

The Seagate Times

December 1995 AP

The Journal by Adventurers for Adventurers

Issue 14

Dastardly Duke Seizes Press

In a shocking raid against the premises of this paper, the brutal and vindictive troops of the Duke. The staff of the press once again were subjected to physical violence and abuse.

A spokesman of the Duke said later "This paper has pushed the limits once to often, spreading rumours, lies and propeganda. It was time to stamp out this hotbed of treason."

The staff and reporters of the Times were demoralised but not silenced, and now we are printing from a secret location out of Caulder. While the output of the press has been severely hampered, with many of the editors unable to contribute, an 11th hour effort has been put in to produce this edition.

The editorial staff, trying the new local cuisine, have been affected by a virulent bug. The orcish chef has disclaimed all responsibility, claiming loudly that the goblins were of the freshest quality.



Artist rendition from provided description

Kraken in Sweetwaters

Reports have reached the Guild that a Kraken is inhabiting a portion of the Sweetwaters near Ildrisholm, near an abandoned underground city. Its is also known as "The Big Juju". The Juju possesses the ability to cast conventional magics as well as other magical abilities. The Guild advises extreme caution with any contact made with the Juju, and any information gathered to be returned to the guild.

BRAEGON'S LIFESAVERS

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

**5 Charges of Rank 1 Trollskin
ONLY 1,000sp**

(More powerful doses available on request)

For Sale

Individual swimming tuition available in basic and advanced techniques. Training in survival in the water also available.

Permanent Waters of Strength and Waters of Healing potion Both a Rank 7.

Water of Healing 400sp
Water of Strength 800sp

See *Aqualina*

Birth Announcement

Mitothin mil Sirivon of House Sirivon, formerly Ruessel Fall Glade of Elfhein, is pleased to announce to her friends, family and associates the arrival of five children, three girls and two boys. Mother and children are doing well. All enquires and congratulations are to be directed to Guild liason, Simon



Last sighting of proud Father

More Trouble on the Frontiers

In an area less than 40 miles west of the guild, another three farms were burnt to the ground last month. This brings the total of nine farms that have been razed within the affected area of Carzala.

The latest attack happened under cover of darkness at about 8pm and was over by 10pm. The attackers used a wide range of magical effects, some of which were; control over a large number of wolves, with the guard dogs and farms dogs turning on their owners, all of the lights in the area going out, some people just falling asleep, and a mass fear spell.

The death toll at the three farms was 34. This brings the total to 73 people killed in the area. At the same time 17 Orcs and 4 Hobbits were also killed. In a related story, the remaining farms in the area have endured notable crop failures of their rare Blue Mushrooms. The crop of mushroom will need to be harvested some time in the next five weeks. The local farmers have reported that the area has been cursed so that crops are unable to grow. They believe that some evil enemy has used some sort of Wicca Spell or Ritual.

From the Pulpit of Father Rowan

Let all who would know of our tribulations come near and harken to me. I am Father Rowan Velcanthus, Priest of Chantris.

My companions in this holy endeavour were: Jedburgh, a Namer of honour and justice, Birgetta of the penetrating voice.

Galland, an Elf that practises the magic of deception and Illusion.

Glod, a Dwarf with a great love of the Earth. Phaeton, a Solar mage and powerful in Healing, and

Deadwood, an evil little scrote that practises Necromancy and advanced treachery.

And I say unto you, long may the name of Deadwood live in the Halls of Infamy, but e'en longer may his suffering last, that all may know the folly of the path of Darkness. O Chantris, let Your servant strike down this serpent in the breast of the Guild, that we may remove this suppurating sore and cauterise the wound with purifying flames.

The Trial that Chantris had seen fit to set in our path was to return the body of a large, sentient artichoke to the home of its kind, and attempt to have it resurrected. Yea, and Chantris did speak to me in my heart and say unto me "Take thou up the burden of Leadership that thou mayest lead thy fellows in the paths of Righteousness. And take thou up also the rod of Military Scientist, that all may know that thou art a militant priest. Spare not this rod, my son". In humility did I thus proffer myself for these positions, and my faith in Chantris was rewarded.

