

## Rescue Party Succeeds

### Guild Members Rescued From Black Tower

by Callas Verdicini

June 1: While training at the Guild, a messenger arrived saying a party adventuring off plane had been captured and must be rescued. A group of adventurers were immediately organised to investigate the situation. Viscount Blitzkrieg led the party, with Baron Logan Bury, Baron Saydar, Baron Morgan Lafayette, Sir Shoka Blacktooth, Sir Turf and the beautiful Callas Verdicini. The members of the missing party including Flamis, Basilic, PJ, Icorone, Anatheia and Stark. The old party employer, who's name I can't remember, arranged to get us there and back by way of the Kalamar and a void cruiser. Two days later, we were travelling to our destination. The mile high self teleporting Black Tower was not there, but an astrological reading indicates it is in the Chaos Mountains on Jalmaria.

June 4: We get to Jalmaria and find PJ in a village near the mountains, having managed to escape the tower earlier. We caught up with him during his wedding feast and he announced his decision to settle. We got his signature on a membership release form, and left. On to the Black Tower. Using cunning, we released Anatheia and Stark from their cells without blood shed. Stark had, while fleeing after an attempt to break out, gouged his face with a large splinter of wood, so that once he had escaped, the Illimari would not be able to locate him. Of course, neither could we.

We located Flamis and headed further up the tower. We found her being brutally tortured. We dispatched the Illimari guards, but the torturer got away by sinking in to the ground. The three we had rescued were then petit morted, skin changed into rats and put in Shoka's potion box for their own good and safe keeping. We then headed to the gardens, which are near the palace right at the top of the tower. There we find Basilic, turn to stone and painted in the most hideous riot of colours.



Artists rendition from article description

We were attacked by a fire mage, three knights in Strange Metal armour and scores of soldiers. The soldiers were easily dispatched but the knights struck down Blitzkrieg and Shoka. Two knights were overwhelmed and the other was captured in a ring of stone. Then four very large wyvern attacked us, causing the mages a lot of trouble. Finally, the resident dragon, Mousie, was seen in the distance, so we fled, taking the bodies, including Icorone, another stoned party member luckily found nearby. By the 11th, we were back at the Guild. We tided in the bodies (two knights and the mage) and their items for a goodly sum of money, as well as the captured party's items

The mission was deemed a success, but the rescue party recommends that those rescued take the Guilds courses in "Adventuring for Beginners". Count Blitzkrieg is on record as saying "This was the second rescue mission I've being on in a year. It's getting old very quickly."

## Saydar Buys Barony

### Pub Crawl Tales from the Skull Tavern

by Dalran de Brevic

We were asked by Saydar to join him on a very rare occasion, a free drink in his tavern. I soon found myself in somewhat familiar company; myself, Dalran de Brevic: an E&E of great skill. Saydar: an Orcish Necromancer of note. Turf; an Elvish fighter and Namer. & Callas: An Elvish Earth mage.

*(Ed's note: Dalran has been nominated for a record seven stupidest adventurer awards.)*

We all met together in Newhaven, huddled together in one of the Skull tavern's back rooms. Our discussion were of -our great plans for the future. Basically we were going to travel through the Baronies, selling some of Saydar's copious supplies of beer and wine. During our travels we would also to keep our eyes open for further adventuring opportunities for the future and to note them.

Anyway we decide to leave immediately as there is no time better than the present.

We all portal through to the Guild where we find ten barrels of Saydar's "merchandise" waiting for us. We all head down into Seagate while Turf arranges for a wagon to take the barrels down to the docks for loading onto a boat. We go and search for a sea Captain acquaintance of Saydar's who may be able to help us! We inquire after the aforementioned Captain "Black" Ned and are informed he is probably at a pub named the Winged Demon Inn. We search for this pub and finally find it in the most disreputable quarter of Seagate. The Inn is everything our imagination's had conjured it up to be - dark, dingy, smoky, and infested with vermin. Anyway, Saydar inquires after the Captain and we are told which table he is at, at this juncture however Saydar tries his sales pitch and it works - so we make our first sale of the trip without even leaving Seagate.

*(continued on page 7)*

**Letter from rescued party member page 8!**

# Western Kingdom News & Politics

## Guild Negotiates Truce with Harpies

### Duke of Carzala Arranges Agreement

by Darius Jedburgh & Guild Security

The Guild has recently declared a eighteen month truce with the harpies to the west of Carzala. The harpies, a group of deviant creatures from the high mana area, have been troubling the Guild and its members for several years.

The conflict came to a head this spring with two full frontal attacks on the harpies' main base. While the first attack forced the harpies to temporarily flee the area, the second rapidly turned to stalemate and a parley was called during the encounter.

The party members exchanged the three harpies that were held at the guild for a

captured party member and two allies. The exact details of the truce agreement have not been made public and the Seagate Times' enquires have raised no comment.

Bragon, also representing the Duke of Carzala, has also arranged a truce between the harpies and the inhabitants of the Duchy of Carzala lasting eighteen months. The Duke has ordered that anybody breaking the truce will be hanged twice, and charge the convicted for the privilege. Guild security would like to remind all members that they are bound by the Duke's rule.

Comment from around the town was mixed.

*An artist's rendition of the harpy - will there be peace in our time?*



"Burn them all! Salt their earth! Hellfire and brimstone rain down on them for all eternity!" frothed Father Rowan at the news. "If they come in range, then they will be a target." declared Naden. "This is a best news in years." states Scorby Tucketh, a local farming supplier. "Harpies? What harpies?" asked Tussock.

Many believe this truce may be long lasting in duration. It is an opportunity for both sides to regroup, fortify and reorganise their war chests. Guild Security have advised members to book holidays early to avoid the rush.

