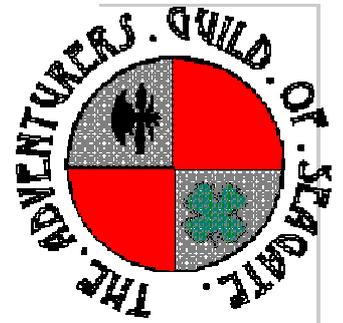


# The Seagate Times

Issue 58 – Summer 808



## Seagate Guild Sponsors Western Church

During a surprise ceremony at Duke Leto's court in early Thaw, representatives of the Seagate Adventurers Guild donated a large sum of gold for the construction of chapters of the united western church in Brastor and Novadam.

Speaking for the guild, Count Engalton OM stated his desire that this gesture of good will would help to build bridges between two organisations with a great enemy in common and cleanse the demonic taint.

Representatives of the Western Church gratefully accepted the gift and Duke Leto offered appropriate areas of his lands to be used for the two buildings.

Behind closed doors the church is in turmoil once again. Engalton and certain other guild members have always been staunch allies of the church but there have also been several unfortunate incidents with fault on both sides. Senior church officials in Carzala are not at all surprised at Engalton, Ithilmor, Erzsabet, Sasha, and Breagon making such a donation and are glad more members of the guild are following his lead. But other church officials who wish to remain anonymous are not so sure of pure motives. "No mercenary is pure until they have tithed all of their possessions to the higher calling and dedicated themselves to our work. The guild may offer our Carzalan brethren tasty bait but we know there's a hook!"

Ozbert Pennywise, representative of the guild to the Court of Duke Leto, was unavailable for comment. He is reported to be in the care of guild healers, in some sort of trance repeating "my gold, they gave away my gold..."

In an 'unrelated' matter, discrete rewards have been offered in Mittelmarkhauptstadt and Ranke for information about the motives of the Seagate Adventurers Guild in this gift to the church.



## Khatovar Army Repels the Legions of Hell

On the 7th of Thaw the legions of hell assembled to assault Khatovar, the hub of commerce on the Inland Sea. Fortuitously the entire army of Khatovar was assembled outside the gates on pre-dawn manoeuvres. Following a tense stand-off and negotiations by the merchants guild, the legions of Hell fled the field.

That's the official story, but our investigations and questioning of the upright people of 'Doxy on the Docks' revealed that there were several demons involved (Dantalion, Berith, and Engalton), but only one legion of hell (6,666 souls) and that a significant amount of gold or iron changed hands before the minions of hell departed.



*Elsewhere  
in this  
Issue:*

News in Brief

Bestiary

Puzzle  
Column

Rumour Mill

and more...

*Mortimer:  
"I refuse to  
set sail in a  
boat named  
with an  
ejaculation!"*



*Dramus:  
"I don't love  
magic, I just  
say that to get  
it into bed."*

## News in Brief

### Seagate Invaded by Army of Demons and Undead!

On the night of the full moon before spring solstice, evening strollers of New Seagate were assaulted by a horde of undead whipped on by demons from the blackest pits of hell. Prompt work by the town guard and healers prevented any deaths but many residents are traumatised and once again fear leaving their homes.

The Seagate Guard are currently tracking down a portal that was used to transport a Devil and several extra-planar undead into the heart of New Seagate. While the undead were promptly disposed of, the Devil is still at large but believed to be over seventy miles from Seagate.

The guard have formally requested that guild members watch out for the Devil as they go about their business. It is about five feet at the shoulder with dark red skin and wings, small horns, and is unable to be banished with Greater Summoner counterspells. Preferably bring it in for questioning but confirmation of its destruction will be sufficient.

### Old Seagate Less Crazy?

Meanwhile in the old town, a creeping tide of madness and bizarre behaviour has been halted by a Guild party.

How this could happen is anyone's guess but the Watch Captain assured us that some of the newest Guild members rescued military personnel, solved a payroll issue, redeemed fallen women and dwarves, and helped foil a dark plot involving Tavern signage. He ask us to extend thanks to Peter Smith and his associates for their assistance.