It came to me that we must go far beyond the Sea of Grass and high into the mountains near the Lunar Empire. And lo, we entrusted ourselves to Chantris' care, and travelled for two weeks. And peace walked with us.

We came upon a people that lived among the long grass, and they were a gentle, wandering race that offered us hospitality. We stayed amongst them for less than the passing of a week, and left them filled with gratitude for their generosity.

At length we came to the wall that marked the border of the Lunar Empire and passed beyond it, using few magics, that we might not attract attention and bring trouble on the Guild. Thence did we cut North, into the frozen wastes and the mountain fastnesses of Winter.

By the grace of Chantris, came we unto a valley that was covered by Bound Clouds, and in that valley grew divers plants and small creatures, and great was the richness of the life therein. Journeyed we there, that we might find the sentient plants that we had long sought, And also to spy the place out. It was at this time that Deadwood, pestilential leavings of the vomitus of a degenerate Orc that he is, did take up verminous creatures, like snakes and other creatures that crawl upon the ground on their bellies. And lo, he didst place them about him, that they might scurry about his body, and deliver unto him the deviancies that he lusted after. And there was much changing of the marching order.

And it came to pass that we came unto a

bridge crossing a small river, guarded by two men. I took counsel with my companions and thus was it decided that we should approach these men with half our number Unseen. So it was that Jedburgh, Birgetta and this humble priest did approach the bridge openly, whilst Galland, Glod, Phaeton and the despicable Deadwood provided our reserve. By the grace of Chantris, Jedburgh's sword was rendered Invisible, and so he carried it before him in adoration of Her.

Yet e'en as we approached with justice in our hearts, the Forces of Darkness did conspire against us, for lo, the men at the bridge had Witchsight Spells cast upon them and they did observe our coming. Then did they cry out, and attempt to give the alarm, So while the men fled from us, Birgetta did call out in their tongue "We come in peace", and lifted not her hand to halt their flight. Jedburgh did charge down the first man, and by Chantris' bounty, a Wall of Thorns did halt the progress of the other. Then did I remonstrate mightily with Birgetta for undermining mine appointed authority. And then did I visit upon her a Penance that she might meditate upon my lawful instructions.

After we subjected these men to inquisition, we found that they were of a race called the Boyles, and they worshipped a powerful entity called Raitho. We returned these men to their superiors, and found that they didst live as a people ready to go to war. And it came to pass that while we were talking to their war leader, he said unto us that the Worts were an unclean race, and that Raitho had spoken unto him, saying "Take ye up arms, my children, that ye might hew down the worts and extirpate them, root and branch". And didst they then take up arms and bring destruction to that race of sentient plants. And the war leader did ask us why we had come amongst them, and we didst say that we sought the downfall of the perfidious plants, may Chantris have mercy on my soul. Then did he say that we should talk with Raitho, and that one of his priestesses would perform the Rite of Calling. And so it came to pass that a tattooed woman did visit us in the night, and did she uttereth words of such power that no mortal might say them and live, and was she tom apart by violent winds. Over these bloody remains did Raitho appear to us and ask us to strike down the Worts saying we would have until the passing of two weeks.

A great trembling fell upon me, for Ifelt alone, and trusted not in the glory of Chantris and in my weakness did I agree to this plan. But in my heart I knew this Being to be a Force of Darkness and that I must find a way to turn aside from this path.

Then were we given instruction that we might the faster find the Boyles, and did we travel into the jungle.

And lo, it came to pass that we didst walk along the byways of this green wilderness. Phaeton did wander from the path at occasions, and didst become lost in reverie of the strange world about him, yea and he became lost unto us in the same fashion. But Chantris spoke to my heart, and did say that I should keep him close. Thus it was that we didst with rope tie Birgetta and Phaeton, the one with the other, and thus didst I kill two birds with but one cast.

