

The Seagate Times



Issue 51 - Summer 805

Rashak Dead!

Dark Circle Defeated, but not Down

An interview with Saydar

So Engalton turned up at me Castle and offered me an enormous pile of loot if we kill Rashak. I signed up as soon as me compelled fingers could find a pen. We got together with Morgan, Dunlan, Liessa, Sabrina and Vychan to plan the attack from the safety of Newhaven. When knew that speaking Rashak's name would attract her attention and any attempt to use magical divination, scrying or astrology would result in a heart attack. We needed other sources of information about Rashak and her evil plans.

We split up to gather information as quickly as possible. Morgous talked to the Duke, Engalton to the Church and Sabrina to the Elves. I sent some men to search the guild library and stayed in Newhaven with the hard men to get some serious drinking done. The guild scribe notes were useless as always. The Duke didn't want to help. He claimed he couldn't help but it was obvious that he had allegiances with dark forces. The Church of the Western Kingdom wasn't any help either. The elves at Alfheim were no help. There was some council meeting

that had been going for months. Even Sabrina was getting annoyed with them. They are just lucky the orcs in the world are willing to save their sorry asses. Bloody useless elves.

I dragged everyone up to see the Naga at the Temple of the White Goddess since she had the Book of Knowledge. It turns out that the White Goddess abandoned the temple weeks before we got there. We got to the Naga just before it left and it told us a few things. Grobbenbonk, Sheriff of Orctown in the Shriven Hills, was willing to make some amulets in exchange for time alone with Sabrina. She was happy to oblige and is now wearing his necklace. They make a great couple.

We headed out to the Lunar Empire on Morgan's flying ship. We were attacked on the way by a bunch of teleporting flying flesh golems that turn you to stone and inject part of a nasty two-part poison. They got half the party so we stopped to do the rituals to turn people back to flesh. We paid a visit to the Temple of Death in the Lunar Empire where we spoke to Death herself. Now she was helpful. She told us of an old Temple where artefacts of power were kept. We figured that Seir might be a problem since he cursed Vychan already. We had to make sure that he wouldn't interfere any further so we got Vychan to summon up his unholy master. He turned up with the smell of unbaptised babies on his breath and tried to bribe everyone around with gold coins. We sent him packing once we were sure he wasn't going to get in our way. Last, we

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and more...

*From left to right:
Morgan, Saydar,
Sabrina, Dunlan,
Engalton, Vychan,
Liessa*

The Heroes Victorious!



**The Lady
Paladin (of
Sauros):**

**“He’s a vile
necromancer!”**

Flamis:

**“More your mild
necromancer.”**

**The Lady
Paladin:**

**“So... it’s a
difference of two
letters...”**



returned to Carzala to talk to the Shape of Fire, a Titan that owes Engalton a favour. We asked if he could help us kill all the undead. He could, but it would take too long to destroy the entire continent, so we told him not to bother.

We flew towards the site of the old temple and were attacked on the way by a scouting group. We landed, destroyed them and continued to the temple. The temple site was easy to spot from the air. A pit had been dug to uncover the temple. The pit was over a mile across and hundreds of yards deep. The entire area was swarming with undead (estimated thousands). Around the temple itself was clear space for around a hundred yards. It looked like the magic in the temple was keeping the undead at bay. We landed safely on the temple, cast some spells and headed out for combat. We noticed what appeared to be a ritual going on in the middle of the horde. We flew out there and found a Lich holding a chalice filled with blood. In front of the Lich was a Kyanite crystal, known to be a magical amplifier. We destroyed the Lich, the chalice and the Kyanite crystal. We killed a Skeletal Knight, and its ashes were drawn to a Cairn located a few hundred feet away. A quick hop with our wings got us to the Cairn which contained a Spectre and a Chaos Stone. We destroyed them both. The stone exploded into dust and covered Vychan and me, causing Vychan to grow tentacles.

It looked like they were using the Kyanite crystals to amplify the effects of the Chaos Stones in an attempt to corrupt the Guardians of the Temple. There were six Cairns in total and twelve Kyanite crystals. We flew from one Cairn to the next destroying the Chaos stones. The next step was to fly to each of the Kyanite crystals and remove them from the ground. By the time we got to the last crystal, they were organised and waiting for us. A short but brutal fight occurred, but we got the last stone. Engalton teleported us all to the top of the temple where he resurrected Dunlan, Liessa and me.

We sent Sabrina inside to search the Temple for artefacts. It was well protected with powerful lightning bolts and searing fire. A powerful ward at the entry would strip all curses and cursed items from anyone entering. Contained in the temple was a room containing seventy-two banners of living flesh, each inscribed with the name of a Demon. Vychan, being a tentacled unholy chaos creature wanted to remove the banner for his evil master Seir, but we knew better. The last thing we wanted was for the Demons to start waging an unholy war and lay waste to the land. Rashak first, Demons later!

