

The Seagate Times



Issue 27 - Summer 800

To Arms!

Duke Calls Carzalans to Prepare for War as Undead Hordes Threaten.

Duke Leto has ordered a Call-to-Arms throughout Carzala. Although the Duke officially refuses to comment, Guild Security have advised the Times that the Call-to-Arms is almost certainly in response to reports of Undead hordes spreading throughout the Southern Baronies and now threatening the borders of Carzala. The rumours that Undead have been seen walking abroad in daylight in the affected areas remain unconfirmed. There is unsubstantiated evidence that an organisation or an effect known as the Dark Circle may be responsible.

In addition to the Call-to-Arms, Duke Leto has ordered all Entity mages, including Guild Members, to appear and re-swear allegiance to him immediately. Warrants will be issued for the arrest of any that fail to comply by the 7th.

Duke Leto has requested assistance from the Western Unified Church, and the Bishop of Mordeaux has arrived in Seagate with an advance guard of Urielites. They have been going from dwelling to dwelling bestowing blessings on Seagate properties.

Salt and Garlic Prices Solarflare

An outbreak of disappearances within Seagate has the undermanned Watch puzzled and concerned. Citizens are travelling in groups, keeping to the main roads and avoiding smaller streets and alleys at night. Fears of the Dark Circle and Undead within the city walls has sent prices for salt and garlic soaring as sources dry up. The Watch is seeking Ugbash to assist them with their enquiries.

Amulets for Party Leaders

The Guild has announced that all Leaders of adventuring parties remaining on Alusia must carry an Amulet of Jade or Chalcedony on upcoming adventures. These Wiccan amulets have the power to keep the Undead at bay. Because of this new requirement, the Guild will lease party leaders one of four Jade Amulets available at 500sp per season.



Taxes to Increase

The Duke has announced that taxes will be raised throughout Carzala and the City of Seagate. The new tax rate varies depending on the activities of the affected group, but in general it is 40%. The amount that Seagate Adventurer Guild members have to pay is now set at 20%.

Sabrina Seals Seagate from the Unholy

Lady Sabrina has been presented the keys of Seagate for performing a Ritual of Sealing in Seagate to prevent the unholy entering. It is hoped that this may resolve recent disappearances and prevent future problems.

Duke to Remarry?

In view of the threat of Undead incursions approaching Seagate, our Court reporter advises the Times that pressure is mounting on Duke Leto to remarry and secure the lines of succession. There are no immediate prospects; however suitably connected female Guild members may apply.

Elsewhere in This Issue

King Carlos Dead

News in Brief

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and more...

King Carlos of Destiny is DEAD!

Guild Party Reports Regicide was Self Defence

Seven intrepid heroes were hired by Don Carlos's ex-fiancee to smuggle her brother Don Diego into Destiny for a state funeral. We pick up the action just after they have liberated and abandoned the same Destinian ship twice in 24 hours, while fleeing Customs officials...

Landing on the nearest island to Destiny, we left the cursed party members (who included the party's most experienced warrior, Starflower) to rest while we pushed on to confront a 'retired' fire demon.

On the way up the mountain and through the jungle, we came across three Destinians heading the same way. They would not let us go around them or past them, nor could we afford to let them get to the demon first. We thus went to remonstrate with them. As we arrived within line of sight, our combat mage (Katrina) took out one of them, and went down herself, along with Don Diego.

We then realised the two remaining figures were Don Carlos and Bathin the Pale Duke. Clem the Bear "and a big bear too" bravely closed with Don Carlos, taking a greivous injury in the process, but doing considerable damage before going down. Then Glyn the Cockroach melee'd Don Carlos. Meanwhile Phaeton and Christopher engaged in a firefight with Bathin. Don Carlos, as per his reputation, dispatched Glyn with ease, though he landed a couple of palpable blows. At this point, Bathin, Phaeton and Christopher all gave up spell-casting, having had no discernible effect on each other.

Phaeton went to heal the party, while Christopher took on Don Carlos and Bathin in swordplay. "Given his shocking accent, I had to deal with Carlos quickly, so armed only with holy righteousness, and my faith, I fell upon him. There was a series of sharp exchanges, which could be summarised as 'whenever he didn't stun me, I clouted him back'. Fortunately he was using a light rapier which penetrated my cloth armour, but not my steely resolve."

