

# The Seagate Times



Issue 35 - Summer 802

## He's Back!?

### Party reports Encounter with Don Carlos inside Lost Elven Mind

There have been mixed reports from a guild party that has recently explored the mind of a senile elf controlled by an evil entity calling himself Hadarin. They claim they met Don Carlos in this mindscape; indeed, just before ejecting them from the elf's mind, the archfiend Hadarin claimed that he and Don Carlos were one and the same. Curiously, the elf had had no prior knowledge of Don Carlos, and the only party members who had met the former King of Destiny could not have had their minds read.

Some party members believe that Don Carlos has become an insubstantial entity capable of driving people insane and manipulating his surrounds by thought. However, the figure they first met who called himself Don Carlos was quite a different individual, who remembered his killers, and said he was fighting this controlling entity as an act of repentance for his previous lifestyle.

The timelines and memories of each figure overlapped in places and differed in others. Hadarin was active before Don Carlos died. Which story is really true shall be discovered shortly, for Hadarin has promised that he will return and challenge another party to more of his fiendish mind-games and death-trap puzzles. Either way, this Hadarin must be stopped, and Don Carlos's soul be allowed to continue its journey, where'er it be bound.



## Demonic Studies

### Guild party broadens Seahaven Academy curriculum

A guild party recently introduced demonic studies to approximately one hundred young ladies from the western kingdoms and further afield.

The young ladies, students of Seahaven Academy of Girls, were involved in their annual month-long exam on military tactics and self-defence. The guild party was employed to supervise the life-fire exercise and prevent the girls from escalating the exam into international warfare.

A group of evil southern slavers led by an orc fire mage kidnapped three of the girls during a siege and spirited them away down the coast for eventual sale on the slave blocks of the Five Sisters. The guild party failed to overcome the pirates on their first attempt, but found they were manacled in the hold with a greater summoner. Sallos, the Duke of Drunken Lechery, was summoned and informed of the situation with the remaining unguarded eligible young ladies. He magically locked the party in their cell, and flew off to guard the girls.

Upon escaping the pirates later that day by sinking the ship, half the party went straight to hell, where they negotiated with Sallos's staff for their charges' well-being. The other half of the party tracked down another greater summoner and convinced him to summon Sallos, making sure he was bound, and negotiated directly from a position of strength.

Five weeks after the ladies were taken to hell, the last party members and students made it back to Alusia, mostly wiser for their experiences. The examination results were replaced with marks from the essay "What I did on my holiday".

The party then travelled south to summon the Willing Prince and the Dragon Duke.

The Seahaven Academy of Girls is run by Baroness Liessa Redwood, formerly of our guild, and Mistress High Treason. No repercussions are expected from these reasonable and practical employers.

### Elsewhere in This Issue

News in Brief

Terranova Report

Bestiary

Puzzle Column

Rumour Mill

**Scorpion:** "So you think it's a bad idea if we burn down the Dark Circle."



**Tharkuun:** "You're not death aspected? What are you doing in the Guild?"

**Have you seen this man? Don Carlos de Calatrava**

# Guild Council House Finished

## Grand Opening Sunday 6th

We've all been watching the builders efforts over the last year and finally they've finished.

Our staff will be moving into our new Council House this week, and next Sunday we would like to invite members for an opening celebration. The opening Ceremony will start at noon and will be followed by a banquet.

We appreciate that some members will be out of town but we hope to see as many of you as possible. The Council would also like to extend a special invitation to those retired members who assisted the Council after the fire and donated funds towards the new building.

The Council would thank members for their patience during the last few years while our work has been disrupted and our records scattered through the compound.

# Divine Horse Auction Today!



An auction will be held after the Guild meeting for a superb white horse.

What's special about that you may ask?

Well, this superb equine specimen was the Steed of a God! It will not be troubled by such minor distractions as the noise of battle, being given the Power of Flight, or general, well, Acts of God. At 15 hands high and compact build, it has been favourably compared to a powerful mustang, but as easy to control as a mere palfrey.

But wait, there's more! As part of this package, this very obvious beast will be blessed with a permanent Disguise of the purchaser's specification! The possibilities are endless!

