

The Seagate Times

Issue 55 – Autumn 807



Lich Lord Vanquished!

Ancient Elven Undead Destroyed

Early this summer, a Guild Party was asked to go to the town of Stoneboro in Carzala, just twenty miles north of Seagate and deal to an undead infestation there. The party flew to the local Keep, commanded by one Commander Brac, and immediately found themselves embroiled in a combat. Ghouls and wraiths were laying siege to the Keep. The party immediately fell upon the Undead, and a number of them were destroyed. The party were then attacked from the rear by a pack of hellhounds. The undead then departed, but not before their leader pointed a large wand at the Commander and cursed him.

The party discovered that the curse was in fact in three parts, of which this was the first, which put some urgency into the matter, if Commander Brac was not to turned into a lesser undead. They learned that the infestation was centred in the local manor house, and when they investigated they found that the place had been turned into a necromantic place of power, and rendered almost impenetrable—except for the front door. Their first foray into the place almost resulted in disaster and the near death of one of the party members, Flamis the Fire Mage.

Researches at the Guild and elsewhere gave them to understand that the Death Wand was an ancient artefact from before the War of Tears. It had been made by the combined efforts of three brothers, one of whom had since become the Marquis of Lost Souls, and another—the holder of the wand—was now presumably resident at the manor house in Stoneboro. The whereabouts of the third brother is presently unknown. They also learned that the necromantic place of power was held in place by another artefact—a dark globe which was located on a pedestal on the top floor of the house.

They returned to Stoneboro and were waylaid by an avatar of the Marquis of Lost Souls, who demanded that the Wand, if recovered, should be given to him. The party refused outright, with the predictable result that the avatar attacked (along with a pack of manticores) and the Marquis ended up sulking in the

hells, minus one avatar. After healing up, the party went back into the manor, and after a fierce battle (and the death of a vampire) they were able to remove the globe from its pedestal. This had the unforeseen result that the manor house (and much of the village) collapsed into the ground.

Back at the Guild they learned that the surviving undead were preparing to depart, and with urgency the party headed back, and into the ruins. Here Thorn slew the second and third vampires, with the aid of Flamis and Veor; and Basalic dealt the final blow to the third brother, now known to be a Lich Lord.

The Wand is now in the process of being destroyed. The party would like to thank the Order of Saint Michael for their assistance during this mission.

*Elsewhere
in this
Issue:*

News in Brief

Bestiary

Puzzle
Column

Rumour Mill

and more...



*The Lich Lord and
The Death Wand*

"I've heard of a reason why mages build towers but I think it's a fallacy."
- Liessa

News in Brief

New Duchess of Ranke

Following the tragic death of her father Duke Abakithis late last year, Princess Meredithis has inherited the Duchy of Ranke at the age of twelve. In a surprise move, her half-brother Baron Ramakithis moved out of the Ducal apartments and relinquished his claim shortly after Her Grace arrived in the capital on the 21st of Meadow escorted by royalty and senior nobility, including the King of Eltrandor and the Duke of Aladar. Co-incidentally, the ruthless and brutal Third Command mercenary unit arrived from Sanctuary the previous night, and their commander Prince Kadakithis gave his niece Meredithis his support.

Early challenges to Duchess Meredithis's reign include re-taking Southern Ranke from the friendly forces of Mordeaux, who are still pacifying the region, and dealing with the most recent uprising by the Ilsig region in the north. At least the traditional trouble-spot of Sanctuary appears to be supporting the young duchess.

In addition, many suitors are lining up for the most eligible young lady in the west, and this decision is likely to define her reign. With annual taxes from the provinces due in Autumn, it will soon become clear whether Ranke will fall further into chaos and decay, or whether it will unite behind its innocent figurehead and her husband-to-be.

Extra-planar Contagion Prevented

A plot by Purple Dwarves on the Red Planet to wipe out Black & Green Orcs and the Drow worshippers of the Necromantic Grey Titan has been foiled. These traditional foes on Purple have run into each other on a new world. The Dwarves' plan was to "inoculate" all non-dwarves (preventing them from being zombied) to forestall them adding to the enemy's undead army.

