

The Seagate Times

September 30 1994

The Journal by Adventurers for Adventurers

Issue 9

Massacre at Barretskine!

A report relayed from our Aquillan correspondent

Barretskine is now occupied by a horde of undead forces after the area was invaded by a chaos army from the Plane of Brass which was summoned by the evil Demon worshippers of Dumar

On the 1st of July, the glorious Imperial Aquillan army were maintaining their protective occupation of Barretskine faced only by the impudent force of confederation troops cowering outside the walls. Among the occupying forces were the Aquillan High Guard, an allied contingent of elves and a contingent of Michaeline troops led none other than his eminence, the shop of Mordeaux.

All was peaceful until midday, when a gathering of clouds was noticed high in the sky to the East of the city. This quickly took shape into a swirling vortex of black clouds wreathed in red coruscations of energy from which emanated clouds of ash carried by a copper-tainted wind. Without warning, there was a peal of thunder and a huge column of blood red energy arched down to ground amidst the rear echelon and supply lines. From this hellish portal begun to issue a stream of creatures so foul and numerous that the very ground shook with their approach. Huge infernal machines of war cut a bloody swath through thousands of weary soldiers and defenceless supply troops in their headlong rush towards the

Thousands died while stunned. Jokers from the city could only prepare for the arrival of this foul horde. Immediately, counter-air patrols streaked

overhead, but were met by hideous flying wyrms and repelled. The horde, amongst which counted a vast number of the living dead, and terror weapons, the destructive power and fury of which the like had never been seen before, charged headlong at the walls.

The order to retreat was given and the High Guard and allies took to the walls in a vain attempt to stem the tide of evil. The vortex began to move closer to the city, still spewing forth its demonic issue as a storm closed in and broke over the city, turning the battlefield into a sea of blood and gore. A headlong flight through rune portals followed, fear and panic hanging over the throngs of citizens fleeing the impending doom like the dark storm clouds above. The walls and the gallant troops occupying them were torn apart by huge explosions and the horde poured into the city, destroying all before them. I was carried with the crowd through the portals to safety, but I count myself among the lucky few...

I discovered later that this unimaginably foul act was brought upon the good people of Barretskine by the cowardly Aladarians, namely their allies from Dumar. For this, may their souls rot in hell.

All hail the rightful King of the Western Kingdom.

The Retaking of Novalar

And other incidents resulting from the Barretskine Chaos Horde

A report by Baron Blitzkrieg.

As a result of the chaos incursion into Barretskine which has resulted in it becoming a city of undead, the Aquilan forces were severely reduced and they were forced to retreat back to older battle lines. This allowed the force of confederation troops which were engaged in the Barretskine area to redeploy and form an assault force to recapture Novalar. I was Commanding the forces in one of the battles for the capital and armed with a slight advantage in numbers and the knowledge that we fought with right on our side we set to recapture what was rightfully ours. After several days of pitched battle and house to house combat in and around Novalar, the once proud capital of Aladar was devastated, but it will be returned to its former glory. Novalar was retaken on August 4th and the lines of battle have returned to their original positions, with both sides having much rebuilding and reorganising to do.

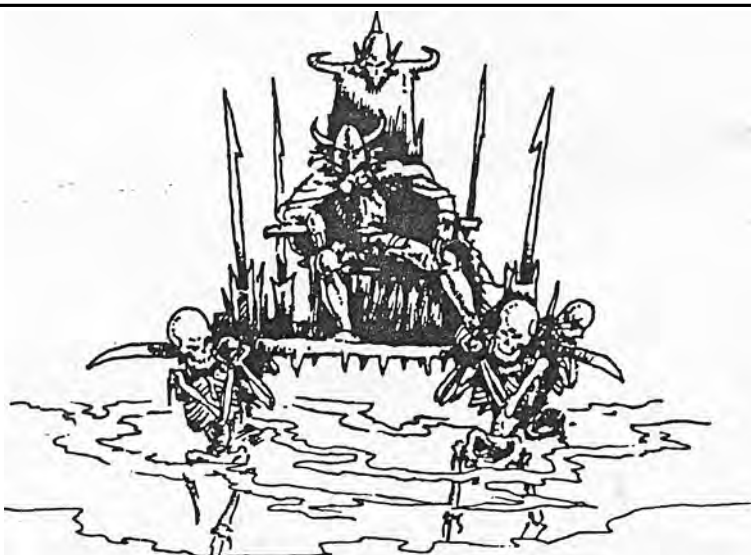
And in this spirit of new growth, Castle Sturmwald's reconstruction will be completed before the New Year, after it was treacherously destroyed by Aquilan terrorists earlier in the year. The new Castle Sturmwald will be bigger, better and also includes a much needed port facility.