Settlement to be immediate, and in cash (or prearranged other items). Make your own bidding

*Drovar: "Why do you need my first-born to regenerate the forest?"*

*He, The Fairy of the Gardens of Phadre: "People don't normally want to know those details."*

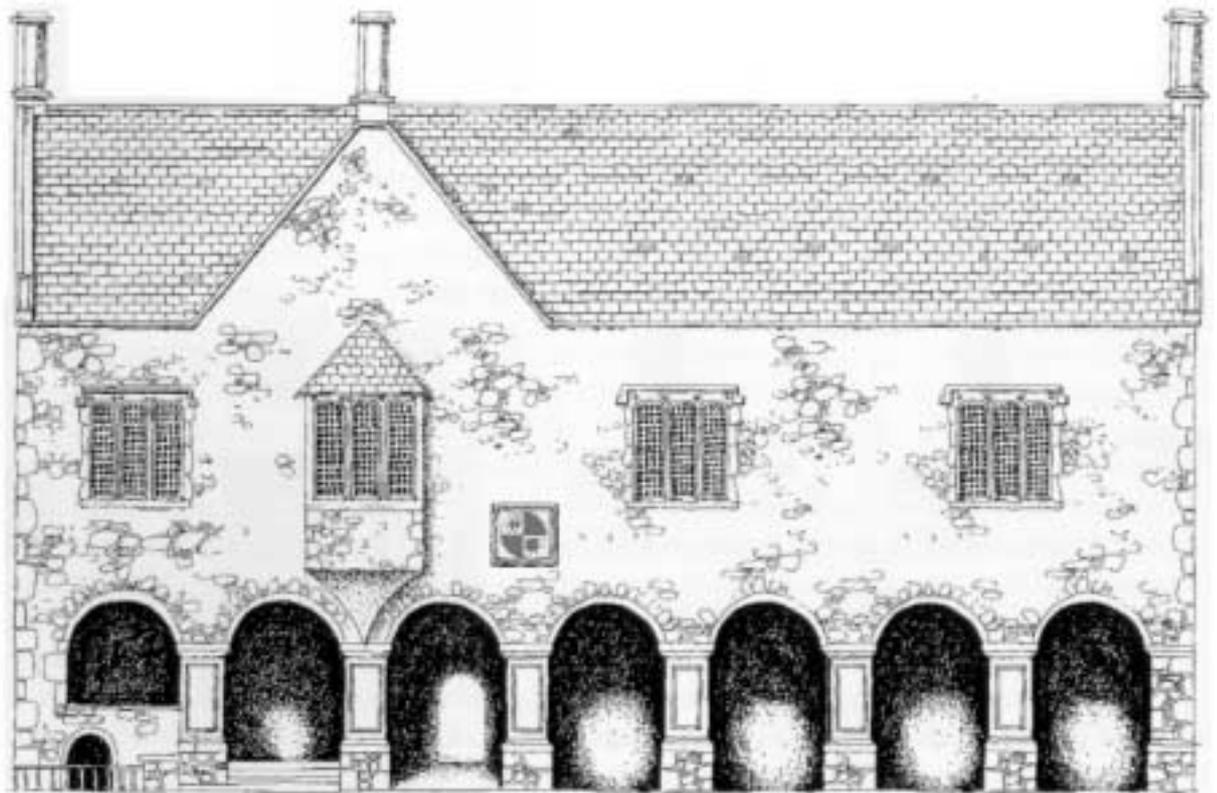
*Erzsabet: "That tree will not attack you." - Erzsabet*

*Phaeton: "I should point out that she has not yet verified the others."*

*Clem: Then we'll just have to kill him*

*Drovar: But our esteemed employer....*

*Clem: Look, we've done it once, we can do it again!*



### Discover the Healing Power Within You!

To find out more, seek out Brother Phaeton and learn about the power of Diencecht.

Church services: Sunday morning at the Seagate Docks Hospital and Sunday afternoon at the clinic aboard the pleasure ship 'Sea Goddess Haven'.



### The new Guild Council House

#### Lost?

Then Starflower's Lost and Found Service is for you. We find lost items, lost people, even lost pets! You provide the map, we'll do the rest. Just 600 sp per attempt.

See Lady T'ana Starflower at the Guild.