One of the servants of Death, a giant minotaur, walked through the army of undead to deliver a warning to us. The undead had summoned a powerful storm that would flood the entire area. Sabrina picked up some horns that would give us a defence against the death curses of the undead. We returned to Seagate to repair our armour and plan for the major attack. Sabrina and Morgan travelled to the Granite Peak Holdings to ask the dwarves to help repair the armour. Vychan and I travelled to the unholy Temple of Seir located in Seagate itself, where the giant unholy chaos beast with tentacles summoned his evil master and teleported away leaving me alone. I returned to the Guild while Vychan and his master visited some Shrivvers that are friendly with demons. Sabrina visited Odin, who offered to

help but it never arrived. Never trust a Norse God. At our request, Guild Security led us to the Temple of the Fates, where one of the Fates ensured that we would not appear in any astrology, predictions, srying or other detection. We returned to Newhaven and prepared for the main attack.

We had discovered that Rashak would have to travel in a procession to the Kingstone on the spring Solstice. The path took her underwater to the site of an old ruined city. We planned to ambush her on the way and prepared a skeleton to watch the site. Rashak had created a giant flesh golem using a whale. It was over 100 ft long and Rashak rode on the top with her bodyguards and a small group of lesser undead. We used the sight of the skeleton to teleport onto the whale and began to destroy her forces. On the back of the whale were:

- 360 Skeletons
- 400 Zombies
- 20 Spectres
- 14 Ghouls
- 16 Wights
- 12 Wraiths
- 8 Skeletal Knights
- 2 Skeletal Lords
- 3 Vampires
- 1 Massive Flesh Golem Construct
- 1 Massive Bone Golem Construct
- Rashak

The Flesh Golem was the biggest threat. It was made from the body of a Titan. It had a lot of armour, could teleport at will and hit really hard. Most of the damage that it took from spells or weapons was reflected away harmlessly, but occasionally it reflected back to the party. It had the ability to charm and anyone looking at it turned to stone.

We fought hard and fast. The lesser undead died rapidly, and most of the greater undead followed. After less than half a minute we had reduced the forces sufficiently for Rashak to withdraw. The Flesh Golem teleported back to her and it appeared that they were preparing to leave. Vychan, Engalton and Liessa teleported close to her and Liessa stuck her with a pin that was created to slay Rashak. The unnamed horror that she was wearing as armour consumed her soul and she died. The Flesh Golem teleported away with Rashak soulless corpse and the only remaining forces, which were three Vampires, and eighteen of the twenty Spectres.

The Dark Circle is still around, and we still need to take out the Fortress of Masada and destroy the Seventh Veil. But there is time enough for that next year. It is time to drink now.

Contentious Conclave?

Sources in the Unified Western Church have suggested that the annual Bishop's Conclave due at Solstice might not all be plain song and plain sailing, with support for the current Archbishop at an all time low. Hard questions are likely to be leveled at Tomas Xerxes, Bishop Mordeaux, over his appointment of Sir Gaius Malvallet -- pushed through the last Conclave over the objections of many in the

Kern:

**“So you're the
big faerie”.**

Dramus:

**“I'm not the
one wearing
women's
clothes”.**

Raphaelite and Urielite Orders -- and the late Sir Gaius's part in the disastrous defence of southern Carzala. A number of Bishops outside of the Michaeline Order seem to think it might be time for a change of leadership; rumour has it that our own Urielite Bishop, Jocelyn of Northfield, is one of the people pushing for Mordeaux's replacement. We await the outcome with interest.

Huge Victory for the Western Kingdom

Roads North Open Once More

The valiant Western Kingdom 2nd Army in the Southern Ranke Salient has been fighting a number of fierce battles since the early days of Seedtime 805 in an attempt to reopen the overland route linking Carzala to the rest of the Western Kingdom. Ten days and nights of continual battles across the 20 mile front saw the Western Kingdoms 2nd Army break through the Dark Circles lines in the north and destroyed nearly a third of Rashak's forces in a single assault on the morning of the 15th of Seedtime.

Bishop Trugood was leading a counter-charge (to relieve pressure on the Zumalar Halberdiers Regiment) in the area of Hudson's valley with cavalry from the Archbishop's Mitre Brigade when the enemy seemed to falter in their resolve after many weeks of evil magic's, vile undead and stiff resistance to the combined Western Kingdom Alliance and Church forces.

Bishop Trugood, who is renowned for his 'sparing of the rod when there is a good length of steel available' approach to evil, took the opportunity and called up the reserves from the Lisbroun, Oppenbach and Klugenfurt Regiments and charged into the disarrayed Dark Circle lines with great glee and sheer abandonment in the cause of Uriel.

The Mitre Brigade's charge broke through and once the Lisbroun 'Shield Breaker' Heavy Cavalry (led by General Mac Niel of Unsreimer) and the Klugenfurt 'Stone Spears' Regiment (led by Marshall Alex Metternich of Walantoun) joined forces they continued on through to the northern command area where a lot of the Undead seemed to be milling around until they were destroyed by the combined forces of the 2nd Army and the Unified Western Church. The cavalry then wheeled away from the destruction of the command area and back into the rear of the enemy southern front lines which they took by surprise and practically destroyed. The famous 'Red Lancers' of the Oppenbach Regiment (led by General Montague of Ostow) followed the cavalry as a second wave and completed the mopping up of the command area and then attacked the rear of the enemy northern front lines and completed their destruction.

The enemy withdrew back to Hilston Vale and fortified that area against further attacks. The WK forces rejoiced in the knowledge that as of the 18th of Seedtime, the road to the north is again open to travel with the 2nd Army/Unified Western Church forces from the north and the 3rd Carzalan Brigade from the south joining forces to push the enemy eastwards. The 2nd Army forces have proven their mettle in these battles and will continue mopping up further pockets while more forces pass

by road down to Carzala to relieve the valiant units in and around Seagate.

