

The Seagate Times

December 31 1994

The Journal by Adventurers for Adventurers

Battle Report

By Field Marshall Blitzkrieg

Yes, it's official. The war is over (well mostly) as of 9:00pm on 1st October (the day after the guild meeting). So the war ended before a lot of you left on your missions. It was a busy day.

Our party consisted of myself, Martin, Bleyze, Axis, Corel, Neroc, URAARGH & Sabrina as well as Running Blade my follower, Catherine (a sylph who took a liking to Martin) and later Lord Ambrose, an elf with rank 52 geas who we thought might be useful.

Our original mission was to help protect Novalar from the Aquilans and their allies. During the fighting (which included magical arrow storms, elementals by the gross and millstones falling from the sky just like millstones don't) the weather took a decided turn for the worse. This was caused by enemy air mages. So we flew off to a mountain and assaulted their base (again guarded by swarms of elementals and stacks of air mages). Having got rid of the weather problem, things took a turn for the worse. A huge, ancient evil red dragon (previously a Drow sorcerer called the Ruby Scourge made its presence felt on our continent (it comes from the Western Continent). It had come to retrieve a sword stolen from it by half of our party on a previous adventure. Unfortunately, the sword is now in the hands of the Goddess Sif in Valhalla.

The dragon proceeded to attack Zumalar and inflict huge casualties including a good number of the Aladarian nobility. After preparing ourselves up to the eyes with every possible magic available, we attacked the dragon. Needless to say the dragon has

numerous nasty protections and abilities. During the fight, I flew into its mouth (the amazing thing is that it was part of our plan!) and was killed (I got better). Duke Baltmund got breathed on and reduced to a skeleton (for those amongst you who didn't know, the dragon's breath weapon is a combination of normal fire, magical fire and sand blaster). Axis suffered a similar fate when the dragon chomped on him then tossed him away and breathed on him as he flew through the air then whirlwind vortexed him with a buffet from one of its wings. Corel, Sabrina and Catherine got whirlwind vortexed as well. Lord Ambrose died mysteriously after we killed the dragon. He just dropped dead suddenly with no obvious cause. The his body was crushed as if "something huge" had stepped on it and he was found by the guild healers to have no soul. Axis reincarnated into a suarime's body so the title of "Lizard Wizard" is most appropriate now.

Meanwhile back at (the war (it's about 3 in the afternoon now...) the Aquilan forces have taken Novalar through overwhelming use of magical fire-power.

Novalar is now in ruins having been sieged, assaulted and taken, retaken and then heavily assaulted and taken back again.

Peace talks ensued and it was agreed that Aquila keep the land they are occupying and we all go off to attack the undead horde in Baretskyne.

Unfortunately, Brandenburg are refusing to accede and are continuing to fight. The western Kingdom is now in existence once more.

Diplomatic Ties Between Eltrador & Volar

The Duke of Eltrador RALDEN CON SARTRA and Duke OTTO of Volar have recently held discussions regarding their mutual frontiers and the resurgence of Banditry in the area. Both dukes left the meeting and felt that it had gone well, they have jointly agreed to form a small fief in the middle of the troublesome area and contribute equally to it's upkeep and protection. They have also discussed further area's of mutual cooperation and joint ventures for their duchy's, both militarily and scientifically.

The daughter of the Duke of Volar will be visiting the Eltradorian realm soon and calling upon the Duke of Eltrador with diplomatic courtesies, as well as seeing other members of the Ducal household namely Varic Con Sartra (the Heir Designate)

As a result, the area's of Caldron's Pass, Gronc Vale and Fenton's Fields are hereby declared as lawless until the movement into the area by joint forces from the duchies of Eltrador and Volar. The settling of the area is planned for early spring, but settlers are advised to register with their local magistrates soon in order to gain choice lands in the area.

Notice is hereby given to all bandits, criminals, orcs and other disreputable persons in the area mentioned above will be cleansed in the near future, any found in the area without livelihoods or just cause will be summarily relocated to await the pleasure of the new fief's dispenser of justice (TBA).

Party Party Party Party Party Party

Baron Blitzkrieg of Zumalar is proud to announce the opening of his new Castle in Zumalar.

Entrance will be by invitation only.

Late comers may be challenged to single combat.

Barretskyne Freed from Undead Horde

**Barretskyne is now much safer
due to a major assault on the city
by the Arch Bishop of
Mordeaux's troops.**

Thirty thousand church knights and men at arms marched on Barretskyne under the Banner of the Arch Bishop of Mordeaux. The attack began on the morning of September 7 and was followed two days of hand to hand combat between the forces of light and darkness.

