the only assault mage. This meant that the battles were won by much slow hacking by Eric, Mahb and Drum, while Dramus and Kryan argued morals in the background, turning the enemy into rabbits and tortoises to score philosophical points.

## Sahuagin Stronghold Destroyed Marauding Monster Loose

By Aurora

A returning party of adventurers reported that a large sahuagin stronghold, located off the coast of Brandenburg, has been wiped out by a large monstrosity that slithered its way through the complex attacking and devouring anything that got in its way. Our source tells us that the creature consists of parts of the entities that were defeated which were added on to itself. Originally it was a rag and string golem that somehow got out of control.

No one knows where this monster went. Either it descended further into the complex and ended up in the nether depths, or it is currently roaming the ocean floor. Either way it is still out there, destroying and getting stronger as it incorporates more into itself. Adventurers in the vicinity are warned to be careful. You may be next.



## Tome found in Lost Kiraz

A returning party has donated a tome of dwarven mind magics to the Mind College at the Guild. Following an astrology reading, the party sought out a lost dwarven city, far to the north of the Guild. Making contact with the dwarves of Azedmere they learned the story of Kiraz, and where a key might be found which would open its Gates. Kiraz had been abandoned three hundred years ago, when it was attacked by a powerful necromancer.

The party successfully obtained the key, evaded a bunch of orcish squatters, defeated assorted zombies and skeletons, and entered lost Kiraz. There they found the tome, an assortment of other treasures, and one lone survivor, turned to stone. The party freed him, and returned, triumphing over a necromancer (not THE necromancer, he's probably deceased, but an admirer). The key to Kiraz was not brought to the Guild, but returned to the Dwarven King of Azedmere.

*Douglas:*

*"It's hard work being a rock."*

## Colonel Denies Rumours

An official statement by the Destinian Deputy of Protocol and Public Entertainments, Colonel Santiago, denies that there was rioting at the Trade Docks in Port Destiny on 16<sup>th</sup> Frost, the day after Destiny officially declared war on the Duchy of Toledo and other foreign parts for their support of the Carlists or “renegadoes,” as the former Royalist supports are now known. It is understood that the new Duke, Prince Ismail-Miguel, is a former Michaeline Knight-Commander who had actively supported the Carlists in their bitter but unofficial conflict with the Serene Republic of Destiny.

It is understood that a Strong Letter of Complaint has also been sent to the Lunar Empire who gave the appearance of supporting the Carlist barons in their piracy on the Hellenic States whom the Carlists blamed, along with Count Aryan di Ebola, for the Death of King Carlos — the first and only King of Destiny.

The declaration of War (“the Midwinter Edict”) signed by all twenty members of The Council of Ten, also forbids all Destinian officers & citizens from any contact with the Vicar General of the Order of Michael the Crusader or his followers. The Vicar General, nicknamed the Black Bishop, was formerly King Carlos’ Vice-Regent in the West; just as the late Baron di Scarpia was Carlos’ other Vice-regent (in the South). The BB had recently created the so-called “Cult of Carlos the Martyr.”

Colonel Santiago states that a procession for the Celebration of the Feast of Santa Vittoria wandered from its official route and that some members became unruly when it was discovered that the recently-established so-called “tradition” instigated by the Usurper of almsgiving (throwing gold-coins to the crowd) had been cancelled as a war-time measure. She added that for centuries the period between Midwinter & the Days of Chaos have traditionally been marked with feasting and no doubt many members of the crowd had overindulged in wine and subsequently had mistakenly committed acts of public disorder for which they were, or soon would be, extremely sorry.

Editorial footnote: Colonel Santiago is one of the few close associates of ex-king Carlos who retains a *high* public post in the New Administration. As a result of her military renown in the Destinian-Almavivan Conflict, the ruthless “defender” of Wickham was made a Baroness and Minister of Public Order at the Capital by ex-king Carlos. With the change of Government she renounced her former title & office— although she underplays any self-sacrifice in the gesture. In her own words “it was an act of Loyalty, obedience to duly constituted authority, an inevitable decision for any true Destinian officer.”



*Colonel Santiago*

## Destiny at War

The major effect of the war of Destiny with its former client states in the Far East has been the expulsion of mercenaries from the Households of noble Destinian families.