"Let all remember and offer thanks to those brave few who gave their all to bring about this success against the darkness".

In Brief...

Capt Darius 'the Stake' Garfeld who was in the front of the charge against the Dark Circle lines said that the undead seemed to stop all actions for a short while around 4am on the 15th and we used that opportunity to lance our way through their lines and into their rear area where the lack of action on their part continued until they were trodden under foot and cleft by strong blades. "It was a great day and I thank Uriel that I was there to deliver some retribution for the evil they have done to this land."

Hard won information on the Northern salient was that one of Rashak's best generals Dallas Colling (of Collings Killers) was in command and had pledged with her life to cut Carzala off from the north and hold back the reinforcements reaching Seagate. Dallas Colling is rumoured to have survived the spectacular breakthrough on the 15th and has pulled her remaining troops back to the Hilston Vale and reorganised them to defend against the renewed Western Kingdom onslaught of fresh and determined troops.

There have been reports of small groups of humanoids previously aligned to the Dark Circle being seen transiting near the battles away from the area via paths seldom followed. It would seem that Rashak has lost some of her support over the Spring and the non undead allies are putting physical distance between themselves and her forces.

Marshall Alex Metternich of the Klugenfurt 'Stone Spears' Regiment has been toasted as the general of the day. He lead his picked Walantoun Company (the 'Blood-Hammers') into a breach directly at six enemy mages who failed to get off their evil magic and were trodden underfoot by the charge which carried through to the rear and demoralised the local troops. The 'Blood-Hammers' then destroyed the enemy position to a man and then carried on to the next position leaving only death and destruction in their wake.

A third Army is being marshalled in the Western Kingdom. They will take months of training to get to the standard shown by the Second Army. The wait is worth is as untrained troops merely change sides on death.

Bishop Trugood



Mortimer:

"Dramus, your chance of pregnancy by the end of this adventure is low".

Dramus:

"I know that's good, but somehow I feel disappointed".

Kern:

"No, no, the women want the men to be pregnant... oh, wait..."

Kern:

"I don't want to kiss Aryan. It'd be wrong... he's married!"

Engalton:

“Maybe it sends us to another dimension.”

Saydar:

“You are such an optimist.”

Queen slain, nation in chaos!

[Al-Almbra] Last week, a Seagate Guild party assassinated Rashak the Restorer. A rabble of sub-sentients and the arch-traitor Sabrina ruthlessly struck down our Queen. “It was horrible, just horrible” reported Dra-kash, one of the few survivors. “There we were, making our procession to reaffirm our dark lady’s position of rightful and divine authority. It was a fair night and our soothsayers had foretold of no ominous forebodings for the journey.”

Making her way to the King stone, Rashak was ambushed by Engalton and his band of marauders, commonly known as the “Engalgoons”.

This group is personally responsible for depriving many of their rightful, appointed places in the world. “We knew it was Engalton, the moment he and his foul troupe appeared upon the Great Bearer. Their unholy presence caused the Bearer itself to rot and perish under their foul tread. We tried to parlay, but this uncivilized thug would not have that. He just unleashed those pet monsters, Saydar and Vychan on us.”

‘Saydar’ the so called Baron of Erewhon is a base and foul creature best known for subverting the ‘great craft’ to his own twisted aims. “He has perverted the noble arts of death,” ruled Fes*luk, High Judge of the Court. The destruction of so many of the hallowed ones with his twisted arts means he cannot be allowed to live. And he is

an orc, that most base of creatures. That Engalton has nurtured this creature and taught it to ape it’s betters is just one of a long list of crimes.”

‘Vychan’ is a giant, permanently in Engalton’s thrall. This once noble creature is now a hideous mockery of himself, having been warped and twisted to suit Engalton’s mad goals. “Vychan just froze Lord Nagack,” wailed Dra-kash. “One of our finest scholars, poets and philosophers, the author of the ‘Illumination of Souls’ and a great ruler respected for his devotion to law and order. Who knows what other great works lay inside his mind, now forever unwritten because of that divinish spawn?”

“And if that wasn’t bad enough the rogue Morgan and the arch-traitor Sabrina just slaughtered any sent to bring these felons to justice. They laughed and sneered as they avoided our just wrath and their unholy weapons seared us from reality itself. Oft-times Sabrina would kick a valiant warrior when he was down. That traitor is utterly without remorse or mercy.” ‘Morgan’ is on record as saying “I’m just this guy.”

‘Sabrina’ is of course wanted for detailed questioning and an accounting of her own, numerous crimes against the lawfully appointed Lords of Allusia. “And all the time Engalton and his bitch, Liessa just stood there laughing at our fate. While their assassins did the dirty work they blocked our magics and restored their minions with vitalmancy. Vitalmancy! How can such a blasphemy against reason be allowed to exist! Surely this proves once and for all that all vitalmancers are a threat and danger to society.” Vitalmancy is indeed a foul and heinous crime against reason often practiced by the sub-sentient and traitors.