Unfortunately the "inoculation" (a) is highly contagious (b) is 90% fatal, and (c) would have spread through the trade portals to Alusia at such a rate that within 6 months dwarves would outnumber all other sentients on Alusia. Prince WordSmith and High Priestess Loxi (cunningly disguised as a dwarf) led the mission to convince the dwarves that more viable and explosive experiments were possible as a way of waging the war against the Drow and their Necromancer. The party's expulsion of the Necromancer from her followers on the plane, and warning of moon-strikes, enabled those on the Red Planet to thwart the Drow attacks.



"You can say anything when you're wearing a balaclava."
- Some anonymous Guild Member.



Princess Meredithis of Ranke

Royal Wedding

In what has been called the elven society wedding of the year, Merchant Princess Teeanna d'Elenassay has married the Prince of Asheth in a ceremony of great spectacle.



The wedding was held on a small hill under the shade of a giant Ash with the ceremony conducted by a local Dryad.

Prince Dramus' daughter Firenya was also present at the ceremony and acted as crown bearer for Lady Teeanna.

Guests included some of the most famous personages on Alusia, including Lord Yo, Princess Isil-Eth and Duke Leto along with a number of guild members as well as a large contingent of Elves from Eidolon including the brides family.

Security was minimal with only a small number of guardsmen on display. Representatives from both the light and dark factions of Alusia's religious communities were present however no problems were reported by either group.

Fae folk of all kinds were present as they accepted their new ruling lady and the general consensus was that she was most suitable for the position and has been universally accepted by the folk of Asheth.

Viola Supporters Association

The Viola Supporters Association has been run out of Sanctuary for crimes too horrendous for even that city of murderers to tolerate. It seems they were responsible for the death of two hundred children within a single hour on the 5th of Heat.

What Black Magic they commanded (and to what dark ends) is unclear, but vengeful forces continue seeking for their powerful and mysterious leader, as the deaths included children of nobility and mages, as well as offspring of the usual scum and villainy. Enquiring minds have confirmed that the VSA is not a support organisation for Viola the guild member.

I was on adventure with 6 other witnesses who will confirm that I haven't been near Sanctuary! I had nothing to do with the deaths of any children. I would never waste resources that way! - Viola

Comet Sighted

Recently a new phenomena has been seen in the evening sky above Seagate.

Described as a 'hairy star' by most, this new object, called a comet by those philosophers that study such things, has been clearly visible for a few hours after sunset. However, as it climbs higher in the sky, it is fading, and is expected to disappear before this issue goes to press. Astrologers are still arguing about the significance of this comet but have, as yet, come to no firm conclusions.

We have also been informed that, since the comet first appeared, several followers of both the Powers of Light and Darkness have found it slightly harder to contact their Patrons. Religious groups are concerned.



Pimp my Ride!

Is your mount dull and functional? Does it merely trample your enemies into the dust beneath your feet? Is there a danger of you're being mistaken for tax collector or worse, an earth mage? Pegasus had this problem. Despite being the legendary mount of Bellepheron and being victorious over Chimera during the Republican Wars she had no social life and an empty dancebook.

Well, thanks to Syllas and his amazing team of cousins, Pegasus has undergone a complete makeover and with a new, happening ninth century image she has been able to catch the eye of none other than the mighty Ajax. Now you too have the opportunity to ginger up your mount or companion animal. Call on Syllas of the Guild of Artisans and he can transform your dull, staid, mount into something that not only slices and dices but helps you pull as well!



Reward

Red Fingered Lyric



A reward of 250sp has been posted in Westmarch, Aladar for information leading to the capture the notorious bandit, Lyric Red Finger.

Liessa:
"What about the ones who do dark and ominous for fun?"

Thorn:
"I think they got gainful employment this season."

From the Festival of Arts

To the tune of "A l'entrada del tens clar"
(<http://www.ildhafn.sca.org.nz/alentradadq.mid>)

1. As the days dawn bright and clear, e-y-a!
The art happ'ning of the year, e-y-a!
Comes to Sanctuary drear, e-y-a!
Our huge balaclava'd queer,
Employer stands before us.

Ch: On your way, on your way, jealous ones
Let us be, let us be,
Come now, dance with me, dance with me

2. Our job is very clear, e-y-a!
Save the artists and their gear, e-y-a!
Let no scoundrels interfere, e-y-a!
Head off mimes 'fore they appear,
And make the crowds adore us.

3. Will they chuckle, will they cheer, e-y-a!
Will they give us all free beer, e-y-a!
Or will dogs and children sneer, e-y-a!
As we meet the end we fear,
And all around ignore us.

