

The Seagate Times

Ice 30 797

The Journal by Adventurers for Adventurers

Issue 18

Church Split over Belial

By Ishamael Ballenburg, reporting from Nova lar.

The Reunited Church of the Western Kingdom has been unable to form a unified position on the purported return to the Light of Belial, formally "King of Fire". Although his purported return occurred over three months ago, only now has news of the event spread throughout the kingdom, setting tongues alight and fires to be lit.

Reports from the field indicate widespread skepticism of the event.

Reknowned philosopher and theologian Gaf Hagnum is reported to have said "Vel, he just zis guy you know. Me, I zink it is all a devious plan of evil, but ve vill have to vait and zee."

More outraged comments have come from the Arch Deacon Paisley of San Gabriello, who has publicly stated that anybody voicing support for Belial will be burnt on the stake. "Evil cannot be redeemed!" he thundered, "The blood of

Continued on page 3

Guild Opens Chapter in Tycho

At the beginning of winter the Lunar Empire invited ambassadors from around the Western Kingdom to present themselves to the Emperor in Lunar, with the possibility of trade concession being on offer.

The Guild was well supported in the endeavour, with Count Baritskein, Baron Ereworn and Baron Newhaven in attendance. While there was some confusion as to who was representing Newhaven, Lord Logan has now made it clear that he is still currently Baron. "Engleton thinking he can take over as Baron without both full support from me is an outrage!"

Other members of the delegation included Lady Callas, representing the Duke in this affair, Shoka Blacktooth and Adam Vychan. Engleton also tagged along. While reports of what actually occurred within Lunar are scarce, it is clear that the group has come to some accomodation with the Empire and that through their intervention, the Guild was gifted a large piece of land on the northern tip of Tycho.

A portal between the Guild and Tycho has been established but access is currently restricted. "We don't want any scum or filth around" says Saydar, Baron of Erewon, rising from his drunken stupor amid piles of bones and discarded food to discuss the matter.

New Gallery Opens

Famous Artist opens new Gallery in Seagate

Sabastian Silverfoot, noted sculptor, has now opened a new gallery on the High Street of Seagate. Officially opened on Candlemas by its patron, well known philanthropist, Baron Logan of Newhaven. Many people of note were invited to the inauguration.

Critics have been raving about Silverfoot's most recent works. "His exploration of surrealist neo-brutalism has transcended the norm towards existential impressionism."



Moon Madness

During the last guild session mysterious happenings have been taking place on the face of our normally placid moon. The nights of the full moon in the month of Frost saw the moon draped in a blood red shroud. Something of this nature had been predicted by astrologers, who have also noticed the moon's path had subtly altered in conjunction with this.

Seers, soothsayers and sages have all hurriedly made predictions based on this fateful omen. These predictions range from the possibility of a nasty case of rust on next year's harvest, all the way through to the

imminent destruction of the world next week.

Other things have also been witnessed on the surface of the moon recently, and we have good reason to believe that the Lunar Empire is involved in what has been happening on the moon. Two separate explosions were seen to occur in one of the valleys on the moon, the first on the 2nd of Snow the next one three days later on the 5th. Some observers, using the most advanced of spy glasses, state that in the intervening time they saw a large city in the valley. Others rubbish these claims, saying that nobody with any sense would ever live on the moon.

"You would have to be standing on your head all the time, or fall off", said a highly regarded philosopher. "And then where would you be? That is, if it's really a place at all, and not just a reflection of the sun in the great ocean in the sky. Why did you think the sky was blue? Where did you think the rain came from?"

This Issue

- *King Sigismund Sightings
- * Sabrina revealed to be a man
- *Page 3 Buff Beauty
- *Braegan's naked romp with Galoin - Exclusive Sketches
- *Shoddy Pleasure Toy production traced to Mortimer Graves

Unwelcome Uzi Under Observation

Prospects are becoming grim for Uzi Urksome being accepted as a full member of the Seagate Adventures Guild. The Guild is rumoured to be considering declining Uzi as a full member after recent personal and legal offences.

