

The Seagate Times



Issue 52 - Autumn 806

Ripper Gets the Chop!

Vicious Murders Terrorise the Children of Seagate

The mystery of the five children murdered in Seagate over the past two seasons has been solved, and the culprit brought to justice. These unfortunate children were brutally ripped open and left in a pool of their innards within their own homes while their parents slept in the next room. Needless to say, their parents were horrified to find this gruesome scene when they woke, and in their grief petitioned the Duke and the Seagate Guard that the person or persons responsible be found and punished. (The editors send their condolences to the bereaved, and will pass on donations left at the Times office).

The murderer became known as Mr Ripper or Mr Ritter, named from a childrens' skipping song that became popular in spring. The steadfast patrolmen of Old Seagate, Copper Watch of Phoenix Company, with the help of some civilian specialists eventually restored faith in the Seagate Guard when they caught Ritter in the very act of attempting his sixth murder on the night of the eleventh of Meadow.

Surrounded by cautious guardsmen, Ritter was executed by the axe outside the gates of Old Seagate on the morning of the twelfth. His body was given to the guild to be destroyed with a Dark Sphere to prevent any chance of resurrection.

A spokesman for the Guard stated that Ritter is believed to have been a powerful mage fallen into evil from confrontation with the malign forces of the Dark Circle.

Not all in Seagate believe the official story and many rumours abound. The most commonly believed is that the murders were committed by a guild member and have been covered up. The 'man' executed was some kind of magical golem which is why there was no blood.

Others contend that the 'man' was a soul-eating undead monster who escaped the destruction of Rashak and was seeking revenge upon the Duke and people of Seagate for allowing the Guild to reside here.

The most bizarre rumour overheard in the guild pub was that it was 'some evil guy from the future who lost his trouser leg and was trying to get back by killing all his childhood friends'.

Tragic as it is the official story is the most plausible.

The Beheading Of Ritter

Elvish Army on the March

Subsequent to the arrival of the Dragon Roche in Alfheim in recent months, an Elvish army has been assembled, and is known to be on the move southwards. Rumours from Alfheim have confirmed that the Stone Legion, raised in recent years from its resting place in Northern Newcourt, is heading towards a recently excavated temple near Brastor. They are expected in Late Winter or Early Spring and currently there are no specifics as to what the army intends to do when they reach the temple.

Recent investigations by Guild members have apparently already removed the evil presence, although none of the members involved would go into specifics about what occurred when interviewed.

The Stone Legion was believed to be placed within their resting place in order to save the Western half of Alusia from a great Evil, which is thought to involve the Dark Circle, given the timing of their raising. The fact that the Army is continuing to move after Rashak's destruction does not bode well for an end to the hostilities. Sources within the Elven community are not providing any details on the nature of this impending threat, and have declined to comment.



Elsewhere in This Issue

News in Brief

Interview

Bestiary

Puzzle Column

Rumour Mill

and more...

Seren:
"Sometimes Dalran, you are a three syllable word starting with M and ending in T."

Dalran :
"Moron?"

News in Brief

Michaelmas Spirit

It appears the Michaelmas spirit has been displayed in towns in the Baronies. In Newcastle each member of the town was given a Gold Shilling on midsummernights eve which was deposited on the hearth in the dead of night. A similar event also occurred in Seagate with 500 people receiving a shilling. The selected 500 came from all backgrounds and seemed to be mostly poor, widows, and orphans, although a number of artisans were also lucky recipients.

Currently the benefactor remains unknown but coins have been checked and proved to be both real and non-magical. Witnesses claim to have seen varying figures depositing the gifts and liquor has made most witnesses unreliable.

Jon Cooper (36) was interviewed by the Times and had this to say "It was nine feet tall with huge fangs but it told me to take the shilling and sober up. I ain't never touching a drop again as long as I live"

Lily Rose (8) said she saw a lady who looked like her mum deliver the coin.