Soon, Don Carlos and Christopher were both out on their feet, and Bathin (who had sportingly allowed the duel on Don Carlos's insistence with only a little healing on the side), was about to step in when Christopher got a lucky blow in before Bathin or Don Carlos could react, and Don Carlos went down. At that point Bathin vanished, his summoning broken, as Phaeton brought back the first of the downed party members.



The Late King Carlos of Destiny

After that, it was a simple matter for the party to regroup, go to Destiny to face regicide charges (remember - always uphold local laws), use that trial as an opportunity to restore Destiny to a Marquisate, attend the state funeral, and face the long journey home having to listen to a man who had just won the title 'the best living swordsman on Alusia'.

The Times has since received reports that the late King had had an arcane item which reflected the magical defences of his adversary, so he wore their magical protection. A potent item indeed, against powerful adventurers with well-prepared safeguards. But not against the teamwork combined with wit and bravery, ably demonstrated by this relatively inexperienced party. Furthermore, it was quite clear that King Carlos and the Demon Bathin underestimated their opponents, else Bathin would have spirited away Carlos before his injuries became critical, as he was, no doubt, ordered to do.

The political situation in Destiny was in turmoil for some weeks, but has now been resolved. We are told that Destiny is no longer a Kingdom, but has returned to its former governance, that of a Council of Ten. This Council of Noble Dons includes Don Diego, and Don Jon Fenris who is a member of the Seagate Adventurers' Guild. This outcome is anticipated to considerably enhance relations between the Guild and Destiny which have become somewhat strained in recent times.



"I cannot fix anyone who has sold their soul."
- Starflower

"Don't worry, I can."- Father Bob (party employer).

"You know what my weapons do to morally suspect creatures." - Starflower

"So that's why you sheath them carefully"- Christopher.

"I'm here for a state funeral. Stand still."- Christopher to King Carlos.

News in Brief

Brastor in Chaos

The Barony of Brastor has descended into anarchy following the death of Baron Aestus and the decimation of the Brastor Regiment in a pitched battle against a horde of Undead at Chapel Crossing. Rumour has it that there are Plains Barbarians fighting alongside the Undead in an unholy alliance. Refugees are pouring into Carzala as the last remnants of the Regiment fight to protect the lives of the innocent. Our hopes and prayers go with these brave warriors.

All Guild members who are part of the Brastor Regiments are ordered to report to Duke Leto by the 3rd of this month.

Nova Dom Civil War Ends with arrival of Carzalan Fleet

After the Prince of Nova Dom was assassinated last winter, the Principality descended into a short but bloody civil war., which came to an end with the intervention of Duke Leto of Cazala. The warring factions held large sections of the walled riverside city until the arrival by sea of the Carzalan Ducal Guard. Duke Leto had entered the fray on the side of Maro Lector who had requested him for assistance in order to end the conflict quickly so as to reduce bloodshed. Maro was the leader of the larger faction, which held the Citadel. Duke Leto has since recalled all forces from Nova Dom.

As an aside, the Times has heard that the Gentlefolks Exploratory Society of Nova Dom had relocated itself to Pasifika some days prior to the assassination and is now calling itself "The Gentlefolks Exploratory Society of No Fixed Abode". According to their spokesman, Mr California Smith, "If half a dozen Astrologers and Celestial Mages are telling you that all the omens are bad news, it's time to get out of town."

Elfheim Elves Summoned Home

All loyal subjects of the Elvish Court have been asked to return with great haste to Elfheim in order to consult the Sun Oracle. Princess Isilith received a Herald from the Royal Court with dispatches. The exact contents have not been revealed, but rumour has it that the Elf Slayer has returned.

Adventurer Needs Help!

I want some help. My name is Lath and I am an Air mage. I have a secret plan that I'm going to share with you in the hope that you will be able to help me.

What I need to do is destroy the city of Calder in Brandenburg. It is a walled port town on the coast and I want to flood it so that it slips back into the sea never to return.

What I want is to get a few good Water mages and Wicca's to protect the countryside from flooding with the use of their magic. All except this one small area that leads all the way from the city of Calder to the mountains.

What we do then, is get some Earth mages (pacifists need not apply) to build this really big dam in the mountains with the help of Mortimer Graves (or Watery Graves as I call him). I will summon a really big rainstorm like never see before, and we will fill the dam to the top. Once all this has been done, we will all return to the lake behind the dam and board our barge. On this barge we will ride the wave of water down to Calder and see what happens.