“They then just teleported near the Queen and slew her!” They could have done that all along, had they wanted to but they prolonged the agony. They wanted us to know that we could not help our beloved queen and that we would die knowing we had failed to protect her. It is an agony beyond measure they have inflicted on us!”

“And last, there was a shadowy tattooed man with them. He seemed calm amongst the storm and I am sure that he is the true power behind the Engalgoons. I could certainly tell that both life and death served him. If I was to truly dread anyone, it would be this ‘mystery man’.” Who is this man? Is he really the author of all this? What does he stand to gain by our ruin? And can he be stopped? The nation is still in a state of shock at this hideous and foul crime.

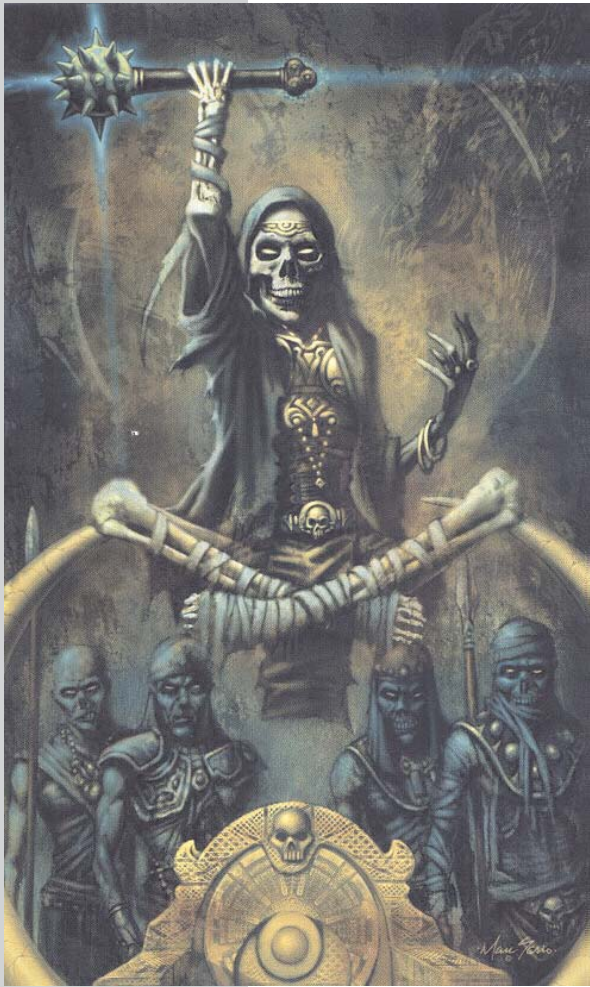
Under the Tuscana Sun

A party led by Kilroy battled a vile magical plague centred in the Duchy of Tuscana this season. A Lich Child and an ancient elven Greater Summoner were behind the subversion attempt.

The plague put the victims under a type of Binding Will. Its strength went down with the number of contacts between them, and the Baron who was originally infected. The party rescued the Baron’s wife from Hamburg and forced the Lich Child to leave his body. While he was inconvenienced they found the Baron at his hunting lodge, killed the skeletal knight and companions there, and stopped the consecration ritual they were performing.

Mercifully, few infected innocents died before Lysander was able to free them of the plague. Unfortunately the Baron temporarily passed on, handing on his title to his son. The now-leaderless remaining undead in the Barony were destroyed or driven back to the Dark Circle. Help was given to authorities to excise the foul influence from the Duchy.

The Duchy of Tuscania is looking for settlers of stature to strengthen the south-eastern lands. Roke and Darien have taken office and land in the Duchy.



Liessa:

“Let’s do a test run on Dramus’ tower. We can always say: ‘elf, necromancer, magic tower, anyone could make that mistake’; afterwards.”

Open Invite to Winter Games

The Lunar Empire will be holding games in the great main colosseum in Lunar City in Celebration of the Emperors 110th birthday. The games will start on the 15th of Frost and will run for up to three months of Winter 806.

The Guild members of Seagate Adventures Guild, holding a place close to the heart of the Emperor, have been extended an open invitation to the games by the Prince of the Lunar Empire. At the games you will be able to see and smell the death of Blackcon who was the cult leader of Aim. You will also be able to witness the death of Jackrock the Giant leader that was captured last Winter.

All nations, tribes and citizens friendly to the Empire have been invited to come and enter a team into the competitions. The Seagate Adventurers' Guild is welcome to bring up to three teams to help celebrate the Emperor's birthday. The winners of the teams will receive a wide range of gifts, including the Emperor's favor. It is hoped that a team strong enough and worthy enough will win the Mithril Breastplate of the Titans.



Death Gate Destroyed

A Guild Party, hired by Flamis to help protect her home village in Ranke, discovered that Rashak has her imitators. Hearing rumours of Dark Circle manifestations well north of the battle lines, they went to investigate. They discovered a town where many of the inhabitants (those who had not sensibly fled) had been transformed into lesser undead by an artifact called the Totentanz Gate.

After rescuing the Lady Paladin trapped in her own manor, they delved into the dungeons where they dealt to several wraiths and spectres. Finally they defeated the Wraith King, a necromancer who had wanted to take the Lady to wife. Then the Lady employed her ancestral sword to destroy the Daeth Gate. She is now looking for replacement citizenry... in particular a new set of town guards.

Who is...