## Garibaldi Retires to Coloneley

Garibaldi de Genoa, prominent heavy armour fighter originally from a small town close to Destiny, is retiring from adventuring life to pursue a full time career as Colonel of Hugler's heavy infantry. Having received further promotion offers, six months ago he accepted the position of Colonel.

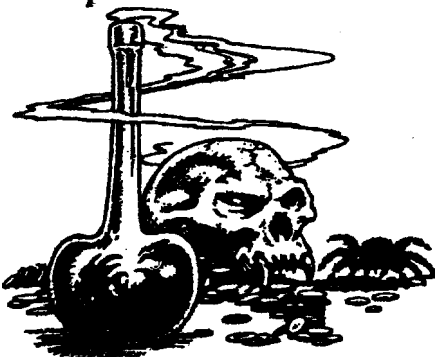
"Eet ees hard for me", Garibaldi said in an interview today, "but whet I do ees for the best. Thee Casteelan Borders have been good to mee, an' I no wanta' go AWOL to go adventuraing. However I weel return, one-a day, when I am so successful they call eet Garibaldi's heavy infantry!"

## For Sale

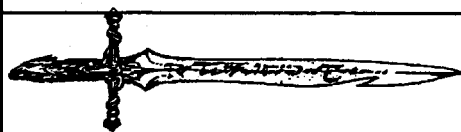
The Duke of Carzala, mindful of the recent hostilities in the North, and with an eye to the future defence of the Duchy, has announced that he will be creating several new Knights of Carzala. Because of the loyal support of the Adventurer's Guild over the years, the Duke has offered that any Guild Members in good standing, who are resident within Carzala, and maintain a household, may make application to be considered for a Knighthood. An honorarium of 50 Guineas will be payable for proper genealogical research, and creation of a coat of arms. successful applicants will be granted the right to style themselves, Sir/Lady, Knight of Carzala; to bear knightly arms within the Duchy; and to have their heraldry recorded on the scrolls of Peers of the Realm. They may attend upon the Duke at Court; are entitled to present themselves to the Knight Marshal of Carzala in times of war or unrest; and may lead troops in defence of the realm.

For, and on behalf of his Grace,  
Bertrand Valens (secretary).

Do you worry about undead?  
Do Vampires give you the creeps?  
Then don't leave home without  
the protection of Dramus's -



Greater and Lesser  
Undead Investeds  
Your money back if  
you become a Nightgaunt!.



## Castellan Borderers

Defend your Frontier  
Join Today.



# Hobbit Kills Hundreds and Thousands

## Party Releases Demonic Emperor

A party of guild adventurers lead by Bozo the Hobbit recently freed a very old, very Demonic Emperor called "Apollon the Destroyer". The demon had been imprisoned for over sixty thousand years.

Its release has resulted in the presumed deaths of between fifty thousand and two hundred thousand Mayan frog-people and the destruction their fabled capital city called

"Till-are-till-Olock-0" by volcanic activity resulting from a huge solar flare.

On a previous adventure, members of the same party freed another ancient Demonic Emperor called "Arhiman the Bringer of Darkness".

Further information recovered about Messrs.A&A should go to Guild Security.



*Messrs.A&A are NOT to be approached lightly*

**Skulls Wanted !**  
**Free Drinks !**  
for every skull  
brought to the Skull Tavern!  
Cash paid for skulls of Sentient Entities  
Cash paid for skeletons of powerful creatures  
--- Bonus for ex-guild members ---  
Amount to be negotiated (up to 5000 sp)  
Contact Saydar of Newhaven  
(Saydar does not condone killing)

## SKULL TAVERN



Mid Year Bash at The Skull  
Tavern August 2nd First  
five drinks free  
VIP patrons free drinks all  
night

## Heraldry Supplement Notes

### A Primer Of The Divers Heraldic Arms Of The Western Kingdom

Herein lies a study of Heraldry used commonly within the Western Kingdom and it's periphery states. The following Heraldry is in common usage, and is also common in conjunction with lesser arms, such as can be seen in the quartering or cantonism of greater arms with lesser arms. It's use and usefulness becomes apparent when faced with an unknown man-at-arms in the livery of a red eagle on gold, or a gold coin on black and blue - one may tell friend from foe, and brother from distant cousin, and indeed improve one's heraldic acumen, as is required in an experience courtier or military leader.

In the brief space available, only a few of the known heraldic devices are shown, but with the help of Guild Staff a list of the more

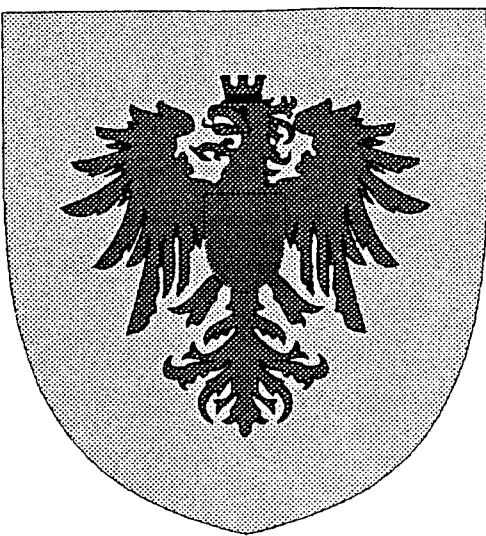
useful devices are represented here. It is unfortunate that the devices of Bowcourt and the New Western Kingdom are still in dispute at this time. Note the the Adventurers Guild device is not registered as "sable" as some members have thought, although we understand that "sable" is commonly used as the device of Thieves or Assassins Guilds, most notably those of Sanctuary.