The assault focused on taking the cathedral and destroying or capturing the church bells which were providing a great deal of magical defence for the greater undead in particular. Morale was a major problem with the presence of so many fear causing undead, but the men rallied under the Arch Bishop's banner.

A great many casualties were taken by the Arch Bishop's forces facing the hordes of lesser undead whose numbers were being replenished from the mortal casualties, although this was kept to a minimum by the Arch Bishop and his followers. Although the cathedral was taken soon after midday and the magic of the bells disrupted, causing the greater undead to retreat, the fighting continued until night time at which time the greater undead counter attacked inflicting great carnage on the mortal forces, who wisely chose to retreat, their primary task completed. By daybreak it was observed that most of the greater undead in the city had either left, perished, or gone to ground in the extensive catacombs below the cathedral. Large numbers of lesser undead still remain, but they are being slowly removed. One problem hindering the clean up is that it has been discovered that anyone dying inside the city walls becomes undead, and joins the forces remaining in the city.

Barretskyne will never be the same, but it is estimated that it will be in a state to be reinhabited by any hardy souls wishing to do so in the not too distant future.

Want a scecod Chanc

Advertisemen

Just the Facts M'Lady

by Fictitious Pseudonym.

Hot goss on the Raniterran Ambassatrix : not much (yet!). Raniterre is a moneyless human kingdom in the Far South, famous for its salad dressings (or, to use the local term, wine). It is a triangle surrounded by dessert, mountains and savage jungle. The only sea-coast is the corner province of Avenal inhabited by a common-speaking beer-drinking people, the Bretts (some quarter of a million or so). The rest of the country speaks Raniterran, generally in a garlic-laden accent.

Now this Countess was a wealthy childless widow (from the Baronies, they say) claiming to be heiress to said Duchy of Avenal, which must have upset the poor King because the last Duke, the semi-late Cardinal-Prince von Richhausen, left all his lands to the King. Fortunately "Rani" law doesn't let anything as feeble as a woman to rule. but a legitimate son could inherit (if he lived, if you get my drift). Anyway

she's allowed to call herself Countess of the city closest to the Royal Capital (1 day's ride). So very convenient for the Horse brigades.

Rumour has it that one well-endowed widow is spending all her readies to snare her next hubby, & get a few sons * and a safe place to raise them. We believe she's working her way up the coast: Seagate is first-port-of-call. Any volunteers?

There is to be a "reception" after the guildmeeting, heaps of food, LOCAL beer & wine, Armide (a Raniterran brandy-style whisky, slightly sweet). Invites available from Seagate castle, or the Widow's chaplain-secretary, Brother Lee, who is liberal with the tickets, but hopeless at answering questions.

Post-ball bash to be held at Alphonse's early next year.

CONGRATULATIONS

The Guild extends its congratulations to the Princess Madeleine Volari - who, under a nom de guerre, was a member of the Guild for a number of years - and her husband, Prince Leopold, heir to the Duchy of Volari, for the christening of their first-born son and heir Prince Anion Volari.

Want a second chance?

Or a third? Did I hear fourth? If you really don't want to fall down that bottomless pit, or you'd like to be sure of saving against that dark sphere, then look no further.

Fizzgig's patent Luck Charms are for you! I have charms to avoid those unfortunate spell casting rolls, botched skill attempts, screwed up ability checks and the ever popular weapon breaks! All it takes is a point of endurance and a few measly thousand silver pennies and you too can be a hero worthy of the name!

Contact me at Fizzgig's Fine Silks mercantile house. Discounts on silk clothing for valued customers!

But wait! There's More!

Worried about being maimed by those nasty weapon things?
Then buy Fizzgig's patent Silk Padding!

Wear it under your armour or as fashionable evening wear.
An extra point of armour is always welcome!

Only 500sp!

Three months shelf life (two for sweaty Ores).

What's Cool and What Snot

In

Church Knights
Dragon Slaying Weapons
Undead Slaying Weapons
Triple effect Dragon Flames
Wraithcloak Potions
Banishment Scroll

Out

Demon/Undead Hordes
Package tours to Barretskine
Demonic Poets near Yana
Ruby Scourge
Pacting with really bad bastards
Running out of Shadow Wings (bad)
Being at 449 feet without wings (worse)

New Years Ball

A New Years ball is to be held at the home of Mandos D Shadowspawn a respected member of the Guild of adventurers. He welcomes one and all as long as you are not an Orc, Flamis, Starflower, Methuselah, or any other menace to society.

