

The Seagate Times

March 31 1995

The Journal by Adventurers for Adventurers

Issue 11

The Peace Agreement

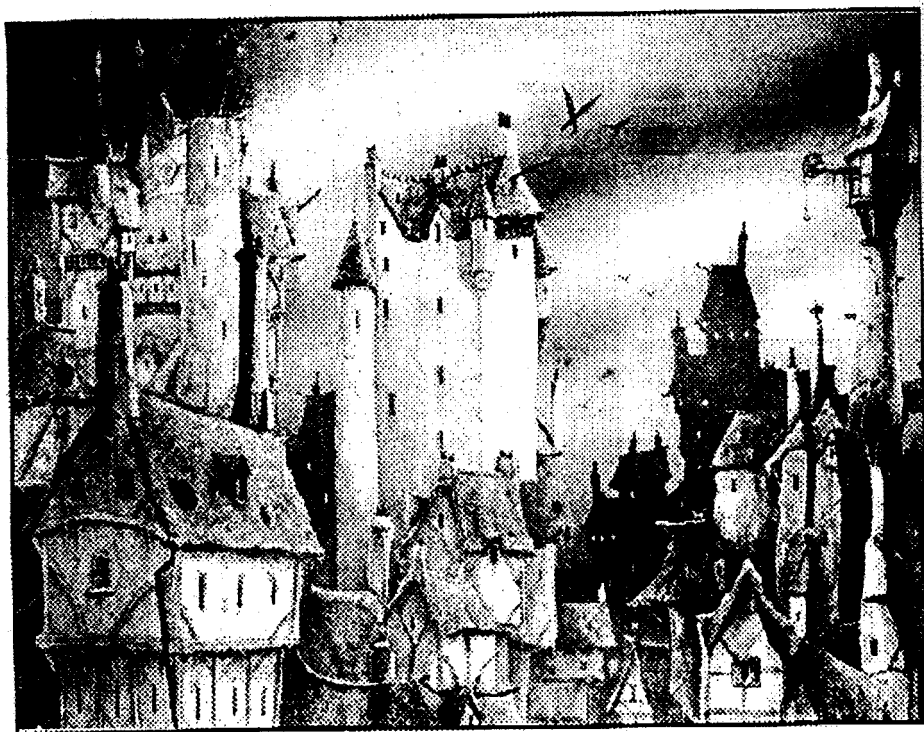
The peace agreement between Aladar and Aquila following the resolution of the war is as follows:

I. The new border between the two Duchies is now where the front lines were when hostilities ceased. All lands in old Aladar which Aquila now holds have become part of the Duchy of Aquila.

II. The Duke of Aquila's son is recognised by Aladar as the King of The Western Kingdom and Lord over the Duchy of Aladar. Aladar maintains it's status as a Duchy being equal in all aspects to Aquila.

III. Aladarian counties are to be free of scutage and military service requirements for 2 years. Aladar is released from any obligation to pay reparations. Aladar will not be taxed or levied more than Aquila.

continued on page 2



The city of Zumalar in the process of rebuilding.

BRAEGON'S LIFESAVERS

Leading Healers recommend that triggering a Trollskin before each fight can dramatically increase your lifespan.

**5 Charges of Rank 1 Trollskin
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Water of Healing 400sp
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See Aqualina at the Water College

Harsh Winter Scours Baronies

The coming of spring has been welcomed by all, after one of the harshest winters in many a generation. The biting cold gripping the region finally ceased a few weeks back, allaying fears of economic catastrophe and widespread famine.

Many areas to the north laboured under inches thick layers of ice, cracking trees and causing major structural damage.

It is believed that the terrible cold was partially supernatural in origin. A guild party claim to have rectified the situation, but the Duke of Carzala is putting in place new winter measures to prevent unnecessary suffering if the harsh winters continue.

On a lighter note, forty five people have been killed in a skirmish between two horse tribes east of Brastor Holdings.

Barbarian Breakout

A horde of nomad barbarians swarmed across The Great Wall, bursting OUT of the Lunar Empire.

"They took us from behind and fought like demons ... we didn't stand a chance." said one survivor.

"I just don't understand it." said another.

It seems that these barbarians are native to the High Plateau, North-East of the Inland Sea. They have never in recorded history travelled this far South or West.

The Great Wall was built several hundred years ago, before the Republican Wars, to prevent barbarians from the Sea of Grass from invading what is now known as the Lunar Empire. It traverses more than 500 miles. from Anguis on the Inland Sea to the southern coast of Luna.

Western Kingdom Politics

The late Ruby Scourge - exacerbated by political machinations within the Western Kingdom

The Peace Agreement

continued from page 1

IV. All Aladarian county lands are to be split in half with the control of half being subinfeudated to Aqualians with an equal portion of land in Aquila subinfeudated in reverse. Each half of the land is to be equal to a Viscounty. Marriages between Aquilan and Aladarian nobles will be arranged to maintain cordial relations.

V. Aquila is assisting in the post-dragon rebuilding efforts in Aladar. The new regent also entrusts The Orb of The Western King to Duke Baltiich's care.

VI. The state of Aladarian nobles and their territories is as follows:

Walar county: ceded to Aquila (Count Novamund Dead).

Bolar county: ceded to Aquila (Count Bolariich dispossessed of his lands).

Novar County: ceded to Aquila (Duke Novar Dead).

Barrety County: split North and South into two Viscounties (Count Westmund Dead).

North Barrety: ceded to Aquila.

South Barrety: remains in Aladar under Viscount Blitzkrieg.

Zumalar-Baltheim County: remains in Aladar under Duke Baltiich.

Ferezilar County: remains in Aladar under Tomar, Lord Warden of the Marshes.

Grobby County: remains in Aladar under Count Grobbelar.

A state of war still exists between the new Western Kingdom and Brandenburg.

Long live the Western King.

Viscount Blitzkrieg.