I will be selling tickets to brave adventurers that wish to accompany us on the barge to offset costs.

Unknown to Turf:

"Elves should not drop themselves down wells."

BLOOD



HAWK

APOTHECARY

Purveyors of fine quality products to

Discerning Adventurers

We currently have available

Wiccan amulets	var.
Restoratives 5pt or 10pt	1000sp
Skin changes 3month duration	min 250 sp
Herbalist Potions	var.
Experimental Grenados	500 sp

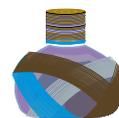
Contact Duncan at Guild Lodgings

Water Magics for Sale

Waters of Healing Rk 10 - 400 sp

Waters of Strength Rk 9 - 800 sp

Please contact Aqualina at the Guild.



Silverfoam to Turf after trying to cast a counterspell

"Fortunately you're a person, so that works."

The Dark Circle Grows

Plot to Destroy Guild Suspected!

Guild Security have informed the Times that they suspect the recent Undead incursions to be connected with the earlier attack on the Guild and abduction of Guild Council Members. There is further evidence to indicate that the mastermind behind the plot is one Rashak the Destroyer, an evil female Necromancer with considerable reason to hate the Guild and all it stands for. Guild Security have asked us to warn members not to attempt to scry Rashak or her minions.

A number of astrologers have already suffered heart attacks through attempting to discern her plans.

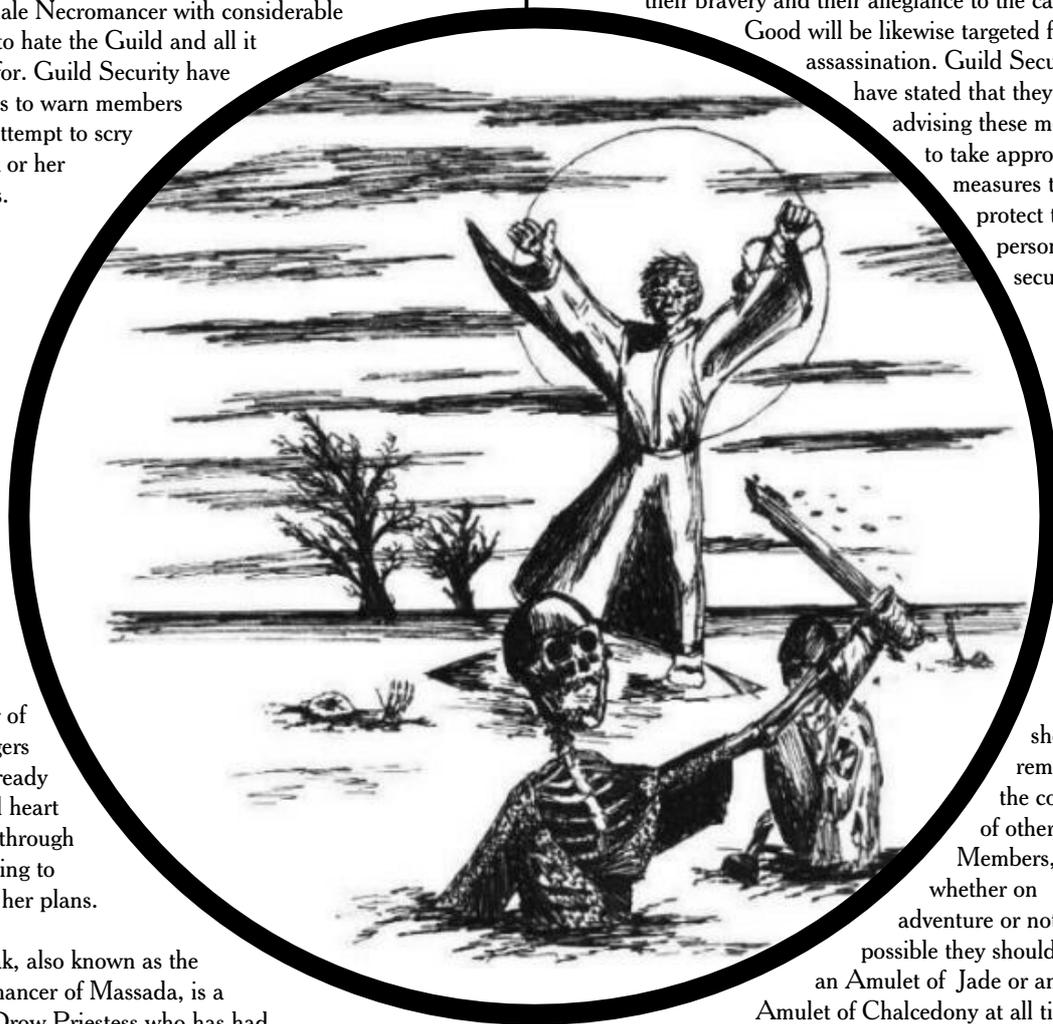
Rashak, also known as the Necromancer of Massada, is a exiled Drow Priestess who has had several encounters with Guild parties over the past decade. As a result of the actions of these parties her plans have clearly been set back. Now, it seems she has decided to take direct action against the Guild, and put an end to this interference.