Sanctuary Rat Cult Exterminated

A cult of Rat worshippers was wiped out in Sanctuary City. People say it was the mages that did it, and the Mages Guild faction are now in control of the Stone of the Elements, giving them great power over learning of colleged magics.

In further news from the Thieves' City, Prince Kadakithis of Sanctuary is rumoured to be hunting for the cultists said

to have caused many hundreds of young children to become sick in Sanctuary City on the Day of the Dead the 3rd of Heat 806. Some people say that a guild party was in town at the time, but this is unconfirmed.

However, there are rumours that a large bounty has been placed on the head of one Viola (a guild member).

Terranova Travel Warning

A recent excursion to northern Terranova returned with their shaped items infested with Mana Worms. The worms will slowly consume the mana from magic items rendering them mundane. They are immune to most forms of magical damage and are almost impossible to see.

Travellers to the central-west region of northern Terranova are advised to arrange frequent lightning strikes, or immersion in boiling water or fire, to kill off the 'damn mana maggots' before they inflict too much harm on shaped items.

Anyone returning to the guild infected with these worms will be hunted down by a mob of torch and lightning rod wielding adventurers.

Scavenger Hunt Successful

A team of Seagate Adventurers were successful in obtaining the ingredients required for Angus McBright to construct his Masterwork Device for containing and destroying Undead.

The required ingredients were mostly magical, unique and both difficult and dangerous to obtain, and often all of the above. The list included such bizarre items as the egg of the Calinogan bird, the willingly given eye of a demon, a titanic harp string, a tea leaf from the inside of Nihalong's jade teapot, and a live Walvo beast. The hunt for these materials took the party all over Alusia from as far west as Destiny to as far East as Arabia. One party member was quoted as saying "It's true what they say in the recruiting posters - 'Join the Guild and see the world'. We certainly have." However, when asked how the device worked, none of them had the slightest idea.

Strange Sailings

A huge junk with six masts named the 'Blue Wind' has been moored in Seagate and was also seen of the coast of Ranke. Seagate merchants said that they spotted Titans on board the vessel.

Two fleets of ships have been seen off the coast of Ranke. One is believed to be the "Black Fleet" from Coulder City in the Duchy of Brandenburg a well known pirate fleet, and the other merchants from Seagate said was of Elven make. The same merchants reported that both fleets seemed to be looking for ships from Destiny.

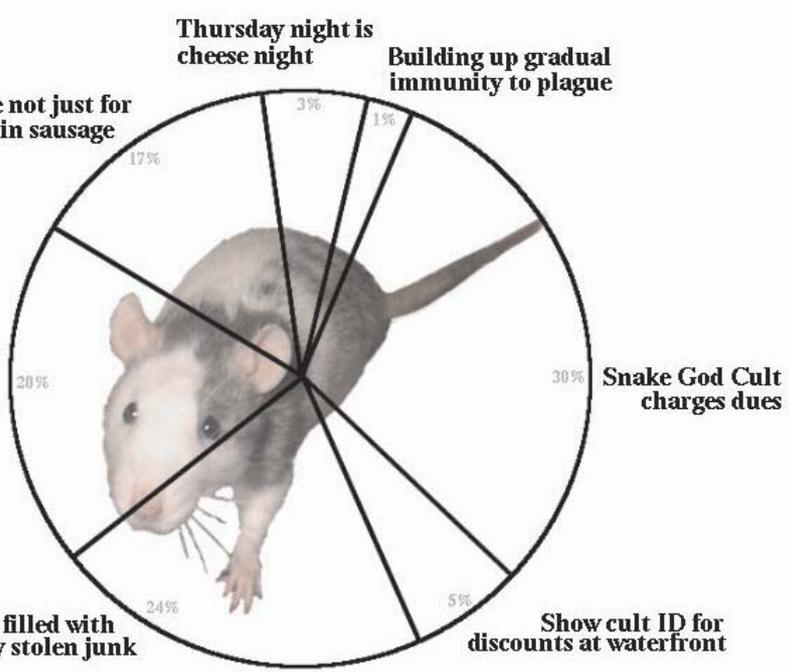
Neroli (after a beautiful Naked Woman appears, to a goose):

"Whats that for?"