4. At the opera premiere, e-y-a!
Little Dove the gypsy seer, e-y-a!
Shows her talent crystal clear, e-y-a!
A performance to revere,
As she rises from the chorus.

5. For the friendships insincere, e-y-a!
And the rivalry severe, e-y-a!
For the part that she held dear, e-y-a!
Rips a throat from ear to ear,
Did Evenita so deplore us.

6. Patrons came from far and near, e-y-a!
To watch a dead muse reappear, e-y-a!
A young duchess take her sphere, e-y-a!
As we past all mischief steer,
And make them all fall for us.

Caprice



“I think we actually need to do our job.”
- Gerald Jr.

Who is

Thorn?

We meet with the Lady Knight of Bolton in the sparsely furnished receiving room of her manor at Bolton Bay. When complete, this manor will be a new stronghold for the Duke in Western Carzala, and the home of a number of Guild members hosted by Thorn herself.

Thorn is a 5'6" human woman in her late 20s with short brown hair and hazel eyes, she moves with power, grace and speed, her Warrior and Acrobatics training showing in the way she looks and moves.

She wears a dark blue shirt and black trousers around her home and at the guild, and long black boots with silver spurs, she has two matched silver katana-like hand-and-a-half swords which glow faintly in the darkness, and a silvered dagger, all in black leather sheaths with silver fittings on a leather and black stone weapons belt.

When and why did you join the Seagate adventurers Guild?

When I left home I wanted certain things for myself, but I had no skills with which to earn a living. I had limited funds, and no desire to be tied to a long apprenticeship. Back in 1994 AP when I joined the Guild it seemed the best way to achieve my goals, and it worked out okay, although time and experience have altered some of the things I want from life.

What areas/weapons do you specialize in?

I haven't really specialized in any weapons as such although I have mastered the use of several. I guess you could say I have specialized in becoming a weapon myself as I can use most weapons and almost anything as a weapon. While I'm a Warrior and not a mage of any sort I've also worked hard on being able to contribute more to a party than just another sword in a fight, to that end I've studied more than a little healer, mechanic, and military science, as well as a few other skills.

What do you do whilst not adventuring - any hobbies?

When not adventuring I train. Even if I'm not improving some skill or weapon I need to stay fit or risk losing my edge and that could be deadly. I also train my own war horse, Blitz, it takes a fair amount of work to get a horse to the point where it doesn't panic at all the magics a guild party can throw about. I enjoy music, I can sing and play the Flute fairly well. And of course recently I've had my estate to organize.

Please describe a highlight of your career so far. For example, defeating a dangerous foe, best death, best magical item/ability gained.

Every Adventure has its highlights, no one event or foe really stands out. Successful Adventuring is all

“There may be some sub-plots, this is Sanctuary.”
- Sabrina

about team work, how do you compare the experience of the fight with the Demonic Senators at the end of the Luna games in I which I was part of a large group with powerful magics, with an assault on an Orc and Ogre stronghold out numbered 5 to 1, or more, with very little magic other than low ranked invisibility and only a few companions. Its not the battles, the items, or the deaths that make a mission memorable for me its the people I work with or meet on adventure.

Which places would you recommend visiting, and conversely, any places you would recommend avoiding?

There are very few places I wouldn't go again and while every place is not for every one, you learn something new about yourself with every new experience. One place I'd not go again is Dragon Pass in the Luna Empire, a mana storm where all is in chaos, where time, planes even your very form can change between one step and the next one, breath and the next is not an experience I want to repeat nor would recommend to anyone.

Why are you still an adventurer and what motivates you to join, or form a party?

Over a decade ago I got marked as a Peoples Hero by an off plane deity, see these blue runes here on my right hand-they mark me as a River Voice, Zola Fel identified me to the followers of The River as someone they could ask for help. Being a River Voice sort of set the course of my career ever since, I try to take missions that are either meant to be helping people in some way or are explorations of new places in the hope that I might find some one in need along the way. People always seem to need rescuing from something, and so I keep adventuring. It can be very rewarding being a Hero, even if the reward comes in unexpected ways, and I love the life even if it is extremely dangerous at times, it feels good to be making a difference in the world.

How is the building here going and when do you expect it to be finished?

Bolton Manor, and my lands on Bolton Bay, are somewhat isolated and out in the wilder parts of the duchy and I need to be able to protect my people and property from raiders, bandits and such so I'm having a fortified manor house built.