# News in Brief

## Stag Party Successful

Who says that guild parties aren't capable of taking part in civilised pursuits? A Guild team was hired by Count Bantrim Nilhodden to provide his team for a Hunt in the Garden of Phadre (part of the Alfhiem domains). Bantrim had arranged a wager with his gentleman friends in the form of a Hunt for the Great Stag of the Garden.

The party had to do a chore beforehand, namely culling a sick Dragon (who was in much pain) for the Elves. Combat practice was supplied en route by a trio of Chimera. With typical Guild thinking, the party provided the Dragon with an item that turned pain into pleasure, meaning the elves empathetically bound to the Dragon were very happy!

During the Hunt, the party aided local authorities by punishing another team who had taken liberties with the environment. Unfortunately, parts of the Garden (and the miscreant's items) were slagged in the incident, so a party member has returned to assist in regeneration.

Anyway, the team won the bet, and then released the Stag so that he is available for future hunts if the opportunity should once again arise. It can be surmised from the Bantrim's reaction to not getting the body of the Stag that he had specific plans for the remains. It was noted that he was in possession of a necromantic sword and a soul-storing arrow.

Bantrim disappeared from his campsite in the Garden of Phadre, and hasn't been seen since. We can only assume to further his pursuit of the stag, or some other secretive endeavour.

## Vampires appear across Alusia

This spring appears to have been a particularly good germination season for vampires. Nests of them have been popping up all over the baronies, claiming they have been raised by an invincible leader to conquer the world, and then disappearing from the area within a week. In each case, high-ranking nobility of dark reputation have been amongst the recently undead, confirming that this is not a case of one vampire nest playing peek-a-boo across the countryside. From the muddled reports that we have, there seems to have been a general trend eastwards, reaching Tuscana by the end of spring. Guild parties are asked to gather what intelligence they can while adventuring.

No increased activities have been observed by those watching the Dark Circle or the Count Korinsky, the Vampire Lord of Northern Eltrador.



## Destinian Plot Foiled

A Guild Adventuring party has been instrumental in returning artefacts to their rightful owners, specifically the Faerie Flag to Clan McLeod and the Sword of Heroes to Clan Stuart, both of Caledonia.

It is believed that Don Antonio Fernandez had these items stolen in a misguided attempt to summon Don Carlos de Calatrava back to Alusia as a Summoned Hero, and restore him to the throne of Destiny. These items had been stolen by a group of thieves employed by Don Antonio. These thieves had then been captured by goblins and the survivors were later rescued by the party. They then assisted the party in their quest to apprehend Don Antonio, who unfortunately vanished just as the party were about to capture him. Guild members are warned that Don Antonio is at large, hostile and determined to succeed in his plan. They would also be advised to guard well any items with summoning properties.

Aurora



## Civilization found in the Dark Circle

A hunting party of nobles, accompanied by a Guild party, have discovered that many of the inhabitants have organised themselves in lawful communities. One example was a walled city, ruled by an undead lich king whose inhabitants consisted of the living and the undead coexisting in harmony.

I suppose it goes to show that not all undead are intrinsically evil, in fact some can be quite hospitable and civilised.

Phaeton

## Pasifikan Portals realigned

News has reached us that the plans to reconfigure the portal links between the ancient cities of Pasifika, using what keystones have been found, has been completed. Trade has resumed between the still occupied cities of Malachandra, Perelandra, and PhileDelphia.

Links to Pasifika, now risen from the sea, also exist but we have been informed that, since the Beth Salem portals, located in the Sea of Grass, are still within the Dark Circle, that those links have been severed until further notice. Anyone wishing to visit the cities must travel to the next nearest node in Pasifika.

Plans are underway to rebuild Pasifika, which was badly damaged in the quake, and to restore the underground city of Pellucidar for human habitation.

**Gook:** "Dragons are 25 feet long. How bad can they be?"

**Clementine (after learning the dragon was actually some 60 feet longer):** "Pass me the cursed dagger, how bad can it be?"