Political Turmoil in Tuscana

— From our correspondent in Hamburg

With the end of the war in Aladar and Aquila, and the ascendancy of the new king increasing political pressure now exists for conformity to the Western Kingdom's policies.

The County of Tuscana, a confederation of nine baronies, has up to now been staunchly neutral, although its sympathies clearly lay with that of Aquila and Bowcourt. The area was once part of the Western Kingdom, but fell into civil war after the disappearance of King Sigismund and was eventually depopulated through famine and natural disasters.

The western Baronies of Tuscana, San Gabriello, Padova and Sienna were originally ceded from Ranke, gaining their independence some three hundred years ago. In contrast, the northern Baronies of Mont Azur, Lucino and Haute Loire were founded from Bowcourt and have always considered themselves as allied.

After a protracted war between the northern and western baronies the forces of Bowcourt finally capitulated and the County of Tuscana was formed. With the expansion east over the northern steppes of the Sea of Grass, much of the County's resources were occupied.

With the ending of the war the Baronies of Mont Azur and Haute Loire have both expressed considerable interest in returning into the fold and joining the new Western Kingdom. This could irreversibly split the County, since the newly formed eastern Baronies of Midi Capri, Cali Capri and Sienna have expressed explicit opposition to such a move.

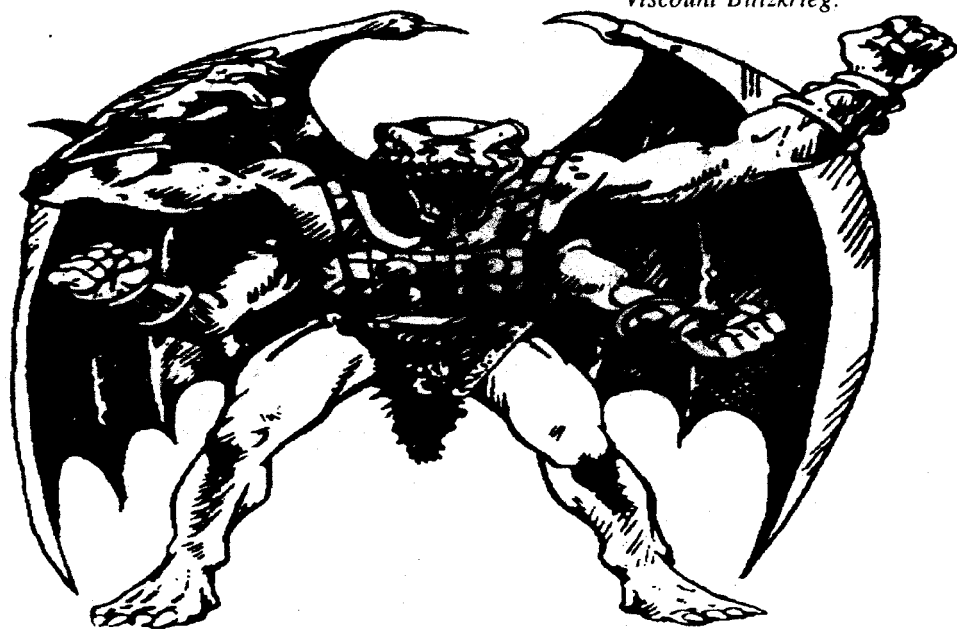
Rumours are rife about what is happening but most seem to believe that it will be at least late summer before anything definite is decided. It is considered most likely that Tuscana will eventually secede to the Western Kingdom.

Off-Planar Activity on Sea of Grass

Reports have been filtering down the Sweetwater about trouble on the Sea of Grass.

Locals reported seeing fast moving objects over the plains for several months now, but those who have been closer have all died, getting cut down by mysterious forces where they stand.

Several caravans travelling from the east have been destroyed and concern is rising about the coming spring planting.



A Reptilicus Balrogii - possibly responsible for the deaths in the Sea of Grass

New Count Invested at Ormondton

In a ceremony on the 16th of March, Bishop Costello of Ormondton Cathedral invested Baron Mollan of Cairmond as the new Count of Ormond.

Ormond, a small demesne on the coast North of Ranke. has been without an official Count for some two hundred years, after the disappearance of the previous Count Uspreckt of Riverton. Since then Ormond has been governed by a council of Barons called the Hasbaran.

For various reasons the Hasbaran has been so finely balanced that no new Count could be elected. However recent events have placed the lost Baronial Torc of Count Uspreckt in Count Mollan's hands, thus giving him two Baronies and the upper hand in negotiations over the last month.

The first acts of the new Count were to invest Sir Vicmund of Aladar as the new Baron of Uperdyk, an act presumably to promote a strong armed presence on his Northern border with the Barony of Dumar. He also invested several new Knights (including a group of Seagate Adventurers), and promised to rule wisely and beneficently. "I will continue Ormond's present tributary arrangements with Ranke and Bowcourt, at least until I visit the court of Duke Frederick [the Regent of the Western Kingdom]. I intend to maintain cordial relations with all our neighbours, but Ormond is in great need of simplifying it's Feudal dues". he said.

Other topics of his investiture speech included the problems of piracy, and a need for clemency towards Aladarian refugees. His speech was met mainly with great applause.

Local support is mixed. Lady Ithilmor [of Seagate] said of Count Mollan "Well, he made me a Knight. He's all right... [but] being a Knight is hard work." However Colonel Blackthorn, sometime head of Aladarian security said "I don't even know who Mollan is....".

**Magical Estoc for Sale.
12,000 sp. See Darien**

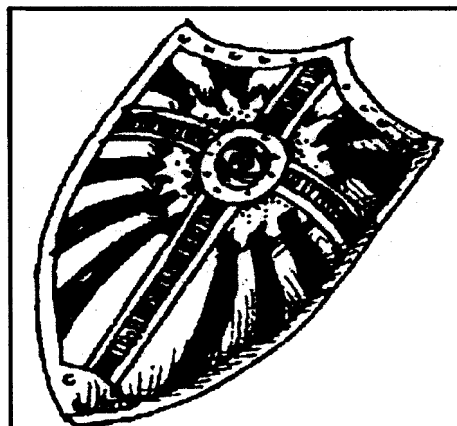
Dispossessed Count carves out the County of Fentonfields

Count Bolarich, previously of Northern Aladar has recently become the Duke of Drakenburg's vassal in return for a supported claim over unclaimed land to the West of Duke Draken's lands.