The work is going well, and all going to plan the last of the major earth and stone construction work will be completed by spring. I have people out there currently preparing land for planting wheat this winter and other crops this spring, also work on the interior of the manor house has begun.

That will take some time as there are a great many doors and windows to be filled, walls to plaster and paint or panel, floors to cover, and furnishings or artworks to buy or commission.

I expect it to be several more years before the whole house is finished, certain parts will be completed sooner but its going to be a long and expensive project.

We've heard a lot about your 'Collapsing Tower' - how did you come to obtain it?

The tower was an item I got as a reward from Pasifika in the winter of 800, the big new island what do they call it now Rangi something. It was due to rise from the depths at mid winter and the resultant earthquakes and big waves would have wiped out the civilizations of both the merfolk and the islanders. The Pasifikan merfolk's adventurers guild was looking for some items to use in a ritual to save the civilization and protect everyone and being water dwellers they asked us for help to find the land based ones. As a River Voice this sort of thing is just what I am supposed to do so I helped out and as a reward got to look though their vaults of unclaimed items and pick something. I chose the tower. It has been my home for the last 6 years, and been very useful as a base for a number of parties over that time.

Is it true you're pacted to some sort of off-planer water deity?

No, I am not pacted. Zola Fel, a Gloranthan water deity did mark me with these stigmata, the sign of the Cleansed One which emphasizes co operation between water and land dwelling entities. And I'm under some sort of Godly Geas not to defile any waterway anywhere. Which made the sewer provisions at Bolton Manor a key part of the design. I might be a God certified Hero but I'm not pacted.

Anything else you want to say to the guild populace?

It's been a good thirteen years. Despite being a mercenary bunch of cultist and assassins, most of you are good folk, and I look forward to having many more adventures with you.

And a word of advice for those of you who aren't 'good folk' - don't let your membership lapse.



The Adventurer's Guide

Tips for success

Sometimes the best form of attack is evasion.

Friendly fire isn't.... But when it's the only way to hose down the bad guys, you've got to do the tactically correct thing even if there's a friend in the way, right?

Preparation is the key. Spend more time discussing how to work together to beat your enemy, and less time recuperating afterwards.

If you do have to go in the front door, you're less likely to be surrounded if you use wall spells to block off interior doors you're not using.

The Artisan Cook's Corner

Flamis's Muesli Cookies

1 cup rolled oats
1 cup plain flour
1 cup sugar
1/2 cup dried fruit
125g butter
2 tbsp golden syrup
1/2 tsp baking soda
1 tbsp hot water



1. Preheat the oven to 150°C.
2. Mix the first four dry ingredients together in a bowl
3. Melt butter with golden syrup in a small saucepan over low heat. Dissolve the baking soda in the water and add to the butter and syrup mixture, so it foams up. Stir this mixture into the dry ingredients.
4. Roll heaped teaspoons of mixture into balls, and put onto a cookie tray, 5cm apart. Bake for about 20 minutes, and cool on trays (until they go crisp and yummy, and then feed to hungry Guild members).

Answers to Last Issue's Puzzles:

The 7 Voyages of Sinomor:

- # 1st - in Gosha got the Black Pearls of Punjab from the Merchant Hussad
- # 2nd - in Lahoia got the Lamp of the Djinn from the Thief Thomad
- # 3rd - in Amabala got the Sapphire of Suez from the High Priestess Zerene
- # 4th - in Zonobra got the Red Sea Ruby from Grand Vizier Ahmad
- # 5th - in Shalala got the Emir Emerald from the Sorceress Briane
- # 6th - in Xunuda got the Daqar Diamond from Queen Norene
- # 7th - in Boz got Princess Praline from Sultan Mohamad

Riddles:

- First: Four Score
Second: "Anything."

Veor to pub patron:

"Do undead come in here?"

Patron:

"I hope not!"

Liessa:

"They probably don't serve spirits."

Basalic - "We go berserk with forward planning"

Starflower's Bestiary

To Heck with Hellhounds...

After heading that a Guild party had been attacked by a pack of hellhounds, I thought appropriate to discuss these uncommon summonables and appropriate tactics for dealing with them.

The typical hellhound looks very much like a massive, powerfully-built, yet emaciated wolf with russet brown fur and burning bright red eyes. Some specimens have been seen with two or three heads, and these extraordinarily dangerous specimens, are frequently found as pack leaders. It is thought that all hellhounds are in fact demonic constructs, native to the hell planes. The bosses of the hells, the greater demons, are said to keep vast kennels of these beasts, ruled by the biggest and baddest among them.