It is suspected, though by no means certain, that Rashak either created or has taken control of the so-called Dark Circle. This is a region in which, contrary to natural law, the Undead may walk aboard in the light of day, unaffected by the Sun's cleansing rays. First encountered by a Guild Party nearly two decades ago in the Sea of Grass, the Dark Circle has recently begun to expand once more. It is still

centred on the fortress of Massada, some 300 miles east of Seagate (the connection with Rashak as the Necromancer of Massada is obvious). However it is now almost 600 miles in diameter and recently overtook the city of Brastor. Events in that city and in the surrounding Brastor Holdings, following the invasion of thousands of Undead have been reported elsewhere in this issue. Suffice it to say that any entity which sends spectres and zombies against innocent children and babes as part of a selfish plot has sunk beyond mere evil into the depths of depravity.

There are also suspicions that the vile necromancer in question was responsible for the assassination of the Prince of Nova Dom, and the resulting chaos in that city. It is known that there are a number of highly skilled assassins among her minions.

It is highly likely that certain guild members well known for their bravery and their allegiance to the cause of Good will be likewise targeted for assassination. Guild Security have stated that they will be advising these members to take appropriate measures to protect their personal security.



They should remain in the company of other Guild Members, whether on adventure or not. If possible they should wear an Amulet of Jade or an Amulet of Chalcedony at all times. If

they can obtain Holy Water, that too should be carried (it is rumoured that Father Rowan is currently manufacturing it by the gallon!)

It is quite apparent that the earlier attack on the Guild, which deprived us of much of our leadership and damaged the Cauldron of Healing, was intended to weaken us and soften our defences in preparation for this new onslaught, the War of the Walking Dead. But we will harden our resolve and prepare to fight back, to fight together, and to destroy utterly the hordes of Evil. We shall never surrender!

By a senior Guild member.

Galland: "Are necromancers born or dug up?"

Penni: "Raised".

From the Scribe Notes:

Plane Builders Freed!

Gods Swear Vengeance on Calimar

We join Axy and company as they arrive on the Eighth Plane:

The air was thick with the smell of death, but that was another time, and another place, right here in Alleshim, the sky is, well, grey. I put down a mind counter on the area we came through. In my attempts at this magic stuff I backfire yet again and again – I now suffer from advanced arthritis, and then I lose all my skills. Everyone waits for the vampire to follow us through – being a mind mage he must have known what we were up to!

After a while we get bored, except Ugbash who is trying to will the Vampire here mentally. Keshah digs down through the island – and reaches the grey stuff, he makes a bit of a hole and drops sand through it - “oops” – still it will make a really good pit trap for the vampire if he ever shows himself. Ugbash’s friend goes down – and reports that it is breezy, Keshah shoves his hand in - it’s cold.

TDP uses his wizard’s eye to see what is inside the middle of the island. By working out where the eye does not go, he reckons that there must be another sarcophagus down there, just a touch bigger than the others. The rest start digging down to the sarcophagus, we have the other 5, this one will make up a six pack.

After a day of digging, we reveal the sarcophagus and see that the grey soil must have been protecting it as the runes are not as faded as the others. The next day, we bare the sarcophagus – it is bigger than the others. Someone calls out “Alleshim” and asks the question “can you answer more than yes/no questions”, the usual 3 armed form appears, and says “Who are you?, and what do you want?”. Bit of a shock really!