Neroli (to the same goose):

"So you're going to kick the Equine Prince? Oh I am? Ok."

Why the Rat God Cult?



Blessings for All!

The Brothers of St Gregory, having heard of the valiant and heroic deeds of many guild adventurers of late, have taken it upon themselves to bless all departing from the guild. Father Carlson said "We, the Brothers of St Gregory, are a pacifistic order. We feel our worth can be shown by providing aid to those who go and battle evil where ever it may dwell".



The brothers have been pronouncing blessings on passers-by, the stones and anything else not particularly fast. Guild security has divinated many of the 'blessed' objects and have detected no adverse or harmful effects resulting from this. However they urge 'certain' guild members to be careful.

Raids Reported

Farmers have complained about large numbers of Goblins and Orcs raiding into the southern middle area of the Duchy of Aquila from the northeastern end of the Pagan Mountains.

The small Kingdom of Glissom, which is north west of the Duchy of Brandenburg, has complained to the Duke of Brandenburg about forces raiding into the Kingdom from Barony of Erewhon.

Dark Circle Held Back

Following the death of their leader, Rashak, the forces of the Dark Circle have been being pushed back on all fronts by the decisive and careful advances by the Alliance troops. During the summer the Salient to our North was split into manageable chunks by the Second Army with only a few pockets of undead holding to locations where the malign effects of the Dark Circle remain. These, along with the troops that they shelter, are being carefully and systematically destroyed, a task made easier by their apparent abandonment by their leaders and most of their humanoid allies. Sister Grace, the Abbess of Montbelliard, has displayed a careful and thorough approach to the dealing with the Undead foes using a range of consecrations and blessings and such tactical innovations as recognising the worth of troops other than heavy cavalry.

Similar disarray has smoothed the path of the forces protecting Carzala as they have moved back across the Sweet Riding to retake the territory lost during the winter. Much of the lesser Undead encountered appeared completely without guidance and where the Dark Circle is still in evidence it's effects also seem to be diminished. While the majority of Brastor is still considered to be in the hands of the enemy, this largely consists of mobs of Zombies and scattered units of humanoids. However, the Alliance forces are already making preparations for the coming winter and have concentrated on digging in and ensuring that west of the Champion River there are no "nasty surprises" left by the enemy as they fell back.

While the armies that Rashak led are outwardly disorganised and many of their more terrible elements appear to have withdrawn deep into the Circle, the threat is far from passed. Masada is still a shadow over every living thing on Alusia.

Scattered Undead and humanoids continue to emerge from the wilds to kill and loot, and Rashak's lieutenants, especially Prince Orion, are powerful entities in their own right.

However, the Western Kingdom has shown the commitment necessary to engage this threat and the commanders of Alliance forces have started to adapt their strategies to meet those of their sleepless, remorseless adversaries. Thanks to the Guild's assistance with some of the more esoteric problems, the War against Masada may have turned the corner.

Guild Adventures have helped defend Regar's Keep in the south of Carzala from attacks from undead and Orc troops last session. They report that while the undead presense is not going away any time soon, the defeat of Rashak has made their job much easier.

News in from the East

Rumour has it that Blackcon and Jackrock have escaped capture in Lunar City with the assistance of Blood Mages from Tycho City.

Adventures from TAC helped save some of the tribes from the Sea of Grass, from an undead plague that was understood to be sent by Rashak's forces as retribution for their lack of support.

Dark Prophecy

This poem was recently received on the 5th of Meadow by a woman who left it at the Guild and then departed quickly before she could be questioned.