Mary-Em

After the exciting events at Carlson's Switch last quarter, we grabbed the opportunity to meet with one of its outstanding figures: Mary-M the young female halfling, (who looks barely 20, if that) with angelic wings. She met us with a ready smile and was completely at home in the hustle and bustle of the "Tookery": the nickname given to a collection of interconnected buildings and businesses in Seacroft run by the extended halfling Took clan (being in parts a pun on their name, a reference to the rather ramshackle exterior appearance of the conjoined buildings, and the reputation that many halflings have for light-fingered behaviour).

I've been dying to ask, as are many of our readers, are those real wings you have? When and why did you get them?

Yes they're real, they were a gift from the Archangel Sammael after I helped rescue him from his imprisonment within the mind of the demon Belial. I thought his wings were really cool and asked if I could have some the same. I later chose to become one of his Agents.

Is it true that they change colour depending on what mood you're in?

No, they're naturally invisible like the rest of me, but when I'm visible they're always white. Oh, the invisibility was the result of a magical explosion caused by flying into a Balrog whose hand was made from Warpstone, while I was carrying a powerful holy symbol.

When and why did you join the Seagate adventurers Guild?

Both of my parents are ex-adventurers — my father Aloysius was one of the

original Table of Twelve along with Herkam and Maia — and it seemed like a really good way to see the world. It's been nearly twenty years since I first ran down the Seagate wharf, ink still wet on my Namer graduation certificate, to join Von Kroft's expedition to the mythical Southern Continent. He was very happy to see me... until he discovered that Divination was Special Knowledge.

Why are you still an adventurer - what motivates you to join a party?

Come on, it's not just a job, it's an adventure. Where else can you:

- Drink from an Holy Grail
- Ride on the back of a 200 mile long dragon
- Fly between planes in an ancient Elven aether ship
- Be in the middle of a stand-off between a demon Emperor and four Archangels.
- Organise a comedy festival for the mummified ex-rulers of the Empire of the Sun

Mary M:

"You'd be surprised how many Adventurers have a place you can stick cream buns and they come out fresh".

Kern:

"I don't look girly... I'm feminine!"

Dramus:

"If it's all women, is it still a penal colony?"

Veor:

“They’re rank amateurs...”

Vanderhans:

“No, they’re not... no-one from Ranke is that much of an amateur”.

“That can only be construed as a cryptic answer.” -

Flamis after ritual magic determined that the missing ancestral sword was “in the crypt”.

- Meet the last Elven Empress from before the War of Tears
- Help to prevent the return of Baal, the first demon
- Watch Sith's brother Carroc transform himself into a dragon -- which we really should do something about one of these days. If anybody has seen him recently please let me know.
- Stand in the drifting ash of a thousand destroyed undead after the battle of Carlson's Switch
- Save the world, again -- sometimes you'd just like it to stay saved, you know --

When and how did you get the standard of St Bartholemew? (Is that its name?)

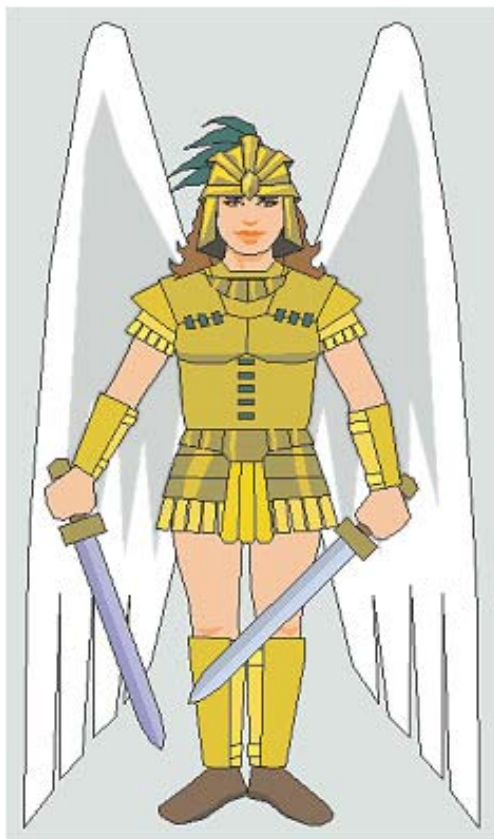
It's the standard of Saint Jeremiah, which our party were forced to recover by an off planar villain; we'd all had our heads cut off at the time and this was the price of getting our bodies back. During the course of the adventure we all became undead, but fortunately Penni and I were able to use the Standard to restore everyone. The evil Lord of the plane was eaten by vampire bats controlled by another party member, and we managed to kill the bats by trapping them in an inn and burning it to the ground... which also resulted in the pocket plane being destroyed... which was actually a good thing!

Why were you chosen to hold it at the battle of Carlson's Switch?

It was my idea to borrow the Standard from the Church to use it to battle the forces of the Dark Circle... it is more effective in the hands of an Agent of the Powers of Light.

What other areas do you specialise in?

I'm a Namer, Philosopher and Healer, although I use two shortswords, not a hand-and-a-half, and not all halflings are thieves. I would also like to take this opportunity to lay to rest a persistent rumour. Despite certain incidents, I am not,



nor ever have been, a Greater Summoner. But, okay, my picture is on the wall at the guild stables - they won't loan me another horse.

What do you do whilst not adventuring?