Reward Offered

There has been recently located an artifact of the still reigning King Sigismund which will allow the locating of the said King. All Guild E & E Mages (with ranked Locate) are hereby requested to present themselves to Guild security officer Quentin each time they are at the guild and they may then receive the item to carry with them in an effort to locate the said king. This is only important for those parties travelling off plane from Alusia as it has been ascertained that the King is no longer on this plane.

NOTE: Should the King be located the finder would be in line for a LARGE reward.

Guild Security It's our job to be fear!



Zadrin Dumar seen at the Battle of Barretskine

The Invasion of Barretskine.

A report by Guild Security

A party of adventurers, led by Engleton, were engaged in a rescue mission to retrieve a guild member, by the name of Shoka Blacktooth, from the guild vaults where he accidentally appeared after being banished from another plane. At this time, the Vaults became unstable, but the party valiantly ventured inside. After investigation, they discovered that Shoka had in fact left the vaults and was now on the Plain of Brass. They followed him to this chaos plane and after many trials arrived at the scene of a rally point for a chaos horde assault on Alusia. They retrieved Shoka as the horde began moving through the gate and banished themselves back to Alusia. They appeared in Barretskine and were witness to the arrival of the chaos vortex and subsequently the horde. They tried to offer assistance, but were forced to retreat through the rune portals.

Our information indicates that this assault was initiated by Aladarian ally, Baron Zadrin Dumar, without the consent of the Confederation commanders. He has consequently been denounced by the Confederation. He has been declared anathema by the Michaeline church and any information as to his whereabouts should be directed to the Bishop. His brother Alfred has assumed control of the barony and it has been determined that Zadrin acted independently. He has been disowned by his brother who has been found to have no connection with the incident.

Following the chaos horde's investiture of Barretskine, a guild party encircled the city with

warding magics to prevent them leaving. It was observed over following days that the Barretskine cathedral was undergoing alterations and the horde had begun looting the city and fighting each other. Several days later, a smaller vortex was seen over the city and what was left of the horde left. Scouts were sent in to investigate and returned with the disturbing news that Barretskine was now a city of the living dead! The cathedral bells toll day and night and it has been determined that undead are free of their normal restrictions within earshot of the bells. However, the undead are restricted to the city by the warding magic put in place to keep in the horde. Barretskine has been designated an area of extreme danger. A safe distance of approximately 5 miles should be maintained as this is the distance that the bells can be heard from. The wardings are approximately 2 miles out, but there are flying and insubstantial undead in the area which can avoid the wards.



Chaos Raiders Summoned by Baron Dumar

**Wanted Dead or
Alive
Zadrin Dumar**



**Sometime Baron of Dumar for heinous
criminal acts against the Northern
Confederation and all of Alusia.
Generous Reward Offered**

Duke Declares

Innocence

An open notice to the Heraldic Collage of Midheim, the Adventurers Guilds of Seagate and Tac, the Guilds of Sanctuary and Calder and all other interested parties.

From Duke Baltmund of (Free) Aladar, Principal of the Northern Confederation, Admiral of the Aladarian Navy and Commander in Chief of the Armies of the Northern Confederation:

Greetings.

Recent events have cast dispersion on mine and my kinsfolk (namely Duke Branden of Brandenburg and Duke Draken of Drakenberg-Unsreimer), in that it has been said that we had knowledge of Baron Zadrin Dumar's actions for and allegiance to certain unknown Daemonic forces. I wish to put an end to such rumours as may be loose, for I put a great deal in my association to those groups this letter has been sent to, yea, even unto the name I make for myself over the whole of Alusia.

Baron Zadrin Dumar and the Barony of Dumar itself have been outcast from the Northern Confederation. His brother, the now Baron Alfred Durnar, has protested this, but unfortunately for him and the remaining denizens of Dumar, I, mine kinsfolk and indeed no one from King Sigismund Himself to the lowest yeoman in our realm can trust the foul magic and machinery that is present in Dumar.

Know now that I fully agree with the Michaeline and associated churches' declaration of Dumar as anathema, and given the end of certain hostilities, would willingly help them in whatever they believe is required to rid Alusia of this terrible scourge.

