

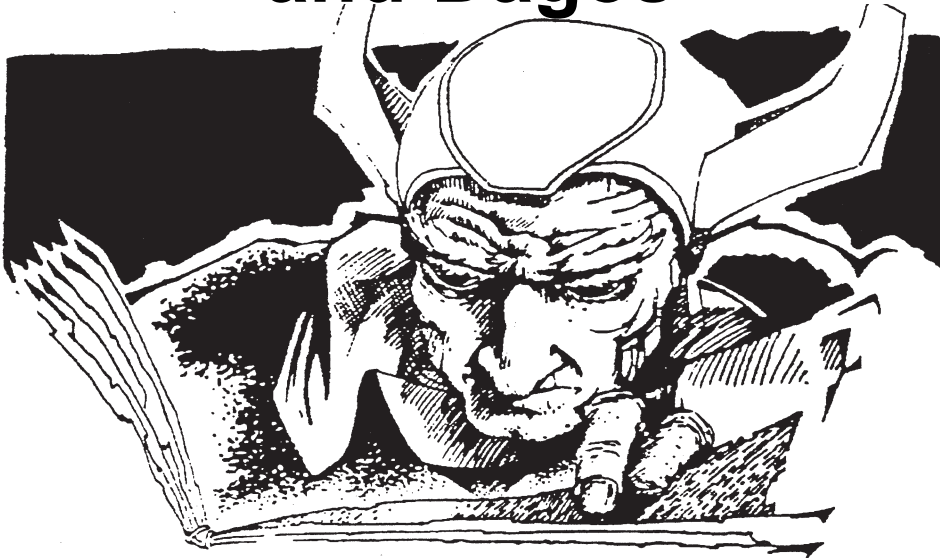
# The Seagate Times

Blossom 30, 797WK

The Journal by Adventurers for Adventurers

issue 19

## Alliance between Squids and Dagos



*The signing of the Treaty of San Juan*

On the 5th of Blossom Destiny announced that it had signed a cooperation treaty with the Calamar Empire. The two formidable empires have apparently agreed to a compact of non-aggression and mutual benefit. Destiny's diplomats in Seagate said it would 'herald a new dawn and make us ready for the 21st century'.

Destiny has constantly stressed the need for final solution to the growing menace to our fair lands'. Menaces include the Drow of Terra Nova, Erelaine, Orcoids, things from beneath the waves and the constant threat of invasion from other planes. 'The Calamar are well known as authorities on extra-planar conflict and have kindly offered to teach us how to deal with this and

other dangers to our land and ships'.

Another danger from Destiny's eyes is the Adventurers Guild. 'Their constant meddling in the affairs of others worlds has brought to pass the attention of far too many perils and beings of malevolent intent. It is against such perils that we must ensure that we are well protected against.' To this end the Calamar have sent military advisers to train Destiny's Marines.

The Calamar have also taken 'To ridding the seas of those who endanger our new allies.' The Governor of Allusia, Balak\*Theria has pledged to 'Make Allusia a safe place to live. Meddelling in affairs they do not understand. Elements on this fair world are making a danger not to themselves but to those less well able to protect themselves. 'Seven ships of the Western Kingdom have been believed destroyed by the Empire's Voidcruisers. Balak\*Theria has also allowed observers from Destiny aboard his vessels 'in order to see how menaces are being quickly dealt with.'

Finally the Calamar have sent a contingent of troops and an engineering batalion to Destiny to 'help reconfigure this fine city to be more healthy and better protected against unwelcome visitors.' Of note are the presence of Giant Mechanicianed Crab Things to help in 'heavy and otherwise labourious work.'

## Beltaine festivals to welcome in 798 WK

Throughout the Duchy people are getting ready for Beltaine. Since the recent calendar reforms, Beltaine has now become both the start of summer and the new year. Soothsayers have promised a dry hot summer and the grain harvest is likely to be a bumper crop.

While most have welcomed the calendar change some die hard conspiracy theorists and academics within the Guild membership have declared it to be a plot by the King, the Duke, the Guild Council, the 72 Named Ones, the four and a half other ones, the Elves and the Hobbit Revenge Squad to hide the coming millennium. "Fool! It will destroy us all!" cries one professional thinker, "Phaeon the Ever Forceful has predicted unheralded events!" he ranted, after wiping the foam from his mouth. Whatever gibbering insanity the astrologers have been sprouting it is clear that the peasantry believe firmly that impending doom has been delayed by 1200 years and there will be Peace Within Their Time.



### Retraction

The editors of the Seagate Times would like to apologise for the reference in last issue regarding Mortimer Graves producing shoddy pleasure toys. We were overwhelmed by the outcry regarding the scurrilous reference to Mortimer.