I'm working on being a serious mage. I've spent most of the last 17 years raising my son, Dart, whose father abandoned me three days before our wedding after he was seduced by Sabella, a tart with no scruples and a love potion.

Anything else you want to say to the guild populace?

Be all that you can be... it's never too late to change for the better... and you can never have too many cream buns.

The Adventurer's Guide

How is the Dark Circle Made, Kept Active and Alive?

A Guild party working in the Dark Circle has gained the following information:

When someone dies, a guide appears to help his or her spirit with the transition. These guides come from different sources. Mostly the guides take the form of an animal. As part of the helping the spirit to move on to the lands of the dead, the guide creates a moment of unnatural twilight. This allows the spirit to see into the world of the living and the living to occasionally see the spirit. This is thought to essentially make some sort of connection between the spirit world and the material world. The spirit and guide normally wait around for a few days and then head off to the lands of the dead sometimes the spirit is resurrected before they leave other times they are not.

The Spectres, Lich Lords and other greater undead working for Rashak are performing Binding Rituals. The effects of some rituals are being boosted using a crystal of Kyanite, which is a psychic amplifier (magic stone). This is being used to amplify the effects of the Binding Rituals.

The Binding Ritual stops the guides leaving the area and so they continue to show the spirits the unnatural twilight, which in turn creates the effect of the Dark Circle - allowing Undead to 'live' within twilight and not take be affected by the effects of Sunlight.

Kind regards,
Engalton

Tips for success

Always get paid. Preferably with a down payment on signing the contract.

Armour your pets. You can buy barding for horses from any good armourer you know.

If all else fails, cheat wildly - if you can't target the foe with an area effect spell, target the ceiling above their heads.

Remember your arse is vulnerable - always watch your rear.

Some Advice for Surviving Having a Fire Mage in the Party:

Remember that the fire mage is always loaded.

It is a good idea to respect the personal space of an immaculate fire mage.

Fire bolts have right of way - do NOT stand in front of them.

Remind the fire mage to cast a fire armour on you, preferably before breakfast.

Friendly fire spells aren't.

The higher ranked the fire mage is with any given spell, the more predictable the results. Usually.

Dragonflames is an equal opportunity spell. Standing anywhere in the forward arc of a fire mage casting Dargonflames is an invitation to get toasted.

Remember the Fire Mage motto: If moves flame it - if it doesn't move, flame it some more.

Water College Potions for Sale

Waters of Healing Rk 12 - 500 sp
Waters of Strength Rk 10 - 1000 sp



Please contact Aqualina at the Guild.

Books, Tomes & Scrolls



All these wanted for addition to library. Almost any subject considered. Good prices paid. If on adventure then pick some up and bring em back for my collection. Apply to Father Broc.

Father Rowan's Holy Water

Get your Holy Water here. Free to a good home, provided you can prove you're good. Note: Purity testing for necromancers involves Ordeal by Hellfire.



Notice of impending nuptials

Sheriff Grobbenbonk of Orc Town would like to formally announce his engagement to the beautiful Sabrina.

The formal goblin necklace of betrothal has been offered and accepted in the time-honoured tradition. Invites will follow once the dates have been finalised.



Clarissa:

"I just want to try anything that they don't normally do in Alusia."

Rumour Mill

You heard it here first...

Which strapping male warriors left the Guild looking like buxom red-heads this season? And is there any truth to the rumour that one spent considerable time "adjusting her armour" while the other was left alone by the party for a while to "look after her feminine needs"?

The milkmaid saw it... So did the town guard... A golden dragon over the Sweetwater on the 4th of Thaw. What did it mean? Inquiring minds would like to know.

We'd also like to know why a certain lady guild member, upon hearing a tavern brawl in progress, rode up to the window and called out "Go the wenches". Especially she was, at the time, apparently clad only in a fetching little chain mail bikini...

When the cat's away themice will play - and when Pheaton's away things will go awry. Ask anyone at the Seagate Hospice - especially just after the soup runs out...

And last but not least, what is this about a demon temple in Seagate? Does the Duke know? Are we safe in our beds? And what about the children... Those demons eat babies, don't you know?

Flamis:

"I think I have a bone to pick with these dancing skeletons."

Curse Removal

Get your serious curses removed. Up to MA 42 Curses removed! Those on Good terms with Sier get a 25% Discount! See Dramus at the Guild.

Tegan: *"Listen to me, I know everything. Take all your clothes off and prove me wrong. Witches all need to be sky clad for their spells to work."*

Exasperated, Valery complied, and to her surprise, it did work.

Ye Golden Ingot ~ Excellent Dwarven Alehouse & Brewery.

~ Special Liberty Ale ~

See the fantastic bound gold (on display)



Starflower's Bestiary

A Legacy of Liches...

Those who have been in active combat against the Dark Circle have reported encountering a rare type of powerful magic-using greater undead previously thought to be only found off plane. These entities appear to be gaunt skeletal figures, like walking desiccated corpses, the flesh turned dark in hue, and generally attired in rich robes. The empty eye-sockets glow a deep and baleful red. According to those who have successfully read the auras of this type of creature it is called a Lich. It is always fully corporeal and thus may be distinguished from spectres and wraiths.