A member of Guild Security commented "Uzi will be under close scrutiny in the next quarter. Any complaints by any members of his next party will finalise our position." It will be a true trial for Uzi - he has been added to a part consisting entirely of females. Interviews with party members confirm they have been advised to "keep him in line".

Other Orcish Guild members have expressed outrage at the "cruel torture in trying to restrain an Orc's basic needs". Even more Orcs have volunteered to take his place. On approaching Uzi on the matter, he did not comment but only walked in circles, muttering and clutching his groin.



Feeling Lucky?

You will be with Logan's Greater Enchantments.

Guaranteed Best in the Guild.

Do not be fooled by cheap imitations.

Rank 19 now available.
Special Rates available.
Don't leave home without one.

Contact Logan at Guild Lodgings.
Founders of Newhaven.

Hard Bastards Required

Miranda of Tel Akbik requires five to six hardened adventurers for a mission of maximum peril and danger.

Payment in items not exceeding 20,000 silver pennies each.

Contact Guild reps for more details.

Tax raise exposed as Fraud

The editors of the Seagate Times would like to apologise to its readers for the confusion sown by the article in the last issue titled "Increase in Tax Rate."

Staff at the Times forcefully put the blame for this error at the feet of unknown provocateurs wanting to bring the honourable newsletter down. Many have spoken with anger towards both the Duke's court and the management of the Adventurers' Guild.

For the record, neither the Duke nor the Adventurers' Guild had or has any plans to raise income tax, at least for this year. The spokesman for the **Seagate** Citizens Association has reacted angrily to news of this retraction. "When the news that those Guild bastards were going to fork over more of their ill-gotten gains to relieve the financial burden on us, I was overjoyed. Many people outside of Seagate think its all milk and honey here, having this great cash cow just next door. But it isn't, I tell you. Those adventurers come into Seagate with their noses up the in air, smashing up the pubs and hostels, and lusting after our young people."

Those members who did pay the extra tax will not receive any refund or compensation state the Times' Editors, who were responsible for collecting the extra tax. Any complaints will be examined before filing, but due to the Editors being about to take extended vacations in the south seas, any replies will be slow in coming.



Poetry Corner

Garroth the Werewolf

Axy Geldrax

*Garroth is a Werewolf a Greater no less!
His sordid exploits, I will now confess
Whilst bathed in Moonlight with his friends did he fight
So take a metal cage, for the Moon, and the pest.*



Quotes

"This Glaive is a very delicate piece of weaponry" - Morgan the Orc

"If it looks like a dwarf, smells like a dwarf and tastes like a dwarf its probably a dwarf. A common saying in my village." - Morgan the Orc again

"Demon King with a sword that steals souls. Is that bad?" - Sebastian Shadow Weaver

"Just give godboy some more money." - Blackthorn, talking about Archbishop

"Being such a skilled courtesan, Isilith is good at both types of arse licking." - Blackthorn again

"I'm not into giving hostages, especially when I'm one of them" - Eric

"Put that cow down right now! We're not taking it with us." - Blitzkrieg

"Engelton needs a giant around just to carry his ego." - Callas

"Hey, I'm not that strong" - Vychan the Giant

"I can feed myself" - Saydar

"Do we need air on the moon?" - Blitzkrieg
"No, the bomb will work fine without air" - Alchemist

"Wait a minute. We're going to attack vampires from outer space, we're taking a cat to get there, and it's costing us half a ton of sorbet for the priveledge." - Blitzkrieg

"Be careful my armour may be hot." - Sir TY

Troll Attacks Soup Kitchen

article by E. Carter

On the morning of the 16th of Frost a 25ft troll emerged from Seagate harbour, attacked the port, terrorised and ate the local children. If it wasn't for the actions of a party of Guild adventurers the outcome could have been much worse.

The party were in the process of departing for parts unknown when the troll emerged from the harbour and started attacking the children. Immediately the party sprang into action. Witnesses noticed that the troll was wearing an amulet that emitted a stream of air, presumably how it survived underwater. It also possessed a breath weapon of superheated steam. It would occasionally grab a child, dip it in a shoulder bag full of some sort of powder, steam it, then consume it whole. This seemed to help cure it's wounds.