The hellhound is not a dumb beast. It has a fairly high aptitude for magic, and may cast spells from the Colleges of Illusions or of Mind Magics. Thus, it is quite possible for a Hell Hound to appear as a normal wolf, even a friendly puppy, should that suit its infernal plans. Its primary weapon, however, is the twenty-foot long cone of fire it breathes out from each head at its enemies. This cone can ignite flammables in its area of effect. Remember that these creatures are fast.... They run almost as fast as a horse, and there is nothing to stop a hellhound running and then breathing fire. A hellhound also has a nasty bite which can inflict burns as well as physical damage.

Generally speaking hellhounds do not wear protection of any sort, having quite adequate natural armour, but they have been seen wearing blackened chain armour similar to horse barding.

Since hellhounds are not native to this plane, they are generally brought here by their summoners as infernal guard dogs. Thus, a party is most likely to encounter hell hounds when assaulting the lair of a summoner, where they may be found guarding an entrance, or protecting treasure or captives. However, they may be also directly on the attack, or a summoner may simply let one loose to cause havoc and destruction just for the hell of it. They can then be found killing and maiming, burning crops and buildings, and generally making an infernal nuisance of themselves.

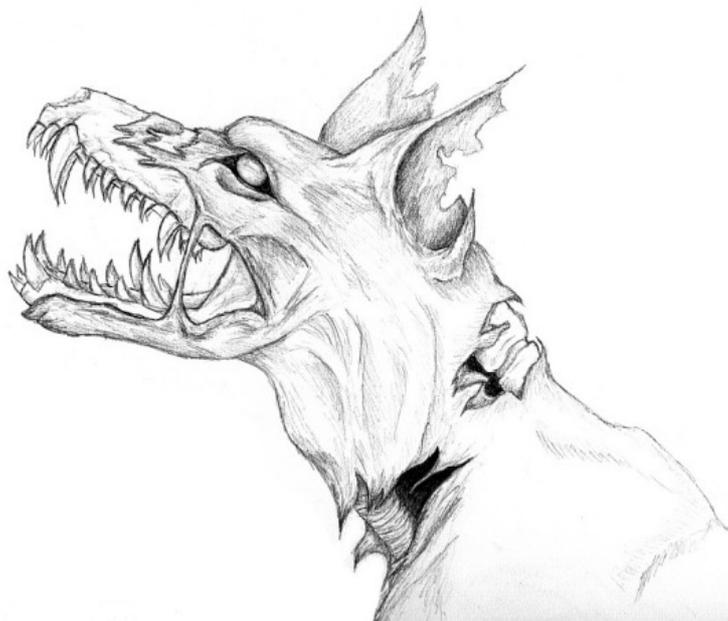
Dealing with a pack of hellhounds is never going to be easy, but it helps if you have some protection against



magical fire. The probability is that you will not necessarily realise at first you are up against hellhounds. A cunning summoner will have them use their ability to cast illusions or mind magics in order to conceal their true nature. Always remember that despite appearances, these creatures are not animals. They are sentient, they are smart, and they are profoundly evil. They're also impervious to attacks made with non-magical weapons

Your best tactic is probably to attack from outside the range of their breath weapon, using magical ranged weapons and magics. Hellhounds seem to be largely immune to fire magics, but are likely to be vulnerable to ice and to water magics in particular. One possibility is to restrict their movement with web spells and walls, and then actively resist their magic while other party members take them down at range. Just remember that you'll need decent ranged weapons—many arrows will simply bounce off their thick hide. Alternatively, it may be simpler to charge into melee, and just hit them with large magical pointy objects until they die of it. And then take your applause for ridding the multiverse of another menace we're all better off without.

*Thorn to Veor the Ice mage, when he complained about his swollen ankle:
"Put an ice-pack on it."*



The Puzzle Column

The Every Flavour Beans

At the bottom of an unknown chest found in the back of a closet, a group of adventurers found a packet labelled "Bertie Bott's Every Flavour Beans." Unwisely they decided to sample the beans without detecting their aura first—although if they had they might have found that their plane of origin was called Mugglespace. None of them were impressed with the flavour of their bean, so each decided to show off their skills by casting a different spell on their bean. Who cast what spell on which bean?