As several members of the Adventurers are aware, the job has always been “a cushy number” since no official fighting was required, and the food & pay were always good; although many guildmembers have privately admitted that their employers *at the capital* tend to unapproachable, disdainful, or even proud. The house-mercenaries have always been a display of conspicuous consumption by the wealthy Officer Class of Destiny, but have often been a source of semi-public disorder in the capital - and their numbers have been decreasing anyway over the past year. It is understood that the New Administration views these mercenaries are an unnecessary drain on the national economy, as well as an unacceptable security risk

Additionally no one may enter Destinian waters without a current passport. In the past, official documentation was technically necessary but seldom asked for.

The war has also restricted the amount of Destinian gold flowing into the Baronies. In the past seven weeks, purely as a wartime measure, the City is no using gold coins in its transactions, but is issuing scrip - in part to restrict illegal usage of its currency and as a general security measure - even though it is understood that production has actually increased at the AlbaLonga mines, near which

*“Oh great! It’s aquatic spinach.”*

*Aqualina when observing a sahuagin’s muscles expand as it ate some green seaweed.*



ironically King Carlos was killed. It is presumed that the gold is being used in foreign negotiations.

Although Seagate merchants were initially uneasy with the change, all legitimate traders may exchange the scrip for goods from Destinian vessels or for goods at Destiny itself. The effect is scarcely noticeable here in Seagate, since Seagate has always been a net importer of Destinian goods, especially weapons or luxury foods & materials (“the best range of black dyes in Alusia”). However it is understood that there is much agitation in the grey economies of Plaz’Toro and Sanctuary (“what a pity”) by the sudden lack of funds as well as an influx of unemployed quasi-thugs with a taste for the good life.

The rumours that the Carlists seized a bullion shipment are dismissed as confused and unfounded by the Administration of the Serene Republic.



## Demons Hunting Ithilmor

Several parties this session have come across devils, imps and mortal assassins hunting for Ithilmor. They appear to primarily be working for Renove, although devils under Orobas and other demons have been reported. So far, Ithilmor has escaped serious harm, although if you see her collapsed in the street, she’s been name-summoned again. It is understood that there is a contract out on Ithilmor - and possibly one or two others - lasting a year and a day, exact start and end dates unknown. Guild security remind all guild members that claiming this reward or assisting anyone in harming or seizing Ithilmor will be met with our usual swift and impartial justice.

In response to a related security breach, all half-devils and guild members wearing illusions must sign in with guild security upon both arrival and departure from the guild main gates, and may not use any other form of travel into or out of guild grounds. Demon summoning with five miles of the guild is temporarily banned. Free disguises of Ithilmor are available at the Illusionist College to all guild members to show your support for her. Anyone assassinated while disguised as Ithilmor will be given a limited edition marble statue of Ithilmor in a naturalistic pose as a token of her affection.

### Answers to Last Issue’s Puzzles:

Riddle: A hole; or Time

Which chest contains the gold?:

The gold is in chest B.

The Slowest Camel:

The wise man’s advice was “Swap camels”.

Water and Wine:

Both glasses contain the same amount of their original contents.

# The Adventurer’s Guide

## Tips for success

Don’t leave dead monsters lying around in the evil necromancer’s domain. He’ll just animate them and use them against you.

Don’t leave controlled monsters lying around either - even Mind Mages need to sleep.

Making your own back door has the decided advantage of not activating the magical guardians on the front door - at least most of the time.

Letting dead kings lie is generally a good plan especially if there are death curses involved.

Tunnelling spells are great for avoiding bad stuff of all kinds - and for finding prisoners.

Try to avoid putting your best healer in the line of fire - unless of course she’s also your best fighter.

Why go through the zombies to get at the necromancer when you can always go over them?

Using Amulets of Jade to hold back the undead horde will tend to reduce the horde to manageable proportions.

Planning is good, but the more complex a plan, the more likely it is to go wrong.

Bothering gods is generally bad for the health of adventurers, and for that of any mere mortals who happen to be in the vicinity.

# Starflower’s Bestiary

## Goblins and Hobgoblins

Nobody knows which of the Powers created goblins. At least, none of them will admit to it. Goblins are ugly little nuisances, with one terrifying ability - their phenomenal reproduction rate. It is their sheer numbers that can make goblins hazardous, especially to the less experienced. A goblin horde is not something to be taken lightly, as more than one adventuring party has discovered to their cost. The best way to deal with goblins is to keep their numbers firmly in check, and infestations must be regularly culled. Normally this is a chore for the more civilized earth dwellers, such as dwarves, but sometimes adventurers are called in to clear out an unusually stubborn plague of goblins.