We are happy to say Mortimer is truly a marvelous mechanician and produces wondrous pleasure toys at reasonable prices and is prepared to make "custom" toys for the discerning. As a regular customer was rumoured to say "One size doesn't fit all."

### This Issue

- \* Calamar Soup Recipies
- \* Sabrina - not a man after all!
- \* Ugbash becomes Vegetarian
- \* Culture 'n Stuff
- \* Delran escapes asylum - threatens to adventure
- \* True dangers of tree hugging - what the Elves don't tell you.
- \* Bat-boy sighted at Guild

# The Carzarla Report

## Error in Harpy Report

There was an error in the article titled Harpies on the Wing Again on page seven of Issue 18.

The dates were incorrect. As of the 1st of Blossom 797 the truce between the Harpies and Carzala expires. We hope that this has not caused any inconvenience to Guild Members.

## In related stories

Missed in last issue, was the story that happened a week before the last guild meeting:

The unwelcome death of two Guild Members only came to light a week or so after the last Guild meeting. Mordrean, a Dwarf and Clementine, a Hobbit mind mage, both failed to return after adventuring into the Farstness of Gywillion. It is believed that both of them are dead.

## The Duke's Rangers

The Dukes' Rangers of Carzarla have had their ranks bolstered by the arrival of three Elven Rangers. The Rangers are on loan from the Elven Royal court of Alfhiem to

## Duke to Address Commons in New Year's Speech

The palace staff have kindly given the editors of the Times a precis of the Duke's coming speech, to be held in the Seagate town square. Once again the Duke will emphasise his continued commitment to social justice and the alleviation of poverty. A special mention of the Guild will be made in the continued effort to remind both Guild members and Carzalan citizens that Guild members are not above the law. While the Guild continues to adjudicate disputes between members and misdemeanours committed by Guild members within and outside Carzala, major felonies committed by members will be tried in full in the Duke's Court.

The court has confirmed to the editors that the Duke will begin a recruitment drive for new members of the Ducal Rangers. While no explanation for this expansion has been given rumours abound that the number of active Rangers is set to double or even triple in the next few years. Guild members are not subject to recruitment but are expected to assist where possible, especially in training and skilled services.

the Duke. It is hoped that with their help, this will lead to the defeat of the Evil Necromancers that have been building a strong hold and increasing their influence within the region of the Farstness of Gywillion.

## The Dukes Bail

On the 8th of Thaw (start of Spring) the Duke held a Ball in honour of the help received from the Elven Royal Court.

## The Return of the Silverware

During Winter a daring theft took place at the Dukes Palace in Seagate. The large set of silverware, valued at over 100,000 sp, was given to the Duke by the Court of the Western Kingdom.

A small group of hobbit bandits, thought to be less than 40 in number, is being sought for the crime. The Duke is said to be pleased at the recovery and return of the stolen silverware by a group of Adventurers known as 'Reck's party' by the Guild.



## The Hobbits

A group of hobbits are known to be working out of the Fastness of Gywillion to the west of Carzala. The group is a disinherited company of the King's Rapiers from the Western Kingdom. After the Civil War in the Western Kingdom, the company was mustered out from their position and responsibility in the Royal Court by their rivals, a company of human King's Rapiers.

When the company refused the order to disband, they were exiled and fled to Carzarla. The company has proved a menace in the western part of Carzarla by raiding as bandits. The hobbits wear tri-cone hats, and use rapiers and main-gauche at a very experienced level. They also have a few mages in their ranks.

## Barbarians at the Walls

The barbarians from the Sea of Grass came to Seagate for a brief show of strength at the beginning of Thaw. Their number was 15,000 strong, and they could only stay for two days outside Seagate in the commons before grassing the commons bare.

They were involved in discussions with the Duke regarding grassing rites to the south of Carzarla. They are slowly moving east and will be passing Brastor Holdings

## Duke Audits Guild after Taxation Irregularities

The Duke has requested the Guild Council to reconsider all valuations and whereabouts of magical items brought back to the Guild by its members over the last seven years. The Ducal Exchequer has expressed concern about the consistent valuation of items held by the Guild and its members and has asked the Messrs Hooper and Ryebrand to do a thorough check of all the accounts.

Sources within Guild Security have expressed dismay at the possibility of having to divine the contents of the vaults, claiming such an exercise could be deemed as hazardous to safety. While the timing of such an exercise has not been announced, members of the Guild Council will be present at the audit and some of the most respected members will be told before\* hand.

Rumours of the Duke withdrawing his petition have been quashed after he presented his plans for the coming year 798 WK. In his address to the House of Lords, attended by Baron Logan of New Haven, he stressed the financial benefits of the Guild far outweighed the risks of the Adventurers Guild. He then went on to say that while there were no plans to impose increased taxation on Guild members that Carzala was not a tax haven and that income earned by members outside of adventuring was not covered by the waiver and hence was subject to full taxation by the respective powers.