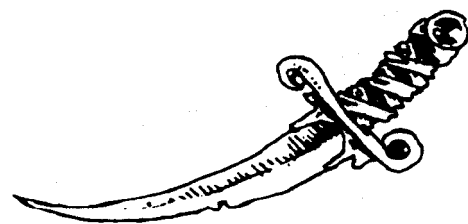
After some successful confrontations with Eltrandorian troops at Weiz and Heltar Castles, Bolarich and his five thousand loyal troops, the notorious "Winter Wolves" of the campaigns in Bolar and Eastern Cauldersfield were confronted by three (3) Legions (12,000 men) of Eltrandorian Veteran troops under Field Marshall Keldan Rendysh of Eltrandor.

The Field Marshall bought the Count's troops to bay and was prepared to ruthlessly crush them, but in the new spirit of hospitality and friendship offered them parley beforehand, thereafter negotiations developed.

It was decided that setting up a new county in the area called 'Fentons fields' would serve their mutual interests. Weiz Castle was surrendered to the Eltrandorians and Heltar Castle was gifted to the Count for his main town and defencable position.



*The Investiture Coat of Arms of
Count Mollan of Ormond*



Has anyone seen this knife, it was made to kill me and I want it! - Isileth.

News in Brief from Destiny

Embargo & Assassination

King Carlos of Destiny has imposed a trade embargo on the port of Seagate, as a "temporary" measure, until it has been resolved exactly who killed Viceroy Tollsworth and his guards [and his familiar? -ed].

His Majesty visited the island republic of St Charles for trade-talks in February. Guild members who were coincidentally in that tropical island purgatory deny any deliberate or accidental killing of those particular individuals. Guild Security is still investigating.

Hildago Tollsworth was appointed Military Governor of the Duchy of Plas'Toro following the death of its Duke and Duchess, and the subsequent Coup-d'etat. Guild-members who were coincidentally in that extensive grassland deny any deliberate or accidental killing of those, particular individuals (*THIS time -ed.*).

Black Marketeers Hanged

The Duke wishes the stress that firm action is being taken against black-marketeers who profit excessively during the current, "temporary" shortages. ALL guild-members are reminded that possession of Class A restricted substances (sugar, cocoa, coffee, tea) & Class B spices are only permissible in small quantities, for PERSONAL use only.

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Investeds that take out the opposition!

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"Isn't it beautiful" - Lath.

Professor Causes Stir

Wild rumours, spread by a returning Guild Party, that a spectre is now loose on the northern Sea of Grass, have been confirmed. Lord Salas of Hamburg has been sighted at the Guild enquiring about hiring a party to deal with the problem.

A party, lead by Sid the Elf (known to be a pseudonym), including Jaundice, Eidelon, Tharkun and Billy Ruben, discovered the problem with doing a routine delivery to Professor Cornelius of Granada.

The professor was investigating a ruin to the southeast of Granada, a city in the Barony of Midi Capri, County Toscana. Professor Cornelius, a student of ancient and runic magics, has offered considerable aid in those Guild members willing to engage the spectre and its nightgaunt cohorts.

The Tuscanan embassy, formerly located just outside Ranke City, has been relocated to the remains of Novalar. The Guild Party states that the embassy has a permanent Rune Gate to Hamburg. This has been confirmed but may only usable by strict invitation.



Artist's redition from scribe notes of spectre being summoned

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Church Causes Cave In

I am told that a better translation of the above would be 'Church makes waves', but all us dwarves know what it means. Anyway, on with the story.

As anyone who has spent time with Dalran or Darien over the last year know, they are converts to the Church of the One-horned God, based on the plane of Savonla. A priest of the Church helped Dalran & Darien organise a party at the December Guild Meeting, then set-up a small temple in Dedication Rd, Old Seagate. Those of you that haven't been paying attention may think 'so what, it's just another tin-pot religion.'

What has been causing a minor stir is the Church's interest in methods of humanoid reproduction. They have numerous illustrated pamphlets showing many 'positions'. I am told by my human friends that those displayed for their benefit are especially novel and varied. While Dalran and Darien have been distributing this literature ever since they returned from Savonla, the establishment of the temple in Seagate has lead to a wider and more enthusiastic (it that is possible) distribution that the two converts were able to achieve.

I interviewed the head of the Seagate temple, Heronius. He claims that the church as a membership of many thousands on Savonla, and has attracted a dozens of converts so far on Alusia. They 'encourage' fertility among humanoids in general, but most members are humans. Interracial reproduction is frowned upon. In fact, Heronius got somewhat uncomfortable when orcs were mentioned. It seems that one of your typical orc invasions is under way on Savonla, with the humans and dwarves having some recent successes.

However, these problems didn't stop the Church making use of the services of Sadar as a member of the party that recently retrieved a religious artifact from a vampire's castle on Savonla. In fact, the Church is interested in recruiting orcs to take their teachings to rural orcs.

All are welcome at the Church's public ceremonies, times are listed outside the temple.

So, if you were wondering why people have been handing out dirty pictures around Seagate, now you know.

Wordsmith

Guild Security Notices

It's Our Job to be Fear



Disciplinary Tribunal Findings

Party Desertion

A guild party has had several members bought up on Guild Charges for Desertion.

Brigetta the Bard, **Sh'rel** the Binder, **Kazak "Gold!"** the Dwarf and **Britamuz** the Timid have been charged by the Party Leader **Sir Rogjer** an Elven Fighter.

A counter-charge was made by **Brigetta** against the party leader. but this was dismissed.

Penalties have been handed out to the following Guild Members.

Brigettea was found guilty of misconduct and reprimanded along with losing a 1/4 share.