Duke Baltmund of Aladar

Tax Take Down for Quarter

From the Guild taxation department
After counting, the tax income for this period was most disappointed. No one sieged any castles and many parties returned back with virtually no treasure.

For training facilities to be maintained at their present standard guild parties are required to increase their income during the next period. Failing to do this may result in Guild Taxes being increased again from the current rate of 10%.

Lath's Horoscopes

For the session; 30th September 94 to 31st December 94.

Welcome to the second 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.

The Stars

Winter Stars: Someone close needs a helping hand, but don't rush in or you could trample on their pride and end up doing more harm than good. Be gentle with your touch.

Spring Stars: Read the signs that'll tell you what to do. **Try** not to think but instead **by** to feel, when it comes to dealing with that problem. Feel and you will get excellent advice.

Summer Stars: There are lots of wonderful openings and opportunities coming your way soon, but not all roads lead to success and there's lots of hard work and serious thinking ahead.

Autumn Stars: Apathy overcomes you this session so you'll find it very hard to get worked up or enthusiastic about anything apart from things in red. **Air** mages should be watched with an eye to caution.

Element of -

Air: Do not resist your temptations to be reckless as when the appropriate time comes, **y o u** and your friends will need your enthusiasm in a tight spot. Green is the colour that be good for you this session.

Water: Wells that have dried up will show you some insight into other problems this session. Pets and lovers will leave a little surprise for someone else close to you this session. Don't drink and fly.

Earth: Keeping both feet on the ground will be hard for you this session. Many people and friends will **try** to convince you to get off the grass at times. Stand your ground. You **are** right; so don't be swayed.

Fire: Keep your hot head under control this session, a water mage may help. Past lovers may leave you with an ashen taste in your mouth, or blood on your hands. Beware of burn out.

Other -

Solar: Your radiance is blooming this session, and your warmth cheers those around you. Share your gold or silver with Air mages at the Guild bar, as you will find their company again the best. Lucky colour Black.

Lunar: Things are more relaxed this session, so you can expect great rewards from minimal effort. If hair grows on the palms of your hands consult the Guild Beast Master. Stay away from the top of hills at midnight.

Life: Although it is hard, consider birth control. At the turn I think you should go Don't accept any contracts with Demons this session, as waiting will do you wonders. Be nice to small children. Lucky colour Pink.

Death: Now that your problems have got **as** unbearable as you thought they could ever be, brace yourself **as** things are going to become even worse. The pain will not stop for all of the session. What you need is a long trip to the Gatar Depression. Beware the light of day, or any group of more than three people, **as** they will get you.

On a more personal note;

Kree: I'm confused as your name appears in many of the readings this session. Please seek help.

Xool: Xool has so many big spells, and he's so nice and so tall. That's all from me for this session. Keep out of trouble, like I always do. See you in the bar.

Feeling Lucky!

TAKE THE GUESSWORK OUT OF CASTING WITH LOGAN'S GREATER ENCHANTMENTS.

Rank 16 Available

Contact Logan at Guild Lodgings

Founder of Newhaven

The Silken Web

By Sexy Sith

Silken has been sitting on her ever increasing laurels, so a new sex-pot like myself must rise to the occasion, and perform longer, harder and faster than any other courtesan.

A little orc told me Mixed-up Mithothin has been seeing some hunky, spunky shapeshifters. She said that if she became pregnant she would have kittens. After the break-up of this long relationship, her bed has seen a plethora of dryads, nymphs and satyrs pass through it. Now though she has been seen frolicing with a member of guild security. **Of** this she said "He has many positions", we can only assume he has many duties in the guild.

I have been told that Liessa has broken up with Phaeton, and is now bouncing Memck off the walls. This puts Flamboyant Phaeton back on the available list, hands off girls he's mine.

Petulant Prydera has wandered off 500 years into the past after being jilted by Kooky Karys. This is after finding he's been married for 500 years and has 13 kids. Has she gone back to woo Karys a second time before he meets this mystery woman?

It's no surprise but Delran's wife has killed herself. She said in her final letter Delran could give her no children let alone any joy.

Kharga has finally come out of the closet. He seems more interested in taking a roll with strange magicians now. Close friend Garibaldi told me "He revealed himself to me long ago".

Lucky Lath has found her match in Scorpion. Lath likes this idea of role reversal, but seems to be taking it too far by putting large foreign objects in the Slimy Scorpion. Lath is doing this just to spite Xool, who it seems turned down her advances.