## Hot Gossip

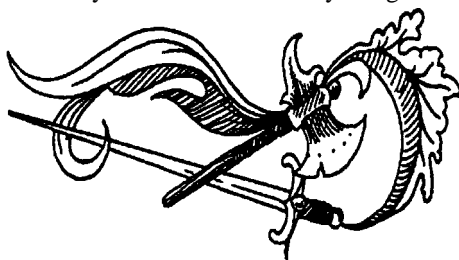
How is it that a confirmed bachelor is one minute quite chummy with an effete effret and the next is seen leaving the Valley of Lost Children with a doting daughter. Still and all, Sir Roger seems to be his normal jovial psychotic self, as he both laughed and drew a sword when someone suggested he had found lunch. We aren't sure which action caused a gal to swoon.



## Editors uphold Outstanding Members

The Editors of the Times would like to acknowledge Lady Sabrina, Lord Morgan, Sir Turf, Amelia Pendragon and Shoka Blacktooth for their valiant efforts in halting a bloody and merciless war. The party travelled to the plane of Cormelle to seek and destroy an dangerous artifact. Reports from the party speak of heroic deeds. "There was Sabrina, held by this huge demon thing, with lightning raining down, blasting into her smoking body. Her hair was a real mess!" a cut up Turf reported. After a number of tense moments the evil mastermind was defeated. It is believed he escaped into the Void perhaps to return and wreck terrible revenge. The party then captured and compelled the rebel leader, forcing him to capitulate, averting a dreadful siege and the death of thousands.

It is nice to see members of our Guild acting selflessly with motivations beyond greed.



### Focus on the Guild Vaults

*Necromantic Crown of Ultimate Power*



The crown calls to those with the gift of Necromancy, offering pure unbridled power. Once worn, the malevolent spirits contained within will overwhelm any mortal being, controlling their every action. Over time, the crown drains the very soul of the wearer, stealing both knowledge and power. With every new soul it becomes more dangerous and more tempting than before.

### Wanted to Buy/Trade

**Any and all literary works**

**Reasonable prices paid**

**Will trade amulets/alchemy also**

**Contact:**

**Arkham the Warlock**

**Slippery Rock**

## Sabrina not a Man, Cry Itinerants



*Itinerant Admirer of Sabrina*

Following last issue's assertion that Sabrina was in fact a man in disguise, vagrants, peddlars, beggars and sailors have come forth in their thousands to disavow the claim, all claiming that they have slept with

her and it isn't so. Says A. Leper, of No Fixed Abode, "I know she ain't a man or else we wouldn't have done it in the orgy on Scum St, would we?". Twenty other homeless dwarves, hobbits and orcs also support Mr Leper's claim.

We asked Guild members what they thought.

Phaeton: "Its complete rubbish, and it was just said to upset me. Just ask anyone on the Guild council."

Blitzkrieg: "Oh, there's no question, he's a man all right. I should know."

Thaeus: "I don't know - I was drunk at the time."

Anathea: (sniffs) "Well if he is, he's the limpest man I ever met".

### Fight 'n Fuck Gone Forever?

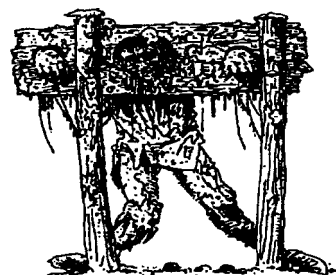
It could be exiting times down on the docks. The Old Carzala Town Council is refusing to let Odour North rebuild his popular orc tavern. This is the 3rd time that the Fight 'n Fuck has been reduced to ash and cinders but previously this has caused only a short delay in service - new barrels get rolled in and the walls built around the drinkers (and by the drinkers). But the council claims that it is a den of criminals and that the Guard have better

things to do than seperating the patrons from their victims. An unidentified senior councillor claims "when an area is dangerous for even the sailors, it is time something is done. As a major seaport the merchant captains and their crew have to welcome in our streets". Odour replied "Any sailor or is welcome in my pub, so is anyone with money for the bar or entertainment for the clients".

### Junior Members Shame Guild

A group of recent Guild members, hired by the Seagate Town Guard to help patrol around Carzala while the Sea of Grass nomads were in the Duchy, were dismissed from duty less than a week later. While the Guild has managed to protect the members from harsher treatment, the word from inside is that the Guilds reputation was at stake and severe punishment was narrowly avoided.

Many senior members have expressed dismay at the level of incompetence displayed by recent members and whether the Guild should be tightening membership conditions. "They let in any old rabble and scum



of the streets now!" says Ughbash, "In my day, we had to go through Hell before they would give full membership."