### Armageddon Averted Again!!!

The 'End of the World' has been postponed (for now) by a guild Party tasked with stopping the events out of sequence with other such cosmic events. Apparently, a certain gentleman expressed a boredom with the cycle of events and wanted a change for his life which started a reaction that included kidnapping, murder, hero summoning, really big toenails, nasty insectoids, giants plotting, gods getting sick and the death of true love. Sabrina, Vychan, Dalran, Boulder, Isil-Eth and Pent all performed admirably and have bought credit on the guild. The Calamar have been proven to be behind the attempt to end the world and kill off the Norse gods. The Calamar representatives have been spoken to in certain terms by Sabrina (now Under Captain of the Valkyrie's) and we hope there will be a relaxation of the incursions on Alusia.

### Apprentice Wanted

I, Liessa request and require an apprentice both to train in the arts of Sorcery and to aid me in my magical endeavours. Accomodation and equipment provided. Speak to me at Newhaven.

### Duke Appoints new Peer

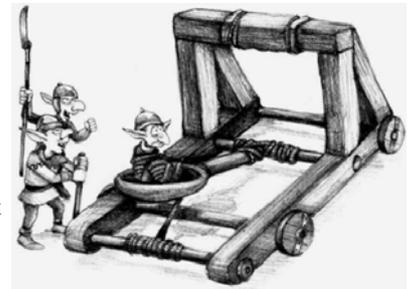
Duke Leto is pleased to announce that he has honoured Erzsabet Hillborne with a fief, the ruin of Westwind and from hence forth she should be known as Lady Erzsabet. A high level source commented that it was good to see members of the Aristocracy fulfilling their obligations by helping to rebuild Carzala. Cynics suggest Erzsabet's pockets are looking a little lighter these days.

In other Ducal news, Duke Leto has announced a 200sp reward for the sashes and heads of the gang known as the Red Sash bandits.

### Goblin Threat Thwarted

A Guild party commissioned by Count Engalton to escort Master Painter Donatello and his entourage to the Dwarven enclaves in the Superstition Mountains were attacked by a small army of unusually equipped goblins as they crossed the Sweet Riding.

Some of these goblins flew on strange insectoid mechanical flying devices. Others, called "doom-riders" rode huge ballista bolts at the party in an unsuccessful attempt at some form of guidance (they all missed). Yet others employed a magical goop to provide defence. The rest used the more standard goblin tactics of stealth and numbers to occupy party members. Their objective appeared to be to acquire the portrait of Engalton the party were carrying, though their motives in this are not understood. Examination of the battlefield and items retrieved suggest that the goblins have acquired a master mechanician, and some ability in rune magics, enchantments and possibly shaping. This will no doubt result in further business for the Guild, eradicating this threat and making it safe for mercantile traffic crossing the Sweet Riding.



### Sugar Prices Soar

A string of recent accidents have seen large portion of this years sugar shipments lost or destroyed and the few shipments to make it to port have been bought up by predatory cartels with seemingly limitless funds.

The price of sugar at market has already quadrupled and supplies are limited. Bakers through out the Western Kingdoms, Isles of Adventure, and Lunar Empire are desperately trying to find alternatives. Honey prices are now rising and hives are needing to be guarded against theft.

Mercantile Philosophers warn that the worst is yet to come. "Whoever is cornering the world sugar market may be unaware of the damage they are doing to our society. Already levels of depression and anxiety in Halfling communities are rising to almost noticeable levels, as secondary and tertiary markets are hit the effect on our society could be catastrophic!"

## Horse Thieves Foiled

A group of horse thieves were apprehended by a Guild Party recently. The thieves had been intercepting horse shipments from Pevensley to Bowcourt as they crossed the mountains between the two. The bandits had enlisted the aid of as couple of E&E mages who had been coerced into service. With the aid of a Guild party, the E&E's were able to break the bandit's hold on them, and recover the staff that the bandits had stolen.

Horse shipments are now flowing freely again.

*Aurora*

## Old Seagate Less Crazy?

Meanwhile in the old town, a creeping tide of madness and bizzare behaviour has been halted by a Guild party.

How this could happen is anyone's guess but the Watch Captain assured us that some of the newest Guild members rescued military personnel, solved a payroll issue, redeemed fallen women and dwarves, and helped foil a dark plot involving Tavern signage. He asked us to extend thanks to Peter Smith and his associates for their assistance.

## Scaleryx mugged again

This crafty and powerful Black Dragon has had a bad run of it since his mistress Rashak died. Last season he was lured from his cave in Azuria by a lunatic assault by some Elvendar elves, only to discover on his return that half his loot had been not stolen, but destroyed. In unrelated news, his old nemesis Sabrina completed successful negotiations on a delicate treaty with a group of Elvendar warriors some two weeks before. Scaleryx has sworn "by the claw she cut off" that he will have his revenge. Sabrina was washing her hair and unavailable for comment.