Saydar and Engleton are thinking of a trial separation. Their only problem is who gets custody of Logan.

But not hearing anymore.

The following message is from the Harpies of the High Mana Zone to the west of Seagate was delivered to the guild during the last guild session.

I curse and bless you madly,
Sadly as I raise the dead,
I love and hate you badly,
Just in time, at times, I guess.
Because of you I need to rest,
Because of you I hate the rest.

So much has gone and little is new
The power of the land did fill me through,
And as the sunrise streamflickers on me,
My friends talk, of glory, untold dreams,
where I am god and god is just the wings of death,

"We had a friend, only a talking man
Who spoke of many powers that he had.
Not of the best of men, but ours.
We let him use his powers.
We let him fill our needs.
Now we are strong.

And the road is coming to its end.
Now the damned have no time to make amends.
No purse of token fortunes stands in our way.
The silent wings of death will rule the sky.
Where we fly over lands of power, lands of time.

We broke the ruptured structure built of age.
Our weapons were the tongues of crying rage.
Where Dwarves stood,
We cast spells of death.
And stabbed the backs of fathers,
Sons of dirt.

Infiltrated Dwarven cesspools,
Hating through our feathers,
Yea, and we slit the dirt's throat
Stoned the Dwarves on slogans such as:

'Wish You Could Hear,'
'Hate Is All We Need,'
'Wipe Out The Hobbits,'
'Wipe Out The Dwarves,'
'Cut Up The Guild,'
'Screw Up Your Brother or He'll Get You In the End.'

And We Know the Wings of Hate is from Above.
And We Can Force You to be Free.
And We Can Force You to Believe."

And I close my eyes and tighten up my brain,
For I once flew to a dam where the beavers were slain,
For they knew not the words of the Free Slates' refrain.

It said:
"I Believe in the Power of Evil.
I Believe in the Slate of Hate.
I Will Fight for the Right to be Right.
I Will Kill for the Evil of the Right for the Right to be Right."

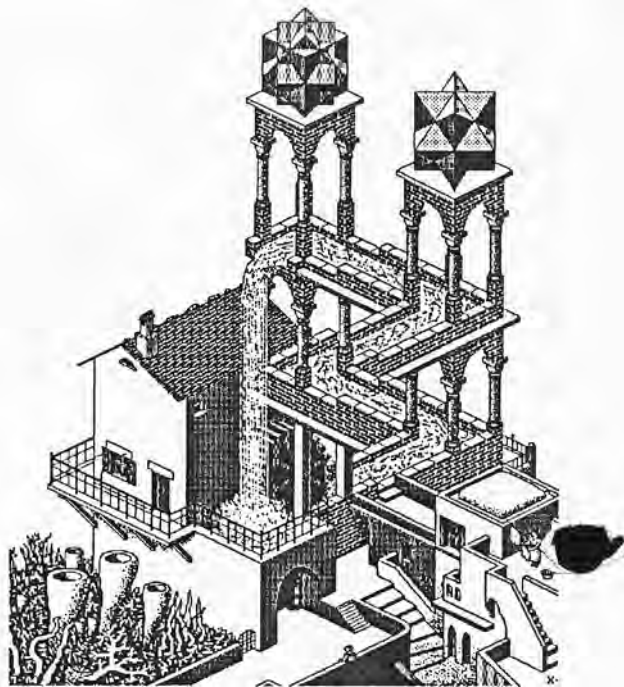
And I open my eyes to look around.
And I see a beaver laid slain on the ground.
As a Guild Party lumbers through desolation rows,
Ploughing down beast, listening to their command.
But not hearing anymore -
And I want to believe
I am the Madness that they call 'Now'.
But not hearing anymore.
But not hearing anymore.

Enhancements to the Water College

A Notice from the Head of the Water College

Due to the small number of water mages requiring training, I have been able to spend a lot of time investigating the spells of this college. The result of these months of research is a greater understanding of the college and its workings. I have even been able to adapt some of the spells to a more watery nature. I am sure all of the college are interested in these developments. All Adepts of the College of Water Magics should attend a short seminar which will discuss the developments I have made and enable them to be utilised.

This seminar is scheduled to occur after the Guild meeting in my office. Any other interested persons are welcome to attend the more public lecture on this topic which will take place tomorrow at 10am at the river.



Sexy Sabrina Knocks 'em Dead!!!

Horrific Killing Confuses Crazy Castle!!!