#### Colours and Metals

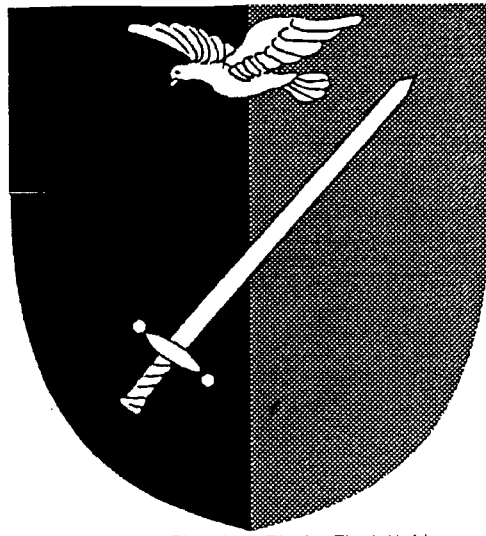
Or = Gold or Yellow  
Argent = Silver or White  
Gules = Red  
Azure = Blue  
Vert = Green  
Purpure = Purple  
Proper = Natural Colour

#### Nomenclature

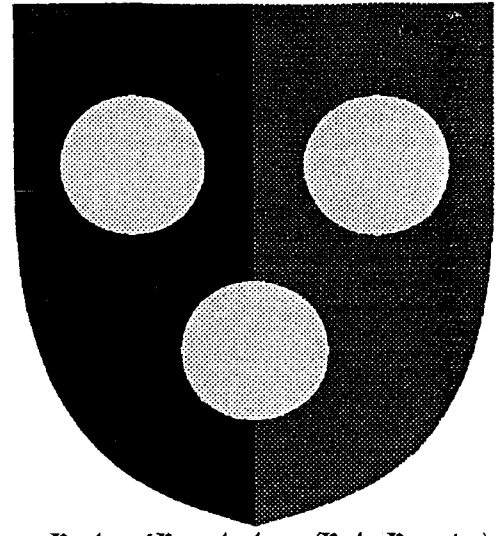
Dexter = Right  
Sinister = Left  
Chief = Top  
Per Pale = split in half vertically  
Per Bend = split in half diagonally  
Quarterly = split into four, in half vertically and in half again horizontally  
Chequey = split into a checkerboard pattern  
Moundy = split in half so that the bottom half looks like a mound  
Cross = a cross shaped section  
Saltire = a diagonal cross shaped section  
Chevron = the bottom half and middle of a Saltire  
Bordure = a thick outside line  
Canton = a small square in the top corner  
Charge = an object placed on top of the shield's basic colour division



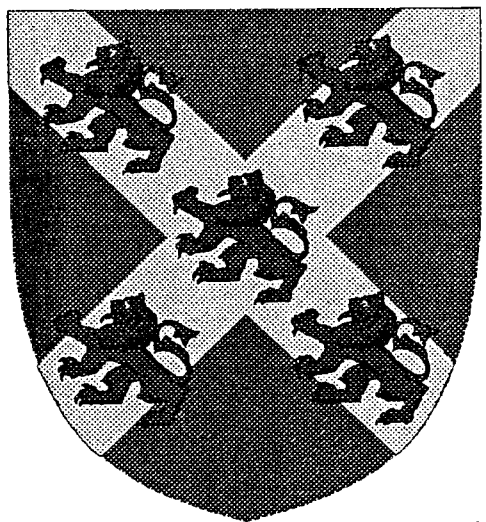
Duchy of Aquila (Duke Frederick);  
Or, an eagle displayed gules.



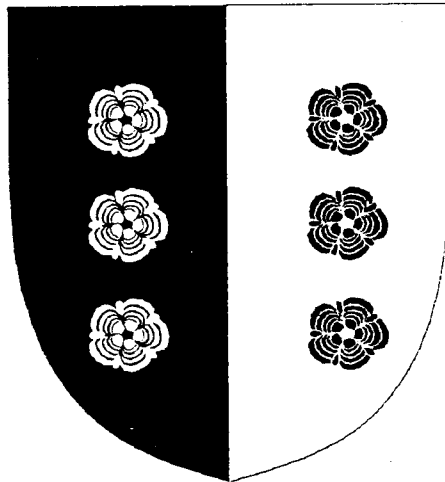
Duchy of Aladar (Duke Baltiich);  
Pale sable and vert, a sword  
sinister argent, in chief a dove argent.



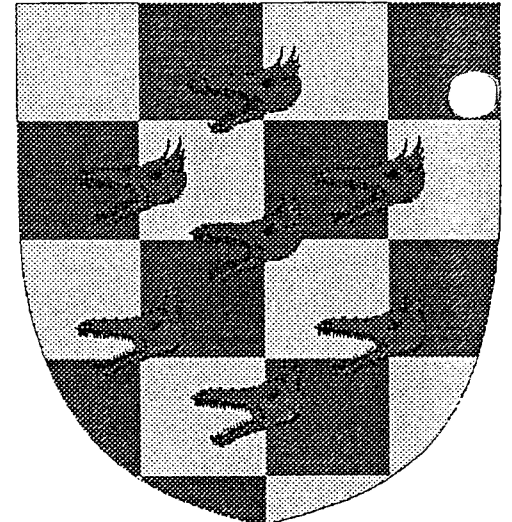
Duchy of Brandenburg (Duke Branden);  
Pale sable and azure,  
three coins or.