The party was able to drive the troll back into the harbour moments before the militia arrived but not before two buildings were severely damaged, three children killed and many others severely injured. One of the buildings was a soup kitchen/healer clinic for the poor, run by a member of the Adventurers Guild, Phaeton D'Tama. He arrived soon after, along with other Guild Healers to care for the injured.

We managed to interview him while he was performing healing arts on the children. The following quotes were obtained.

"Yes something is going to have to be done about that troll. I intend to speak to the Guild Council about this. Can't have this sort of thing going on and we'd better find out if there are any more of them down there.

"It may be connected with the red moon and starless nights but I'm not precisely sure. Certainly the stars have been foretelling bad portents recently and this could be one of them.

"Yes I'm sure the surviving children will make it, Diancecht be praised."

Church Split over Belial

Continued from page 1

innocents will be the price for this transgression. Mark my words, there can never be an accommodation with the forces of Darkness."

"Shit! The fucker has sold us out. A dozen innocent children gone to the knife for nothing" exclaims one distraught occultist, but another is reported as saying "I believe it is all a long term devious plan by Beliel to unthron the newly awoken demonic emperors. We



Page 3 Orc. Whoooooaaah!!!

will triumph in the end, and all power will be ours."

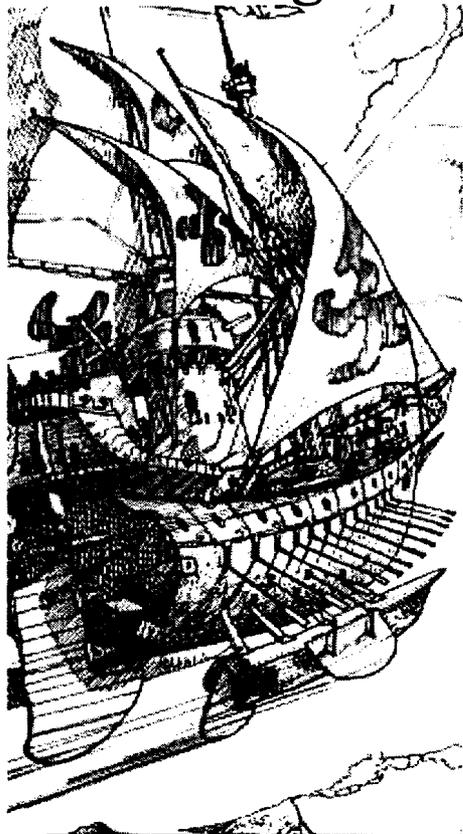
Our diplomatic sources have indicated a growing resentment at the continual outrages committed by the members of the Adventurers Guild. Some Aquilan nobles have gone as far as suggesting the Kingdom should annex Carzala and put the Guild under the control of the Crown.

No comment has been heard from the Archbishop of Mordeaux as of yet, with sources close to his Grace saying the

Michaelines are threatening to break away should Belial be acknowledged as a Power of Light. The followers of Uriel are likely to join the split if it happens, insiders are reporting.

"Things are looking grim." says one churchman, "with the last war still fresh in peoples minds, and tension within the Kingdom still high, any split in the Church is likely to bring fighting back onto the fields of Aladar and Aquila. Already many nobles are once again preparing for war."

Flight of No Return



Rumours abound following the blood red moon and the later explosions witnessed by some on the moon surface. The empire, which has recently become politically active again after 500 years of isolation, is apparently responsible for at least one of the explosions on the moon.

The emperor upon consulting with his best astrologers and hauspexes had concluded, with typical Lunar paranoia, that the Empire was going to be invaded by an unknown extra-planar force, using the moon as a portal. In response to this threat the Emperor commissioned the outfitting of one of his navies flying ships, the "Fury" so that it could travel to the moon and deal with this invasion. The High Guild of Alchemists and Artificers quickly fitted out the ship with a multitude of siege engines

and also mounted some kind of methane powered rockets to it's sides. Those making the modifications said that the result would be somewhat akin to fireflight, but maybe faster in the airless void between the spheres. Air mages were taken along to provide breathable air for the duration of the journey. The heir to the Lunar Empire, Emperor Silvanus, volunteered to lead the mission against their distant foe. A group of the seldom seen Retributors also accompanied the flight, and the ship was supposedly outfitted with a doomsday device of some kinds.