The days ran together, and it happened that

we did come upon a Wort. We didst call out to him, and we didst say "Greetings, honest Wort. We come to return to you the body of one of your kin, that you might breathe new life into it". And he didst say to us "What?". But he didst take us to his leaders, And they didst tell us that they were set upon by the children of Raitho in most unjust fashion, and that the Worts had been forced beneath the Earth. They didst say (and could show) that they had been in the valley before the coming of Raitho's children and they felt that they had right by eminent domain. It was at this time that the vile corruption known as Deadwood did suffer the attentions of a particularly savage centipede, and it did seize him by his organ of generation. And there was much wailing and gnashing of teeth. And it came to pass that we didst take hold of him, and take off his habiliments, that we might pluck off the offending vermin.

And behold, we didst find upon his back the mark of a demon, And this did give us pause. And the Healers in the party did draw straws, and it came about that Phaeton did draw the shortest of the straws thereof. Then didst Phaeton roll up his sleeves and attempt to remove the offending centipede, doing so by the grace of Our Lady, And I looked upon the death of the centipede with a weight in my heart, for it seemeth to me that e'en this low creature might be an agent of justice. And then did it come to pass that Deadwood's organ of generation didst speak saying "Free at last, to work my evil". And did I immediately Hellfire it forthwith. And there was even more wailing and gnashing of teeth, When the shrieking had stopped, then did the party fall to bickering and pointing their fingers, the one against the other, and shouting. And it came about that Birgetta had visited a voice upon the loins of the evil one, making it cry out. And Chantris said to me that perhaps there was a use for Bards.

After Healing Deadwood's affliction, we travelled to the Boyles, that we might speak with them, that no more blood or sap be shed. For Chantris had sent me a vision that we might bring about the destruction of Raitho.

And did we find a village of Boyles floating on a lake at the very heart of the valley, and did we thereupon make it clear to them that we would have speech with them. And they didst host us and feed us but they said they could give us no help; instead they took us to chambers that we might rest.

And in the darkness did they try to cast us adrift upon the lake. And we did rise up in righteous ire and smote them. Mightily did we strike them, until they cried out for mercy, and in our compassion we did take heed of their cries.

Thus did we require of them that they direct us to one of their number that could help us. And they didst tell us that the twins wouldst be of aid to us. And in surrender they gave unto us one of their number that he might lead us to these twins. And by Chantris' will, so it came to pass.

CONTINUED ON LAST PAGE



Current Events

For your information we've compiled a *list* of events that individual characters suffered this session.

Had their soul stolen (and later returned)

Had body stolen-swapped souls with another entity (x2)

Confronted by demons from Hell / summoned to Hell to confront a demon

Suffered 17 grievous wounds

Under the effects of a 51 MA curse

Turned into a fairy

Turned into a clockwork creature

Being summoned into battle by the horn of Valhalla

Blowing the horn of Valhalla

Had both arms cut off

Tore out their own eyes (x3)

Catching STDs from Succubi (x2)

Betrayed the party to demons

Betrayed by a party member

Propositioned by a street

Being pronounced anathema

Having head and feet stuck on backwards permanently

Was nice to animals and children

Had thousands stolen and didn't seek revenge

Gave their individual true name to a dragon (x3)

Eaten by frogs (x3) (they got better)

Committed all seven deadly sins, at the same time

Rumors in brief

The suspicions of many have finally being confirmed. At great personal risk to herself our source is able to confirm that Blaze is actually a natural blond.

Hargen and Kishwa were seen strolling around town with women from Hell. Their love-bites were very draining.

Kiswa's manhood was never in doubt despite becoming a three foot fairy and carrying a wand.

Kilroy has been seen around with people amazed at his great persona and leadership abilities, but the followers are noted to have been severely disappointed after getting to know him better.

Sasha has revealed all and has selected a man for her life. She is said to be keeping on top of things, adventuring and domestic.

Trator Revealed

Deadwood has been brought up on Guild charges for betrayal and desertion. Deadwood has not formally commented, however, the party leader, Father Rowan, has been heard from a great distance, foaming at the mouth and demanding Deadwood swing from the nearest tree. Darius Jedburgh, another party member, has asked that all guild members be warned of Deadwood's duplicity and should be avoided, if not killed out of hand, on sight, without mercy.