The ball is to start at eight of the clock and will continue through the night. The location is to be at Mandos's new residence and a rune portal service should hopefully be in operation. Should this not be the case carriages will be provided from five of the clock onwards outside Liessa's house in New Seagate.

Tempest Trash's Guild

**Tempest, horseman
extraordinaire, thought that he
could ride anything and proved
that he couldn't.**

When confronted with the horse Thunder, Tempest insisted that he could master him. Needless to say he got thrown. And thrown. And thrown. In frustration Tempest picked up a stone and threw it at Thunder. BIG MISTAKE!!! Thunder charged. Tempest fled, over the fence went Tempest, over the fence went Thunder. "Oh shit!" says Tempest as he looked around for somewhere to run and hide. "Ahha", he thought, "I'll dive through the window." BIG MISTAKE!!! Not only did he dive through Herkem's window, but Thunder was right on his tail. Needless to say there was lots of smashing and crashing as Herkem's office disintegrated around him.

As Tempest dived back out the window, Herkem slept Thunder. Looking around his ruined office. Herkem was less than impressed.

The bill for damages came to over 30,000sp, most of which Tempest didn't have. So now he's got plenty of reasons to go adventuring, about 20,000 reasons actually.

The Silkenish Web

Sexy Siths surreptitious Secrets

Orgasmic Orqualina is living in a nice little menagerie a trois with Confused Kryan and Kinky Kismet. Rumour has it she's still looking for a real man, any offers.

Sultry Sabrina and ex-Duke Baltmund will soon be an item. Last time she saw him she went all to pieces over his new thin look, it's seems she can't resist a man who shows whats on the inside.

A little advice, perennial fool Karys ("I mean Fenton") is probably only slightly stupider than his children, we put this down to experience not natural talent.

Big Baron Blitzkrieg told me he needs a woman, probably to help with his extensive collection of womens clothing that he "just wears round the house". He was seen handing out invitations on the battle field. Well Blitzzy you don't seem to have it sorted out, that's not the right place to find women, only Sabrina.

Silken has not been getting out much lately since she had a rune portal installed in her underwear.

Hands off girls. Tempestuous Tempest has shown his true character and his busy with his horse Thunder. What a waste.

Sabbath said "Yes, yes." Ptolemy said "No, no." When Sabbath put it in the wrong place Ptolemy cut it off.

Insatiable Isil-Ith was sent to her room for exploding ducks, with only a teddy bear. That's not much of a punishment, she must know hundreds of things to do with a teddy bear.

There's nothing nasty to say about Thorn. How boring.

Cranky Kree and Excitable Engleton have been seen gadding about town together. Kree recently said "I haven't felt so good or glowed so much ever." Is he pregnant, will we have little Kreetons running around soon.

Free Booze!!!!

*The Raniterran Ambassatrix
la Comtesse d'Oberthall
invites
His Grace of Karzala
(& suite)
to
an open-air ball
to be held on Seagate Harbour*
from the last Sunset of the Year onwards.*

*Admission by ticket only
Costume Optional
Weapons not permitted
Money not required.*

*Citizens of good repute may apply for admission tickets, from the
29th onwards. Requests should be made to Duke's Chancellor, or to
the Ambassadorial Charge d'affaires (Etiquette), the Lord Penn.*

**to be frozen for the duration*

Letters to the Editor

Sir

After gaining a really good suit of armour as rightful spoils of dealing to a sect of snakeman slavers, certain members (mainly female) of my last adventure showed signs of squeamishness and un-adventurer like sentiment towards it. I am proud to say that such feelings were put to one side whilst we completed our mission.

The problem? A rugged black snake motified suit of plate armour, very fetching when the sun catches it. I am proud to inform all guild members that I will take on the snake's head motif (pictured) in my own colour of green on white. This action will despoil it in the eyes of the snakeman cult.

I am interested in any information on the snakeman sect that uses this motif. They are hiding somewhere licking their wounds and still need dealing with.

Axy, killer of sentient reptilians

Nancy Fopwell's Guide to Etiquette
Tip# 14: When you kiss a lady, don't wipe your lips afterwards.
(# 14a: Ugbash, you're supposed to kiss her on the hand or lips).