Count Blitzkreig was in the Empire strengthening diplomatic ties with the Emperor. He witnessed the preparations. "A methane powered ship carrying a devastating bomb, filled with fire and air mages and berserk warriors. The stupidest and most explosive idea in the history of Alusia. When I found out the Prince was also going, I wished the Emperor my condolences." were his words about the events. Engleton who was also in the Lunar Empire representing the interests of New Haven apparently volunteered to accompany the crew of the ill fated journey, but was turned down.

When the "Fury" did not return Blitzkrieg was heard to say "I told them so." Apparently the ship with it's deadly payload met it's end on the surface of the moon. The explosion that resulted could clearly be seen with the naked eye. Very little evidence has presented itself to support the claims of the Lunar Empire, but they are convinced that their finest men saved the empire by laying down their lives. The exact nature of the foe has not been found, and with the apparent destructive force produced by the doomsday device carried on-board the "Fury", nothing about them will be.

Another day, another plane saved

(excerpt from Eidolon's notes of "The Eye of Norden")

Running invisible through a deserted city with undead hunting us - even skeletons see invisible. Flying lightning creatures patrol overhead. Heading for central tower to insert eye that will recover employer's powers over the plane. Sun never moves in the sky. Bum tannery as distraction. Run past sundial. What! Stop. Party runs on. Read sundial. Kick sundial until it breaks. Message hidden in base - mystic poetry on summoning light from eye! Note down. Run after party - fast.

Plan frontal assault on tower; charge; outer walls - flying lightning creatures, undead, goat-demons; lots of banishing, solar flares, blood; inner walls - more of same; up staircase past hordes of wights and wraiths. Decent Melee. Pause for breather. Up final flight of stairs. Evil Necro appears. Rest of party frozen. Showdown between employer and Necro. I figure out mystic waffle and summon light & Angel (using the eye). Employer and Necro die real quick. Pray. Angel leaves. Insert eye in tower. Success. Get paid. New twist - not even employer got thanked for saving the plane. Go home.

Riddle

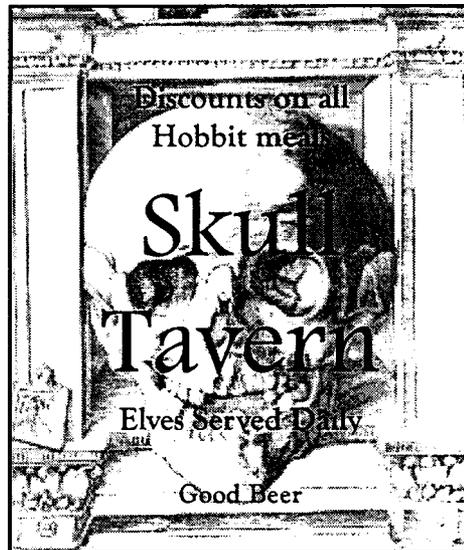
*You heard me before
Yet you hear me again
Then I die till you call me once more.*

The first guild member who can solve this riddle will win a magical Potion.

To win this valuable prize, be the first to give the correct answer to Bob the Messenger Boy outside the guild gates immediately after the Guild Meeting.

Additionally, since nobody has stepped forward to solve the previous editions' riddle, a lesser prize awaits the first correct solution to that riddle.

Jorgen the Sphynx



Logan Complains

(Nobody notices)

Newhaven Legal and Tax hereby serve notice of pending legal action against Uzi Urksome on behalf of Lord Logan Burv of Newhaven on charges of defamation misrepresentation and trademark infringements.

The Seagate management regrets the incident in last issue and are not surprised by the activities of an Orc to undermine the honest reputation that Logan has.

Editors Note: Fortunately Logan visited me and was able to inform me of Uzi's transgressions while arranging the funding of my new gallery.

Sabrina Seeks Weapon

Buying, selling or trading magical or just plain unusual weapons and armour.

Also considered are texts on warcraft, major battles and other military matters.