In discussing the implications of rewards, for letting him and the others out we find out that the ritual is required, and it will release all of them in full health. The items required for the ritual are located on each of the other planes. They are recognised by their unique GTN (Waking Dream). Alleshim does not know the specific locations of each, but he can make an E&E able to locate them – TDP is not at all happy with this. We must return here with all the items and perform the ritual.

In terms of protecting Alleshim and the sarcophagi, Alleshim removes the portal from the hidden room in Sudar, and puts it in a house on Lorgos – near where we are staying.

Someone asks if he can remove curses – he waves his hand – we lose our curses, oh and our enchantments, oh, and Ugbash is no longer proudly part-Lich. On our tactful complaints he waves his arms again and we each get rank 15 greater enchantments with some extras – protection against planar attack magics (+30 vs Dimensional Weaver type magics).

A day passes and TDP has learnt the locate spell - a special knowledge spell – locate the nearest GTN. We test this out on Amelia who knows the Song for the ritual (we got it from Alleshim) as she sings the song, her aura has the GTN “Waking Dream”. I spend a day teaching the Waking Dream GTN to TDP so he can locate it.

We portal back to Lorgos, where we locate the “Waking Dream - name”, but we cannot find Shaygin. His men say they haven’t seen him recently, not since he left with us. Leave a message for him to stay here if he does turn up. Back to quarters to power up – first stop Sudar. Ooops – slight delay to plans as Ugbash backfires and dumbs himself.

During the curse curing I help out with the “renovations” – this involves boring golem ordering but the conversation is good with the other lorgosians. Amelia gets tanning stuff for Ugbash’s “skin”. The tanner specialises in fish skin, especially the sharkskin sanding paper used by the golems to scrub the city.

We portal to Sudar and are greeted with the words “Hello, you can come out now”. After making sure they are friendly, we follow them to the brightly light central courtyard where we are given Shaygin’s body.

As we walk inside, we see a long 400’ Calimar flying ship, I see one Squiddy come down a gangway as we are leaving. Our guides say that the ship helps them catch up with and destroy the undead that are plagueing the plane. ie if a troop is having difficulty with a group of undead – funny how they always gang up – they call for back-up and along comes one of these 400’ monstrosities. We also go past two old men training, they have the illusion “ Illusionary old men ” on them.

We are led to Lord Shaygin lying on a table, gash across his throat, and he has been preserved. We find his fabled doorknob and work out that he is resurrectable. When we locate the “Waking Dream - stick”, it is in the opposite direction to the central courtyard.

We go to Alleshim’s plane, and he says that he can resurrect Shaygin, once we release him and his friends. We work out how to operate the Doorknob – it opens to a shared pocket dimension – perfect for holding the ritual items. Back on Lorgos, we are told that there is no longer a need to block the portals at night – the Sudarians sent word via the Nordens.

Lorgos - the “name” - located on the underside of a sundial on one of the statue/golem pedestals – I read it and it gets engrained into my brain – get an ITN as well!!

Norden - the “coin” - on the second level, not far from a hinge portal near a copse of trees. The “coin” is in the centre of the top stone of a dolmen in an area of high mana. Ugbash smashes the stone in two – including a hidden portal beneath it. But the stone re-assembles leaving the “coin” on the ground.

Chos – the “knife” lies underground, accessed through the tower. Some cracks on the floor, are an “Alleshim” activated trapdoor. Down several flights of stairs to a room. Inside is the old grey stuff. One of Ugbash’s “friends” goes in and

Ugbash said "I can't be party leader AND scribe" The rest of the party immediately proposed Ugbash for Scribe.

Slag (a goblin guide) to the party:

"I trust in the great god Turf to protect me."

gets the “knife” from a statue and notes that there isn’t any floor, even though Ugbash had “touched” the floor with his axe.

Kerax – the “claw” – at the end of a small trail off the main track through the forest is a clearing with a great statue of a rat – sphinx style. There are signs of food offerings having been left in the clearing. The “claw” of prophesy was prised from the statue, which promptly disappeared. We shoot off back to the forest track and portal straight out of there.