## Exsanguination College

Just when you thought you had all the counterspells – another type of Blood magics appears. These evil Exsanguinists are in league with the Calamar. They use ritual magics and the souls and suffering of children and innocents to power their magics, which cause torment, hideous disfigurement and rapid death. For instance: Rain of Blood is a moving area which causes near-instant death, and there is no known form of protection or resistance; Black Serenade strips Souls; Cauldron of Blood is a scrying magic that can only be defeated in the spirit realm; and the list of suffering goes on. Counterspells will be available at the Guild shortly.

## New Players in Town

Update your notebooks, Demon-spotters – there's a couple of new powers in town. First, Illiyas is a Capricorn who enjoys long walks along the beach and bending men to her every whim. She is a woman of considerable beauty and allure, her words are as honey, with her wit as the bee-sting. Seduction is second nature to her, and men's brains cease to function clearly when near. She is always happy to negotiate, as she tends to have the upper hand in such

situations, but if bound to a deal, she is compelled to betray it. She used to work as a succubus, but has struck out on her own, basing herself in Alusia, and playing tricks on her old boss Seir, his minion Vychan, and any man with a pulse. She is said to be keen on 'helping out' against the Calamar. She changes shape at will, and cannot be destroyed by normal means. Silverfoam can summon her 'as if an agent' ... The second new local is a Spider Demon. This huge arachnid has recently consumed a large part of Malphas the Deceiver, and it's power continues to grow. It's main web is in a cavern over a lava pit in the Isles of Freedom; and it has caused considerable trouble there. Current allies include the Lich Lord Arandal of the Plateau of Decay, the Children of the Rift, and (indirectly) the Calamar. Current enemies include most of the Insect Shamans of the Isle, and the Guild. This spider demon specialises in poisons, (interdimensional) webs, scrying, mass possession, and sucking the insides out of its opponents.

## Fortunes Await?

Rumours of Truesilver mines and fabulous wealth in the Ildrisholm Hills of Northern Brastor persist despite denials from the court of both Duke Leto and Castellan Byron Dumbarton. While on the one hand claiming the rumours unfounded, the cash-strapped Brastor court has been quick to sell mining rights in the area. Several dozen prospectors are believed to be currently combing the area for a show of "colour", and more join them each week, although so far we know of no proof of discovery. The Ildrisholm area is known to still contain areas of unnatural twilight; remnants of the Dark Circle, and likely home to undead fugitives of Rashak's forces.



## Superior Glass Wanted

I'm looking for a source of glass, or any other substance which is superior in optical quality, and transparency, that can be shaped into lenses for a superior spyglass that can be used to observe the heavens. Please contact me at the Guild or care of my clinic in Seagate.

*Phaeton*

## Earth College Scrolls For Sale

Scrolls of the following spells can be obtained from me, at the Guild, for up to a week after the Guild meeting. Otherwise contact me at Bolton Manor. The spells are:

Trollskin rank 12 - 1500sp

Armour of Earth rank 15 - 1500sp

Strength of Stone (Endurance) rank 13 - 1300sp

If you want actual invested items or scrolls of other spells, please contact me. Lessers also available. *Basalic*



*Master Donatello:*  
"The sun will rise again tomorrow."  
*Pretty Flower:* "It will? But we haven't sacrificed our human."

*Ath: Second opinions aren't always helpful. (after two matching weather predictions were proved to be wrong)*

**Imri:**

*“Any of you die of poison, I’ll smack you when you get resurrected.” (after making Waters of Healing).*

Who is...

## Sabrina

*When, and why, did you join the Seagate Adventurers Guild?*

It seems like a lifetime ago, and it probably is for a human, but I only joined the guild some twenty years ago. The fast pace of life in a human dominated society, coupled with the Guild environment, creates an interesting time distortion for one of my elven kindred.

I am a youngster by elven standards, being only a small way into my second century. I was searching for direction, something different from the norm, and an insight into other worlds. My path led me to the guild. Whether this is the beginning, middle, or end of my path, is still to be determined.