The Guild Political Officer, while never supporting the Times, has asked us to remind our readers of the need to maintain the reputation of the Guild as a group of efficient, competent and cost effective adventurers who stand by any agreement written in blood or stone.

### Skull Tavern

You want a Drink?

We are full of it!

Bring a hobbit for a free meal.

Get Ale with a Good Head

**Skull Tavern**

*For all your bodily needs.*

# Letters to the Editor

Dear bastard, er, I mean Mr Editor sir,

Wonce agayn it has becum obvios to me that the gild is full of nancy boyz. We need more hard basterds wot like choppon bits off peep1 coz weer the wunz wot bringz in the big buks, not theez "adventurerz" poofin about hugging trees an sayin nice things to small animals instead of stikin them in ya food sak.

O yeah, an dont take no shit from nowun even if itil get ya into mor trubil!

Yoorz,

~~Anoni animo unai~~ ah sod it

*Ughbash Facebiter*

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Dear Editor,

All that stuff you wrote about Ithilmor-more-more is a complete fabrication. I recently went on an adventure with her and a more upstanding party leader you couldn't have had. Not only did she not go near a man, she didn't let anyone else either. She was better contraception than a coin between the knees. I think she should be made party leader every time.

*Love and kisses,*

*Viola*

---

Editor,

The Seagate Adventurers Guild once stood for honour and goodness. It is now synonymous with evil mercenaries and perversion. How is it that orcs, undead, necromancers, demon worshippers, torturers, thieves, assassins bandits and other evil-doers are protected within the guild?

How can we hold our heads up in public, and accept missions to destroy evil while our own ranks are polluted with black mages and murderous scum? Is it only money you care about? If so, the guild should be rightfully renamed the Mercenary and Arrogant Guild of Seagate.

Let us return to the days of Adventuring for the good of all the land. Let us stamp

out the evil from within the guild and without. Revoke guild membership for those of poor morals and bad attitude.

*A Concerned Adventurer*

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Dear Editor,

I was on an adventure with two sword wielding maniacs. The score was Razor 3 (2 grannies & a cat. ) and Aryan nil. Lock up your grannies Seagate, Razor's in town

*Brutus*

---

Dear Sirs,

May I post a letter of warning to other party leaders in the Guild. Never ever volunteer to be party leader for a party consisting largely of beautiful ditsy women and one ugly orc. The pain will not be worth the potential gains.

May I particularly mention:

Viola: Never stops thinking about flirting with men, she \*might\* become a useful adventurer.

Tulip: if she ever stops thinking about where her next death buzz is coming from, she \*might\* become a useful adventurer.

Uzi: if he ever learns to control his animalistic tendencies, he \*might\* become a useful adventurer. Damn fine in a fight.

Amber: usually useful, but screams at the most inopportune times.

Rek: usually useful, but seems to have a major conspiracy theory problem.

Let me outline a couple of events to illustrate my point.

While in a tavern in Seagate, some redneck farmer boys come over to pick a fight with Uzi. The rest of the party is scattered around the Tavern at this point, but Tulip is with Uzi. She claims he is her bodyguard, and the situation almost seems to be working out when Uzi says "So if you wanna fight

lay your hands on her." They take him at his word, and attack Tulip. A bar brawl breaks out in which Viola draws a sword, and casts a spell, but Uzi and Rek have escape. Viola is unconscious and the bouncers start to take her to the Town Guard. As the party is employed by the Town Guard, and are temporary sheriffs; it will not be a problem to get the Town Guard to release her. Rek and Uzi, rather than just following the bouncers, decide to attack them.

When visiting a not-entirely-trustworthy noble in Seagate. We suspect him to be using charm magic to get his wicked way with Viola. Rek and Uzi, posing as bodyguards, are hanging out at the front of the house. The rest of the party is on the veranda at the back. The noble, let us call him Richard, is offering us tea. Richard's grandmother arrives and invites all of us except Viola for a walk around the gardens. would be the height of rudeness to refuse, and we are trying to get Richard to invite us to the ball that night. Amber feigns a fall and a twisted ankle in an attempt to remain on the veranda. The grandmother ripostes with the house physician, and Amber is carried into the house. Oh well. a good try, shame it didn't work. Amber, however, decides to complain bitterly about this treatment, and when the physician tries a sooth pain on her, no doubt in an attempt to quieten her down, she starts to scream in earnest. This brings Rek and Uzi running, followed by some of Richard's Guards. Uzi on entering the room, and seeing Amber surrounded by the physician and a bunch of ladies! decides to rescue Amber, by picking her up and saying to the guards "Back off, or the woman gets it." large fight ensues, leaving 5 guards and Uzi dead, and Rek unconscious. This signals the end of our adventure as the town guard for some reason no longer wish to employ us.