Kazak, Sh'rel and Britamuz were fined 1/2 shares and severely reprimanded.

Parties are reminded that bickering in hostile terrain may be hazardous to their health - don't do it!!

Adventurers in the Dead of Winter!

The Guild was happy to see the return of the fourth party that adventured in the far North this session.

Many parties suffered from the terrible weather this winter, and covered a wide range of events such as; (A) defeating winter, (B) recovering the wives of the Storm Giants and (C) Dwarfs afraid of the thing eating their friends in the mines.

The results of the adventures where; (A) was out of eight party members, six became pacted to a total of three different greater powers, two irresurrectable deaths. (B) was eight party members, with four Orc members (including Tempest), and they found that the wives had been stolen by a Ice Devil, that had possessed an Ice Drake...

[Here the article ends, presumably because of frostbite - ed.]



Sasha's newfound love - "The sexiest primate alive" sighs Sasha

A Heroic Adventure

Tixellanif, Merchant and Adventurer

On my first Guild Mission I found myself severely handicapped with inexperience. and then by a grievously wounded sword arm, not to mention a ruffled shirt sleeve. Not being able to fight or cast with any certainty, my only recourse was to save the entire party from certain irresurrectable death. This is the story of my nomination for Star of Alusia.

Two Crawworms attacked the party at night, the party was immediately in trouble. The party employer had earlier been brained and ran away without any prompting. In no time at all, half the party had succumbed. Sh'rel vainly tried decapitating a Crawworm with a wall mirror (don't ask), but ended up dying beneath both the mirror and the Crawworm. Sebastian adopted his (by now infamous) favourite fighting position - stunned beneath a huge opponent. Merryck died fighting valiantly. Max died trying to heal the party. Brave Victoria shunned the chance to save her own skin and fought hard to defeat the Crawworms. She still hoped to escape at the last minute so that at least there would be two of us to get help. But luck was against her and she went down to overwhelming odds. She died knowing that I was on my way to get help (it has been hinted that she actually gave up hope there and then).

Being next to useless in a fight, my only recourse was to get the horses and ride for

help. But mark this - Crawworms are intelligent, and one chased me. Overcoming my bad arm, lack of sleep, and quite frankly, fear, I vaulted neatly onto the horses back, a Crawworm claw just scraping across the back of my waistcoat.

The story is not yet over. Galloping away through thick snow, a branch felled me off the horse's back, and there I lay dazed and badly injured for some time. It goes without saying that my clothes were a real mess by this time. When I came to my senses, the horse had gone, and I could not find any tracks in the fresh snow.

But I knew what had to be done. Gritting my teeth, smoothing my crumpled attire, and clutching my broken bones, I set off to the city's protective dome. I took great care to hide from flying Crawworms and marauding bands of feral hobbits. That night I slept exhausted after covering myself with branches and leaves for camouflage and warmth, I'm sure that Rangers would have been proud of my efforts.

I made it to the city, got help, guided them to the party's nibbled remains and retrieved the party employer. I did not get the Star of Alusia, but this is what adventuring is all about. Lessons learnt - be a healer. learn Military Scientist, and Ranger, oh and pole weapons are really useful (but that's another story).

The Silken Web

with Pterpsichorean Ptolerny

Yes. Sexy Sasha has once again been caught monkeying around with new lovers. A chimpanzee has claimed her heart, a young halfling has stolen her sword, and a dozen druids have, believe me, taken a lot more than that!

Elsewhere, Virile Viscount Blitzkreig is rumoured to be taking a bride to the altar. But with all the new fashions this year, who will be wearing the morning suit and who the wedding gown?

Raithmore and Urragh have been down in caverns again, eating the plentiful magic mushrooms, howling and giving each other massages with lotion. Supposedly this increases Urraghs endurance, but boys will be boys.

Equestrian freak, Philippe "What's-the-J-stand-for?" deBourgnac has been seen jumping fences with one Melissa Catherine Valari-Campbell at the annual Margrave tournament. Could this be an end to all PJ's horsing around or will he simply hoof it for greener pastures when she starts nagging him to make it official? This filly's going to have to keep a tight rein on the Western Marches' most elligible stud or she might find he'll bolt at the first sign of her insisting on more stable relationship.

And talking about horsing around, that young scoundrel Scab had his wicked way with a bijou centaurette and lo and behold (or is that neigh and hang on?) he was so mixed up by it he got himself pregnant. It seems a druid had turned him into a woman, I don't know why, he was never much of a man. But the practical upshot was free redcurrant cordial in a roman tepidarium. Follow the logic in that one, folks.

More on pool parties: Sasha and Ithilmor have been rumoured to be playing wafer sports with a local count and his entourage. They were hesitant at first, but I understand he impressed them with his family jewels.

Callas is a proud mothers to be. Lets hope she finally decides who the father is.

Finally Father Rowan, friend of Gods and lover of everyone has now passed to a higher plane of existence. It seems now he is dating dragons, or is that leaping lizards?

Well, must run, the lynch mob is after me *again*.

Lath's Horoscopes

For the session; 1st of April 95 to 30th of June 95.

Welcome to the fourth of Lath's Aspect readings. I hope that the advice in this column will be able to help you find joy in your day to day life.

The Stars

Winter Stars: As winter fades, so will you. Rest as you will need all you energy to keep sane, as the stars say you will see some Goblens or Orcs that you will have a falling out with.

Spring Stars: All will go well for you this season. be gentle with your touch, feel free to look deeply into any waters as they may show you a side of yourself that you haven't seen before and other don't want you to see.

Summer Stars: The excitement of spring and imminent summer will lead to good, if not great, times for you. All is about to happen. With the decline of winter into spring all may not be over. Trust the smallest man.

Autumn Stars: Indifference will overwhelm you this period so you'll discover it's very perplexing to get worked up or eager about anything aside from objects in red. Earth mages should be watched with a focus to alertness.

The Elements

Air: The world is a changing place and a large part is you. Act on your feelings of fear, and help your friends in these times even when your help is not needed, or even helpful.