Letters to the Editor

Hey Editor;

What happened to Guild purity? My last party had halflings, gnomes, goblins, and chimpanzees, as well as elves. Of course, none of them were any use at any point. Me and the 2 E&E's could have done the whole thing faster, cleaner, quieter. Why do we bother with non-humans? Like I said to a halfling editor last time we adventured: Sebastian, keep out of my arc of fire...

Keep Karzala Klean.
Eidolon

Hey Editor, (You better print this you weaselly little hobbit!)

To my fellow adventures, just a few more notes about the last lot of rogues I hung out with to help you decide if you ever wanna associate with them.

Vychan Adam Jones: A Stone Giant and an almost useful Earth Mage. He's big (he shouldn't wear those baggy shorts he's fond of) and getting tuffer all the time. But... he's still prone to bouts of psychosis at the strangest times. He's good in a fight, but his slow thinking and psychotic episodes make him not someone I'd trust behind me.

Saydar: An Orc and an Evil Necromancer. This guy is scum! He's craven and cowardly, and has a sort of low cunning, which can be good if your well-being is of use to him. This orc suffers from the worst case of megalomania and should be eradicated now, while we still can!

Logan Bury: A good Human E & E Mage. His overwhelming greed at least makes him predictable, though he's not someone you should take to a bar or a brothel if you're looking for a good time.

Engleton Redwood: A Human, and probably the most competent Namer in the Guild (though Uric is better in a tavern). Another megalomaniac, but constrained by an incomprehensible moral code.

Callas Verdi... (some unpronouncable name): An accomplished Human Earth

Mage. This bitch looks stunning, but she has a heart of stone. And she gets this revenge thing! Anyone would think that she ~~knew~~ suspected that it was me who got her pregnant.

Count Blitzkrieg: A staunch Human Fighter. I used to respect this guy, and thought he'd be a good leader. But he can't seem to take responsibility for his actions and make a decision. I almost thought he might deserve respect when he punched me (a good solid whack - and deserved as I was getting outta hand), but then the wimp went and apologised! Still, a good fellow, a hard core fighter, and someone you can trust at your back when the shit comes down.

Well... I hope this helps you in deciding if you wanna be seen with any of these fiends.

Regards, Shoka Blacktooth Esq.

Dear Editor,

I took offense at the "Just what are you?" quiz in Issue 17 of the **Seagate** Times. It appeared that the emphasis was merely on mindless violence and machismo rather than the finer talents. Moreover, I felt that the results were unashamedly biased towards those of orchish persuasion.

I myself feel that some of the more refined pastimes such as sewing, painting and singing, at which I am more accomplished, were neglected in favour of brutish pursuits.

I trust that standards will improve in the next issue, and that equal time be given to the artists and thinkers which make our Guild the refined establishment it is.

Cordially yours,
Blitzkrieg.

Editors reply: Say what?! Blitzky, you been smoking wacky weed or something? I think they must've forgot to remove a curse or two - either that or you've fallen on your head again. Try our new quiz on How Tough are you; if that doesn't help, hit yourself over the head until you feel better.

Hey Editor,

I'm off for a while till things cool down round here. Can't say what I did but it would be better if I weren't around. Can't really say where I'm going if you know what I mean. Just thought I'd let all those orcs out there know.

Taking it on the Lam
Scab

PS. If I owe you money tough luck. Heh, Heh, Heh.

Dear Estimated Editors,

I'm writing to say what a wonderful job you and your staff do, working late into the night to produce your delightful literary composition. Keep it up!

Appreciatively Yours, Avid Fan

Water Services

Learn to swim today and be safe in the water. Group or individual tuition available.

See Aqualina at the Water College. Permanent Waters of Strength and Waters of Healing also for sale.

Orc's Cryptic Crossword

	1.	6.	7.	8.
2.				
3.				
4.				
5.				