Well, enough said,

*Yours,*

*Lady Ithilmor von Hecklyn*

*Knight of Ormond*

## Just been Incinerated?

*Want a second chance at life?*  
Fizzgig's Patent Luck Charms will do just that!  
Join the host of satisfied customers  
Contact Fizzgig  
Fizzgig's Finest Frippery Silk House

## WANTED

*Shaped item that adds  
Strength*

**Top prices paid**

(or swap with another magic item.)

See Villa at the Guild Meeting.

## Quotable Quotes

Liessa : "Remember, Saydar, you are not allowed to murder innocents."

Scorpion : "The only friends we've got are the ones that sold us into slavery in the first place!"

Damien: "Know what this is?"

Arithon: "No, what is it?"

Damien: "Its a sap. This is how it works"  
<WHACK>

McKole: (fighting sea snakes) "I can't control a 20' long floppy thing"

Scorpion: "You're going to the healer recommended by a pain loving fanatic?!"

Sven: "You can stand up now, fearless leader"

ondie: (sent to investigate a ziggurat)  
Oh... I'll try to find out where the ziggurat is before I wander off"

Sven: "I have to point out, I am just a cretin and will be standing in the background"

Arithon has a gangrenous finger about to drop off and a hand that is swollen with pus. He requests a waters of healing (which cures infection) from Damien the Black. Damien prepares a piece of paper for him to sign, as follows:

"In exchange for this Waters of Healing, I pledge my life and soul to the powers of Darkness. On my soul I promise never to aid the forces of Light, or to fail to punish the weak or innocent. Signed . . . Witnessed Daemien"

Arithon's written response: "No f\*\*\*ing way!"

Damien's response : "Well then stop bloody complaining about your wretched finger then!"

Blondie the hobbit: (later) "Well I would have signed it"

Damien: "I know YOU would have"

500 year old Mummy: "You would make a fine addition to my harem."

Pennlucien: \*I'm sorry. I've retired."

Mummy: "So have I."

Razor (After killing a little old lady & her pet kitten): "She called me dearie"

Aryan, explaining the heavy responsibility of nobility to the party : "I can hang anyone of you, so you better do what I say."

## For Rent

*Multi-dimensional Enchanted Island  
Mansion*  
*Previous owner little old lady*

Suit E&E  
Sunset Views over Ocean Vistas  
Discreet Access from Sylvan Glade, Seaside  
Cave or Private Island  
Enchanted bed & unbreakable furniture  
Low maintenance, self cleaning  
Private Chapel (may need de/re-consecrating)  
Great research opportunities  
Self repairing, animated, draught excluding  
tapestries  
Open plan living, Plenty of storage  
Inside outhouse in separate dimension

Price open to Negotiation  
Contact : Razor or Aryan



## Weather Forecast for Summer

The Seagate waterfront is expected to be unusually quiet for the next week, with a Destinian cutter in port. Word from the docks is that they are here on a logistics review of the last blockade, tracing shipments of supplies that went missing. The Duke has asked all Guilds to assist as far as possible with Destiny's enquiries without disrupting normal Guild activities. The member of Security that the Seagate Times could buttonhole for five minutes claimed that the Adventurers Guild was not being singled out for special attention, but don't be surprised if some of those involved in killing Destiny's southern ambassador last year suddenly go missing. The idea of a logistics review requiring 100 marines sounds a little far-fetched to these ears.

The Seagate guard factionalism appears to be reaching a head, with wide-spread favouritism and bribery seeing Phoenix Company refusing to patrol New Seagate and Dragon Company ordered not to go near the docks. At least four duels between members of the two companies took place last quarter. Acting Lieutenant Sir Aryan of the Dragon Company denied these reports "I just thumped him and they carried him off to the Healers - that wasn't a real duel". The Adventurer's Guild administration also appears to have chosen sides, with at least one Phoenix Company Corporal having been forced-marched into the Guild and died while helping Security with their investigations. The unfortunate questionee was so weakened by repeated resurrection attempts that he was 'forced to retire from the guards and take up street-cleaning. Our advice - if a Dragon guard arrests you, ask to speak to the Lieutenant; if a Phoenix

guard arrests you, whack him and point him out to Guild Security - they'll ask him a few questions.

Further afield, Brandenburg is expected to simmer quietly this year, with no active hostilities against the Western Kingdom. However, expect to see more factional infighting amongst the United Western Church as Bozo's third new Demon - The King of Fire "I'm an angel now" Belial - tries his Trojan horse tactic. The lines appear to be drawn, with Michaelines & Gabrielites on one side, Raphaelites and most Urielites on the other. If Belial can keep things stirred up for a few years, a real Schism could occur. This reporter thinks that Turf will regret standing between Michael & Belial and telling Michael to back off.