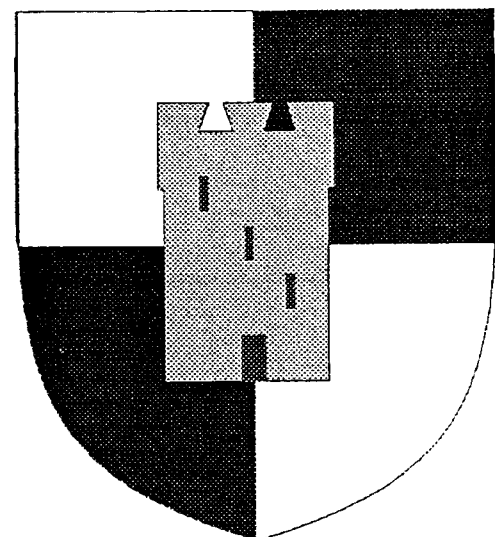
Principality of Kanke (Prince of Kanke);  
Saltire or and gules,  
five lions rampant azure.



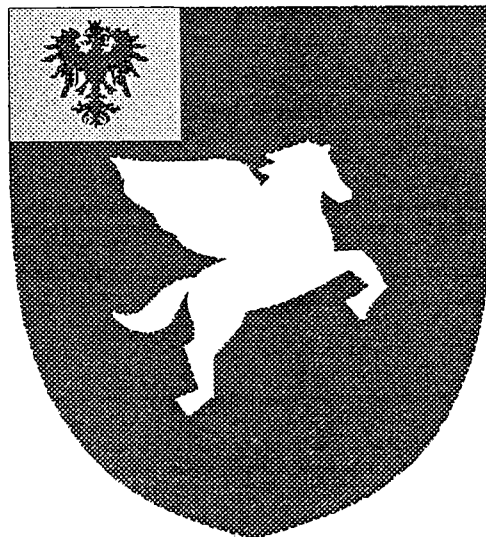
Duchy of Caldersfield  
(Baronial Council of Caldersfield);  
Pale sable and argent, six roses countercharged.



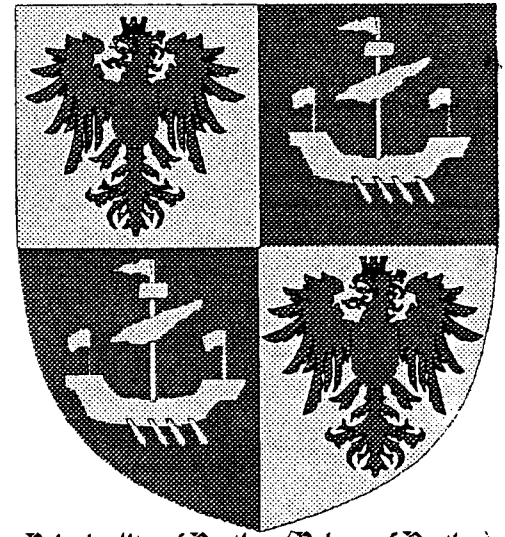
Duchy of Drakenberg (Duke Draken);  
Chequy of four gules and or,  
seven dragon's heads erased vert.



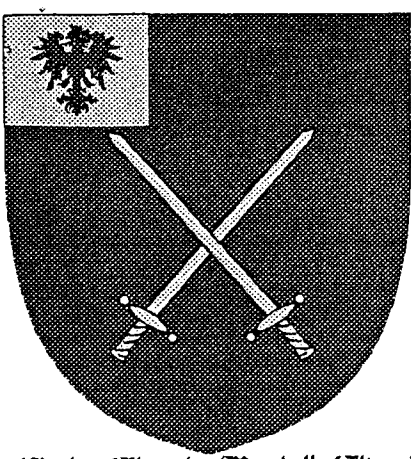
Duchy of Carzala (Duke Leto);  
Quarterly argent and azure,  
a tower proper.



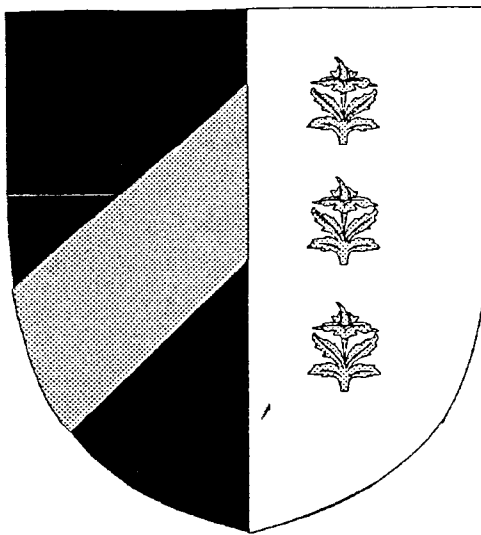
Duchy of Brastor (Duke of Brastor);  
Vert, a pegasus rampant sinister argent,  
in a canton or, an eagle displayed gules.



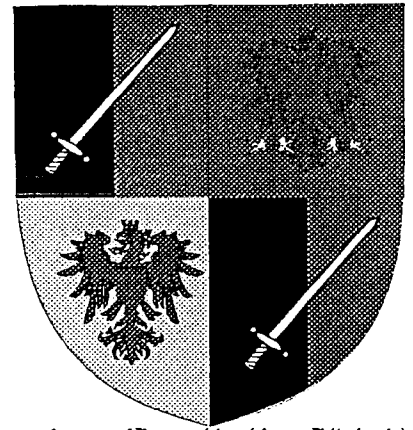
Principality of Destiny (Prince of Destiny);  
Quarterly or an eagle displayed purple,  
& purple a lymphad or.