**Bonnie:**

*“I think I’ve made an oops...”*

Goblins are humanoid to the extent that they have four limbs, a head with a more or less human face, and hands with the usual number of fingers and thumbs. Their skin is somewhat horny, giving a minimal amount of protection against damage, and usually of a muddy colour ranging from pallid grey through dirty brown, although other colours have been reported, most commonly on other planes. Goblins seem to be unusually prone to skin blemishes, and it isn't unusual to see a goblin covered with warts, only serving to exacerbate their racial ugliness. They have pointed ears, suggesting some kind of relationship to unseelie fairy folk, and large fangs like those of orcs. Their breath is foul, and they stink abominably, because of their disgusting diet and because they never bathe. Goblins average about four feet in height, but look shorter because of their stooped posture.

There is no doubt that goblins are creatures of darkness. They can see very well in darkness, and are discomforted by sunlight, to the point that they fight less well under a bright sun. They seem to have some instinct for stonework, although they are generally too lazy to build their own warrens, but are more likely to be found inhabiting an abandoned dwarven or gnomish mine. They usually dress in dirty second-hand leathers, and wield rusty short swords or crude clubs. Goblins are thoroughly malicious creatures, delighting in torture, in traps and in tormenting captives. There is no such thing as a fair fight where goblins are concerned. Their tactics devolve to ambushes, overwhelming numbers, and dirty tricks. Occasionally a more cunning goblin may learn magic, most often of necromancy or wicca.

Like that of orcs, goblin society is tribal. Their chief is likely to be the biggest, ugliest or most cunning of the band, mainly because he got to be chief by beating up on the others. Sometimes a tribe of goblins may be led by a smaller group of hobgoblins or orcs, who delight in bullying the goblins, using them to do their dirty work. Other goblin tribes may acquire dire wolves as companions, using them as riding beasts, and for tracking their enemies.

It's possible, of course, that goblins are not the result of any deliberate act of creation, but some kind of magical accident. Perhaps some long-ago wizard maliciously blended orc with pixie. Who knows, but if so, then perhaps hobgoblins got a dose of ogre in the next. The average hobgoblin is much taller than a goblin, reaching almost seven feet tall, when standing erect. Their appearance is similar, although somewhat hairier, and considerably bulkier. They retain the ability to see in the dark, but seem less sensitive to light, raiding in full daylight. Fortunately hobgoblins are less fecund than their smaller relatives, or else they would overrun many more human settlements.

Hobgoblins are as strong as all but the strongest humans and orcs, and consequently take to much

larger weapons, preferring serrated blades, and spears with barbed points that break off and stick in the wound. They favour chain mail armour when they can get it. A hobgoblin is more likely to learn magic than a goblin, but hobgoblin mages are still rare. Their tactics are just as dirty, but they are less likely to attack in such overwhelming numbers as goblins. It seems likely that hobgoblins form smaller tribes than goblins, and consider that a raiding party of perhaps five or six hobgoblins is generally sufficient.

Adventurers will find somewhat different tactics appropriate for goblins and hobgoblins. Never get into an open battle with goblins. They will use their numbers against you every time, attempting to surround and separate the party. Use area effect spells and weapons such as grenades, to take down clusters of goblins. Wall spells are also useful, especially to force them to attack from one direction only. Watch out for dirty tricks, and for traps. Hobgoblins will likely attack in more manageable numbers, and conventional tactics will work against them.

In either case, be aware that they will not fight fair. Neither a goblin, nor a hobgoblin is an honourable opponent, and they should never be treated as such. Always watch your back when fighting these creatures, stick together as close as you can, and never give quarter to a goblin.



*Never get yourself surrounded by goblins.*



*“Are you sure that worked? The bunny can see me.”*

*Brigetta to Douglas who had just cast indetectability on her.*

# The Puzzle Column

## Riddle by Jorgen the Sphinx

Rather than provide you with a riddle for this issue, I thought that I'd provide you with a recent astrology reading that I took during my more recent investigations. I thought perhaps you might enjoy it.

Far away on the other side of the sky  
Dark battlements of ancient carven stone  
Guarding old opal eggs that glisten in the unlight  
curled in the deep warmth waiting.

Imagine his bright silhouette transfixed  
Scarred and sworded, mailed sinew and ambition  
Winged iridescent steed leaping electric  
A masterpiece of cold incandescent power.