John McGreedy, the Guild tax-collector, is expecting a larger than usual intake over Summer. This may be necessary given the rumours that several parties got tax breaks of up to 50,000 sp during Spring. While admitting the overall cashflow was negative last quarter, Mr McGreedy pointed out the capital improvements that justified the long-term investments. Taking a look at the accountant's office which has been refurbished again, and the Guild Council Chambers' new gilding, it appears that long-term prospects are looking good - at least for the administrators. However, he could give no date for the upgrade of the True-silver curse-removal triangle, despite its obvious damage and the full depreciation value having been written off in 793WK

# The Facts regarding the Priesthood of Nerull

by Lady T'ana Starflower

I wish to begin by asserting to all concerned, that the claims made by the Priesthood of Nerull in their so-called "Requiem" documents are utter falsehood. The Demonic Lord of Death known as Nerull is worshipped primarily on the plane called "Greyhawk". No guild member even visited this plane prior to 1 Frost 797, when Father Rowan and I joined others from that plane to defeat Nerull in certain machinations of his which, had they succeeded, would have loosed Horrors from the Nether Dimensions upon the plane. Before this, none of us had even heard of Nerull, never mind been servants of his.

Furthermore two of the persons named in the documents, Brother Phaeton and Father Rowan, are pacted to other Powers, and were so pacted before they ever went to Greyhawk. Phaeton is pacted to the Healer God Dianchect, and Rowan to the Harvest Goddess Chantris. These pacts have been verified by Guild Security and are on public record. All four of the persons named have exemplary Guild records.

The motivation behind this tissue of lies, is patently to besmirch the good names of the four Guild members named. Apparently the plans of Nerull's Priesthood have been sufficiently put into disarray by the actions of these four that they have seen fit to resort to lies and death threats.

It would be appropriate to describe more fully the nature of those actions at this point. The first time we went to Greyhawk, Father Rowan and I were employed to join others native to that plane to seek out and rescue an Archmage who had been made captive by a Demonic Power named Iuz. In the process of freeing the Archmage Lawfakir, we defeated Iuz and he fled, his mind broken, to the 222nd Level of the Abyss. However, an item which had been in the possession of Iuz fell into the hands of a Devil, and thence was given over to the Priesthood of Nerull. This item was a Key, one of three required to unlock a Gate, through which Horrors would break forth into Greyhawk.

We, and those brave others with us, engaged the Priests of Nerull before the Gate. By their magic the greater among them were able to transfer their wounds to the lesser, so the lesser died. When sore wounded and desperate to reach the key, the remaining priests gathered themselves together into one body, in form like a snake with many human heads. Their minds were finally split asunder. The creature they had become returned to their unholy master, prevented from reaching the Gate. It is for this and other reasons that the Priesthood of Nerull direct their hatred towards me.

The Undead Councillors were finally destroyed, these twenty-two were the Undead Council who had once ruled Moleg under Nerull. It was his desire that they would be reborn to serve him once more. Now that will be far more difficult and so once again we thwarted Nerull's plans. It is small wonder that the Deathlord has singled us out for his lies and threats. But I for one will continue to serve the Truth and the Light, and so I have no doubt, will Brother Phaeton, Father Rowan and Griffin Pinefeller.

## Help Wanted

### New Agents Wanted

The Security Agency of the Seagate Adventurers Guild has a requirement for an undisclosed number of individuals to serve as security personnel for the newly established Guild branch on Tycho Island in the Lunar Empire which was generously donated to the Guild by an adventuring party.

A discrete manner, the ability to stand in dark corners and not be noticed and extremely thick skin for dealing with members are all advantageous qualities. A grasp of the local language would also be looked upon favourably.

Remuneration will be commensurate with ability and experience. Hobbits, Orcs and Shapechangers need not apply due to stringent height and dietary restrictions.

Written applications should be sent to:

Chief of Security

The third tree stump from the left

A random street which may change without warning



Ever vigilant!



## Requiem for Pinefeller et al.

The Church of Nerull, Slayer of the Living and Foe of all Good, sadly announces a Pre-Deceasement and Requiem Service for our beloved Brothers and Sisters; Pinefeller. Phaeton, Starflower, Father Rowan. Brianne and Cuhulihain.

They has proven themselves a staunch and valued member of the Church for several years and his under-cover activities posing as a member for Good have resulted in the death of any number of Michaelines. Urielities and other Goody Too-Shoes. The Church of Nerull plans to sadly miss them and would like to thank them publicly at this time.

Why this announcement?

Their Demise the event it should be, it is important that he be a prime participant in the event and enjoy the service as fully as we shall. However due to recent Clerical difficulties, the good Brothers and Sisters cannot be contacted and seems to have quite fallen off our mailing lists.