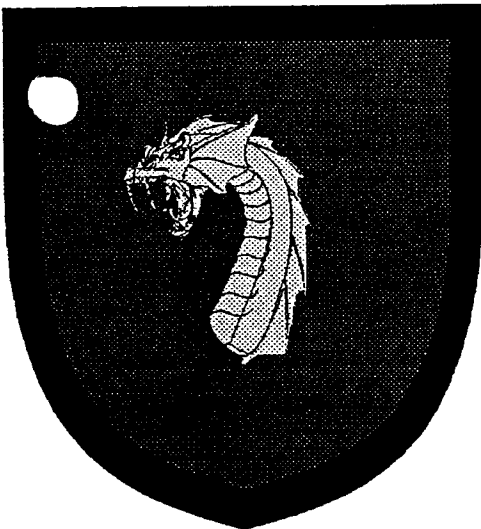
Grand Duchy of Eltrador (Marshall of Eltrador);  
Gules, two swords crossed or, in a canton  
or, an eagle displayed gules.



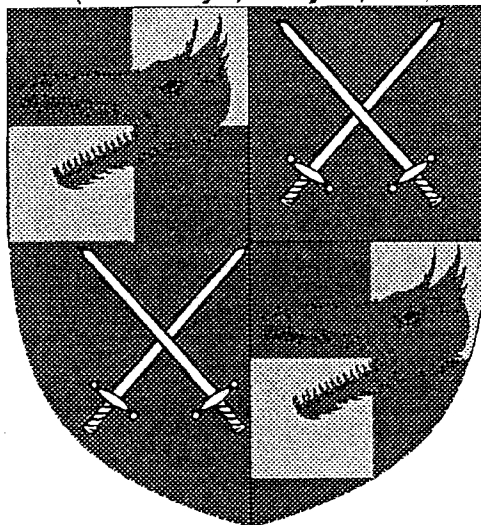
County of Barovia (Count Kree);  
Pale chevron sable and or,  
& argent, three elven elderflowers.  
(\* This design pending at PCoH)



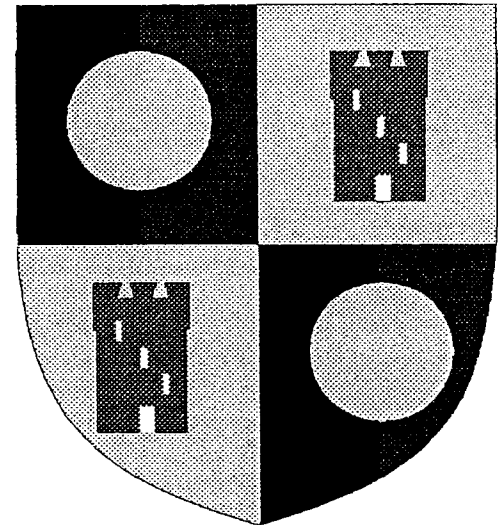
County of Barretskine (Count Blitzkreig);  
Quarterly pale sable and vert a sword sinister argent,  
2nd quarter vert an eagle displayed gules clutching lightning  
3rd quarter or an eagle displayed gules



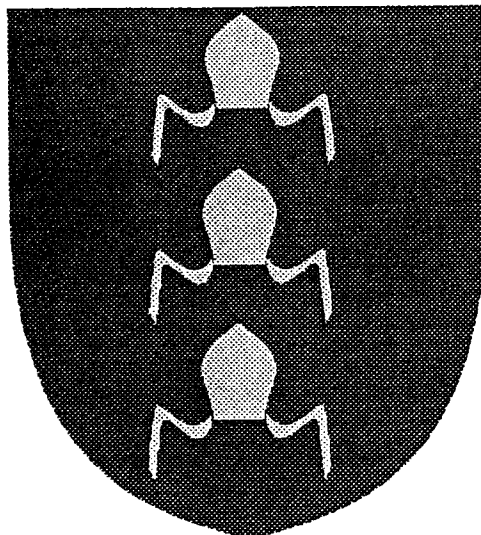
County of Calder (Lord Azure);  
Burdure sable and azure,  
a sea serpent's head and neck erased.



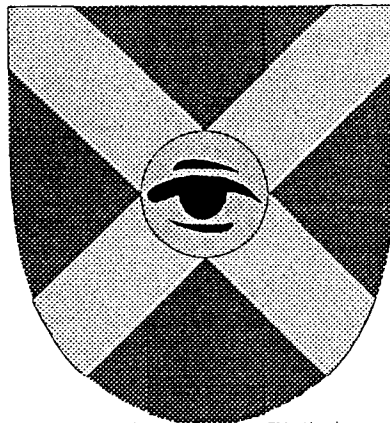
County of Fenton Fields (Count Bolariich);  
Quarterly chequy of two gules and or,  
a dragon's head erased, & vert,  
two swords crossed argent.



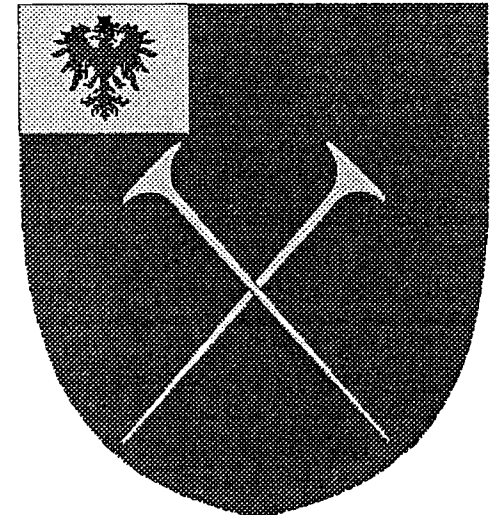
County of Karracksbridge (Count Aldred);  
Quarterly pale sable and azure  
a coin or, & or, a tower gules.