Sir

As the 'mainly female' member of that party I would like to say that it wasn't just the wearing of symbols of obvious evil, the reckless insanity or the handing out of pictures of himself in the nude. It was all this in combination which made me wonder and fear for the sanity of Axy.

Liessa Varden

Sir

I would like to complain at your attitude towards the advertising that pays for this rag to be produced! I don't see why I should be forced to write a letter to you just to advertise the fact that I wish to purchase magical or high quality furniture for my new residence. I mean I have to write to you in order to let people know I pay good prices, and that I have magical items to sell in return for services! How am I supposed to let people know all this information if you will not let me advertise without writing for the paper???

Just for that I will not advertise in your paper and you can go without the money!

Yours Mandos D Shadowspawn

Open Letter to Guildmembers:

SPELLS: Get paid upto 200 sp per casting
RITUALS: Paid upto 2000 sp per casting (plus food & accomodation).
Security checks may apply

Private society of hobbits willing to pay for USEFUL spells; see Councillor Eatwell in the snug bar after the meeting.
Friends of A.P. welcome.

Sir

As a tax-paying guild member, I would like to point out that there are more facilities at the Guild than are commonly used. As well as providing a fascinating source of holidays and affording extensions to one's farm, it also allows an interesting alternative solution to one's friend's dilemmas. I recently hired a party to solve a delicate political problem for a friend. I was pleased with the delicate way how they resolved the issue and the modest nature of their refusal to take any credit.

Kryan.

Sir

Following your advertisements for Guild Security representatives I am disappointed to find that the training offered was not up to Standard. The personal abuse courses were nothing compared to abuse I get around here. I showed them a thing or two... I only died twice on the course.

Guild Security was more interested in sitting around drinking coffee than actually harassing Guild Members and my suggestion for compulsory body cavity searches for all returning parties was greeted with a big Up Yours!

Pvte Linnx (Flaming Fist)

Another Satisfied Customer

The recently elevated (from Baron) Count of Richthofen sent an ambassador to Seagate this month, just to praise the Guild for their efforts in solving a few difficulties he had. The ambassador said that he had seldom heard of such an innovative solution, and not to send any other members of the Guild to do him favours under any circumstances. An anonymous recently resurrected member of the successful party was quoted as saying "Yeah, we did good". When pressed for more details, it was pointed out that since the Count didn't ask for his money back he must be happy! And while we're up North, the latest news on Gar. Still Undead.



The Ultimate in Blastware!!!

You want Investeds that work!

You want Investeds that don't go Phut!

You want Invested that only have to be used once!

*Become a survivor wing the elite range of Fire Power
available only from Bleyze as proven on the
Battlefields of Drakenberg*

First Adventurer Captain

Garibaldi has become the first Seagate Adventurer's Guild member to become a captain in the Castellan Borders. We talked to some officers in the same regiment, comments were. "One day this WOP turns up and expects to join, next thing you know he's become a captain by performing outrageously foolhardy deeds in battle. That's no way to behave as a professional soldier." "He should be in the 7th cavalry." "He's insane, mad as a hatter" "Garibaldi, who's Garibaldi?" Garibaldi has recently turned down a promotion to major because he "wants to be out there killing people, not sitting on his fat behind."

We're Innocent!

Expurgated Summary from Guild Security on the MittelMarkHauptStadt Situation.

The Guild has been cleared of any crimes associated with the recent assassination of Don Geritsson, the Ambassador from the King of Destiny to MMHS, It is clear that the damage & illegal acts performed by the "shopping" party were intended to benefit the local citizenry. Furthermore, all persons involved have received an official pardon. The drow hitpersons are believed to come from somewhere in the South (Thorn has been specifically absolved of any intentional wrong-doing).

New Gold for Old Gems

The MMHS market for small-gems is quiet at the moment. It is still a sellers' market because of the high volume of semi-anonymous Elvish purchasing. Due to an administrative error, when Someone (We know who you were) poisoned an Assistant Kommissar without the correct permit, poison is no longer available at MMHS apothecaries or alchemists.

Market Dyed Down

In a completely unrelated item, blackmarket dyes from the Elvish court are also unavailable. Coincidentally Count Aurelius, a habitue of the city is still missing - although no ransom demand has been received. Charges will not be brought against his concubine.

Unfortunately, concerning the slavery ring

Lath's Horoscope

For the session: 31th November 94 to 30th January 95.

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.

Most adventurers have strong leaning to one of the stars and to one of the element hidden within their Aspect.