Water: Things are looking up this could be a special time for you. Someone said that it's rainy session in Terra Nova (some land to the West somewhere). Water mages don't play with your elementals.

Earth: Nasty really dirty things really. Enough said.

Fire: Times are getting a bit hotter. The small people of the grass lands will be keeping an eye out for you, so play it safe. All the celestial mages will also be looking for the same magic items that you are looking for.

Asside from those ruled by the stars and elements are other adventurers who come more under the nwoods of their own Aspect.

Solar: Hot, damn hot. Now that spring is here you should reach out and touch someone. Don't go to bed with death aspected people, and be even more careful when getting temperamentally involved with them.

Lunar: With the strange men looking down from the hill in your dreams. try to take more control of your life, if you don't things may become a little out of control.

Death: There is nothing to say that will help you in these times.

On a more personal note;

Motly: What a giant, willy. I can help you with this.

Liessa: Another one that has pirouetted to the dark side (Foras). I was very sad that day, all joy was lost.

Berik: Get a new set of tarot cards (the last ones moved by themselves).

*That's all from me for this session. Keep out of trouble, like I always do
See you in the bar.*

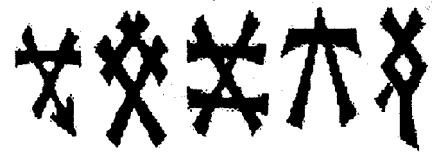
Feeling Lucky!

**TAKE THE GUESSWORK OUT OF CASTING WITH LOGANS GREATER
ENCHANTMENTS.**

Rank 16 Available

Contact Logan at Guild Lodgings

Founder of Newhaven



Tarot Reading with Captain Garabaldi

Ciao! Here I am again with a Tarot reading for the Guild.

Question:

What will be the main problems facing the Guild in the next three months?

Answer:

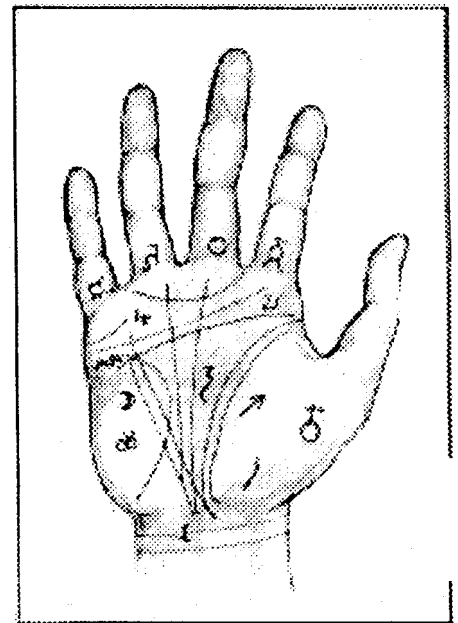
The World & Force - We have come full circle; but now, some new force whether from within or without challenges us.

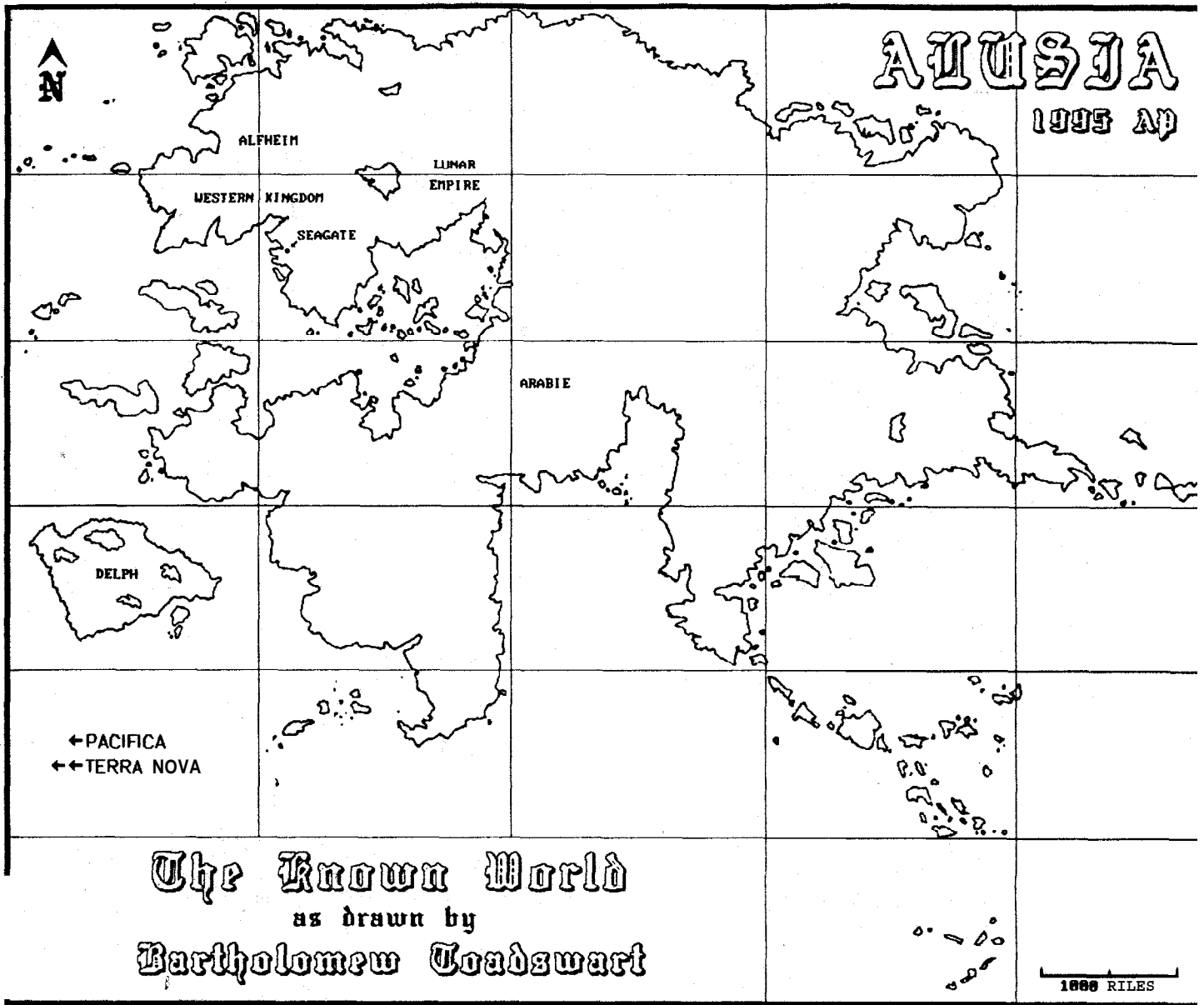
The Popess & The Star - We think it may be from knowledge given to us by the powers; unconsciously we think mayhap this knowledge will be good-useful or good-benefiting us.