Patrons fled screaming from the horror death of well known and respected 68 year old Sir Ronald Tinwhistle who tragically choked to death on a fishbone at July's gala ball in front of the very noses of hundreds of terrified patrons. Couples swooned on the dance floor and children screamed as the aged man, well known as a warm and heartfelt provider for stray cats and widely admired for his extensive collection of lace underthings, let out a faint croaking noise and collapsed. Brave nobles and fearless fighters retched as his face turned purple and his eyes rolled up, right under the noses of women and children. Guild reporters interviewed several attendees after the event:

Riccardo Greenwillow: "It was just as Sabrina's dance of the 99 veils was reaching a climax and the 98th veil had been discarded, when I heard this thump beside me. Poor fellow missed the climax. Still, he was a human and they are prone to dropping dead, I've noticed. I'm surprised there was only one."

Martin Highreach: "It was magnificent - I didn't notice a thing. I wiped the sweat out of my eyes, had a good stiff drink and then fell over his body as I got up to go. Still, he was getting on - hardly worth resurrecting now. I think the Duke is going to have him embalmed."

Rachel Riverwind: "He was a dirty old bastard"

Patrons took heart from Morgan Lafayette's noble bearing, as he remained rigidly attentive during the show and did not acknowledge the old man's unintentional social gaffe until well after the dance was completed. He was widely congratulated for his strength of will. Other guild members included Kern Silvercrest, whose little known noble rank and bearing became evident to many for the first time, accompanied as he was by the beautiful countess of Innsburg (the new estate) and her charming daughter. Sabrina's performance was a striking success and the guild astrologer has predicted a large influx of noble blooded characters to enter the guild shortly, due in part to the widespread recognition of Sabrina's performance. A repeat has been promised at the guild meeting and the Duke has also asked for an additional performance to be provided at a later private function. However the guild astrologer has warned that ripples from this performance have been spreading through to neighbouring planes of existence, and guild members should be on the lookout for strange repercussions arising from this. Guild members are also warned to not attempt imitating Sabrina unless they are fully qualified, trained professionals.

Letters To the Editor

Sir,

I write to tell you of a threat to all Guild Parties venturing to the vicinity of Amba. A vicious horde of Harpies inhabits this area. My duties to Brastor prevent me venturing out to deal with them as they deserve for the moment. In the meantime, anyone visiting this area should be beware. I am offering a reward of 1,400sp for the return of a fine Hand and half Sword that the Harpies stole from me.

Lance Corporal Mordrin
Hugler's Heavy Infantry, Brastor

To whichever prat edits this dross,

I'm goddamn sick and tired of guild security treating me as a goddamn leper. Has anyone considered replacing this bunch of incompetent arseholes for some decent ity troops that don't give you lip and what they're bloody told. We are the moneymaking side of the guild and its about time we got satisfaction rather than sarcasm from them. If necessary I could recruit a band of quality orcs and mercenaries which have proven their fighting prowess in the field and could be released from jail early if we provide the right price. Then we in the guild could become a force to reckon with. Of course pansies, pacifists and solar mages will have to go but lets face it, thats no loss.

Love,
Daemien

P.S. And before guild security starts acting above their station again, just remember at I, and now a lot of my FRENDS also, where your families live so think carefully whether you want me in the guild or out of it.

To the Guild,

Sorry bout the delays but Gar hogged the Necromancer for weeks. Methuselah is a menace and it is him wot got me killed. The troll may have tecknikly but it was that damn air mage! Could someone arrange to send him here for 20 minuts so I can explain some things to him personal like! Wiv something,

Gariath

Sir

Can you people use your magics to get that bridge finished. I have to take me cows across by barge to get them sold, and they always get sick.

Andrew Bartheusan
Cow Merchant.

Sir

This bridge that now spans the Sweetwater River I fear will make the Seagate Adventurers Guild members more of a danger to the general populous of Seagate. Even though Guild members are very rich and spend large amounts of silver in town, I feel that the trouble that they bring to the town will be a marked down turn.

Margret of Seagate

Hey you,

Us orcs are getting too good a deal. We are actually less than scum. Too many people are beginning to respect orcs, we are no good slime on the backside of society. Us orcs should live in holes in the ground outside towns, away from more enlightened beings. We should get regular beatings, too many times I've gone into town and not been whipped by the watch. Special pubs, public lavatories, and carts should be set aside for us, these should be holes in the ground too. We should have to carry papers listing our daily beatings, and have to pay fines in advance to the town guard. The whole fabric of society is falling to pieces because of our influence.