**Clementine (to dragon, now in the form of an elf):** "Have you got special soft delicate bits to poke?"

**Katerina:** "Do you always tell the truth?"

**Dragon:** "Absolutely! Unless I don't want to."

**Dragon:** "You will do that then?"

**Katerina:** "For a small fee."

**Dragon:** "How small?"

**Clementine:** "Rather large, actually."

**We think this dragon likes playing with its food...**

# Terranova Report

This report from our Terranovan correspondent was delivered to the Times two weeks ago by an Erelheine courier in the blue and silver of the ruling Tajjin house.

Terranovan desert, near Draaj — 10th? Seedtime.

To my loyal readers at the Guild in Seagate, greetings, and by the time this much delayed missive reaches you, I should be wishing you seasons greetings and hope for a new year. Much has transpired since my last report, and once I lay out for you the circumstances in which I have found myself, I hope that you will excuse my not sending news for the Times last issue.

As I relayed some months ago I determined to travel to the Drow city of Dylath and seek better information on the doings of the foul Spawn, hoping that news from closer to the source might prove more reliable. I took ship with one Kotherin of Dylath, a free-trader with whom I had struck up some small friendship and who I trusted would not attempt to take more advantage of me than charging an enormous passenger fee. True enough to his word we arrived in Dylath with little trouble and my word, what a place that is. From the colourful and quaint native peoples to the mighty Drow lords and ladies on their gilded palanquins, from the canny merchants to the swaggering corsairs and ships crews, Dylath is a bustling metropolis, the rival of any place that I have visited in the Baronies.

I spent several weeks exploring that fascinating city, but sadly ascertained that little news on the happenings to the West was arriving there. Deciding that a journey westward was the prudent course I arranged for transport to the city of Urik with a reputable merchant family who specialised, so I believed at the time, in the transport of passengers. It was at this point that matters began to go awry.

Our first days travel up the Leng River Valley was both pleasant and picturesque, and I was feeling in high spirits about the journey. When I awoke the next morning however I found that I was manacled inside the merchant's Mekillot wagon and realised that I had perhaps misjudged them. When I protested most strongly as to this treatment I was informed that I was destined for the slave block at Urik, and from thence most likely to the rightly feared obsidian mines. My protestations fell on deaf ears, and for several weeks I was confined to the cramped and smothering interior of that pestilential wagon with its interminable swaying motion.

We finally arrived in Urik, and I can frankly say that I was

not looking forward to upcoming events when the most miraculous and fortuitous happening occurred. I had been taken to the auction area in the city, when the supposed dealers fell upon the slave merchants who had imprisoned me, and they were themselves taken captive. It transpired that the slave armies of Urik had revolted a few weeks earlier and taken control of the city. They were still allowing the hated slave merchants into the city, but the reception that awaited those purveyors of human misery was not quite as expected. I saw the merchants beaten and bloodied by those whose lives they had ruined for base coin and then they were forced outside the walls and into the Terranovan desert, meals for the rapacious predators of this land. More stunning even than this turn of events was what I saw next; Erelheine, those fierce and inscrutable elven warriors of the East, dressed for battle and mingling with the now freed people of Urik. They had arrived shortly after the revolt and had assisted the people against their cruel and evil overlords. Of the King of Urik there has been no sign for months, and with his generals and Templar police now overthrown he would have trouble I believe reclaiming his throne.

I sought and gained permission to travel further westwards with an Erelheine patrol and have felt much safer in their company than in another Drow city. The Erelheine forces in Terranova are split east and west of the Spawn army but have some method of travel and communication that was not revealed to me. The Spawn themselves continue to hold the cities of Draaj and Raam, but have made no attempts further east towards Urik. They have however forced their way ever northwards and their canal now reaches the edge of the Silt Sea, into which the waters that they have seemingly conjured from deep within the earth flow endlessly; churning the choking silt into filthy mud. Their course now appears clear: the ancient elven city of Kadath, rumoured to lie at the heart of the Silt Sea. My kind Erelheine companions have agreed to get this message to Seagate while I will stay and attempt to learn more. What is it that the Spawn seek in those ruins of the ancients?

I remain,  
Henri Stanleigh.  
Seagate Times Special Correspondent.