*What areas/weapons do you specialize in?*

I deliberately avoid specialisation. I have a concept of the ‘perfect’ warrior, who is equally adept and effective in all the areas of missile, thrown, jousting, melee, duelling, close and unarmed and can swap between these as the situation merits. As such, I have bow, darts, javelin, axe, lance, riding, sabre, dagger, main gauche and unarmed at the highest levels.

*Could you elaborate on this concept of the ‘perfect warrior’ please? Everyone seems to have differing opinions.*

In my opinion, there are three elements to a warrior:

Attitude

Ethics

Skills

I have just talked about the skills I think are needed in a perfect warrior, and they could possibly be seen as relating to all that aspire to greatness in this field.

In the areas of attitude and ethics, this is a very individual thing, though in some cases individuals adopt a code of

ethics relating to an organisation or religion. I do not think there is any ‘perfect’ attitude or ethics for a warrior. Some could argue that courage and mercy should underpin any great warrior, and I would not disagree. For my part, my attitude and ethics have been moulded over time. I will not go into the details of my ethics; I do not want to be seen to ‘preach’. However I will say that I make no apologies for the fact that against an evil opponent who is stunned, dropped their weapon, and has their back to me, I will look to add ‘dead at my feet’ to that list. This is both a result of my attitude and ethics.

Hmmm, it seems that I could talk for quite some time on this subject. Perhaps it would be best to write a discourse on the subject separately, and post it on the notice board. I think I will.

*What do you do when not adventuring? Any hobbies?*

I spend a small amount of time working with the chancellor of my Barony of Midgard (in the Duchy of Aladar), as well as spending time helping run my equine breeding business.

I am not a particularly social or political animal, but it does pay to keep up appearances, so I do attend the occasional function, especially those with dancing on the agenda. Dancing is my outlet, freeing me from higher concerns, if even only for a short while.

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

Death should never be considered a ‘highlight’, even in its most courageous and heroic hue. I think we treat death too lightly, perhaps another trait of human society. A fear of death, coupled with the courage to taunt it, is preferable. I have fought many great and memorable battles. While I have been involved heavily in the list below, I should acknowledge the courage and bravery of the Guild parties I was honoured to be a part of at the time. What one can achieve as part of a team is something I will take away from the Guild:

The Siege at Drakenburg

Defeating the Ruby Scourge

Defeating Rashak

Carlstons Switch

Freeing Novadom

Many battles against the Calimar

Items are a means to an end, but not an end itself. While I have gained many notable items, that have definitely improved my effectiveness, they are merely accoutrements to the person underneath. I will constantly push to make myself every bit as dangerous with or without my accessories. Some of the warrior abilities I have gained have helped me push towards this vision, but much work is still to be done.

*Which places would you recommend visiting, and conversely, any places you would recommend avoiding?*  
Apologies, but tourism is not one of my strong points.

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

As I mentioned earlier, I am on a path towards who knows where. I will continue to adventure while I still believe myself to be on that path. The end, or a perceived diversion, of the path, will lead me elsewhere. Within that context, the Guild still forms a powerful opportunity to fight various evil powers, so I will always put myself forward when an evil enemy raises its ugly head. Seeing such an enemy dead at my feet is my motivation. The riches and power that accompany such feats, and is perhaps what the more mercenary of the Guild members are motivated by, is very secondary.



*What were the circumstances that led you becoming a Valkyrie?*

It came very much out of the blue. While adventuring on a very strange world, we chanced to encounter an avatar of Wotan. It was early on in my time at the guild and I was keeping myself very open to the idea of 'stumbling' onto my path. I was also finding myself more attracted to the martial arts, so it seemed like more than just a chance encounter. I was given tasks to perform, to earn my place, which I have since achieved. I am now considered one of the top echelon of the Valkyries, and a strong mortal agent for Wotan

It has been an interesting journey. It certainly helped shape me, and gave me purpose. My pantheon has its flaws, which I will not elaborate on, but I have learned to live with them. The trick has been to still forge my own path, with my own viewpoint, my own self, and not be subsumed into the whole. I spoke of the power of team before, but remember your own individuality at the same time.