Ever a third class citizen.

Scab

(Translated from the original colourful orcish)

Eltrandor Sues for Peace

It is rumoured that the Duke of Eltrandor is suing for Peace and has sent missives to both sides offering a neutral ground for peace negotiations in the Felice Bay on Tarcs Island.

Illusionists discover Spells at Last!!!

After extensive research, a new style of Illusion has been developed, and we have been fortunate enough to get one of the researchers here at the Guild! All Illusionists will need to learn this new style of magic in the near future. Sadly, we could not reach the College Head for comment. 95% of our readers thought that Illusionists should be banned - no change from last poll. Comments from Illusionists were mixed !@#\$ I got spells at last - Anon. Seven different ways of making fog; I am in heaven - Kryan. Other alleged Illusionists refused to comment.

Guild Quotes

"..why don't you DA the Medusas eyes for magic..." - Deadwood

"...you can trust me..." - Ugh Bash

"...we just have to work out what part of the truth we are going to tell them..." -Bozo

"...I'll triple the speed on the fire flight then..." - Spandex

"Hey guys, I've got these Crystals of Vision we could use" - Deadwood, after a month of caving,

"You'll never kill me!" - Gar

What do you mean, the doom of the entire universe? - Isil Eth's Party

Are you sure your not a Doppleganger? - Karyn to Catherine

You can't get cursed with just a little touch! - Scab

This Axe, I don't know why they bothered selling me a sheath for it! - Billi Rubin

Oooh...I don't feel so well. - Mitothern

You'd be a better person if you had Necrosis! - Jedburgh

I've 'never heard rumours of a GOOD Necromancer! - Mitothern

He trusts me, He trusts me! - Sabbath

Arch-Bishop of the Western Kingdom Offers Peace.

The ex-bishop of Mordeaux has today vowed to try to stop the war of men until the evil horde of undead and devils that the Baron of Dumar is responsible for has been destroyed.

Even though the city of Novalar has changed hands again, the Arch-Bishop of the Western Kingdom wants the war to stop! He is not the only church leader voicing this opinion. The leader of the church in Eltrandor has withdrawn his support for the war effort. Instead, his church knights have joined with his once enemy, the Arch-Bishop, to fight their common enemy, the Dumarians. These large factions leaving has upset both sides of the war, as the churches had many knights and fighting men in the field.

News In Brief:

Black Pudding has been a welcome new addition at the Guild kitchens. Guild cooks have expressed surprise at the interest shown at the first new item on the menu for a record 16 years. However patrons need not hurry; the Guild has been quick to put out that happily there is an almost inexhaustible supply.

Seven Harpies have sent new hate mail to a few Guild Members from the safety of the High Mana Zone 40 miles the West of Carzarla. The mail is featured on page 4.

A coven-like group of Elven Necromancers is reported to have gathered in the High Mana Zone 40 miles to the West of the Guild.

Guild Air mages have voted for Xool as their new rep. The Guild has vetoed this, reminding the Air mages that the Sorceress in Silver is the current Guild rep.

Organised war units of trolls and undead have been assaulting the Northern border to Fesenheim, a county of Aquila. Guild members are warned to take a fire mage of known repute with them if passing through the area.

The Princess Daystalemoier announces an open invitation to a party of Guild members to attend a ball for the winter season.

The Zentradi High Command would like to thank the Adventurers' Guild for locating certain elves before their upcoming offensive.

Archaeologists (you know who you are) required for an up and coming foray to a newly discovered plane. Contact Katrych the Dwarf for details.

A new species of doppelganger has been discovered that causes the entity imitated to suffer according to the misfortunes of the doppelganger. Black Mages have been shown to employ a similar talent. A Guild party has been assembled to deal with this new problem. The Guild wishes it noted that it is extremely concerned about these new developments.

Captain Bachio requests a competent party to investigate newly discovered ruins. Required to start mid November.

Truce called on Street Fights

The running street fights between the Orcs and the Hobbits caused by the infamous "Cream Bun" incident are finally over. A party from the Orc faction felt that the fighting was beginning to infringe on their drinking, and that they would "smash th'm stumpies later - drink now".

A hobbit representative felt that they had punished the Orcs sufficiently, and anyone who wants to mess with the hobbits should think twice, else they'll get it worse.

Join Guild Security!

Guild security are currently on a recruiting drive for new security guards. They are looking out in particular for Mind Mages but retraining is available for applicants from other colleges.