Justice & The Moon - Our past in this problem has been done fairly and with balance, in our future this problem will use darkness and mystery against us.

The Sun & The Tower - The problem "force" comes from a great source of power, if unchallenged it will bring about mass destruction and damaging change.

The Fool & Temperance - The solution to the problem is to continue on our path, unheeding of the dangers; If we are successful, balance will be maintained.





The Seven Cities Of Pasifika

C. Smith and A. Sarknussem The Gentleman's Society of Novadom

Our recent investigations aided by several members of the Seagate Adventurers Guild, have discovered the existence of a network of ancient cities.

From a document discovered (and confirmed by information in the sunken library at Pasifika) we have discovered that they are:

Pasifika -50ft deep in the Southern ocean near the island group and the mercy.
 Piladelphia-somewhere on Terra Novae.
 Beth-Salem -near the centre of the Sea of Grass.
 Pellucidar -somewhere underground near Destiny.
 Serendip -on the shore of Mare Serentatis on Luna.
 Perelandra -somewhere on Freya (the second planet)
 Malacandra-somewhere on Thunor (the fourth planet) near a very large volcano.

According to the Central Library on Pasifika, the cities were constructed about the same time as the first Elf/Drow war. Apparently the elves were involved their construction for what motivation is unknown. However we know they were mostly populated by humans as a shelter during the conflict. Pasifika was built first with the other cities being built over the next few centuries.

As time progressed, the cities began to specialise in areas of knowledge and were linked by portals. Pasifika remained the capital and contained the Central Repository of Knowledge. Many of the population were philosophers and sages. The other cities specialised in different areas of elemental knowledge.

The architecture of the cities was Classical in style with much decoration. At the centre of each city is a temple on top of a ziggurat. Each city was linked to the others by a set of trilithon portals. Most of the links have been deactivated but we do know that the following have been reactivated:

Pasifika <-> Pellucidar Pellucidar <-> Beth-Salem Pasifika <-> Perelandra

Each portal requires a key to activate at both ends to establish the link. The portal keys are inch thick stone blocks which fit into depressions on the cross piece of trilithon. There are separate keys for each city.

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World peace, toast and changing the world

The world is changed and shaken to its core by dashing low level adventurers...

We did some stuff which the guild said we should tell people about, so here it is. We sailed south to this tower with strange lights and stuff, found this sleeping guy who was protected by lightning and this brass bottle-thing. Ettiene got killed by this demon-thing but we killed it back. Tyramor (the traitor) got sucked into the bottle, then we released him and wished for world peace, hot buttered toast (we should have gagged the hobbits) and some other stuff, then we had to destroy the bottle or the genii was going to kill Tyramor (the traitor). Then we went through the magic mirror to rescue Ettiene, the barrow wight made us get this kings' crown which he had lost so we could get Ettiene back, after beating up the goblins Tyramor (the traitor) showed his true colours. Then we got Ettiene back and went to the town where Pierre brought us back through the mirror, then we all went down the stairs to the past to warn the wizard guy that something bad was going to happen to him. He gave us the brass bottle and some powder, so we went back up stairs to our time and everything was different, the tower was in good condition and not sunk into the sea anymore - nobody believes us about how it used to be partially sunk. Pierre had a beard and Newhaven was Newcove and I had lost weight - which I still haven't got back - and the Guild told us to go back to our own reality 'cause we weren't members of their guild so we went back down to the tower where Pym and the golem were waiting and rubbed the bottle. The genii gave us 3 group wishes and told us we hadn't moved to a different reality we had changed it, so we wished things back to the way they were - mostly, we kept the tower in good condition and some other stuff - then we all went back to the guild. PS: Merco's name is really funny, Pym thinks he is wearing boots but isn't and he rides a pig, Pierre can talk to French princes but only while they're in disguise, Vapour didn't die but Ettiene did, Nell's a babe who is obsessed with fire and I think she's changed her name again. Tyramor can't be trusted, Barrimor the shaper makes cool amulets, and the tower is for sale. Aryan the Fearless.

[Sorry about the long paragraph(s), Aryan wouldn't publish it outhewise - Ed.]

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The Bridge

Many people doubted the event would ever happen, but as you are all now aware "Bridge Carzala" has being open for the last two and a half months.

It was a turbulent time leading up to the opening ceremony, just two weeks after the last Guild Meeting. Three crossings were attempted by undesired elements. one of these people being a recently joined guild member. An advisor to the Duke denied the events took place, but also added that some volulteres had signed on to be rat catchers in the sewers for a year. The planning for the opening ceremeony itself being a difficult event. with the politics of the north still tenuous there had being cries of favouritism by varoius diplomats and much manervouring for position in the

cermeony. The tension resulted in two duels occurring - but with no casualties.

The event took place on the 12th of January, the day consisted of speeches and entertainment, beginning in the afternoon and a party lasted well into the night following crossing of the bridge. All considered the event a great success and it was talked about for months.

And just to remind you - it costs one silver per person with a riding horse to cross. double for Giants and Orcs.