*Speaking of which, how did you come by Ajax?*

I had an early interest in adding a cavalry aspect to my adventuring options. However, I deemed it unlikely that any ordinary horse would survive the adventuring process. I therefore engaged one Marcus Obus (Rank 10 Beastmaster specialising in Equines, works for me now) to find and train a warhorse for my needs. A fair chunk of my funds, plus a year later, and Marcus delivered a tall, jet-black warhorse with peerless training and athleticism, whom I named Ajax. I gave him every benefit I could shower him with, in order to help him survive. And survive we have done, forging a very strong partnership over the ensuing years. He was there when I had my first encounter with Wotan, and has developed alongside me. He received gifts for achieving my Valkyrie tasks, and transitioned from warhorse, to winged warhorse, to sentient winged warhorse, to Pegasus. I obviously can no longer be considered to 'own' Ajax, he is very much his own being. I am just happy to call him a friend, and hope he continues to choose to accompany myself when I go hunting my next nasty foe.

*Anything else you want to say to the guild populace?*

Such a diverse populace too, so perhaps I will just leave with a few of my guiding principles:

- Do not be afraid of fear
- When you have time, think, otherwise, act
- Treat an honourable foe with the respect you have them pay to you

Treat the chaotic foe as they deserve to be treated.

## Boulder's Retirement Fund

I, Boulder, own one acre of prime Land in the middle of Luna City. Alas it is currently bare and to build a modest dwelling will cost me 2,500,000 sp. So, knowing I am among friends and allies, I am providing this opportunity for my guild to support me.

If you are wealthy from adventuring you are welcome to make substantial contributions to me; both gold and truesilver accepted. Please do so knowing you are doing good and the gods will surely smile upon you. Contact Boulder at the Guild Meeting.



# The Adventurers' Guide

## Tips for Success

If you're out of doors in an urban environment and they're firing arrows at you, getting indoors is a really good idea.

So is staying indoors, even if it means knocking down a few walls to get to the next building.

If you have a giant, or some other obnoxiously strong person, you can make excellent use of that person as a battering ram.

Annoying the local constabulary (aka the town guard) is generally a bad idea. It only leads to much pain and embarrassment.

If you're a shapechanger, kindly try to avoid changing in public. It's considered impolite, and may cause offence.

When dealing with goblins in particular, it pays to make sure that the enemy is properly dead and not faking it, before moving on.

Think outside the box and even the apparently useless can have its uses.

Summoning spells (well known for getting certain wiccan mages into trouble) are great for making the bad things come to you, when you're ready and prepared for them. (An excellent alternative to having them attack you in the middle of the night...)

## The Artisan Cook's Corner

### Aqualina and the Coconut Cake

- \* 1 cup white sugar
- \* 3 cup plain flour
- \* 1 tbsp baking powder
- \* 1 tsp vanilla essence
- \* 1 1/2 cup milk
- \* 1 egg, lightly whisked
- \* 1 cup grated fresh coconut



1. Preheat oven to 180°C. Grease a loaf pan. Line the base and the opposite long sides with non-stick baking paper, allowing it to overhang.
2. Mix the flour, baking powder and sugar.
3. Stir in the grated coconut.
4. In a second bowl, beat the egg until frothy, then add the milk and vanilla and stir to combine.
5. Gently fold the egg mix into the dry ingredients, mixing well, but taking care not to beat.
6. Pour into the tin, and bake for 60 minutes.

*Aurora (after she lost control of her cloud):*

*"I can just see it now - Aurora's magical mystery tour!"*

*Aaron:*

*"We fortified the camp with hedgehogs!"*  
*Pretty Flower:*  
*"Hedgehogs - ambulatory caltrops!"*

*Pierre:*

*"That's not right. Don't these people know they can't see me?"*  
*(While invisible and having pebbles tossed at him).*

Mary M:  
“If you're  
looking for  
Seren, take  
your clothes  
off and join  
the queue.”

## Starflower's Bestiary

Harping on....

I have to say that I have now instructed you in tactics relating to so many of the more common antagonists that Guild members encounter that I am now forced to discuss creatures I personally have met rather less often. Among these are those vile travesties of femininity, the harpies.

The harpy is a ugly hag-like winged creature. Always female, always dirty, and resembling vultures in humanoid form, they dwell in mountainous places, cliffs, and occasionally in swamps. They are amazingly noisy fliers, but they are also surprisingly fast. And, frankly, they stink. I mean that very literally—a harpy smells of rotten eggs mixed with stale sweat and chicken manure. You will hear or smell a harpy long before you see her. No-one has any real idea how harpies reproduce. Certainly it is hard to imagine any sentient male of any species willing to breed with a harpy.