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 try 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, you and your friends will need your enthusiasm in a tight spot. Green is the colour that will be good for you this session.

Water: Wells that have dried up will show you some insight in to 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: Unhappy with your home world? Tough, the earth sign at the moment is against you. Peril is close, loved ones

may be a hassle. Take refuge on the seas.

Fire: Those who are close will depart on a trip. Don't think small. Skimping on details may cost you more than it is worth. From small campfires, forest fires are born.

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

Solar: Drama is in the major stars. You will be called on to start or stop a major dispute. You will be quoted a ridiculous amount of money.

Lunar: Cabbages are important to you this month. Life will seem to be a constant grind of boring details, don't be discouraged. The local flora will be on hand to help.

Life: Troubles are likely on two fronts - money and sex so it is likely that Sith is involved somewhere in your future. Try some compassion and compromise and you will be ready for new beginnings.

Death: The stars have stated that death may be involved in your future, so it may be possible you have no immediate future. Hints for success - Be friends with Amba.

On a more personal note;

Befriend someone new and make each day a happy one for those around you. Even if your life is a living hell, which it probably will be.

BRAEGONS 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)

Tarot Reading with Garabaldi

Ciao! The General Reading for the Question What are the main problems the Guild will face this Session?

The Cross: The Hanged Man - Strength The
Compass: The Pope - The Hermit - Justice - The
Emperor The Pole: The Star - The Wheel of
Fortune - The Unnamed Card - The Tower

I see a time when our material wants will be able to be fulfilled, if only we can overcome the tests put in front of us. The possible struggle between us and some figure of power, probably the Church, seems to have been diverted. I also see that we may now be able to concentrate on finishing unresolved problems, such as the final resolution of the Northern war, or perhaps problems put on hold due to the war. We may be setting out on a conscious path to right past wrong doing, although we must

once again be careful that this concern is not simply unconscious lust for power. Our major problems may seem on the surface benign, but will in fact be extremely dangerous. I also see this is a time when chance will play a major role in determining who will benefit and who will suffer. Death and the Tower conjoined almost certainly means the Undead City of Barretskine. Beware, for I see that this place is more dangerous than any of us have yet conceived.

Guild Healers Send Thanks

The Guild Healers would like to thank Kynn for her donation of a Rank 18 Greater Enchantment. This has greatly helped them perform their duties better over the last three months and has greatly assisted in the day to day running of the Guild Healer service. The Greater Enchantment was granted at the start of the guild session and has benefited nearly every adventurer who went out this session. It has proved invaluable in the restoration of several guild members who were returned to the guild in a marginal state for resurrection, as it is believed with out the aid of the rank 18 Greater they would probably now be on the Guild Roll of Honor.

Bridge Completed

This announcement brought a great cheer from the inhabitants of Seagate and a night of great celebration followed.

Many thought that the Bridge was cursed and would never be completed. What with the flood, the Giant Undead Whale, sabotage, numerous strikes, delays and other setbacks, it was being to look like the bridge would never be finished. The bridge opening ceremony was due on December 7th. but has being delayed until January 17th. The official reason was due to delays resulting from the war, however it is difficult to hide the fighting amongst the lesser nobles over the ordering of the procession. In response to the delay a few people have attempted to jump the queue and be first across the bridge. The result of this has been those involved sobering up inside a jail cell. The Duke, out of pure frustration, has ordered the bridge to be "well" guarded and issued a strong warning to those who attempt this foolishness, citing severe punishment. He was also kind enough to take the time to send a special warning to the Guild. "The ceremony will help raise peoples morale, after many long months of warfare, and help take their minds off things." said the Duke. "So I don't want some low life scum upsetting the apple cart. Rumours of an increase in Guild Tax Rates are unfounded... At this stage." he quietly added. The tax to cross the bridge will be a copper per person and a silver per cart, double for giants and hobbits. We have being assured that the tax will be lifted once cost overruns have being covered - but we aren't holding our breaths.

Be Rescued when YOU need to be!

Linking *Lifeforce* can keep the Guild in contact with you. A rescue party can be dispatched as soon as you die. Don't become irresurrectable because the rescue party was too late, contact Thaeuss NOW.

Only 1,200 sp (range 400 miles) or 10,000sp (Interplanar)

All items guaranteed. Discounted upgrades as available.