Could anyone knowing the whereabouts of any of these Brothers and Sisters please deliver them to the following address:

The High Priest  
Cathedral of the Damned  
City of a Thousand Skulls  
The Homed Society  
Plane of Greyhawk

Thank you for your help in this matter  
Brother Abuse-a-Max  
Slayer of the Un-Shriven  
cc:

The Greater God Nerull The Reaper,  
Foe of All Good etc etc..  
The Third Gloom of Hades

Any REAL GUILD SCUM - employment awaits from the Church of Nerull at the guild session after this. Get rid of those goody two shoes once and for all and lets make the Guild a dirtiest place....

## Guild Security Upset

Those delicate violets, our Boys in Black, wish to express there extreme displeasure at the Guild members who were seen having a disagreement in Guild grounds. The poor things, so upset over a few hobbits bickering over cream buns on the stairs. The boyest Boy in Black has been seen flouncing around complaining about property damaged and training interrupted.

# CONUNDRUM 3

Hereunder is a puzzle. The first correct answer drawn from a hat at the end of next month, will win a crafted item and an Individual True Name. Answers can be sent to Borghoff, c/- Seagate Adventurer's Guild

Appetizer was once more out on an adventure. Once again each of his companions were of a different race and college. They also all wore a different type of armour, and wielded different weapons.

They were proceeding single file along a path, when Babina, the person put in front because she was wearing plate mail, threw herself downwards yelling "Duck!". None of the party followed her advice, in fact they each did quite different things. The person behind Babina, readied his battle axe and turned to face Grim who was standing behind him. The air mage, naturally enough, flew straightup in the air. The person wearing hard leather armour was almost stabbed by the estoc wielded by the fourth party member, and also by the spear carried by Pedro (who, funnily enough, was not the Halfling). Stumpy the Dwarf was wearing chain mail, and was next to the Human. The Orc was carrying a loaded heavy crossbow, which worried Onanga the celestial mage who was next to her. The earth mage, who was wearing metallic armour, was next to the mind mage who started preparing a spell. The Elf, who was standing between the Halfling and the person who ran off into the bush, totally ignored the person who just stood there and said "What?".

Given that the Warlock uses a quarterstaff, the person in soft leather wields a main gauche, and the person with the battle axe wears dragon skin armour, who said "What?".

(Bonus question : How did the Namer get to have feathers in her mouth ?).

## ANSWER TO CONUNDRUM 2

Reg had set up 13 Rune Portals.

(Bonus Question : Reg's Hide was the reference to killing a king).

Congratulations to the winner of the last Conundrum : Mr Pinefeller.

## WHATS HOT/NOT

### Hot

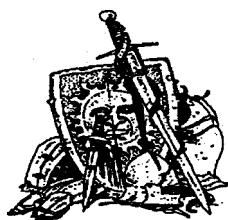
Terranovan Jungle

Fireflight

Wiccan/Earth combo

Sabrina S tripetase

Magical Lightning Storms



### Not

Destiny Dastards

Frogs Marching

Mind Mages

Imps with Compel

Demonic Titans

## Review Art Culture Bit for the Elves

The Seagate Playhouse is showing the premiere season of "The Heroes of the Light", the play about the defeat of the Seagate Bridge Troll by some unlikely heroes - Guild members. The play starts off in a pub, ends in a pub, and has a large amount of magic and violence. The special effects are pretty good too. I reckon that everyone but orcs should go and see it. I rate it a 4 1/2 out of 5 - more blood required.

The paper that they give you before the play says "This is a classic heroic play about the struggle of good against evil in the form of a giant child-eating troll as tall as the clouds. It is also based on the real story of a great battle where the giant troll of Seagate Bridge was killed by some heroic adventurers."

The cast is supposed to be:

Bishop Rowan, Bishop of Chantres in Carzala who is carried by angels through the air and calls down holy fire. If I remember correctly, he ties himself to the chair when he flies, but they didn't put that in the play.

Sir Gustav, the greatest warrior of our time, a truly heroic champion of the Light who battles in melee with the giant troll. He was excellent, charging the Troll from behind with a lance - that's how real men fight! Only thing is, he teleported as soon as the troll hit him, rather than belting it right back.

Princess Callas, the most beautiful woman in the world, mage and champion of Light, who calls upon the forces of nature to do battle with the troll. The actress was a real looker, but she never took her clothes off, and when she attacked it with a 35 foot high Earth Elemental, the troll destroyed it in a single blow in the real fight (not that I was there, stopping the orcs from escaping).

Kryan the Illusionist is played by several different people in the play, and is portrayed as a master schemer and Illusionist who befuddles and confuses the giant troll with his quick thinking and magic. I didn't quite understand when four different Kryan's

turned up at once at the finale - I think it was supposed to be arty.