Generally speaking the average harpy is not a major danger to even relatively inexperienced adventurers. They usually use their talons in combat, and like to attack from the air whenever possible. It is therefore sensible to make aerial assaults difficult. Get under cover if possible, under trees, in caves or overhangs. The main danger from their talons, which are as sharp as a decent sword, is not so much the blow itself, as the inevitable infection such filthy claws are bound to inflict. Make sure you

Serra:  
“What sort of  
animal is a  
rigatoni?”



have a healer capable of curing infections if you plan to take on harpies.

Of course, not all harpies are average. Most are capable of casting magics, and some actually learn. They appear to favour the Sorceries of the Mind, Enchantments, Bardic Magics, and Illusions. It is often said that harpies have the power of captivating those who hear their song, and this may be explained through various of the magics of these Colleges. Given that this is an aural attack, it is entirely possible that the old technique of stuffing wax in the ears might actually work. I do know that, as a Mind Mage, I can't hypnotise someone who can't hear me.

The prophetic ability some harpies appear to have may also be based in Mind Magics, or may be an innate talent. In any case they have only ever be known to speak it if such foreknowledge is liable detrimental to the listener, so you might as ignore them.

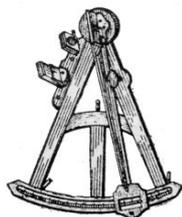
The harpies best known to the Guild are those who inhabit the Fastness of Girwyllan, a high mana area in a mountainous region on the south-west borders of Carzala. A little research in the library reveals that these harpies are decidedly more powerful than normal. There are hints that they may not even be harpies, but may in fact be nagas wearing the form of harpies for reasons known only to themselves. In any case, these particular harpies are best avoided by all accounts.

# The Puzzle Column

## Mappa Baroni

The Cartographers Guild is currently drawing new maps for five baronies, one being Carzala. Each city is being mapped by a different veteran mapmaker, who has already drawn a large number of maps for the Cartographers Guild, however, no two of the mapmakers has made the same number of maps. From the clues that follow, you should be able to map out the full name of each mapmaker, the local town which he is now mapping, and the number of maps he has made in his career in the Guild.

1. The five have collectively drawn a total of eighty maps for the Cartography. Guild, with five being the fewest drawn by any of them.
2. Geoffrey has drawn twice as many maps as Bridges, who has made five more maps than the man now mapping Novadom.
3. The man now drawing the Brastor map isn't Townes.
4. Rhodes has drawn twice as many maps as Frederick, who has made five more than the mapmaker presently working on Ranke.
5. The man drawing the map of Tuscana has drawn ten more maps than Ferry has.
6. Cartographer Street, who isn't Geoffrey, has made more maps than Richard.
7. Walter, who isn't Rhodes, isn't the one currently working on the Ranke map.
8. Eric has not yet reached his goal of winning the Cartographers Guild's coveted Golden Quadrant Award, given to a mapmaker who draws twenty-five maps in his career.



## Riddles

### First:

I can sizzle like bacon, I am made with an egg,  
I have plenty of backbone, but lack a good leg,  
I peel layers like onions, but still remain whole,  
I can be long, like a flagpole, yet fit in a hole,  
What am I?

### Second:

You use a knife to slice my head,  
and weep beside me when I am dead.  
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.  
**New Dragonsmite!!!**  
(ask for details)  
Prices negotiable.  
Please contact Flamis at the Guild.



### Sneaky Types Sought

Established 'Information Merchant' seeks suitable assistants who wish to become better influencers (spies) across Alusia. Network positions are available in various locations and training will be provided in return for an agreed term of service and agreement of confidentiality. Food and Board also provided. See Dalran at the Guild Meeting.

### Third:

A hunter met two shepherds, one of whom had three loaves and the other, five loaves. All the loaves were the same size. The three men agreed to share the eight loaves equally between them. After they had eaten, the hunter gave the shepherds eight bronze coins as payment for his meal.

How should the two shepherds fairly divide this money?