On a similar note Deadwood no longer has any affiliations or associations with any type of form with Count Karrinski of Algain. He has being stripped of any magic stemming from past associations and is hearwith a criminal within the bounds of Eltrandor. He has a price on his head for the presentation of his body

Calamity Crash

Karys, I mean Fenton, has been involved in another high speed crash.

An unnamed hobbit has said the ride was exciting, but the chimera was unimpressed. Apparently, Fenton and two hapless passengers charged a chimera while tlying his log. Both passengers perished. but as often happens, the driver survived. Sabastian is quoted as saying "We needed to do it, otherwise it would have got away!"

Fenton was later found impaled onto a tree with a branch through his chest. the result of another flying accident. The invisible baby dragon survived but was unavailable for comment. Fenton is reported as saying "I didn't see it coming."

Work Available

A farmer from Enzo, near Granada. has asked for a small party to help with a neighbourhood dispute.

Quotes

Talking about sending a parley group to talk to the forces beseiging the castle occupied by the party.

Sabbath

"Can I come"

Party, King, and everyone else in earshot
"NO!"

Darksinger

"What do Elves do when they are about to die?"

Kesha

"We generally try to weasel out of it."

Serendipity

"Just because he is the Demonic President and Masters of Murders, and a rank 15 assassin, does not mean he may not be a valuable addition to the party."

Deadwood

"Just because a fifth of my soul was missing doesn't mean I'm pacted"

Scab

"Go back to sleep, I'm just bum-raping the prisoners"

Ed: This comment allowed all the party to escape captivity.

Lath's Horoscope

Quiz

For the session; 31st of December 95 to 31th of March 96.

Welcome to the seventh of Lath's Aspect readings. I hope that the advice in this column will be able to help you bring joy in your day to day life. Most adventurers have strong leanings to one of the stars and to one of the element hidden within their Aspect.

The Stars

Winter Stars: Joy will become yours this session. It is the time for you to enjoy the large amount of entertaining that is expected from you, by your friends and loved ones.

Spring Stars: Closer to the next Guild meeting - things will become better than what is happening to you now. The bargain of a life time will be lost - and the consequence will fade to nothing.

Summer Stars: As the seasons move - you are painfully aware that this is the time that is the worst for you. All that is close to you will come under the unforgiving bite of Winter and you will have to face a new enemy. Trust your Elements this time.

Autumn Stars: Your time has elapsed and you should recoup your strengths as the old enemies that you hoped were dead, return to steal all you possess.

Element of

Air: With your brother, Water, the season is yours - find a mountain top to frolic upon. Your charmed colour this season is copper, preferably in the form of a suit or helmet.

Water: Remember your friends of the Air, and don't turn away from the others when they need that extra bit of help in dealing with the people with the little red things on their heads will be following you all.

Earth: You will be damp.

Fire: If you are an Orc, fire mage, and a follower of Kukkaphet - then; you shouldn't put up with that nasty little sneak. For the others stay wrapped up warm and tight like aunty Lath told you to.

Separate from those ruled by the stars and element are the other adventures that come more under the moods of their own Aspect.

Solar: You are going to walk on the sun this season, I mean literally. Things are going to be so good that you will think that you will have died and gone to the sun. By the way you will open an especially good bottle.

Lunar: The full moon will be strong, so get out and party while you can. Avoid shapeshifters and people who limp. White or yellow are your lucky colours this season, pick up any shells you may find on your travels.

Death: You know what a real buzz is like, and this season looks like it will be one long orgasam. You should play with Fairies, and wear flowers in your hair, as this guarantees good fortune. Your lucky number this season is one, and only wear red silk. You should be courteous to strangers, and the one known as the Soothsayer will grant you a magic stone. You can do anything, and don't let people tell you otherwise. Enjoy!

On a more personal note:

Ithelmoremoremore - You should do penance you shameless hussy.

Turf - Don't let people tread on you this season.