Eradin – the “blood” – very well hidden, we cannot locate anything, or anyone. We go up towards the tower, when we come across a girl dressed in animal skins, she takes fright and takes off. Setting up an ambush, Ugbash and Amelia go unseen, I wait in my cloak of blending further along. As she passes Ugbash steps out and saps her – but not before she has a lightening strike at him – drawing blood. Now Ugbash’s blood is odd at the best of times, but we were conscious that we are supposed to find blood on here. TDP’s locate shows it pouring out of Ugbash’s wound – we collect as much as we can in a bottle.

We tie the woman up and divinate her. She has had some sort of Namer ritual performed on her – she thinks, acts, and lives like an animal. She has been like that for some time and I’m not able to reverse the process.

To Virym – the “feather” (from an angel), coming ready or not. An old woman, Crouder, lives in a little cottage at the end of a small trail off the track through the forest. She tells us the tale of an angel that was summoned a few years ago – on Norden to resurrect someone. Apparently an angel can be summoned with the right words, I write them down eagerly:

Call upon the eye for light
and weeping in the falling night
it doth control the starry poles
and summon angels, burnished bright.

Virym’s courtyard entrance is guarded. We explain carefully that we want to go into the tower and summon an angel. The guard has to defer to a higher order, and his sleepy boss appears. We explain again what we want to do, he’s reluctant at first, but we insist and mention Shaygin a few more times. By the time we leave he is no longer sleepy but most definitely wide awake!

We are escorted to the tower that is completely walled in, and surrounded by protective golems. More golems are inside, we make our way around the golems and go up to the room with the eye in it. Golems surround the eye. I ask for them to be moved, and recite the poem, an angel comes into view. I try to talk to it, it does not answer although it does seem to be listening. I then explain what we are doing and ask for a feather from it’s wing – it disappears – in it’s place, the “feather”.

Sudar – the “stick” - Noting that the Sudarians are now mainly in the swamp areas of Norden, we go in search of a guide to show us around the second level hinges of Sudar. On Norden we bump into Kars, a Sudarian. He is reticent at first as no-one is supposed to go back there, we said it

would be just a quick tour and he can come back as soon as he has taken us to all the hinges.

With mind counterspells on all of us, we portal hop. TDP’s locate always points north – so it’s on the first level, but not in the city. We portal to Keshah’s portal at the top of the stairs (it was still there). TDP’s locate takes us round to the skeleton we met before, it has a stick sticking through it’s eye and pinning to the ground – I don’t remember it being there before! It’s a stick of summoning. Keshah finds out that it’s trapped - slightly before Ugbash says it is trapped.

With my protection from lightning ring, I get the stick into the “room”. We figure that two lightning strikes in the same area would get noticed, closely followed by some interested people and voidcruiser(s). So we portal to a henge, then to Lorgos, quick trip to the Alleshim portal, and thence to Alleshim itself.

Surprise!, at Alleshim we are greeted by five evil creatures, obviously waiting for us. Apart from a cloven footed Rimstalker, there is an Orc, a skeleton, one of the illusionary animals (that I suspect is not illusionary), and something that can only be described as a stick-man. They obviously came from the Ziggurat that was parked at the end of the pier. As did a vampire that came out in vapour form during the battle.

We are blasted by magic, mostly Necromantic specials so it’s just as well my Necromantic special counter spell went off first time. We hold off against the magic, although some does get through. I hold off the 2-handed sword wielding Rimstalker until Thorn and Amelia join in to finish it off. Having realised that their magic was running low, we were about to go on the offensive when they started to disappear in loud bangs, smoke and lightning. Obviously Alleshim had heard what was going on and decided to pay a visit!. Keshah managed to flick the Rimstalker’s sword away just in time. As the Rimstalker was right next to me when it went, I got caught in the blast, nearly dying in the process.

We get together and perform the ritual, Alleshim and friends are released. Well we assume they are as we awake on the grassy plains of Norden, with a glowing blue-eyed Lord Shaygin. We are somehow changed by the experience, our dreams appear to have been granted. We talk to a disoriented Lord Shaygin, having so many questions to ask him, when someone asks how we are going to get back to the Guild. Lord Shaygin has obviously been influenced by Alleshim, as he waves his hands and there we are – outside the guild.

Here ends the story of the freeing of the Plane Builders, and hopefully the start of some retribution against the Calimar!



Note: No planes were seriously damaged during the unfolding of this story, but several party members and lots of Sudarian hench-things were.

The military scientist said “Rip his heart out”, and that pulse Martin did a massive chest wound; broken ribs and organs spilt everywhere.