Our researches have confirmed that the Lich is a powerful spell-caster, most often of the necromantic persuasion, who has used dark magics to unnaturally extend their lifespan beyond the grave. These magics end life, killing and preserving the body without separating the soul so the magic-user becomes an animated corpse, retaining both their intelligence and spell-casting abilities indefinitely. Of course, most Liches are arguably quite insane, their minds and souls utterly corrupted by the dubious magics used in the process.

Liches are tough as a hill giant's old boots and even harder to kill. Remember that the Lich was a powerful mage in life and is no less so in undeath. It is most likely that a Lich will be a necromancer. It seems that many necromancers desire to become undead, and Lichdom is a method by which a necromancer may become undead and retain their College. However, Liches have been known to wield the magics of

other Colleges including Fire magics, Wicca and Enchantments, which suggests that the ritual of becoming a Lich is not Colleged. Nevertheless the default is that a Lich will be a necromancer, and therefore I would recommend taking necromantic counterspells when you suspect you may be up against one of these creatures.

The Lich is most likely found in the dark places of the earth, often in underground complexes infested with lesser undead. Being mages, they may be found in their



former habitations, the so-called wizard's towers that elderly mages seem to favour as retirement homes. Being frequently necromancers, they also turn up in ancient crypts and catacombs. Also infested with hordes of lesser undead. However, while they may prefer the dark, Liches are not especially vulnerable to sunlight, so don't be surprised if you find Liches in unexpected places.

So what makes the Lich such a tough opponent? Firstly, the Lich has a built-in aura of fear that will send the weak-willed running. Second, the touch of the Lich is charged with death energy and can paralyse those it touches, and drain them of life. Third, the Lich is immune to a number of types of magic including cold and lightning, and can only be hit by magic weapons, preferably of the blunt variety. And fourthly, you may think you've killed it, but in all probability you haven't. Unless you have found and destroyed its phylactery - the magic box wherein it hides part of its soul - it will be back, and probably intent on finding and punishing you.

Thus tactics when facing a Lich come down to the usual precautions when facing undead, only more so. You will need magical weapons, you need to be resistant to fear, and have appropriate countermagics - work on the assumption that it will be necromancy, but don't be surprised if it isn't. I'd recommend you take someone in your party able to wield those destructive magics that can hurt it, such as those based on fire and light. Having the means to boost your magic resistance, and protection against life-draining effects would be useful. Finally, if you cannot find its phylactery by other means, come back to the Guild with as much relevant information as you can find, including a map, and I'll see what I can do to find it for you - and I'll do it for free. You see, I'm an elf - and therefore I find the very existence of the undead to be an affront to good taste.

Flamis:

"Oh, you expect to find an undead salami chasing after you?"



The Puzzle Column

Remembering Members

It's the day of the Guild meeting and the last five Guild members have just left the meeting room, discussing their plans for the evening ahead. However, each of them has left behind some item of importance which will have them coming back shortly. Can you help discover who mislaid which item in what place, and where they were planning to visit that evening?

- Starfire, who hopes to make some petty cash at a Gambling Den, has not forgotten her nice concealing black cloak, but Grock has walked off without his purse.
- The adventurer who plans to meet some friends at a Tavern has not realised what he or she left on a chair in the meeting room.
- Somebody has left behind a shiny new set of lockpicks, but they are not under a bench.
- The male human whose sword is lying under a table in the empty meeting room is not the person who is going to Alphonse's Restaurant.
- A pair of tickets for the evening's visit to the Theatre have been forgotten by one adventurer – this was not Grass, who will soon remember what he has left behind the lectern in the meeting room.

Adventurers:

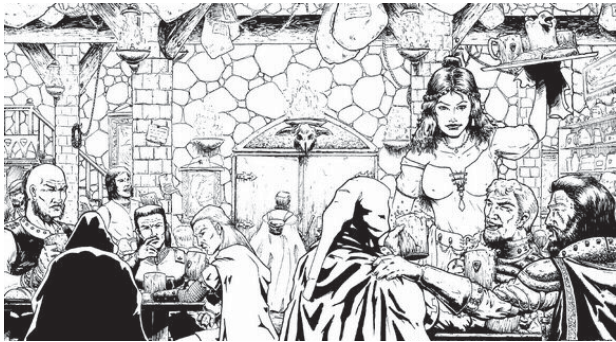
Grass, Grock, Martha-Tee, Shadowchild, Starfire.

Items: Cloak, Lockpicks, Purse, Sword, Tickets.

Places: Behind lectern, On chair, Under table, On windowsill, Under bench.

Excursions:

Brothel, Gambling Den, Restaurant, Tavern, Theatre.



Riddles

With thieves I consort,
With the vilest, in short,
I'm quite at ease in depravity;
Yet all divines use me,
And savants can't lose me,
For I am the center of gravity.

At the back of every Igloo,
And the middle of the Moon,
Always running around in Loops you'll find me,
If you look inside the Room.
What am I?

Get the Power of Fire and Light!

Fire College Invested Items:

Dragonflames Rk 10

Weapon of Flames Rk 10

Also Rank 8 Weaponry.

Now with added Radiance for
Positive effect on Dark Creatures.

Prices negotiable. Please contact
Flamis at the Guild.