Starflower - Get over the loss of Gar, he's dead already!

More from me later.

I will be in the healers pulling myself together if you need me.

Are you a Hobbit's Hobbit?
You get 1 point for each true answer

1. You eat at least 12 cream buns a day.
2. You collect shiny gold rings.
3. You have an attraction to volcanoes.
4. You have "climbing".
5. Your waistline is greater than your height.
6. You have the dexterity to use any weapon, but not the strength.
7. You have abused or taunted Orcs.
8. You're always willing to help the guards with their enquiries.
9. Bakers know you on a first name basis.
10. You are friendly with elves. How did you do?

Zero: You're the first troll I've met who can read.

1-3: Are you sure you are not a confused dwarf.

4-6: You are a hobbit, but barely, eat more cream buns.

7-9: Congratulations, Frodo would be proud of you (if he was alive).

10: You are a perfect hobbit! You have won a dozen cream buns, which you can collect from our sponsors.

11+: This is an impossible score, but lying is an admirable trait in a hobbit.

This quiz was brought to you by the Fight 'n Fuk Tavern (tm), prizes can be collected from the back door, just ask for the cook.

Don't forget, Monday's are Chocolate Eclair day.

Rag and String Trade

Are you looking for that special outfit made just for you'?

Clothes made for all occasions at reasonable prices.

Enhance your looks.

Improve reactions to your appearance.

Contact Sh'rel at the Guild for custom made clothing that enhances your looks and improves your reactions.

Jewellery, perfumes and Boots also available.

All finished outfits are unique.

Letters to the Editors

hey you,

anyone out there who kills trolls and burns them down can bring the ashes to me and i'll give you some trollskin dust.

scab

Dear esteemed Editors (me and Judburg),

If any adventures have or find dragons teeth could they please bring them to me so I can use them to raise an army that will rampage over the lands.

Sebastian

PS. If anyone meets any goats pass on this message; "Baaaa, baba? Baa Baa!"

Dear Ed,

What has happened to the quality of guild member. Is it just me or has the calibre dropped drastically over the past few years. For the edification of any who may adventure with them in future I offer a few notes on the poltroons and craven faint-hearts I most recently had the misfortune to adventure with:

Turf - An elven Namer who cannot ressurect, remove curse. name-summon, geas or use counterspells effectively and is hindered by unreasonable morals. But, at least he had some backbone and didnt mind losing his soul for the party good.

Kiesha - An elven Rune Mage, and a dastardly curmudgeon. He can be very useful when he cares to be and fights well when cornered, but basically spineless.

Stein - A dwarven Earth mage. Kinda useful, but so quiet that I forgot he was there unless someone was buying around of drinks or treasure was in the offing.

Ithilmor - Another elf, and a Dark Mage. Again kinda useful, and she did her bit. Unfortunately her main bit seemed to be distracting Turf from the exacting task of slaying the indigene.

Darksinger - This feeble human Necromancer never turned anyone into putrefying goop, and was to gutless to make any decison. Far too amiable to understand that a raiding... uhm... adventuring party should fear/respect its leader.

Sabbath - This loathsome, thieving, ingrate is the kind of slime that give us orcs a bad name, and prevent us getting enough seats on the Council to have hobbits declared the food that they ar... uhm... to adequately represent our growing orcish constituent.

Yours Sincerely

Shoka Blacktooth.

PS: If you've got a wart that needs removing, or something extra to get the missus big-bellied, or just something to relieve those pains I'm your orc. Just visit Shoka's Apothecary in New Haven.

PPS:If anyone comes across 22lbs of mithril (only 330,000sp) I'd be keen to acquire it...

Dear Editor,

Sir, normally I do not write to scurrilous rags such as these, but I can no longer stand by and allow the honour of a noble of such high standing as our beloved Duke to be besmirched by such vile calumnies. All right-thinking adventurers know that the Duke may remove from our collective breast the low jackal that we have fostered unknowingly. Yea, and I say unto ye, take this viper and cast him down, let him and all his kin be driven into the purifying flames, and his dwelling place be rendered into ruin, such that no stone shall stand upon another. Let his children be driven before him to the gallows, and let all hear the lamentation of his women.