Star-flower the reformed dragon, sworn to eat nothing larger than babies, a voracious magic item hoarder, who is becoming an elf and champion of the Light. She stood around and had moral dilemmas, but she got a couple of good blows into the troll's legs from behind.

Princess Aqualina, a foreign princess who drives the troll from under the bridge using her water magics. Now this girl did take her clothes off, during the water scene. If you sit in the front three rows, you can see almost everything. She was a non-starter in the fight, though.

Now I reckon that anyone luring a huge troll right into the middle of the Fight 'n Fuk tavern on a Reapsday night before setting fire to it must be pretty dumb or pretty tough. They had the town guard selling torches and a whole bunch of Hobbit with Grenados in a back alley before the fight, so I reckon that means they aren't dumb. The bit that impressed me with their plan is that the entire tavern was systematically destroyed by the burning troll and the Earth Elementals and the whole thing looked accidental until they chucked the last couple of orcs back into the flames. You can decide for yourself. The play didn't say who had the plan of killing all the orcs, but most of those people don't know to come in out of the rain, so if I was Rowan or Kryan, I wouldn't show my face around town for a few months.



## Guild Most Wanted

These known enemies of the Guild are considered highly dangerous. A stipend will be paid for reports on their current whereabouts or activities.

*Etricus Cabal*

**Danger:** \*\*\*

**Reward:** 5,000 sp - ( UC: 5,000 )

**Last Known Location:** Caulder - Harvest 796 Wk

**Description:** During the recent wartime period, the entire Etricus family of merchants was found ritually sacrificed by a small number of their kin. This evil group (approx. twenty in number) have taken to hiding. They appear to be able to communicate over long distances, and will go to extreme lengths to recover bodies of their companions. Retribution is swift for those who endanger their plans.

**Distinguishing Features:** A blood-red circular rune inscribed on the chest (over the heart) of each member.

**Crimes:** Ritual Sacrifice, treason, consorting with demons.

*Talok Trollkin*

**Danger:** \*\*

**Reward:** 25,000 sp - (DOR: 15,000; MGR: 10,000 )

**Last Known Location:** Rank - Frost 797 Wk

**Description:** Talok appears as a grey-skinned warty Giant. He is cunning and deceptive, using dim-witted followers who are easily swayed to his own evil machinations. Known to use invested items (including windwalk) to escape when threatened, Talok is thought to be acquiring true-silver for use in some form of magical ritual (details unknown). Beware of his trained Hydra.

**Distinguishing Features:** Severe Burns on right arm.

**Crimes:** Torture and murder of several villages. Ritual sacrifice of young female dwarves. Involved with several bandit tribes of Non-humans.

**Key:**

UC - Unified Church

DOR - Duke of Ranke

MGR - Merchants Guild of Ranke

**Danger:**

**Do not underestimate these foes.**

\* - Annoying Miscreants

\*\* - Bullying Bandits

\*\*\* - Murderous Malcontents

\*\*\*\* - Deadly Denizens

\*\*\*\*\* - Caution Advised

## Saydar's Advice for Bandit Groups

**Know your party:**

**You** must trust those **you are** with. Adventuring is dangerous, and death inevitable. Your companions must be trustworthy, and experienced enough to save your miserable hide when you're dead. Who else will? You must know who you can trust, and who you cannot. Don't adventure with those you don't trust.

*Leissa* A cold hearted babe who can't take a joke. Refuses to drink or have a bit of rough-and-tumble with an orc. God knows what she does for a good time. Reads minds I guess.

*Vychan* Always a popular choice. Only flaw is a strange love of plants which ain't entirely healthy. He says he likes animals too, although sometimes they're a bit small for him. Occasional bouts of amnesia and insanity.

*Flamis* A self-important babe whose shopping fetish is overshadowed only by her incessant prattle. Sometimes she thinks she is someone else. If only it happened more often.

*Basilik* Showed hints of bravery which may have proven him to be a real man if he hadn't followed his wife's orders more often than the leaders. His endurance is so poor that a large sneeze might knock him unconscious. He is learning accounting though, so if you need to count a whole pile of money, he's ya man.

*Red Brian* Can't make a decision unless it involves gold. Even then, he's got to count it first. He carries a big axe, but takes him ages to whittle the enemy down to size.



## Guild Lodgings

The following characters can be contacted at Guild lodgings at following addresses

Razor	Kelsie McArthur	849-3292
Borghoff	Brent Jackson	360-1569
Nerull	Paul Schmitt	358-3852
Xool	Carl Reynolds	480-5 135
Arkham, Fizzgig	Adam Tennant	378-4868
Villa	Mike Young	

## The Seagate Times

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

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and should be addressed to the Ishamael, Chief Reporter, or Sabastian, the Editor.

**We** would like to thanks all contribuotrs and the production staff who helped maek this fine issue possible.

(We detest those out there who did not help in anyway)