**“Signed party contract disallows inhumane torture” - Cher to Aurora after Aurora expressed a desire to learn the bagpipes.**

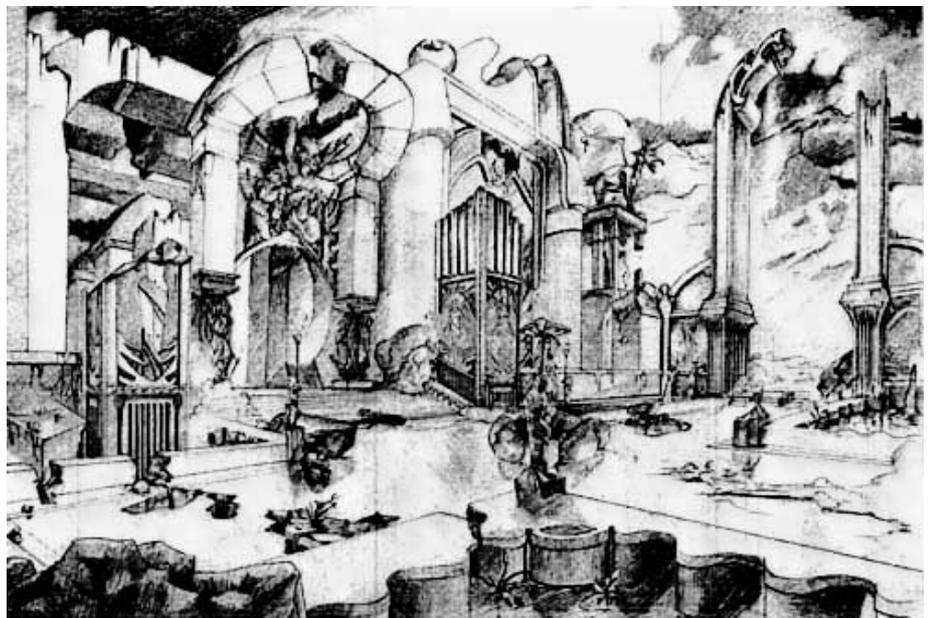
**Scorpion: “What the hell is that??? Oh. It’s only Viola.”**

**Erzsabet: “Viola says she’s got friends in low places.”**

**Katerina: “I knew there was a reason we didn't bring Bryan.”**

**Aryan: “Isn't there always?”**

**The Ruins of Kadath**



# The Adventurer's Guide

## Tips for success

Ever thought of using Phantasm as a locate? After all the Mind Mage always knows where her Phantasm is.

If its big enough to trample you, then stay out of its path, especially if you're the party healer.

Watch the natives - occasionally they have better tactics for dealing with their native monsters than you do.

There is a lot to be said for jumpng on the bad guys en masse, especially when you outnumber them.

Be careful what you wish for - you may get it!

## Flighty Fight

These party scribe notes offer us good advice on how to deal with winged beastsies:

Half of the party (Aryan, Darien, GoK and our Althiem escort, Nainsae) were tricked into landing (we all had Shadow Wings) on a small rock landing outside a cave on a cliff face. As Nainsae landed, she collapsed unconscious, and the illusionary figures that had spoken to us disappeared. Two great gouts of flame left Darien and GoK momentarily stunned as a chimera, also with Shadow Wings, bounded out of the cave and leapt skywards. Naturally he headed straight for the party employer. Fortunately M. Bantrim's hunting experience is apparently not entirely land-based. As Katerina swooped down to assist, Bantrim flew directly at the cliff face and dodged away from with rather more agility than the chimera could muster. His heavy landing gave Katerina the chance to get in a couple of good blows before he flew off again.

Meanwhile, back at the cave, Aryan (after unsuccessfully trying to throw Nainsae off the cliff - Feather falling is so useful) was trading blows with the next chimera to emerge. Darien and GoK had managed to sort themselves out, jumping off the rock pad and joining the aerial chase. This left room for Clem (now a bear) to land and tackle the snake end of the beastie. After whacking it around a bit, Clem decided it was time to run into the cave and deal with the third chimera, which was keeping things warm for Aryan. By now, Drovar had decided to join in, so took Clem's place dodging fangs.

Up above, our airborne friend had decided to go after GoK (or was that away from Katerina?). GoK turned back towards the others, and the chimera had a go at him. GoK took the blow, and then held on (fortunately from above), causing them both to plummet towards the forest canopy below. With excellent timing, GoK pushed off high enough for his own Wings to kick in, but low enough that the monster only had Wings on for an instant before crashing though to the forest floor. Katerina landed (rather more elegantly, I'm sure) and chased him off.