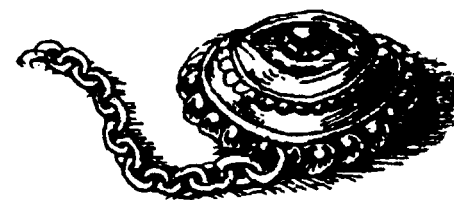
Yours in Chantris

Fr Rowan Velcanthus, Priest.

[Ed-With regard to many of our letter- so trying to place cheap ad's by writing a letter. Next time you'll be charged]

Guild Party Ambused by Demons

A guild party returning from their mission was brutally ambushed by two demons and their minions. The party, about to enter the portal back to Alusia, when Murmor and Labolas jumped them. Four pregnant woman gave birth as notixous vapours enveloped the area. Martin fell into a hundred year sleep and Engleton was butchered in the back, By sever- al feats of luck, most of the party escaped the killing zone, but Martin was not so lucky and was taken off to Hell. A successful rescue ensued, but a brutally crippled and enfeebled Martin was unable to comment beyond "Arg, blah, groan, cough."



Hypericum Amulet.

Martin advises "Don't leave home without one"

Embassy Destroyed

Part of the Gloranthan Trade Embassy was mysteriously ruined early in December. Sources close to the Embassy say that Callas Verdinici was involved and has been asked to depart. When asked on the subject she was quoted as saying "Well, that's just the luck of the draw, really."

Kalamar Advance Base Discovered

A guild party has discovered the presence of a contingent of Kalamar hiding in a base 120 miles off the coast 120 miles north of Flugelheim, in a volcano. Approximately 200 troops and three "Void Cruisers" are believed to be present in the base. The most likely purpose of the force is for "Rapid strike" actions against Guild parties operating out of Seagate and against the Kalamar. Guild parties should expect to be attacked upon approaching any portals to Galatea or upon visiting the plane of Jalmaria. The Guild council are still cloistered, and decisions on what to do about the base will be left until the Guild heads have explored all avenues and possibilities.

FROM PAGE TWO

We did talk with the twins and it was agreed that they would render us aid, if we would take them out of this valley, for they had both been cast out by Raitho. And we did so agree.

Then we investigated at the bottom of the lake, but we discovered that one of our number would likely die to end the meddling of Raitho. And so we tried to find another way.

Then did we return to dwelling place of the Worts and I did pray unto Our Lady for inspiration. And she did manifest in all Her verdant glory. And it came to pass that there was trouble in the heavens. For lo, Raitho had contracted with a demon that all those mortals without a deity would wander in the outer darkness after their death and be taken by this demon into some place of despair. And that all the Boyles were worshippers of Raitho, but the Worts knew not the solace of faith, and wandered godless in the valley. Thus it was that Chantris spake unto me saying "Go thou amongst the Worts and bring them to My worship, that they may know Me, and love Me". And I did go to their leaders, saying that I would bring them to the worship of Chantris. And they did speak with me long, and did agree that all the Worts would come together in one place that I might speak with them.

Then did I call again upon Chantris and She did come. I didst beg of Her that She might somehow transport the Worts from this place and She said "Know that I will create a portal that will take from this place all who worship Me, and all who you can vouch for". And it came to me that I could not vouch for Deadwood unless he wouldst change his evil ways, and in my joy I did cry out and sing hymns of praise to Chantris.

And I did say unto Deadwood "Come to know Chantris, my son, and give up your path of evil", but he hardened his heart and would not listen to me. And I observed that we were a long way from the Guild and he would never survive the trip home. And I did laugh aloud.

It was then that Deadwood did contrive to meet with a Force of Darkness, and I believe, to plot at the downfall of the party. Thus did he speak with some Power known only to him, and he did return to us in suffering.

Then did the lies issue forth from his mouth as a waterfall of serpents. Never did he explain what had happened, or with whom he was Pacted. He denied that he was Pacted, saying that he only lost a fraction of his soul every time he was resurrected by this entity.