County of Mordeaux  
(Archbishop of the Western Church);  
Purpure, three mitres or.

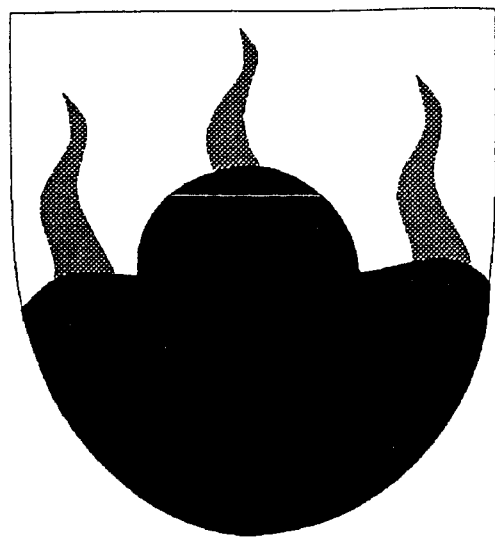


County of Ormond (Count Mollan);  
Gules, a cross purple covered by a  
saltaire or covered by an eye proper.

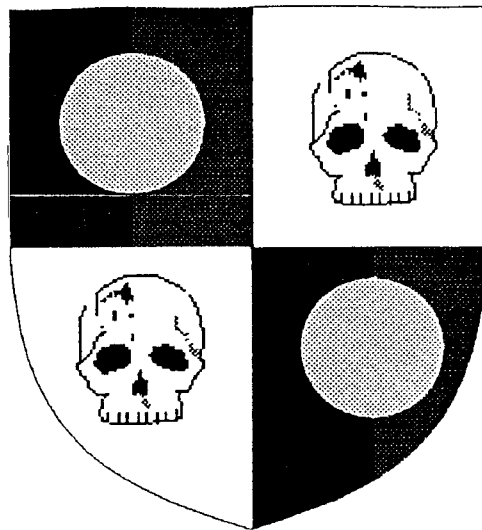


City of Mittelmarkhauptstadt  
(Principal College of Heraldry);  
Gules, two horns crossed or, in a canton  
or, an eagle displayed gules.

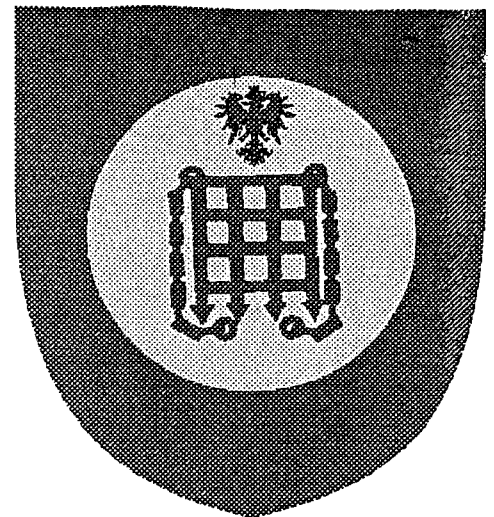




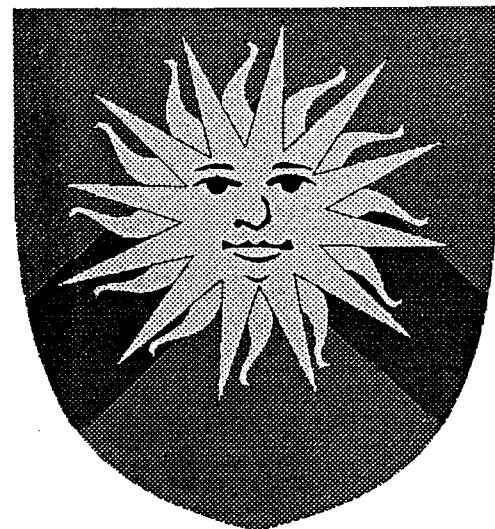
Barony of Newhaven (Baron Logan);  
Moundy argent and sable, from  
the moundy three piles wavy gules.



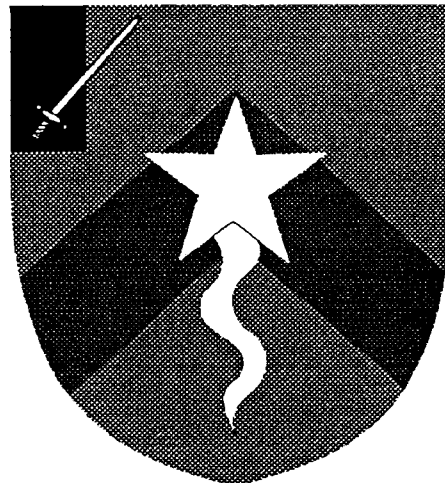
Barony of Erewhon (Baron Saydar);  
Quarterly pale sable and azure, a coin or,  
& argent, a skull proper.



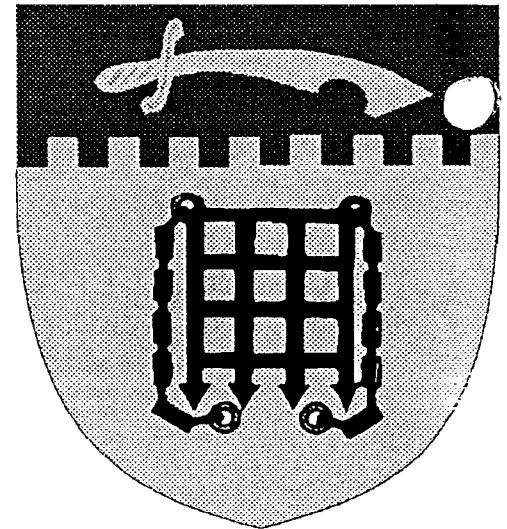
City of Aquila (Duke Frederick);  
Vert, on a plate or a portcullis gules  
below an eagle displayed in miniature gules.