"Is the bridge safe?"

"I don't know. Send the troll, oops, sorry, hill giant, over."

The Adventurer's Guide

Tips for Survival

With so many Guild Members under threat of assassination the editors thought it would be a wise idea to invite one of the Guild's own "exterminators" to give you all a few tips in how to protect yourselves:

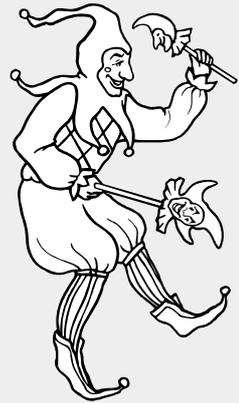
- Watch your back! Or preferably get someone else to watch it for you. Hire yourself a good bodyguard. Then follow their advice.
- Break the routines. Assassins are very good at memorising your habits and using them against you. It's easy to ambush someone who sticks to a pattern. So add some random behaviour to your lifestyle.
- Protect yourself against poison. Even if you're a Healer, carry Waters of Healing (see Aqualina if you need to purchase some). They're a quick and instant cure for the natural venoms in the assassin's toxic arsenal. Prepare your own food and drink. Get the local Earth mage to cast Detect Poison on your breakfast, lunch and dinner.
- Speaking of your favourite poison, avoid it! Drink will slow you down, and make you dead.
- The sunlight is your friend. The shadows are your enemy. Assassins, especially Undead assassins, like to work under cover of darkness. And they're much more likely to be Dark mages than Solar mages.
- Use those perception and protection spells liberally. Make sure you have witchsight, and are purified at all times. A good defence spell is a sensible precaution, as is carrying an Invested Trollskin spell.
- Check those Amulets. Remember that although Amulets of Jade and Chalcedony forbid the Undead from approaching you, they don't stop you approaching the Undead. Also useful are Amulets of Carbuncle (decreases damage done by poison), Amulets of Aquilegus (gives some protection against fear), and of course, the trusty Amulet of Luck.
- Arm yourself. Keep weapons ready to hand at all times. Even at your bedside. We don't recommend daggers under pillows for obvious reasons.
- Make it hard for them to sneak up on you. There are numerous simple anti-stealth tricks and devices. Hang bells and rattles from your window and door lintels. Make sure your doors and windows creak. Cover the floor with crunchy twigs and bracken. Put a mosquito net over your bed, and attach bells to that too. Use your imagination!
- Protect your neck. One of the assassin's favourite tricks is the sap to the back of the neck, rendering the victim quickly and quietly unconscious. No opportunity to call for help, and no screaming and shouting. And once you're unconscious in the hands of an assassin, your life expectancy is limited. So make sure your armour has neck protection, and wear it!
- Stay alert. The battle against the assassin is a battle of wits. Your most potent weapon is your mind. Use it!



Amusements

Jorgen's Riddle

We are Dark,
 And always on the run.
 But without the sun,
 We would be none
 Signed: Jorgen the Sphinx



Murphy's Laws of Combat

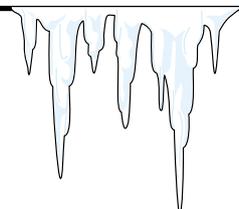
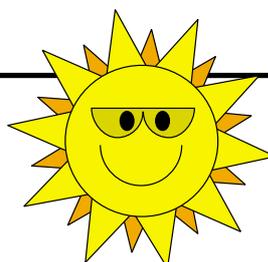
- If the enemy is in range, so are you.
- Incoming spells have the right of way.
- Don't look conspicuous, it attracts arrows.
- There is always a way.
- The easy way is always trapped.
- Try to look unimportant, they may be running low on fatigue.
- Professionals are predictable, it's the amateurs who are truly dangerous.
- The enemy invariably attacks on two occasions:
 A) When you're ready for them.
 B) When you're not ready for them.
- A specific grievous injury is nature's way of telling you to slow down.
- Teamwork is essential, it gives them someone else to cast spells at.
- If your attack is going well, your ranger failed to detect the ambush.

What's Hot

- Regicide
- Amulets of Jade
- Ducal favours
- Plane Builders
- Sleeping with Dead Gods (Axy, TDP, and their employer, Lord Shaygin)
- Magical Staves

What's Not

- Assassination
- Undead
- Tax increases
- Calimar
- Death Curses
- Civil Wars
- Drow Necromancers
- Silvered Rapiers



Kilroy: "This may go against popular belief - I am heroic but I am not stupid."