Neither would he enter into Confession and reveal the nature of his recent doings.

I commanded all the Healers in the party not

to Heal him. but Phaeton would not obey me, claiming religious observance.

Then did Phaeton pray to Diancecht, and did He come to him, asking him what might he want. And Phaeton did say that we were strangers in a strange land, and we didst not understand what we should do, for we saw as through a glass, darkly. And Diancecht didst say unto His servant that Raitho's deal with the demon would be void once the Worts converted to the worship of Chantris, and thus great trouble would come upon us all. And then did Rattho appear to us all saying that He would protect His children if the Worts were to leave, by sacrificing Himself upon the altar of the demon's unclean lusts.

Sorrow filled all our souls at the thought of the death of e'en this immortal, and we didst say "Call this demon but to us, that we might smite it, and drive it down to the pit from whence it crawled". And it was resolved that we would do battle with this fell creature, to succour Raitho, and leave his children in adoring worship of Him.

Then did Jedburgh and I hold counsel between ourselves, and did we decide that we needed more power as our associates "were a bunch of whimps". And did Glod say that there was a hoard of treasure down here somewhere. Good news indeed, but so long in the coming?

We did talk with the Wort leader and he did say that the hoard was guarded by a Wyrms, a non-sentient, land-bound four hex dragon. We journeyed forth, and did we strike down the noisome beast, by the justice of our cause, and that because our hearts were pure.

But we were sorely afflicted and it was some time before we emerged from the Wyrms's

Alchemist Guild Destroyed

The Alchemist Guild of Seagate experienced a large explosion late in the season. The Guild was left in rubble. The cause of the explosion has being linked to as yet unnamed guild members and an investergation continues. Most of the Guild's supplies were destroyed and due to the shortage, most alchemist services will now cost twice the normal price. This is only expected to last for approximately three months.

lair, and when we did, then did horror greet our gaze.

For all the Wort race had been poisoned, and lay dead in their underground caer.

Now, let it be known that Birgetta did see Deadwood cast dust into the tunnels of the Worts, (but did not tell anyone for hours) and that Deadwood would not answer the questions of Galland nor would he submit to Confession to clear his name.

I ordered his summary execution for the genocide of a race, and did he call upon Raitho to aid him, and fled into the Earth, leaving behind his Mana Tears.

Then did I call upon Chantris to tell Her of this sorry pass, and to have Deadwood made anathema, for She would not let me hunt him down for the craven serpent that he is.

Then did we perform the Rites of the Dead over the bodies of the Worts, and travel hack to the Guild. There did we find Deadwood, cowardly cur that he is, begging for the protection of the Guild and crying his innocence.

Therefore do I say unto all members of the Guild:

Trust not Deadwood, for he is false and treacherous as the serpent.

He hath betrayed us into the hands of great Powers.

He hath deserted us.

He weareth the trappings of evil, and doth laugh to scorn good works.

He hath lied to us on the condition of his soul, which thing should be punished most expeditiously.

Let all who read this know that a copy of this letter hath been sent into the hands of His Grace, the Duke of Carzala.

Fr Rowan Velcanthus, Priest of Chantris.

New Guild Tax

The guild has imposed a tax on all services sold by Guild members. The tax will be the sum of 10% of the worth of the charged amount. The funds will be allocated to the Guild Security Training. Any complaints regarding the new GST tax is to be forwarded to the head of Guild Security.

We're only too happy to discuss *your* problem about the new taxes- Guild Security (its our Job to bring Fear)

Seagate Time Staff Editors

Long live the revolution
Sabastian Silver-foot (Dragon Rider), Jedburg (Horse Rider) & other really big tough people with lots of friends and lots of invested items. So don't anyone get any foolish ideas like trying to shut us down again, or an accident may occur- capisce.

The Seagate Times

Opinions expressed are not necessarily the opinion of The Segate Times or management
or the Duke's

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

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plain ascii preferred on IBM or Mac 3.5" disks