*Stillness. A solitude in calm, cool embalming darkness.
All around, a host of red eyed warriors pepper the air,
Darkness falling on the nearby dark-liveried battalions.*

*All is calm. Silence is disturbed; a life fails
Prey to the night wardens swooping down,
Gracefully arcing; with blood red razor sharp claws.*

*I am alone for now. Alone in this sea of tranquillity.
At one with the rich evil and pain.
She guards and keeps me in agony.*

*The vicious, hard and needle sharp cushion of blades surround
Slaying my world-weary frame as I am enveloped with the
wrath of the greater Terror I had calmed.*

*The sharp prick of that Guild has won this battle
My Daughters will avenge me upon the "Alliance",
Then will darkness cover the world*

*I will return when the Line of the West
Weds the lady of the East
And the child takes its first breath.*

While it seems likely that the poem refers to the return of Rashak, we have been advised by Guild Security that, considering the nature and thoroughness of her demise, this is exceedingly unlikely. "Her very soul was destroyed," one said, "There is no known way to undo that."

Human (after resisting a Blackfire):

"Again! Again! Alright!"

Mira:

"So that's what a Whitefire looks like!"



Menolly (pointing at a cat):

"It's not a dog!"

Gerard to Brigetta:
“Rumour has it that you’re a bard”

Stardreamer :
“Not like Robert, who is barred... from many pubs”.

Brigetta: “It’s bouillabaisse for dinner.”

Gerald: “I hope that’s not fish.”

Stardreamer (of a bird):

“It’s got feather armour!”

Who is Englaton?

We were privileged to interview one of the Guild’s most famous members this season. From the stories that we’d heard we’d come to expect to meet someone almost godlike, and were surprised to meet an ordinary-looking human. Englaton looks older than most other human male adventurers, being in his late forties. He has a weathered face with hardened skin, dark hair, and a beard, which are all well kept. Englaton has a clear smile, which is seldom seen, and he is always dressed in fine clothing.

When did you join the Seagate adventurers Guild?
3rd Heat 790 WK.

I understand you are a Namer, what would you consider you have specialised in?
Organisation of small groups resources, protective magics and counterspells.

What other areas/spell/weapons do you specialise in?
Organisation of small groups and healing magic.

We’re told you are also a Grey Mage. What is a Grey Mage?
A Grey Mage is someone that has specialised in the general magics of the branch not just the college.

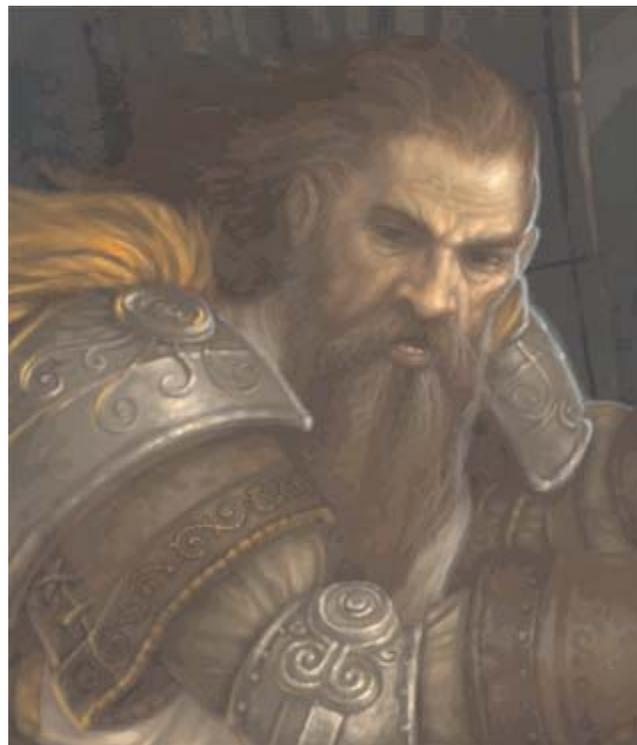
What do you do whilst not adventuring - any hobbies?
I am an active community member in New Haven and Seagate, and I am studying Shaping Magic. I am often researching and questing for knowledge of healing magic.