City of Felicemouth (Chartered Free Town);  
Chevron gules and azure,  
a smiling sun or.



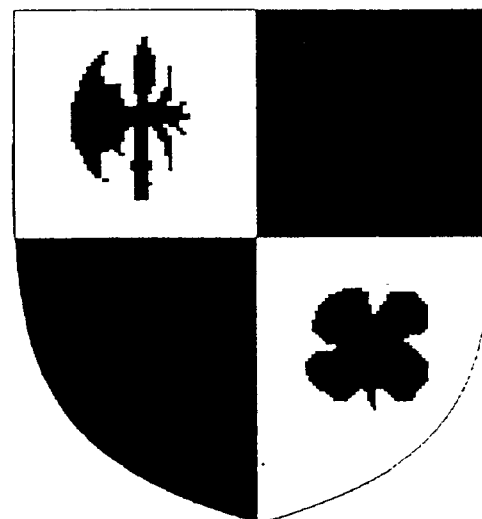
Town of Fretoun (Chartered Free Town);  
Chevron vert and azure, a comet upright argent,  
in a canton pale sable and vert,  
a sword sinister argent.



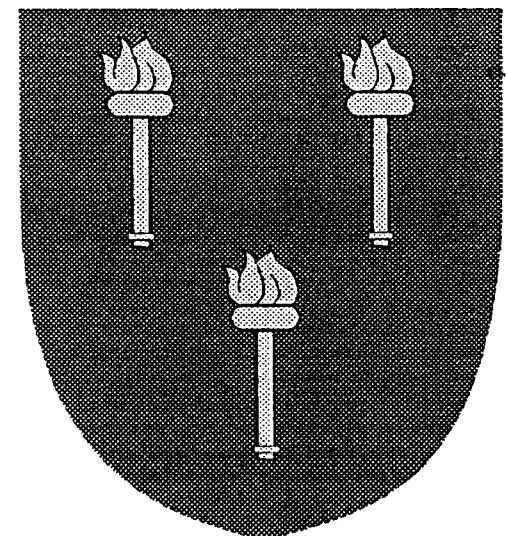
City of Seagate (Duke Ieto);  
Or, a portcullis sable and on  
a chief embattled azure  
a sea axe of the first.



Castellan Borderers of Brastor;  
Pale sinister very and argent,  
a pegasus rampant sinister sable.



Adventurers Guild of Seagate;  
Quarterly argent and sable,  
in first quarter an axe head sable,  
in fourth quarter a four leafed clover sable.



Adventurers Guild of Tac;  
Vert, three torches or.

# Common Western Kingdom Heraldic Practises

Subordinate devices often use Quarterly to show their superior's device.

Old Western Kingdom Officers, such as Marshallates, Wardens or Heralds, often Cantonise the old Western Kingdom's arms. (Which you may note are the same arms as the Duchy of Aquila).

Children often have as many charges on their arms as was their order of birth. (For instance, note the Duchy of Drakenberg's seven dragon heads, which was emblazoned thus due to Prince Draken being the seventh son of the disappeared King Sigismund.)

Chevron with the second colour being azure is often used to denote a chartered free town of the Western Kingdom next to or spanning a major river.

Tinctures such as Ermine are not often used, as these were commonly used for Royalty only. It is possible King Ulfric will take on Ermine as part of his colours.



A map of Erewhon from the Guild Cartographer

# Saydar Buys Erewhon

(continued from page 1)

Callis negotiates on our behalf since she is the best "equipped" to negotiate with a man such as the Captain. (Or indeed any man.) As a result we leave on the next tide, in three hours. We head out and finally catch up with Turf who had been having discussions with various people about lots of inane subjects. We tell him the news and get the wagons to the ship just before we are due to sail.

We cast off and depart fair Seagate. Saydar will be Party Leader and Military Scientist and I will be the party Scribe and record keeper. Baron Logan Bury of Newhaven will be joining us near Glisheim later. The days at sea pass mostly uneventfully.

17th April: Travel through the estuary. We pass several islands and sandbanks, helping the crew look out for hazards. We pass around some huge old castle walls (in a state of disrepair) and enter the harbour of Felicemouth in the afternoon. Once we land, we pay import tax on our goods. We all feel a little queasy after being on the ocean for such a long time, but soon recover our landlegs. A little later, once we have procured a wagon and horses, we go to the Limping Lion Inn. Turf takes us to the Brazen Harlot Inn, and are shown much hospitality - although Saydar is treated like scum (which he enjoyed, once big bad Brunhilda got on his case). Turf misses out on some rampant totty, as he has no idea what to do when the girls offer to tuck him in and keep him warm! I get two for the night and enjoy myself stupendously. Saydar gives a quickie to Brunhilda and Callis gets little sleep with all us young gentlemen making a night of it.

18th April: The day dawns fine and hungover, we have a fast meal here at the tavern and leave Felicemouth by way of the South road in the Barony of Erewhon. After screwing a local widow for information, we do know that our old friends, the Black Knights of Lord Azure have not been seen here in more than a year. The next day, we proceed out of town and travel to the main town in the interior of the barony. We stay at the Horned Satyr Inn, questioning the locals but finding out nothing. Saydar sells another barrel to Gond, the innkeeper. The next day we undergo ritual preparation for a possible encounter with the Harpies rumoured to live in the woods. We visit the town of Gullet Hollow, and stay at the Silver Halyard Inn, which was full of fisherman and other common villagers. Saydar scares the villagers with his high tales and tough guy image. The night passes without event or repercussions for Saydar's actions.