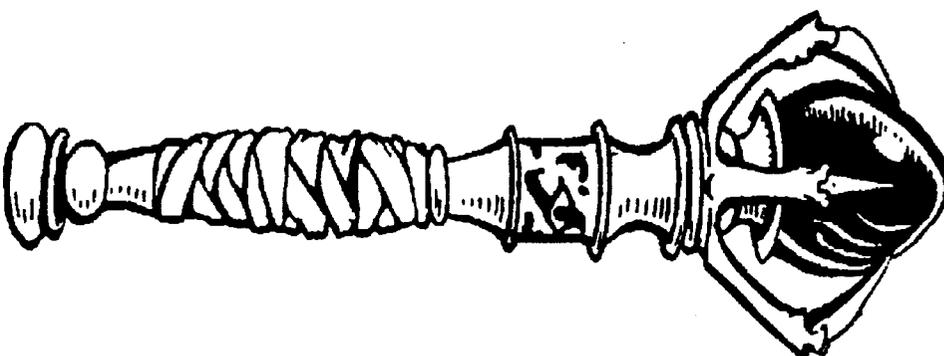
Across

1. Orcish drink served at Skull tavern (4)
2. Used as aftershave (4)
3. Another name for healing potion (4)
4. Sometimes used in blood transfusions (4)
5. Given to orc children as breast feeding alternative (4)

Down

1. Used to polish armour (4)
2. Often liberally applied to head of sleeping friend as hair restorer (4)
6. All-purpose cleaning solution (4)
7. Common orcish ritual ingredient, used before during and after ritual (4)
8. Orcish pain reliever, anaesthetic (4)

Solution on back page.



Conundrum 2

Hereunder is a puzzle.

The first correct answer drawn from a hat at the end of next month, will win a craped item and an Individual True Name.

Answers can be sent to Borghoff,
c/- Seagate Adventurers' Guild

Reg the Rune Mage decided to supplement his dwindling supplies of silver pence by setting up a network of Rune Portals around the frontiers of Alusia. He decided not to bother with a Portal from the Adventurers' Guild to Seagate because people would be unlikely to use it for such a short distance. He also decided not to have a Portal from the Adventurers' Guild directly to his Hide. He proceeded to set up his network between the 10 locations that he had chosen. However, he had difficulty with setting up his Portals at the Superstition Mountains. His rituals there to connect to the Cloisters and to Nova Dom both failed multiple times, so he gave up on them.

Reg decided to charge 1 GS for each Portal used, with a minimum charge of 2 GS for a journey. If he had included his Hide on the schedule, he would have charged 3 GS to travel there from Nova Dom.

Reg's Schedule of Charges

Adventurer's Guild to New Haven	3 GS
New Haven to Nova Dom	5 GS
Brastor to Ruby Waters	3 GS
New Haven to Seagate	3 GS
Brastor to New Haven	4 GS
New Haven to Superstition Mtns	4 GS
Cloisters to Ruby Waters	3 GS
Nova Dom to Ruby Waters	4 GS
Cloisters to New Haven	4 GS
Nova Dom to Seacroft	3 GS
Cloisters to Nova Dom	3 GS
Ruby Waters to Superstition Mtns	3 GS
All other journeys	2 GS
Seacroft to Superstition Mtns	3 GS

How many Rune Portals has Reg set up ?

(Bonus Question : What has this to do with killing a king ?).

ANSWER TO CONUNDRUM 1

- 1) The Fire mage was the dwarf, Fingers.
- 2) The dwarf was female.
- 3) The party leader was of the Witchcraft College.

Bonus answer : Cordwainerson is most likely to have been the scribe.

Congratulations to the winner of the last Conundrum :

How Tough are you?

Try our handy quiz to find out whether you've got what it takes to make it in the Adventurer's Guild!

1. When you get a bloodstain on your clothing do you...
 - (a) Drink a healing potion before you fall unconscious
 - (b) Cast a clean cantrip
 - (c) Fail to spot it among all the other bloodstains that cover your armour
 - (d) Squeeze it into a vial while its still fresh
 - (e) Buy a new set
2. What is the first thing **you** do when returning to the Guild?
 - (a) You don't know, you're not usually conscious
 - (b) Change out of your war gear and get yourself a drink
 - (c) Remove those dozen odd curses and geases that have been annoying you
 - (d) Hide anything that's going 'to incriminate you
 - (e) Hold your nose
3. Where is your favourite place to go for a drink?
 - (a) The Guild, its the only place you can afford
 - (b) One of the several reputable taverns in Seagate
 - (c) One of the several **Orcish** taverns in Seagate
 - (d) The neck of an unsuspecting, innocent
 - (e) Everyone else buys you drinks - you don't need to buy your own
4. When hit by the mighty blow of a Titan do you...
 - (a) Die
 - (b) Fall unconscious and start regenerating
 - (c) Smack it back
 - (d) Curse the forces of light
 - (e) Look **ruefully at the mark on your mithril plate**