Please describe a highlight of your career so far.
You may remember, a few years ago a red moon dominated the skies of Alusia. I was involved in defeating a powerful group of enemies who were attempting to destroy the Lunar Empire while under the red moon.

You are known for being the leader of the Engalpoons. Could you please tell us how the Engalpoons came to be?
The Engalpoons came about as a group because working together came naturally to us. As a leader I do not leave things to chance. I like to have things well organised. I am willing to commit to attacking what others consider hard opponents but I do try to have both an attack and exit plan. I do not sacrifice any single member without a clear gain for the group and I try to have my eye on the larger picture. Being a highly ranked Healer and having the power over life and death is helpful.

If you were looking for another Engalpoon, what qualities would you be looking for?
Someone that has a can do attitude. Some Guild adventurers seems to limit themselves, so we are looking for a medium skilled warrior who is able to fight and is not a doom-sayer.

Which places would you recommend visiting, and conversely, any places you would recommend avoiding.
Tycho City is great with huge amounts of activity and food from many nations. The Chaos Realm and Plane of Brass are not good place to go to.



Why are you still an adventurer and Guild member?
It seems that the dangers to the Guild and the people of Seagate are not only Rashak and the Dark Circle, but also the growing influence of worshipers of Demons sheltering within the guild. We have members 'Pacted to Demons' who are interested in sacrifices of innocent children. The guild standards are non-existent. We are turning into a clearinghouse for spies, thieves, assassins and cultists.

Anything else you want to say to the guild populace?
The guild celebrates stupidest adventurer. Remarkable. People relish the fact that they are nominated for this. Again I find this remarkable. Celebrating our victories in their many forms should be the norm not celebrating the fools.



Capable of so much more, most guild members just seem happy with simple employment. Seldom do guild members work for the betterment of the communities that they live in and/or come from. A paying employer is the norm, which has shaped us into a mercenary band, reducing adventurers to simple strongmen for most employers. Guild members have lost the skills of adventurers to quest for anything other than a good quality inn to stay in for the night.

The Adventurer's Guide

Tips for success

Do use sphere of silence to protect the party from sonic attacks. Just don't tell any native guides. It just confuses them.

Actually, avoid the use of magics in front of peasants of any kind. It confuses them.

If you're going to tie up an adventurer and put her in a strainer above a giant tea-pot, don't leave her with a knife.

If you ever encounter a monster with the power to reflect the hurt you're giving it back at you... Grapple it, tie it up, and shoot it from a distance.

If you ever get the opportunity to test a weapon of mass destruction... Make sure you can run away... FAST!

If it's big, ugly, and evil, but can't fly... Then it's time to shoot it from a great height.

If it's big, ugly, and terminally stupid... The best way to get what you want is generally to take advantage of that stupidity.

When you're working with elementals (and golems... and familiars) always remember to instruct them carefully. They have a tendency to be very literal minded.

Both elementals and golems are expendable, and therefore make great trap and ward clearers. However, it pays to make sure they have cleared the way thoroughly before venturing into the danger zone.

Oh, and especially for a certain Water Mage... Never, ever forget to check for traps, especially when you're in what amounts to a Thieves' Guild Headquarters.

Messing with portals is a bad thing... Partially activating one can get you stuck in all kinds of limbo. If this does happen, it's handy to have items that exist across planar boundaries. They're good for fishing you back into the real world.

Remember, getting pacted to Demons is a bad thing. It seems to have the inevitable result of getting you into trouble is so many places it's no longer a joke. Don't do it!

Never under-estimate the stupidity of your fellow guild members, (especially if that guild member's name begins with "G" and ends in "K").

Wanted: One Consort

A consort is required to assist in ruling a kingdom. Applicants must be Elvan and Female.



Interested parties should speak to Dramus after the Guild Meeting.

Permanent Disguises

Permanent Illusory Disguise available. Able to correctchange one of gender or race. Discounts available to prospective consorts.



Place name and bid in third rock from left behind Illusionist College and you will be contacted.