As they have the very highest of standards they expect only those of strong moral fibre to apply.

Benefits include a guaranteed income, training and the best lodgings available in the guild. If this sounds like you just hold that thought and we'll find you.

Its our job to be Fear!

Combined Church clashes with Carzala

The Combined Church of the Western Kingdom has been brought to heel in the south by our Duke. A Guild party returning from a public-relations exercise in the East found officials of the Church along the Sweetwater, preaching and pillaging innocent villagers. Church officials, who were not from the Inquisition, were peacefully brought down the river and discussed the situation with the Duke. Guild members heading through Ranke should avoid **all** contact with the Church. We remind you that there is no Inquisition currently active in the Baronies.



Personal abuse training course



The Ultimate in Blastware!!!

You want Investeds th a t work!

You want Investeds thut don't go Phut!

You want Invested thut onl have to be used once!

Become a survivor using the literange of Fire Tower available onl from Bleyze as proven on the Battlefields of Drakenberg

Contact Bleyze for the ultimate in personal protection

Forthcoming Social occasions for Guild Socialites



To: Lady Sabrina, Baron Logan of Newhaven, et al.

- 2nd October Ducal Ball in Eltrandor
- 4th October Count Karrinski's ball in Algain, Eltrandor
- 1st November Berry Harvest Festival in the County of Ormond
- 13th November Official opening of the city of Talos, Barony of Talos, Eltrandor.
- 19th November Harvest Ball for the Duchy of Volari
- 29th November Baron Logan's Birthday Feast in Newhaven
- 1st December Invasion week in the **Or** Kingdoms of Mishrak
- 2 1st December Winternacht Ball in Valencia, Barony of Cali Capri, County of Tuscana
- 31st December Baron Blitzkrieg's of Sturmwald Castle and Port opening ceremony
- 31st December Adventurers Guild Meeting, South Seagate



Expensive Social Escorts for the coming Ball season.

Bridge Nears Completion!

Royalty and commoners alike were surprised and astounded when the foreman of "The Bridge" announced the construction this period is ahead of time.

A member of the court told us "...they were delighted, and look forward to walking over the Bridge behind the Duke" and an **Or** wouldn't put me down unless I promised to print his quote said "...what Bridge? Buy me some more beer..."

It is reported that the bridge will take only another six weeks to lay the final paving stones to close the link over the Sweet Waters. The main supporting pillars have been laid and all that is being done now is the laying of the road.

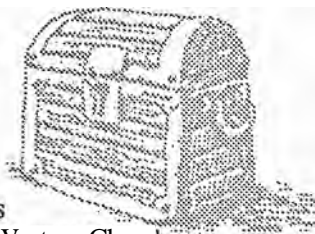
It has taken an extremely large team of skilled workers many months to complete this feat of engineering to build the bridge. However rumours say it was actually a threat by the Baron to execute those in charge of the building if they didn't finish the god damn thing which spurred the men to redouble their efforts.

The opening ceremony will take place two weeks after the bridge's completion, with the Duke and his wife leading the procession across the bridge. Until then no one will be allowed to cross the completed bridge. It is rumoured that a large team of guards will be posted to prevent this anyone trying to cross - and a personal reminder to the Guild that there will be harsh penalties if anyone tries to cross.

What's Hot

Blitzkrieg Steps Out

- E & E mages
- Leeches
- Warriors
- Gar
- Spandex



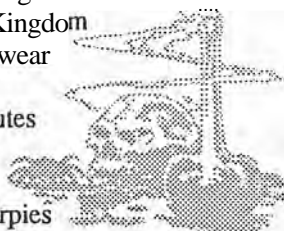
- Raising families
- The combined Western Church
- Sabrina's dance of the 99 Veils
- Dwarven Clan Battle Axes
- (and associated parties)

Rumour has it that our own Baron Blitzkrieg has been seen wandering the streets of Bowcourt. It seems that because his handsome visage is so well known by Kingdom forces that he had to dye his hair blonde and wear a white frilly dress. He didn't seem to be too perturbed by this rampant flaunting of his own gender insecurities. In fact many young Bowcourtian men, and a few women, had their heads turned by his fair visage. Blitzkrieg didn't seem to be worried and is thought to actually have seduced some of these Bowcourtian Beau's. This doesn't seem surprising as he has been practising courtesan to the exclusion of all other military pursuits.