Answers to Last Issue's Puzzles:

### Stall Order:

Sir Harold, piebald, stall 6  
Sir Roderick, bay gelding, stall 1  
Lady Hester, grey filly, stall 3  
Sir Nestor, sorrel mare, stall 5  
Lord Grok, black stallion, stall 4  
Squire Langton, chestnut colt, stall 2

### Riddles:

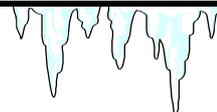
First: Chainmail  
Second: Beehive  
Third: Lava

### What's Hot

Cloud flying  
Flying with the wind  
Shapeshifter wolves  
Earning Seven Million Silver Pennies  
Having god-like powers

### What's Not

Cloud flying in storms  
Crashing into the ground  
Nose-blind Shapeshifter Wolves  
Giving away Seven Million Silver Pennies  
Finding out you are actually Loki  
Being almost killed by said goblins and their nasty tinker toys



*Grizelda:*  
"It's not a war zone, it's a former war zone."

*Luigi:*  
"The whole Western Kingdom is a former war zone."

*Aaron:*  
"Just this bit is more recently former."

*Serra, making use of her Rank 6 Courtier Skill:*  
"There you go, Chief, do you want it to be of your arse, or of your face?"

*Master Donatello:*  
"We can take the second story."  
*Pretty Flower:*  
"Oh, this place has many stories."



# The Rumour Mill

You heard it here first...

Which shadowy femme fatale had an entire city seeking the solace of her dark embrace? Enquiring minds would just love to know...

**Grizelda:**  
"There are some things you're just not supposed to do."

**Jaundice:**  
"Don't you have a camera?"  
**Grizelda:**  
"What is a camera?"  
**Pretty Flower:**  
"A device for recording images."  
**Grizelda:**  
"Oh, an illusionist!"

A wicked wind whispering from up the coast told us - "A word to the wise; the local colour in Sanctuary have been being retained en masse by the usual brokers for a single unnamed client. Given that the qualification for hire is being able to stand up and handle something sharper than a butter knife, old hands shouldn't be too concerned but young souls should be cautious. The local 'community' is watching developments with interest."

## FREE Salvation

Are you doomed to eternal torment, been gipped out of your soul, or merely got on the wrong side of the Western Church? As the "Bishop Ordinaire" to the Guild, I am sworn to help you at my own cost. For instance, when you are deservedly captured by the Church for your heinous misdeeds, you may request the presence of your Bishop for spiritual counsel, before being tried and executed. This will buy you some time to reflect & repent (or escape). I will even try to put in a good word for you, or notify your next of kin. For those who follow the practise of confession, I am available regularly; for the rest, I have no authority over you, but the Church holds me responsible for your actions, so please try to be careful out there. And thank you to those charitable people who have recently contributed to the Emmitsberg Cathedral in Brastor - I promise to accelerate the building process shortly. To contact me urgently, pray to any of the Archangels with an open heart, or leave a note with Boulder.

His Grace Christopher D'Abres, the Bishop Ordinaire of the Order of Seagate Adventurers.



## Crystals of Vision for Sale

Have you ever wanted to see what was going on in the next town over? Have you wanted to hear what others are saying about you? Now you can., simply purchase one, and you can see and hear all these things. Rank 13, Range up to 200 Miles, Duration 36 minutes with 4 jumps during that time (these 'Jumps' entail shifting the crystal's point of vision to anywhere within range). You can see and hear as at the point of vision. Cost is 4000sp each. Contact Dalran at the Guild



**Serra (to Nicola in wolf form):**  
"Nicola, get in behind."

## Water College Potions for Sale

Waters of Healing Rk 13 - 400 sp  
Waters of Strength Rk 10 - 1000 sp  
Please contact Aqualina at the Guild.



## Restoratives for Sale

New Supplier. Honey-flavoured!  
Up to Rk 6 currently available.  
Please contact Grizelda at the Guild, or at the village of Thorn's Landing.  
Only 800sp.



## Lucius' Greater Enchantment



Are you feeling outdated and under powered? What you need is a Greater Enchantment!

Only 200sp per cast rank plus the materials cost. Contact Lucius in the guild kitchens for a Rank 19 greater.

**You decide what you want!**

## 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.

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



## Contacts:

T'ana Silverwind  
Flamis, Grizelda  
Aqualina, Basalic  
Glitterwing Stargazer  
Quorash  
Lucius  
Dalran  
Jacqui Smith (275-3080)  
flamis@ihug.co.nz  
Keith Smith (275-3080)  
phaeton@ihug.co.nz  
ZCMendoza@yahoo.com  
bridgetjane@yahoo.com  
chriscaulf@gmail.com  
Or check the dqwiki at:  
[http://www.dragonquest.org.nz/dqwiki/index.php/Main\\_Page](http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page)