21st April: We again undergo ritual prep for battle. We are joined just prior to leaving by an upstanding local lad by the name of Smidge who has decided to accompany us. We welcome him as another sword. We spot the Harpies at the same time as we are dealing with some Ghouls that rise out of the road later that day! The Ghouls are despatched promptly and the Harpies seeing how well we deal, with them decide to keep a low profile and retire to their lair. We retire back to Gullet Hollow for the night. The next day we travel on. Baron Logan has located us and flies on shadow wings to join us. We encounter the revenant of a man who wishes us to bury his bones on Skull island, somewhere to the South. We agree to help him, and have to kill some Hellhounds to retrieve his bones. We win a short fight which includes some fine blows delivered by Turf.

We proceeded on towards the castle and finally arrive. Saydar does a precognitive vision and is frightened of something, but we continue regardless. We meet the local Baron and his E&E lackey. The Baron wants out of his local undead problems. Saydar negotiates the handover of the Barony to himself on condition of acceptance by Count Brandenburg. We release a prowling Demon to allow it to go back to its own plane, and accidentally destroy some powerful Necromantic items. Luckily, we fail to find a certain temple that Saydar had seen in his frightening vision. We all stay overnight in the Castle and leave in the morning along with the Baron and his lackey.

23rd April: Travelling further south, we encounter a snowstorm and decide to shelter in an abandoned cave. However upon reaching the cave we find another group of men occupying most of it. We proceed to introduce ourselves but there is a palpable tension in the air as several DA's go off and reveal that they are mages and swordsmen, like us - although much weaker, of course. We establish the fact that they are from Tac, and we notice the looks on their faces once their Celestial reports back on his DA's - they turn quite pale. Since it is now established that we have the better and more powerful force we occupy the cave, offering to share it equally.

The next day, we proceed to Skull Island to fulfil the revenant's request. We give the bones to a Priest and he blesses us for our pains. Saydar flies on to Brandenburg to complete his negotiations about his new Barony, and the rest of us have a well earned rest back at Gullet

# Bandits Beaten

## Guild Adventurers Foil

### Alchemical Bandits

A mere three weeks into the quarter, another blow was struck to the rebuilding schedule of the recently accidentally demolished Seagate Alchemists Guild. A consignment of delicate and specialised equipment being carried north from Nova Dom was taken from the caravan during a daring bandit raid. The bandits were well organised and obviously professional ne'er do wells, who ambushed the guards using invisibility spells, Wichan curses and arrow fire. They refrained from the unnecessary taking of lives, and quickly seized all the valuable items and escaped on horseback.

By the time the Alchemist's Guild was alerted, the majority of adventurers had already made their plans for the quarter, though many selflessly volunteered for this mission of justice and revenge. Notable among those upstanding fellows was Fizzgig, apparently pining for the excitement of adventuring despite his prosperous silk business, and Strontium, recently returned from travels in foreign climes. Other adventurers helping the Alchemist guild were Max, a doughty Namer, Tussock, a Hobbit air-mage, Michael, a Celestial merchant, Aaron, another namer, and Clarissa, an Elven air-mage.

The party set out immediately and within a day or so encountered the remnants of the caravan, and set out towards the forest deemed

most likely for the bandits to be operating out of. With a combination of location, ranger skills, and a rather confused owl, the party found their lair in a steep gully and proceeded to determine weaknesses and a means of entry. Though a defensible location ladden with traps, it proved to be more a trap for the inhabitants as the party swarmed down the canyon walls.

The struggle was prolonged and bloody, but was resolved with the slain bandits scattered about their own compound and their Wichan leader rendered senseless as he tried to escape. No guild members were seriously inconvenienced during this venture and returned with the stolen goods and the surviving bandits. This successful action has also helped seal the recent problems in relations between the Alchemists and Adventurers guilds.

### Wanted

*Big hairy chaps who like other big hairy chaps. Please enclose a portrait from a reputable painter.*

*The Lord of Wands*

*c/- Guild Security.*

# Letters to the Editor

Dear Editor,

Wot I wud like tonois **what are** the Alkemists doin wv all the animal parts they is orderin from all over the place. We saw stuff inside there wat wud turn your hair white. If they is actually puttin all those dogs privates into the potions we biye then I four one will not be ~~stea nick~~ perchazing in a legal manner any of there stuff.

Yours,  
TMS.

Dear Editor,

Upon discovering that it is again time for your quarterly meeting, I on behalf of the Guild of Vintners and Allied trades would like to welcome all you thirsy adventurers back from whatever hot and humid lands you have adventured in. I hope, however, that this time we can avoid the unfortunate scenes of debauchery and lewd behaviour

exibited last quarter. Please remeber to keep a rein upon your magicks and avoid bringing weapons larger than a dagger onto licenced premises.

Thank you for your co-operation.

Arnold Smithson

President of the Guild of Vintners et al.

Hi,

I'd just like to say a few words of thanx to those people who came and rescued me and my friends from the Black Tower. Well, there you go, I said it. Oh and contrary to popular belief, we ALL made it back in one piece.

By the way, I need some money to buy my stuff back from the crazy dudes who captured us. Anybody who wants to help should send money to Sir Stark Ravensmad c/o- guild lodgings. I will be happy to exchange money for magical rocks.

Stark Ravensmad, Knight of A'

## Guild Lodgings

The characters in this issue can be contacted at the following

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Dramas	Mandos	57 10749
Castellan Borderers	Jon McSpadden	3020477
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Opinions expressed herein are neither necessarily the opinions of the Seagate Guild of Adventurers nor the Seagate Times.