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you want Investeds that don't go Phut!

you want Invested that only have to be used once!

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Sabastian Says...

Dear Sabastian, My mother wants me to be a Binder, but my heart is set on being a Fire Mage. Unfortunately she is paying for my training. What can I do?

Do you stand to inherit your mothers money? If you do, leave 3000sp under the doormat with a key and make sure she's alone next Wednesday night. Alternately, hire a ghost to come haunt her and point out that if you were a Fire Mage, you could rid her of this problem.

Dear Sabastian, That horse you said I could have wasn't yours, was it? I am writing to you from the Castle Chilton Dungeon, where I have been incarcerated for Horse theft. Could you please send a letter explaining things to Castellian Orwell before they hang me. Your urgent attention to this matter would be most appreciated.

Signed, Desperate Dan.

I have no idea what you are talking about or who you are. But if you steal a man's horse then hangings too good for you. I shall petition the Castellian to torture you first.

Dear Sabastian, My Landlady has just allowed Lathe to move in across the corridor. I am now well within range of her Lightning Bolts, not to mention her Windstorms. And I hear she has learnt Whirlwind Vortex and also has a really bad temper.

Signed Frantic Worrier.

Where did you say you lived exactly? I hear real estate prices are dropping around here and I was looking to buy some property for a breeze, sorry, I mean song.

Sabastian - what do I do what I find that I have insane guild members on my mission? You do realise that if they were to suddenly get very sick, they wouldn't be able to go on the mission? Apparently a good way to get sick is a dose of Baldric's herbal enema mixture. A dose of this and they won't be moving their legs any distance apart for days.

Sabastian, I am ashamed to admit it but I was briefly involved with an orc guild member. I can only remember that he was short, fat, very very very ugly, and smelly too - his name started with what sounded like an "S". Could you please let him know that he has fathered two pigs, a squirrel, a chicken and a foal named Racey. I want to marry him as I am interested in further breeding programs since I am a shapechanger. Please tell him he doesn't need to bring a paper bag for himself this time. Signed Horatio

Take your pick of scummy Orc's, the Guild is stuffed of depraved amoral disgusting Orcs that all fit your description - it could be one or all of them. Anyway, like I care. Get a life and seek serious help and keep away from me.

Sabastian I have fallen madly in love with two men and an Elf. I love them all and they have all asked me to marry. What should I do???

Only three Sabrina? Shame for writing in here when there are more troubled souls on this plane who need my help and sagely advice. For Odin's sake, wake up and smell the roses girl. They are only men - take them for all they are worth. If they were half way decent they will prove to be your equal or better (but not many men are like me), so I'll be in room 217 on Tuesday night and bring your naughty night attire and waters of strength cos you'll need them - woof woof!!!

What's Hot and What's Not

Hot

*Baby skulls of Corruption
Resistance to Cold
Rescue Missions
Political marriages
Scarring Terrain
Southern Isle paradises
Granite Peak Dwarves*

S'not

*Winter
Deserting the party
Being captured
Failed escapes
Death curses
Creatures of cold
Losing scribe notes*

The Seven Cities of Pasificka...

Continued from page 7

served the dual purpose of guiding the people and conducting the necessary rituals. Each temple contains a gold lined doorway which has the ability to remove any non-permanent enchantments/magics on anyone that passes through it. We suspect it is for sort sort of cleansing before a supplicant is granted an audience with the priest-king. The cities existed for several thousand years until some of them suddenly severed their links with the others. Pellucidar was the first to be abandoned as it proved difficult for the civilisation to exist underground. Apparently they were stricken by some sort of madness - cause unknown. Serendip was the next to be abandoned when the Selenities (a insect race) took over and enslaved the survivors. Those that managed to flee removed the portal keys behind them. Now Serendip is buried beneath massive sand dunes.

All that is visible is the top of the temple. It is not yet known what caused the others to isolate themselves. Of them, only Beth-Salem is known to be uninhabited. There was no sign of the central area of Beth-Salem. All that is left of the area we believe to have been the center is a depression - as if the city had been scooped up and carried away. However it is conceivable that one of the nearby hills could contain the temple. Pasificka continued as a separate entity until the time of Penjarre when a cataclysm caused the city to sink underwater. Much was lost when the city sunk and the inhabitants had to flee to the nearby island groups. ancestors of the current inhabitants of the Southern Ocean.

This summarises current knowledge, however research continues. Our thanks go to the members of the Adventurer's Guild and the crew of the Eagle.



Kurt Stronghand - Weaponsmith of Granite Mountain.

Quotes of the Season

Once again the tired and battered adventurers have mostly returned and have almost recovered from their harrowing experiences. The only thing still ringing in their brains are some memorable lines by their compatriots.

"They eat brains, human brains, while they're using them" Brother Rowan about the Calamar.

"I wanna helmet" Loganberry on learning about the opposition (Calamar).

"You should know better than to trust mind mages" Liessa, a Mind Mage

"What right do you have to arrest me?" Scorpion to a Noble

"We are in the middle of a large, dangerous city and the party leader is asking a monkey for directions" about Sasha the party leader

"I don't want to open the door" Ptolemy at the bottom of a stairway where all magic had drained away.

Said to The Dread Piate Roberts by Urragh and his loaded crossbow "come back, I won't shoot you".

"I use pig fat as a lubricant" Urragh.

"Spandex, can't you go any faster?" anon (he threatened to repeat the incident).

Letters to the Editor

Dear Sir,

I am writing to say that your guild has been awfully well behaved recently. Aside from a few horrible things coming and going, it's really been quite quiet. Have you all gone off and died of cold in the icy wastes. I wonder?

Sir Haliem Mandersfield

Dear Sir,

I hope you are feeling better than I do. Last month I grew another toe! Right there between the others. At first it was just a little bud, then a stub and before I knew it, a whole new toe. Now my boots don't fit. my socks are tight, and cutting my toenails takes longer.