The familiar battle scene ebbs and flows  
Each season of conflict entwined  
Each graceful dancer doomed to victory  
Fought until chaos cools and the wild dream fades.

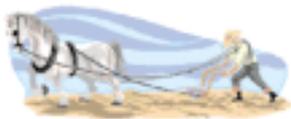
## Brigetta's Puzzles



### The Basket Case

You are given 10 baskets. 9 of the baskets each have 10 balls weighing 10 lb per ball, however one basket has 10 balls weighing 9 lb each. All the balls and baskets are identical in appearance. You are asked to determine which basket contains the 9 lb balls. You have a suitable scale, but may only take a single measurement. No other measurements may be taken (like trying to determine by hand). You may remove balls from the baskets but may still only take one measurement.

How do you do it?



### The Farmer

A farmer buys a horse for 60 sp. He sells it to his neighbour for 70 sp. Then he discovers he could have made a better deal. He borrows 10 sp from his wife, and buys the horse back for 80 sp. He then sells it to another neighbour for 90 sp.

How much money did he make?

## The Hour's Up

You have two hourglasses—a 4-minute glass and a 7-minute glass. You want to measure 9 minutes.



How do you do it?

## The Bookworm

A bookworm eats from the first page of the encyclopaedia magica to the last page. The bookworm eats in a straight line. The encyclopaedia magica consists of ten 1000-page volumes and is sitting on a bookshelf in the usual order. Not counting covers, title pages, etc., how many pages does the bookworm eat through?



## Get the Power of Fire and Light!

Fire College Invested Items:  
Dragonflames Rk 10  
Weapon of Flames Rk 10  
Also Rank 8 Weapons.



Now with added Radiance for Positive effect on dark creatures.

Prices negotiable.  
Please contact Flamis at the Guild.

### What's Hot

Winning when gambling with party members.

Giving letters back to their authors.

Telling feuding gods to behave themselves.

Binders.

Thunderbolts.

Curses from Marcus the Enchanter's wife.

### What's Not

Losing when gambling with party members.

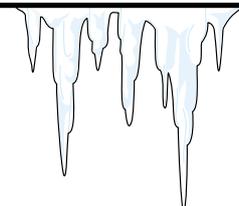
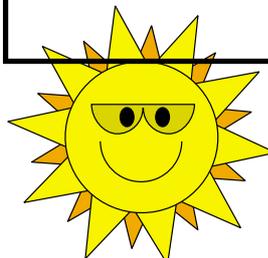
Giants eating sheep for breakfast.

Being ignored by the feuding gods.

Necromancers.

Agony.

Extra Curses from Marcus the Enchanter's wife.

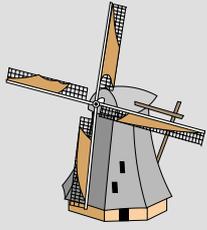


**Aqualina:**

*"What are the walls made of here?"*

**Balode:**

*"Ears."*



# The Rumour Mill

Heard around Seagate...

Despite his recent adventure with two luscious elves, we are still unable to confirm whether T.D. is an elf-wanna-be or an elf-wanna-have.

Having disposed of his first wife and daughter, Kryan is quite happy to flaunt his new wife and son around Seacroft. Total redecoration and landscaping at his Tower of Fog have confirmed the local rumours that Katerina is quite capable of looking after her own interests and getting exactly what she wants.

On that subject, we hear that the son in question was born prior to Kryan successfully breaking off his first marriage. There's a word for that kind of thing, isn't there...

Beware the deerhound dog that doesn't know how to bark. The level of sarcasm that he can achieve when he says "woof" is wondrous to behold.

## WANTED



Gray Geoffrey

Wanted for banditry and other divers crimes in the Duchy of Carzala.

Reward 5000 sp

Victoria:

*"Zombie number ten has been decimated!"*

## Wiccan Amulets for Sale

- Amulets of Luck  
- increase defence and magic resistance.
- Amulets of Jade  
- hold undead at bay.
- Amulets of Carbuncle  
- reduce damage from poison



Restorative potions also available.  
Please contact Thom at the Guild.

## Water College Potions for Sale

Waters of Healing Rk 10 - 500 sp

Waters of Strength Rk 10 - 1000 sp

Please contact Aqualina at the Guild.



## 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.

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### Rules Updates:

[http://homespages.ihug.co.nz/~apollyon/dq\\_index.html](http://homespages.ihug.co.nz/~apollyon/dq_index.html)

### Library:

<http://dq.sf.org.nz/library/>