For permanent full body sculpting (gender, race, aura-reconstruction), leave your name and a non-refundable deposit of 20 guineas with the goldfish receptionist in the Illusionist College. You will be placed in a priority queue.

Wanted: Books, Tomes, Scrolls etc

All the Books, Tomes, Tales and Scrolls you bring back from adventure. Present yourself and your goods to Ga'Fenton at the New Seagate Gabrielite townhouse. Good and fair prices paid with bonuses paid due to age and rarity.



Speak with Ga'fenton or catch Father Broc at the guild meeting.

Feeling Lucky?

I never am. Bad things always happen to me. But they need not happen to you. I can give you a good Greater Enchantment for a small fee.



Contact Lucius at the guild.

Kittens Kittens Kittens

Free to a good home.

See Basalic or Flamis after the meeting, or at their farm.



Dirk: "Any words of advice?"

Altshome (employer): "Yes. Make money."

Dirk: "No altar... someone made alterations."

Dirk to a female orc: "I'm up all the time."

Starflower's Bestiary

A Trample of Trolls

Having heard of how a pair of guild members entertained themselves convincing a gang of young trolls to give them the precious jewel required for their "glorified scavenger hunt" one feels obliged to elucidate upon the species.

Trolls are big, ugly, and incredibly stupid. Trolls average as big as the larger species of giants, such as Cloud and Storm giants, and are perfectly capable of stomping on and trampling human-sized opposition. They are remarkably unappealing, certainly ugly enough to make hardened adventurers quail in fear. They are apelike in form, muscular and long-limbed, but often completely hairless. Their skin is horny, thick and usually a bilious shade of green, though specimens have been sighted with a greyish or brownish integument.

Trolls are considered barely sentient, and rarely use any weapons at all, preferring to rend and bite with bare claws and teeth. They can be stronger than an adventurer pumped up on strength potions - and unless you are pumped up on strength potions you do not want to wrestle a troll. Some trolls like to use simple weapons like clubs and rocks, but rarely acquire much skill with them. They do seem to enjoy rock-throwing and it may be something of a sport with them. Magic-using trolls are thankfully almost unheard of. One shudders to imagine a troll fire mage.

Typically, trolls are found far from civilisation, in barren mountainous areas, lairing in caverns or ruins. Some make their homes deep in swamps, making their homes in ruins or in crude structures. Rarely do they live near the homes of other species, mainly because their taste for sentient flesh extends not just to human, but to orc, ogre and dwarf if they can get it. This does not make trolls popular with their neighbours. However, the occasional lone troll will make its den in cave or under a bridge nearer to habitations, and proceed to prey on villagers and passersby.

One curious fact the aforesaid party did manage to establish was that trolls apparently cannot count. They were able to illusion a party member as a young troll and infiltrate the group fairly easily - the party member in question being a Bard, and therefore able to speak the troll language. They also learned that young trolls do not like fresh meat, preferring it almost rotten. It is said that trolls prefer human flesh above all else, but this experiment the party did not attempt. They did learn that the young trolls were very much afraid of the head male of the troll tribe, suggesting some sort of tribal pecking order. It was also evident that the trolls did have some basic strategy for the defence of their lair, mostly involving long and convoluted passages able to be largely blocked by adult trolls.

Of course, the most significant feature of the troll species is the ability to regenerate damage. This process is slow, but certain. Even pieces of troll will eventually grow back into whole trolls - which may account for their difficulty with enumeration. Damage from fire cannot be regenerated however, so the prudent adventurer will make sure that troll

bodies and any pieces of troll are thoroughly burned. It would not hurt to hose the battlefield with area effect fire spells, just to be certain that nothing was missed.

Trolls do not actually fear fire. Instead they loathe and hate it, and will instinctively attack any who bring fire with them. They have learned that some people can summon fire from nowhere - and they will charge those persons first. So although a fire mage is a valuable asset in a battle against trolls, it would make sense to arrange things so that the fire mage can blast the trolls, but the trolls cannot get at the fire mage. Attacking from above would be an option, possibly from the air, or by making your own entrance into the roof of the lair. Just watch out for flying rocks.