Naturally I consulted a Healer. Her first thought was top cut off the offending toe. The problem was, we couldn't tell which of my six toes was the new one, and I didn't want to lose any toe that had been with me since childhood.

Luckily my latest toe is easily recognized as a fresh one. It's growing out of my heel. I also have two more buds growing out of my arches, and one out of the top of my foot.

The Healer tells me I have a rare disease

called "cluster foot." Soon the end of my leg will begin to look like a bunch of bananas, except with toes. One thing I should be thankful for, I guess. is that this ugly condition is confined to just one foot. My other two are fine.

A. Pendage, Seagate.

To the Editor,

Having just come into some land in Ormond. I must write to complain about the lack of serfs.

Who is going to plant the crops? Who is going to tend the herds? Who is going to pay my scuttage? Who is going to build a bigger Manor House?

How isa poor knight to get by in this world?

If you. or any of your readers, can recommend any good, hard working honest folk, who are looking for a kind and generous mistress please send them my way.

And I need a miller and bailiff too.

Lady Ithilmor of Silver Crescent
Knight effouffed of Riverton.

PS: Why haven't I seen any of those dirty pictures?

Dear Sir,

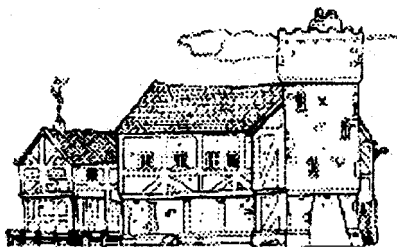
Recent rumours about a plot by the Orcs to gain several significant positions on the Guild Council, then initiate a scheme to have all dwarves banned from the Guild and all hobbits declared food, are inordinately unfounded. I must rebut the letters previously sent you by that uneducated cur Scab. He has been beaten soundly. Please do not heed his writings promoting persecution of the kindly and genteel orcish race.

Shoka Blacktooth.

Merchant House Angered

A guild party adventuring in the Western Marches has managed to anger Michael Valmar, a Merchant Prince of considerable power and now sub-terrainian opinion of the Guild.

All members adventuring in the area are warned to practice caution concerning House Valmar in the area.



A representation of Valmar house as supplied by Pelder, Merchant of Ranke.

Compiled by Starflower

April 1995

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May 1995

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Table of Phases of the Moon 2nd Quarter 1995

The Roll of Honour

Lest We Forget

<i>Gideon</i>	<i>Black Rod</i>
<i>Brynn</i>	
<i>Pnemor</i>	<i>Rorn</i>
<i>Sora</i>	<i>Ket</i>
<i>Guillard</i>	<i>Garioth</i>
<i>Lerzolute</i>	<i>Gar</i>
<i>Valcrest</i>	<i>Ket</i>
<i>Raphael</i>	<i>Mick Starfire</i>
<i>Ililtum</i>	
<i>Yoshi</i>	
<i>Thum the Dwarf</i>	
<i>Ceraspin</i>	

Star of Alusia

Recipients

Chalus
Silken
Keiilen
Shoka
Engleton

Stupidest Adventurers

Listed below for your edification are the top nineteen nominees for Stupidest Adventurer rated by number of nominations / awards.

5/2 *Corel*
4/1 *Spandex*
4/0 *Toledo Steele*
4/0 *Dramas*
3/2 *Arthur Pendragon*
3/1 *Rothgar*
3/1 *Dalran*
3/1 *Bleyze*
3/0 *Kree*
3/0 *Glass*
3/0 *Deadwood*
2/1 *VenturaBlue*
2/1 *Valcrest*
2/1 *Strontum*
2/1 *Saydar*
2/1 *Lath*
2/1 *Kilroy*
2/1 *Eric*
2/1 *Kane*

JOBS OFFERED

"Flight of the Earls"

Earn money in your spare adventuring time: Following a recent uprising in Alma Viva, several "iarls" (or chieftains) have been proscribed, Names are available from Guild Security to accredited bounty-hunters. The rumour is that these various chieftains are shape-changers, possibly, berserkers, but probably not magicians. It is unknown whether the fleeing political activists are together or separate.

Temple Movers Wanted

The Holy Sanctuary to Saint Torian the Immovable needs relocation from Sanctuary to a more salubrious location. Giants under 40 feet need not apply.

Rescue Party to Recover Lost Party

Sadly not an uncommon event, but another Guild party has failed to return to the Guild. The party was investigating the kidnap of the partyemployers sister in western Volari and has not been heard from for some time. The party consisted of Turf, Rek, Fenton, Dorcus, Spinner, Anatheia and Leptogapcis.

Blitzkrieg, Blayze, et. al. will be leading the rescue mission. Engleton has contributed 10,000sp toward the expenses of this rescue mission.

Mokrie Dela.

Boyeva Gruppa.

^{s_moke-}
The Devil's Eye,
cnr Night Street and Vrai Road.
Northside, Seagate.

Guild Lodgings

The following characters can be contacted at Guild Lodgings at the following addresses.

Character	Player	Phone
Bleyze	Craig	630-7537
Braegon	Stephen	820-2253
Engleton	Jono	302-0477
Dalran de Brevic	Chris	360-1483
Toledo Steele	Craig	630-7537
Logan	Neil	828-5819
Newhaven Ambassador	Andrew	366-6139
Morgan Laffayette	Mike	520-3101
Ptolemy	Alistair	302-0477
Danen	Errol	376-6014
Adam Turf	Terry	302-2285

The Seagate Times

Opinions expressed in this document are not necessarily the opinions of The Seagate Times or Management.

The Seagate Times is produced on the Saturday before the Guild Meeting. If you wish to help phone 302-0477.

Contributions can be mailed to :

Jono Bean, PO Box 105-320, Auckland 1030, or faxed to 302-0477 but preferably emailed to seagatetimes@cs.auckland.ac.nz plain ascii preferred, on ibm or mac 3.5" disks

and should be addressed to the Chief Reporter, Engleton or the Editor, Bleyze.

The Duchy of Carzala - Home of the Guild