What's Not

- Baron Zadrin Dumar
- Guild taxes
- Names beginning with "S"
- The Western Kingdom
- Shoka's underwear
- Spandex
- Paying Prostitutes
- Chaos Hordes
- Poleaxes
- Marauding Harpies



Ire you a sneaky Inquisitive B'stard



Do you enjoy spying from the privacy of your own bedroom

Buy a Rank 11 Crystal of Vision and see what the neighbours are doing. From 170 miles away.

See Dalran

Candlestone Farm Burnt

A ~~r~~Ex-Guild employer Martin Candlestone escaped the fire with only his life. Candlestone Farm is located close to the High Mana Zone 40 miles or so to the west of the Guild.

An unknown number of Harpies attacked and burnt all of the buildings and barns of the homestead to the ground, without killing any of the locals. The Harpies said they could suffer more this way.

Dwarves at Guild.

The Guild would like to thank Stein, Billy Rubin and Tharkun, for entertaining the 200 dwarves that visited the Guild from the Superstition Mountains last month in search of their Great Clan Battle Axe's.

The **Clan** Elders of the combined Clans of the Superstition Mountains would also like to thank the three dwarves for a job well done in recovering the missing Clan Axe's, and has payed the party handsomely. The Dwarves also wish to thank the other members of the party for their help in this matter.

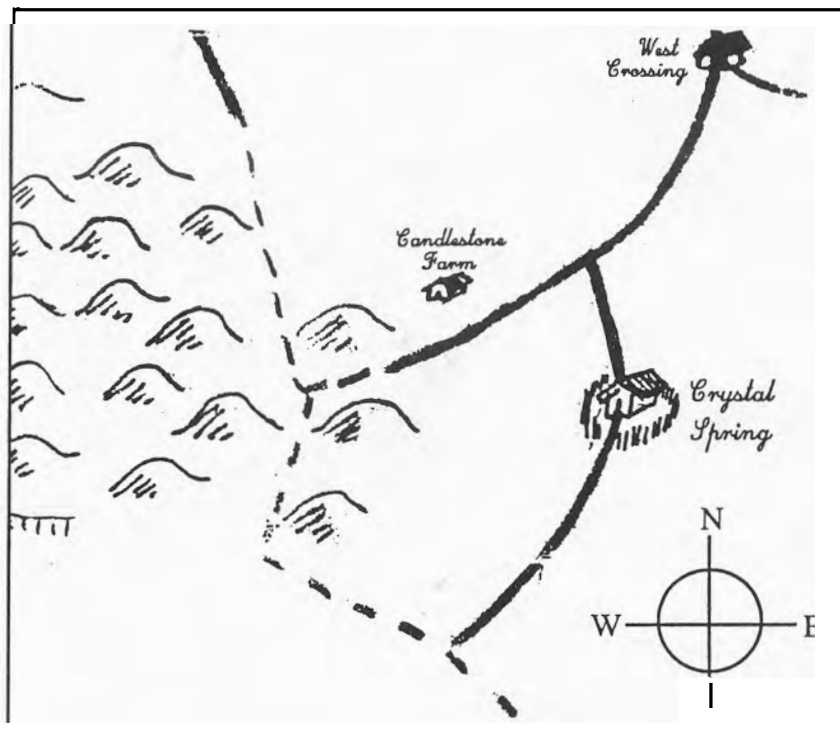
Tarot Reading with Garabaldi

Ciao! I hope this regular feature may give you some help in your adventures. Each session I will be doing a general reading of "What are the main problems the Guild will face this Session?"

I See a time of possible change for the Guild. It is a time when our position of power may be questioned, especially due to struggle between forces of subconscious material lusts and conscious desire for balance and fairness. I see that this questioning may come from the Church, or from other "enlightened" powers. The solution, if it cannot be otherwise averted, will be the drastic change and rebirth embodied in The Unnamed Card. It seems clear that The Magician shows us that we will be heavily involved and influenced, and the resolution will be quite dark and foreboding, as shown by The Moon.

It will be best to consider carefully any dispute between gaining wealth at the expense of unknown others. Especially, be careful when dealing with the Combined Churches or other groups backed by powerful entities; it may be they are going to use our past practices against us, or tempt us into materialistic folly.

Candlestone Farm 30 Miles WSW of the Guild



Guild Lodgings

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

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Engalton	Jono	302-0477
Toledo Steele	Craig	630-7537
Logan	Neil	828-5819
Newhaven Ambassador	Andrew	366-6139
Morgan Laffayette	Mike	520-3101
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The Seagate Times

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

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