While this was going on, Clem's bear hug wasn't doing too much to the stay-at-home. Drovar's Tunnelling under Aryan's opponent cleared the way for Darien to fly into the cave mouth just as Clem broke free. Joined by the Aryan and Drovar, he was soon dispatched. The final monster was finished off as he popped out of the Tunnelling.

Examination of the bodies revealed that the monsters had been brought (but not summoned) from the plane of Milloo. This particular variety had the head and foreparts of a huge lion (a very powerful bite, much stronger than normal lions), an extra goat's head and neck (just the right size to hook an elf's arm around), and a snake for a tail (with a powerful, but short duration, poison.) The tough hide gave as much protection as improved plate.

## The Common or Etruscan Chimera



**Village kid to Nikola:**  
"Mummy says I'm not to talk to strange people."

**Vanderhand:**  
"And you don't get stranger than that."

## Answers to Last Issue's Puzzles:

### The Basket Case

Mark the baskets or line them up. Take 1 ball from the 1st basket, 2 balls from the 2nd, 3 balls from the 3rd etc. Put them all on the scale. Their mass should add up to  $10+20+30+\dots+100=550\text{lb}$ . Subtract the weight you get from 550 and you get the basket they're in! e.g.. If the 9lb balls are in basket 6, the scale will read  $10+\dots+50+54+70+\dots+100=544\text{lb}$ .  $550-544=6$ .

### The Farmer

The farmer ended up with 90sp. The total he had was:  $60\text{sp} + 10\text{sp from his wife}=70\text{sp}$ .  $90\text{sp} - 70\text{sp} = 20\text{sp}$  profit.

### The Hours Up!

Start both hourglasses. When the 4-minute glass runs out, turn it over (4 minutes elapsed). When the 7-minute glass runs out, turn it over (7 minutes elapsed). When the 4-minute glass runs out this time (8 minutes elapsed), the 7-minute glass has been running for 1 minute. Turn it over once again. When it stops, 9 minutes have elapsed.

### The Bookworm

On a book shelf the first page of the first volume is on the "inside" so the bookworm eats only through the cover of the first volume, then 8 times 1000 pages of Volumes 2 - 9, then through the cover to the 1st page of Vol 10. He eats 8,000 pages.

**Flunkey:** "My Lord requires a team...."

**Party:** "What did his last team die of?"

**Flunkey:** [pause]  
"This is rather a sore point..."

**Party:** !?!?!?

# Starflower's Bestiary

## Infernal Beasts - Non-sentient Denizens of the Nether Planes

Although I have been instructed to "go to Hell" more than once in my adventuring career, it is to my great relief than I never had the occasion to venture into that dark domain. Not that a number of other guild members have not ventured into the depths, and returned to tell the tale. Not that some few do not remain there in eternal torment. But I digress. The fact that one might not have been to Hell does not mean to say that Hell does not sometimes come to visit. Indeed it may even receive an invitation.

I have fought demons and devils, but those sentients are not the only creatures to be called from the depths to trouble adventurers. There are lesser beasts. The hellhound, the hellcat, and dire creatures of many sorts may be encountered when summoners are about. I have even once seen in some obscure tome a drawing claimed to depict a dire turtle, though it is hard to credit such a beast. Most often however, you will meet dire rats, dire wolves and hellhounds; although a returning party have described to me a creature whose aura named it to be the hellcat.

Dire creatures are on the whole similar to their Alusian counterparts, just bigger, blacker and plain vicious. A normal Alusian wolf will most likely leave humans alone, unless he's really hungry (human flesh is not especially tasty, as I know only too well). A dire wolf on the other hand, is a mean smart bastard who'll play with his prey, and you're it, every time. He'll track you to the end of the world with his phenomenal sense of smell. He's not afraid of anything, least of all fire - after all, there's plenty of that where he came from. He has no objection to canned food. He may even use magic, usually sorcery or illusions. And he won't be alone - dire wolves attack in packs.