Answers to Last Issue's Puzzles:

Off the Shelf:

Axe and Anvil, Lara, Market Road, Bear-baiting
Dizzy Dragon, Barty, Gallowsgate, Cock-fighting
Merry Mermaid, Terrens, Duke's Court, Mud-wrestling
Silly Sheep, Harrison, Pudding Lane, Darts
Vulgar Vampire, Jeremiah, High Street, Skittles

Riddles:

First: Fire

Second: Waterfall



"Well, you should have specified the type
of stake you wanted me to bring, then!"

What's Hot

Witches casting 'skyklad'.

Saving children from
burning buildings.

Killing the Agents of Fire
Demons.

Spell barrier

Blood charms

Ancestral swords

Fire elementals

Chain-mail bikinis

Pins of slaying

What's Not

Being tainted by evil and
having three years of
nightmares

Sending unarmed peasants
into battle to use as bait for
the undead.

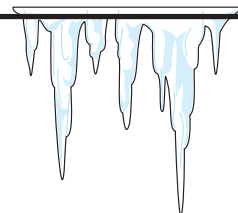
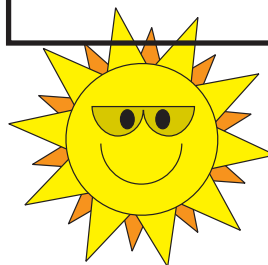
Sending homeless war
orphans into slavery.

Titan Golems

Skeleton armies

Being pacted to Seir

Rashak (being deceased)



Flamis:

"Oops!"

Saydar

"It's OK, we
havn't been
agonied so
they're just
having a bit
of fun."

Letters to the Editor

To the Editor,

I came to the Seagate Adventurers Guild seeking a person of good moral character to lead a party on an adventure. Alas, all I found were mercenary orcs, thugs, assassins, vampires, necromancers and demon worshippers. While I might recommend your public relations department (I believe I saw a number of them dressed in black and lurking in the corners), I have no use for such a den of iniquity. I will therefore be taking my business to the Adventurers Guild of Tac.

Yours anonymously,
A disappointed traveller.

[The Editor replies: Sir, one can only conclude that you picked a really bad day to visit. At present, as you may be aware, many of our more enthusiastic members are engaged in the on-going fight against the Dark Circle, and so are unavailable for employment. Hence, it was likely only a lower class of adventurer was present that day. We apologise for any inconvenience this may have caused.]

Dear Guild,

Permit me to inform you of my desire of going into business relationship with you. I contact you due to your esteeming nature and the recommendations given to me as a reputable and trust worthy person and I can do business with and by their recommendations I must not hesitate to confide in you for this simple and sincere business.

I am Fredrick Ashrak, an employee of Rashak, a very wealthy and religious woman, before she was murdered to death by a group of greedy mercenaries. I contact you due to your esteeming nature and the recommendations given to me. Before her death she secretly called me on his bedside and told me that she has a sum of 16,500,000 sp (sixteen million five hundred thousand silver pennies) left in a vaults in the Dark Circle. She also explained to me that it was because of this wealth and piety that she was killed by these mercenaries, that I should seek for a partner in a kingdom of my choice where I will transfer this money and use it for investment purpose (such as real estate and orphanages).

Sir, I am honourably seeking your assistance in the following ways. 1) to provide a secure vault where this money would be transferred 2) make arrangement for me to come over to your kingdom 3) and, most importantly, to secure membership to your esteemed guild.

Moreover, sir, I am willing to offer you 15% of the total sum as compensation for your effort input after the successful transfer of this fund to your vaults. Furthermore, you can indicate your option towards assisting me as I believe that this transaction would be concluded within seven (7) days you signify interest to assist me.

Anticipating hearing from you soon, best regards,
Fredrick Ashrak

"I'm just not her type." -

Flamis at the shrine of a water nymph.

Axis (on finding a peephole into the party's quarters):

"I would say I feel violated, but since I just ran a Wizard's Eye through their entire house..."

New Engalgon Member Required

With the fall of Vychan who is now in league with the Dark Powers, a rare opportunity of a position has opened up with the Engalgons. I am seeking a medium or highly skilled Fighter or Warrior who is skilled in the use of heavy armour to join the Engalgons on a long term working relationship. You will need to be able to work well in a group and be willing to undergo heavy training in group tactics and other needed skills. People who are in league with one of the 72 Dark Powers need not apply. Pay and working conditions are often extreme. Danger risk and reward is often high.

Please see Engalton at the Guild meeting.

Celebratory Libation (Free Drinks)

Ye Golden Ingot. Prince Graaven of the Bright, Wordsmith & Dirk (prop)

We are glad to announce that we will be providing free drinks at this Guild Meeting in honour of the current victories.

We will also gladly accept donations for the aid of the widows and orphans benevolent fund.



The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times, especially to new writers. 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.

Our congratulations and grateful thanks go to the Lady Liessa - she who stuck a pin in the right place, and forever burst Rashak's bubble. Also to her brave companions our salutations and the heartfelt gratitude of all the free peoples of the West.

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



Contacts:

T'ana Silverwind	Jacqui Smith (275-3080)
Flamis, Grizelda	flamis@ihug.co.nz
Aqualina	Keith Smith (275-3080)
Glitterwing Stargazer	phaeton@ihug.co.nz
Quorash	ZCMendoza@yahoo.com
Father Rowan	velcanthus@vodafone.net.nz