There is no point in planning to take on trolls without access to fire. Take a fire mage if one is available, if not a selection of fire college invested items such as the ever-popular Weapon of Flames. Failing that, alchemical fire would be helpful. One could use burning torches and oil, but it would be unwise to rely entirely on mundane fire sources. In any case, it is wisest to take down as many as possible at range, avoiding melee combat if at all feasible. In fact, if you can possibly get what you came for without actually fighting the trolls... Then go for that option. It will hurt a whole lot less.



Robert asking a question to a dead chaos rat: "Can we come back and ask you another 78 questions?"

Chaos rat: "NO!!"

Thaeuss: "Does Innocence work on a ship?"

Dirk: "Get up man, you're not following Party Leader Orders."

(Not realising that the reason Robert was on the floor was because he was unconscious.)

The Puzzle Column

Davy Joneses' Lockers

The reefs north of Pasifika have long been infested with Sahuagin and plagued by pirates. Many ships have fallen there, and a party of adventurers who call themselves the Davy Joneses specialise in retrieving treasure from their sunken hulls. Last year they looted five ships. Can you determine the name of each ship, the year it went down, the cause, and how many chests of coin the Joneses retrieved from each wreck?

- The Grey Gryphon, which sank after a pyromaniac pirate burned her with fire, gave up fewer chests of coin than the vessel which went down in 648.
- The Duke of Ranke, from which the Joneses managed to salvage six chests of copper coin, sank in an earlier century than the ship from which they looted five chests. The ship from which they got five chests and the one which sank after being rammed by a pirate were both named after women.
- The Joneses took eight chests from the ship which sank most recently; this was not the Marie MacDonald, which was not the ship whose drunken Captain managed to hit the reef.
- The ship from which the Joneses looted three chests was not the oldest of the five.
- The Luckstone sank like a stone in 726.
- The Joneses only got a single chest from the vessel which sank after being holed by Sahuagin, but it was full of truesilver.

Ships: Duke of Ranke, Grey Gryphon, Lady Ida, Luckstone, Marie Macdonald.
 Years: 568, 618, 634, 648, 726
 Cause: Fire, Hit reef, Holed, Rammed, Storm
 Chests looted: 1, 3, 5, 6, 8



Riddles

What begins with T, ends with T, and has T in it?

A word I know, six letters it contains.
 Subtract just one, and twelve is what remains.

The more you take, the more you leave behind.
 What are they?

I'm neither here nor there, an in-between plane.
 Bend backwards under bars, an exotic dance game.

The more I am, the less you see
 Strange result - What can I be?

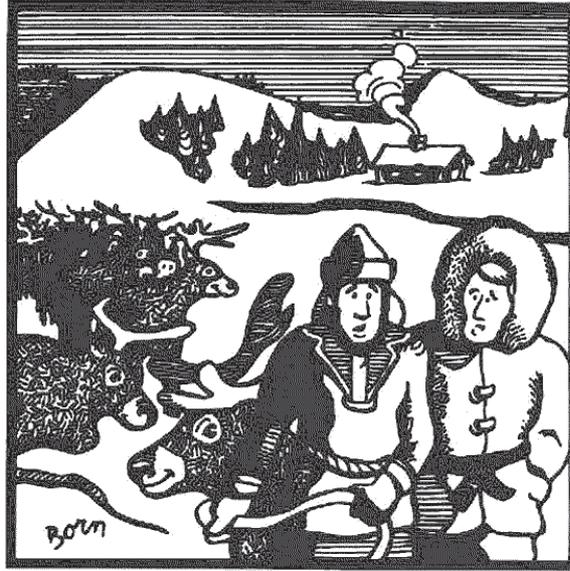
Get the Power of Fire and Light!

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.
 Contact Flamis at the Guild.