Dire rats are scaled up in relative size considerably more than dire wolves. A dire wolf is perhaps 8 ft long, a foot or two longer than a big normal wolf. A dire rat is twice the size of the biggest sewer rat you ever saw and then some. It'll be three feet long and black as sin, and it won't be alone. Dire rats don't come in packs, they come in swarms. There is only one way to deal with them effectively, and that's area effect spells. Protect your mage, and watch those spells mow them down. You'll know when they're down because like all infernal beasts they'll vanish when slain, returning to the pit from whence they came. Then see the party Healer. The greatest hazard to watch out for when dealing with dire creatures does not affect you during the fight, but after. Their bite is almost invariably infectious, and claw wounds aren't much better. Always thoroughly cleanse injuries incurred when fighting anything from the nether planes.

Hellhounds look much and act like dire wolves, but even nastier. Their reddish-brown fur and bright red eyes are a clue to their ability to breathe fire in a cone much like a furry undersized dragon. Take your fire armour spells if you're going anywhere near hellhounds. And mind the furniture. Hellhounds are hell's own pyromaniacs, setting light to

*DireWolf*



anything and everything, killing and maiming just for the hell of it. Needless to say, they are thought to be immune to fire, and may well be especially susceptible to cold and ice magics. (If you should get the opportunity to test this theory, and survive the experiment, please forward your findings to Lady Starflower, care of the Seagate Times.)

The Hellcat is essentially a devil in feline form. It's the size and shape of a lion, but no-one has really seen one, since the creature is invisible in any level of light which allows humans to see. Elves, of course, have no problem making out its outline, so get those witchsight spells going if you think there's a hellcat about. Or fight in darkness if you'd prefer - then it's visible as a glowing leonine shape. Think a very smart, very stealthy, invisible sabretooth tiger, and you've got a good idea of what a hellcat can do. Just add the possibility of magic, most likely mind or illusions. And naturally, they're always hungry.

It's a good thing that infernal beasts are only ever likely to be encountered in their native realms or where there are summoners about. The bad thing is that their presence is a clue to the latter - and therefore to worse and darker opponents to follow. You are going to want a Namer on your side, or indeed anyone who can banish infernal denizens back from whence they came. Good luck!



*Hell Cat*

*"Take that, you sucker!" - Cher as the party fought a swarm of giant mosquito-bats.*

*"Veni Vidi Vesquitte. We came, we saw, we squitted" - Vanderhand after the fight.*

*"That is going to hurt like buggery!"*

*Starflower as the party pointed a loaded ballista at the rear orifice of a gigantic squid.*

# The Puzzle Column

## Limerick

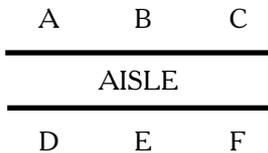
Michaelines wear red  
 Gabrielites wear blue  
 Urielites are mean  
 But no-one is as mean as Hoo

Does anyone know what this means?

# Brigetta's Puzzles

## Stall Order

One morning at Seagate Market, a section of stalls was made up of an aisle with three stalls on each side as shown below:



From the information given below, can you work out which merchant was selling what at each of the stalls?

1. The two centre stalls are both run by men.
2. The clothing stall is labelled C on the plan.
3. Henri has the stall opposite Freya's weapons stall.
4. One of the women is in charge of the potions and poultices.
5. No merchant's first name initial is the same as the code letter for his or her stall.
6. The leather goods are separated from Ella's stall by the jewellery, which is not displayed on the same side of the aisles as Algernon's stall.

Merchants: Algernon, Berthold, Ella, Freya, Gloria, Henri

Stalls: Clothing, weapons, armour, jewellery, potions and poultices, leather goods.

## 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.

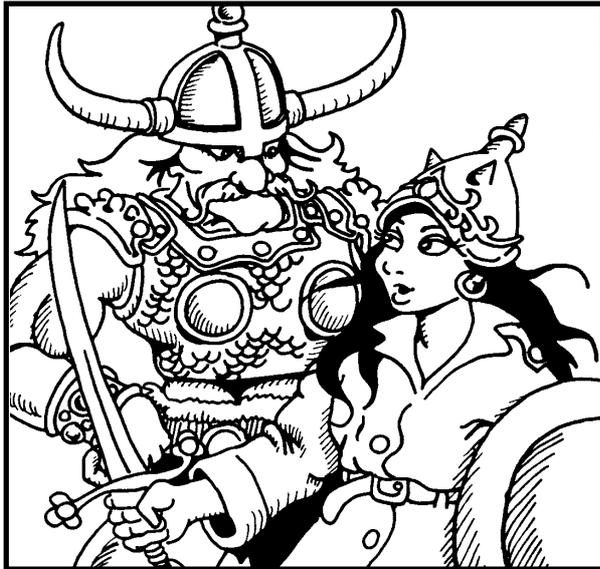
Prices negotiable.  
 Please contact Flamis at the Guild.