Adventurers: Sir Harold, Sir Roderick, Lady Hester, Sir Nestor and Lord Grok
 Colours: Green, Blue, Red, Orange and Purple
 Flavours: Vomit, Earwax, Cardboard, Snot and Mud
 Spell: Invisibility, Ventriloquism, Levitation, Light, and Growth

1. The male adventurer with the cardboard flavoured bean cast a spell which made a noise. The earwax flavoured bean was very quiet.
2. Harold's bean was a primary colour.
3. Hester's bean, which was not purple, grew almost out of control.
4. The red vomit flavoured bean was levitated.
5. Grok's bean, which was not a primary colour, exploded after a back-fired light spell.
6. Nestor's orange bean did not speak.
7. The green bean questioned where the orange bean had gone.
8. The snot flavoured bean was blue. The green bean did not taste like earwax. The purple bean was mud flavoured.



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.



Riddles

What king can you make if you take
 the head of a lamb
 the middle of a pig
 the hind of a buffalo
 and the tail of a dragon?

I may run rings around you
 Or escape your clutching grip
 Or leave a treacherous trail
 That gives a sudden slip.

You always end up winning,
 While I shrink with each new meet:
 Our bouts will be my ruin,
 But you'll come out smelling sweet.
 What am I?

Turn us on our backs.
 And open up our stomachs.
 You will be the wisest of men.
 Though at start a lummoX.
 What are we?

What's Hot

.Avoiding turned into lesser undead.

Dragonflames.

Flying 60T Ships at 700mph

Vampire Hunting

Red-Finger Tattoos

Getting 'lost' in Sanctuary

The 'I was Off-Plane' alibi

What's Not

Being turned into lesser undead.

Pyrotechnics.

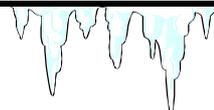
Outside loops just after lunch

YAMA - Yet Another Maid-Assassin

Dwarves with a plan...

Stew served by a Troll

Aesthetic Crimes:
 o Musing Sabrina's hair
 o Dwarves that don't bathe
 o Isil-Eth wearing an outfit twice



Flamis to Guild Security: "Leave them alone—they're OUR Michaelines."



The Rumour Mill

You heard it here first...

Loxi Ostracised

Loxi the Elven adventurer has been ostracised by her own people for trying to turn into a Dwarf. Isil Eth had no comment, clearly indicating her disgust at that Elven woman parading around in her fake beard. In her defence Loxi wistfully sighed 'Gold, gold, gold, gold...'



Prince Wordsmith

Are all Dwarves this modest? A Prince on two different planes, Wordsmith insists on being treated like any other Dwarf. He even tries to deny his nobility in the face of blatant evidence of his rank.

Aryan is Infectious!

Another party of cautious talkers and planners have been converted to Aryan's 'charge first' philosophy. As the only one to have resisted the infection, Isil Eth is being used as basis for prevention and possibly a cure.

Guild security recommends that anyone adventuring with Aryan in the future should take and use at least three changes of outfit per day and shop at every opportunity.

Bertram almost Tongueless

It seems that Bertram is capable of talking himself into almost any trouble. And once in trouble, he had to choose which organ to have removed as punishment. He almost went with the party's first choice, which would have also stopped him talking himself into any more trouble for a while.



Mysterious Gift?

Earlier this summer a generous lady guild member donated a solid gold Circllet engraved with 13 roses, imbedded with dark blue sapphires, and engraved inside with the entwined letters R&A to the Church of Light.

The Times wonders if the lady had some ulterior motive in gifting the circllet, valued at over 1000sp given the accompanying note: "For the followers of Gabriel: To aid them in the rooting out of heresy and evil-doing."

Logan enters the Marriage Market!

Is it true? Rumour has it that Logan is finally looking to get hitched! So if any of you girls want to get your paws on those mountains of filthy lucre he has accumulated over the years, get in line!



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.



Restoratives for Sale

Up to Rk 8 now available.
Limited supply every three months.
Please contact Quorash at the Guild.



Wiccan Amulets for Sale

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

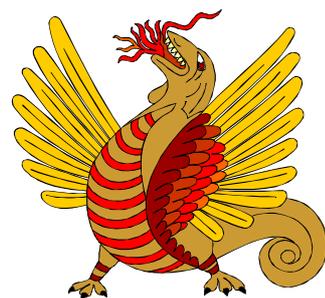


Please contact Grizelda at the Guild.

The Last Word

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

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