Kilroy again later the same day: "Heroic, stupid, one and the same."

The Rumour Mill

What's In a Bite?

Ivan the Mad Monk has decreed that the consumption of Quicksilver is highly effective in keeping the forces of the Greater Undead at bay after years of vigorous testing. I've been wandering through graveyards and ruins for years and never encountered any problem with the Greater Undead.

It has been reported that one Galland, illusionist, is able to create and perform unspeakable acts with venomous squirrels. Beware of this should you adventure with him in future.

Transexual Elf?

Reports that Sabrina is a man are grossly exaggerated according to reliable sources.

After an unsubstantiated report was passed to these offices at the last Guild Meeting, our investigative team have been extensively researching and speaking with eye witnesses. Despite the apparent presence of hairs on Sabrina's upper lips and unconfirmed sightings of her armour being extensively padded in the chest region, we have been unable to verify that she is in fact a man. We believe the report that was passed to us to have been malicious gossip-mongering.

Footnote: we were also unable to confirm that Sabrina is, in fact, a woman. More to follow.

Silken Resurfaces!

Can it be true? Has Silken really returned from the undead? This reporter has heard that she intends to sue one Teleri Silverfoam for breach of promise and emotional distress after promising to marry her.

Engalton Tries Again?

A notice of affiancement was received by the Classifieds office of this newspaper announcing the impending nuptials of Engalton and Lysander. This notice has now been withdrawn. This reporter wonders how many more people will become affianced to Engalton before realising their mistake?

Elf and Hobbit in Love Match

A match of opposites? We have had several sightings of an elf and a hobbit engaged in unlikely acts. The halfling, a well known star mage, has been heard to say that as long as there are chairs available, anything is possible. Footnote: we were apparently mistaken in this report. The elf is apparently a republican, and as such believes in free and equal congress between members of any races.

A Waste of Bad Booze...

It is reported that a guild party deliberately burnt down a pub in the mirror county of Borovia. Nothing remains of the inn, or in fact, the mirror county. The Guild have asked us to remind adventurers that they do not condone wanton burning of inns. If you don't believe this, ask Skuld or Bleyze.

Letter to the Editors

To the Editors -

I am writing this to publicly protest in the strongest possible terms the recent and outrageous demand of an oath of personal fealty to His Grace, Duke Leto of Carzala by all Adepts of those colleges categorized by philosophers as the "Entities".

Much though it pains me to refuse His Grace's command, refuse it I must. For the first I am a knight of the Elven Queen and will not forswear my oath of allegiance to Her Majesty. For the second, His Grace's demand impugns my honour. I have been a member in good standing of the Adventurer's guild of Seagate for over fifteen years. I have been a lawful and law-abiding citizen of Carzala for this same period; I own land, and keep a goodly house. I have contributed both funds and skill to civic improvement projects in New Seagate and have overseen the construction of the new walls and siege defences. If this be insufficient to prove my fidelity then how would mere words ensure it?

If His Grace wishes to pursue this course then I will be forced to conclude that he holds my loyalty cheap and I will regretfully seek a new residence. However, I find it difficult to believe that His Grace would countenance such malicious bigotry and hope yet to discover that this decree is the work of a misguided and over-zealous underling.

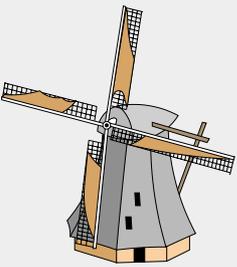
Respectfully,
Sir Mortimer Graves.

The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times. We remind you that we reserve the right to edit all contributions and to determine what shall and shall not appear in print. Please note that opinions appearing in this document are not necessarily those of the editors or staff of the Seagate Times (especially those appearing in the "Rumour Mill").

T'ana Silverwind,
Editor in Chief,
Seagate Times

Glitterwing Stargazer,
Chief Reporter and Astrologer



Galland:

"I think Penni and Silken went to the same college - the Bimbo one."

Silken:

"I can't help because I'm concentrating on the wizard's eye."

Jade:

"It's hard to use one of those and just stay standing up."

Galland:

"That'll be why Silken spends so much time lying on her back."

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