## Three Times What Am I?

First:  
 I am the yellow hem of the sea's blue skirt.

Second:  
 I am the red tongue of the Earth, that buries cities.

Third:  
 The Moon is my father, the Sea is my mother; I have a million brothers, I die when the Earth I touch.



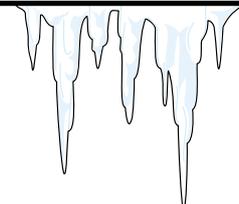
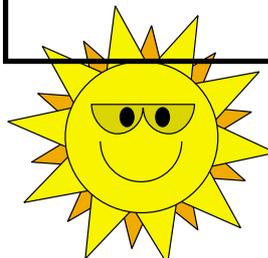
*"Not only is it a +2 overcoat, but it protects me from becoming cheesecake."*

### What's Hot

- Summoners.
- Kilts.
- Gypsies.
- Guild parties looting Ancient Ruins.
- Elven rangers.
- Carrying the unconscious employer away from the fight.
- Incinerating bad guys.

### What's Not

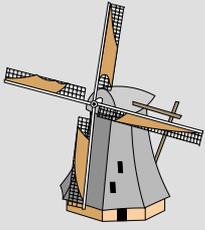
- Necromancers.
- Bagpipes.
- Goblins.
- Evil monsters looting Ancient Ruins.
- Magic-using squid.
- Dropping the unconscious employer from 20 feet up.
- Incinerating their awesome items.



*"I think I'm doing the Scottish Reel" - a rather tipsy Aurora at a Caledonian feast.*

*Brigetta: "Nobody likes the McDonalds."*

*Aurora: "I've heard rumours about their food."*



# The Rumour Mill

## Heard around Seagate...

### Shameless Hussy Corrupts Raphealite

That Shameless Hussy known as Dellith, the corrupter of young boys after her previous dalliances with the powers of darkness has struck again. She was spotted in the pirate enclave of Freeport smooching with a young guildmember, Arnaud, who has now renounced his Raphealite faith, joined the powers of darkness and reportedly been unfaithful to his pregnant young wife. Surely your guild or the good church will curb the shameful activities of this wanton. - Mistress Aliar of Seagate

### Two-faced? Or just Double-Minded?

We all know that Illusionists are hard to pin down, but this beats all. The Times were advised that it was one Sir Christopher who did a certain deed - and now we hear that Kryan has admitted it - to his victim's face. So they are one and the same? Well then, what does that say? Especially when it comes to the ladies?

### Heroic Endeavours...

Clem the Hero Hobbit (current Star of Alusia Holder) had a close encounter with The Stag of the Gardens of Phadre (magical forest in Alfhiem). We were trying to catch him (sort of with his agreement), and Clem ended up alone with him in a large area of scrub. Clem was short on detail, but the fairy He told the rest of us that she ended up facing him, hanging on to his antlers. When she licked his nose, he thought his luck was in, changed into a hobbit with horns, and started carrying her off into the bushes. He was most put out when she decided he had 'unworthy intentions', and she changed into a bear.

Clem later managed to summon a unicorn (which has accompanied her back to the guild BTW, although he won't let anyone ride him), but she used an item from the Dragon's hoard to do this, so who knows if the normal preconditions apply.

### ...and Villainous.

Just what has Scorpion been up to? Rumours are that Guild security are investigating his activities following claims of extortion, fraud, assault on fellow party members and numerous other crimes. Their advice is that if you choose to adventure with this man, you should watch him very, very carefully. And watch each other's backs.

### 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/>

*"I'm a writer. I write for the Seagate Times"*  
- Aurora

*"Ah! Fiction"*  
- Cher