Quotable Quotes

We are the spirits of the forest, we are coming to get you (I hide behind a tree)-Anathea

It's my duty as party leader to try any alcohol we find-Drams

They just said 'glug, glug, glug'-Michael

My dad said there are always secret doors in dungeons- Sebastian

God damn, I hate being dead- Saydar

God damn, I'm glad we brought Blackthorn along otherwise, I'd be forced to kill the entire royal family-Shoka

"We've only been in sown less than an hour and already they've given us a speeding ticket." -Shaun, after being fined for flying.

"Quack, Quack, BANG!!!!!"- Isil-Ith's latest opponent.

Marriage and Family Proclamation

Fenton Von Hecklyn proudly announces his marriage to Kasmeria as of the date 11 December 1499(AP) in Innesburg. Also he wishes to acknowledge his children.

Kemenor	F	Earth
Taurthallon	M	
Elladan	M	Fire
Noldohen	M	E+E
Tiramor	M	Mind
Ithilmor	F	Celestial
Ithildin	F	Namer
Casmira	F	
Talvin	M	
Lintenyn	F	Water
Alethla	F	Air

Feeling Lucky!

TAKE THE GUESSWORK OUT OF CASTING WITH LOGANS GREATER ENCHANTMENTS.

Rank16 Available

Contact Logan at Guild Lodgings
Founder of Newhaven

Sabastian Says.

Dear Sabastian, I'm love with a young man but he doesn't know this, how should I get his attention?

Have you though about using Blackfire or a sap. Use either method to capture him then keep him tied up until he wises up. If he is slow to worship you, sap him a few times. If he still refuses you its not all bad. you've got someone to practise casting Blackfire on.

Sabastian, I'm thinking of joining the guild and learning a college. But I'm undecided regarding my choice, its either Water or Binder.

You are obviously being lead astray. Dark mages are by far the best college. You never have to walk anywhere any more with Shadowings, you have spells that allow you to pick who you will hurt, you have a great nightlife and you get to learn Blackfire, by far the best spell in the world.

Sabastian, I have saved a large sum of money from many adventures to a buy a house. But I'm unsure as to what part of town I should purchase.

Well it depend on how much money you have. I recommend you send me you current whereabouts and I'll personally come round and give you some assistance with you finances.

Mr Sabastain, Theres a Darkmage I don't like called Damien, he's alway very rude to me. I've tried to make him like me but with no effect. What can I do?

If you thought you had it bad now loser, wait until I tell Damien about your whining. Drop dead. And that's Sir not Mr to you.

Dear Sabastain, My father wants me to marry this ugly old rich merchant. But I don't love him. What am I to do?

Leave your window open and a couple of thousand silver pennies on the windowsill and all your problems will be eliminated.

Hey Sabby, How's it hanging? What's happening? Where's my money, you cheap bastard? I smacked the old geezer like you told me. So pay up!

All's I said was "Who will rid me of this turbulent priest?" Any conclusions you may have drawn from this wre purely your own. Sucker!!!

To all those other letters I didn't answer because they were such drivle - try Blackfire.

Guild Proposal to Tac Shunned

Guild Representatives recently returned from Guild at Tac with a proposal for closer ties and swapping of information between Seagate and Tac meeting no interest.

Tac, an Adventurers Guild East on the Sea of Grass between Seagate and the Luna Empire, wishes to remain fiercely independent. It was hoped that closer ties would be beneficial to both Guilds. However Tac, although cordial, refused point blank to have anything to do with our proposal. They don't want us to know their secrets said one returning Guild official glumly.

They reckon we just want to take them over, which is of course complete nonsense said a deathlike, black-clad Guild rep. Bugger them said another. If the place was razed to the ground with not one brick standing on another, and salt ploughed into their fields, it would be too good for them.

Regardless of the official positions of our respective councils however, Tac still remains happy to deal with Seagate adventurers when they require goods and services. At premium cost, of course.

Guild Lodgings

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

Character	Player	Phone
Bleyze	Craig	630 7537
Braegon	Stephen	820 2253
Engalton	Jono	302 0477
Thaeuss	Stephen	820 2253
Toledo Steele	Craig	630 7537
Logan	Neil	828 5819
Newhaven Ambassador	Andrew	366 6139
Kynn	Sue	358 3851
Morgan Laffayette	Mike	520 3101
Fizzgig	Adam	378 0343
Field Marshall Blitzkrieg	Adam	378 0343

The Seagate Times

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and should be addressed to the Chief Reporter,

Engalton or the Editor, Bleyze.