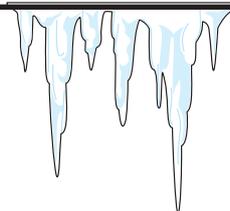
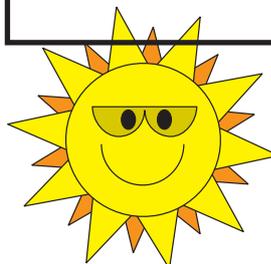
"ACTUALLY, I WAS A THIEF, UNTIL I MADE A WISH FOR A MILLION BUCKS."

What's Hot

Wall Spells
 TK Rage Investeds
 Iceburgs
 Air-surfing feather-falled
 Werewolf/Fae/Elf
 Necromancers
 Black Fire
 Cute Cats
 Giant teapots
 Golems
 Magic staves that enhance
 your spell-casting
 Father Rowan's Hellfire

What's Not

Lycanthropy Curses
 Lycanthropy Backfires
 Fleas
 Magic Munching Mana
 Maggots
 White Fire
 Feline Minions
 Giant teapots after
 adventurers have visited
 Being a golem
 Magic staves that enhance
 your vulnerability
 Father Rowan's sermons



Guide: "You don't have Princess Isil'Eth here. What are you going to do for two hours?"

Aqualina and Brigetta together: "Shopping?"

Aqualina - "Are they having a religious argument?"

Stardreamer - "No. They're having a religious agreement."

The Rumour Mill

You heard it here first...

We hear that after an entertaining episode with fauns, the Lady Starflower has given birth to a baby were-goat. It seems she has hired a nanny to look after it.

Rumours are that Seren has lost her bottle and can't kill any more. The editors wait with trepidation to see if there is any truth in this.

Apparently Human the not-human can't get ..a-hem.. service in a house of ill-repute. And spanking his monkey is not an option!

Rumors and messengers are being relayed to the guild regarding the imminent birth of a child, whose father is "one of the great evils in the world". We're wondering which female Guild members are pregnant just now...

Yes, we know that our dear Brother Phaeton apprenticed to an asparagus-grower a few seasons back, but will you stop annoying him about it? He's a Master Healer, not a Master of Asparagus!



In northern Cauldersfield, there have been a large number of foals miscarried. No explanation is forthcoming, but accusations are flying in the direction of rival horse-breeders, including those run by certain Guild members.

Illo of Giulia the Asparagus Maiden

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

Wiccan Amulets for Sale

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



Please contact Grizelda at the Guild.

Restoratives for Sale

Up to Rk 8 now available.
Limited supply every three months.



Please contact Quorash at the Guild.

Answers to Last Issue's Puzzles:

Remembering Members:

- Grass, cloak, behind lectern, restaurant
- Grock, purse, on chair, tavern
- Martha-Tee, tickets, under bench, theatre
- Shadowchild, sword, under table, brothel
- Starfire, lockpicks, on windowsill, gambling den

Riddles:

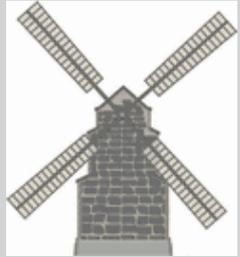
- First: the letter "v"
- Second: the letters "oo"



Contacts:

T'ana Silverwind
Flamis, Grizelda
Aqualina
Glitterwing Stargazer
Quorash
Dramus
Broc

Jacqui Smith (275-3080)
flamis@ihug.co.nz
Keith Smith (275-3080)
phaeton@ihug.co.nz
ZCMendoza@yahoo.com
dramus@dragonquest.org.nz
broc@dragonquest.org.nz



Stardreamer:
"If they throw enough rocks at us, then they might throw it."

(It being the gem the party needed.)

Proposed headline for the SGT:

"Aqualina denies Sainthood. Cannot Walk on Water."

Thaeuss (after Aqualina triggered a spike trap):

"Aqualina got nailed."