5. When stumbling across an Orcish raiding party do you...
 - (a) Faint
 - (b) Take cover so that you can muster enough forces to defeat them later
 - (c) Feel sorry for them
 - (d) Pay them their wages
 - (e) Fire your personal guard for incompetence
6. When faced with an angry Fire .. Elemental do you...
 - (a) Hope you'll be in a resurrectable state later
 - (b) Drink your potion of fire resistance , and attack
 - (c) Stub it out with your toe
 - (d) Send it into the peasant village
 - (e) Tell your champion to save enough of it to light your cigar
7. When you wake up in the morning do you...
 - (a) Kiss the ground
 - (b) Purify
 - (c) Storm the nearest castle to obtain breakfast
 - (d) Roll over and wait until dusk
 - (e) Order a feast to celebrate
8. When restocking healing potions do you
 - (a) Pool party funds to buy one
 - (b) Replace those you can afford to
 - (c) Refill the wagon
 - (d) You don't need them - any warm blooded victim will do
 - (e) Find out what flavours are available
9. When faced with overwhelming odds do you
 - (a) Give up all hope
 - (b) Pull out all the stops and try your best
 - (c) Decide to call in the rest of the party for once
 - (d) Call Master
 - (e) Mention how much your ransom is worth

Your Score

Mostly (a) 's

Go back to mama, cry-baby.

Mostly (b) 's

Mr Average. There's too many sheep like you in the Guild already - perhaps you should try animal husbandry instead.

Mostly (c) 's

Now that's a real adventurer! You are a hard killer like me. See ya down at the Skull Tavern.

Mostly (d) 's

There are laws against your sort in decent places, and we don't want you here in the Guild. Get lost.

Mostly (e) 's

The Guild is honoured by your presence my Lord. And I meant no offence by this lowly quiz. Congratulations, you win!



Terranova Report

by Marcus Du Bois.

Seagate Times Special Correspondent.

The months of Vintage and Frost have been fairly quiet after the exciting events of the previous few months. The continued disappearance of former Governor Don Francisco Pizarro de Cordoba, his lieutenant Don Pedro de Alvarado, and their ships and crews is a matter of some concern both to their friends and to the new Destinian government of Terranova, however Governor Don Juan Diego Rodriguez y Soraluca de Santiago has been settling into his post and settlers here have begun to relax and think of the future.

The Governor has brought in specialist mages from the Baronies to assist in jungle clearance, and the highland gold that had been being refined at Puerto Feliciano is now beginning to flow through Puerto Damieno. The cooler dry-season weather has also been a blessed relief.

The strange events of mid-Frost have caused much concern amongst the settlers and wide-spread panic amongst the native Lizard-folk, who have many legends telling of "an end to time", and the destruction of the sun and stars. Fortunately the situation seems to have calmed with the stars return

Special Update, Ice 6th: Three weeks ago we lost all contact with the gold mines and the highland cities of the Black Saurians. On the 20th of Snow, Governor Juan Diego despatched a strong military expedition to investigate. The expedition was under the command of Don Juan Velasquez de Leon, a former Lieutenant of Don Pizarro, and expert on the dangerous Terranovan jungle. On the 29th we lost contact with the expedition, and a small patrol sent on wings to re-establish contact has also not returned. Rumours have come out of the jungle via our Saurian allies of terrible creatures beingsighted, and whole villages disappearing. I will attempt to verify some of these tales, and send an update in time for the next issue. I have also received a report that the portal from New Destiny to the Elven Isles is becoming increasingly erratic, and I hope that these events are not in some way connected.

Editors Note: We have received no further update from our reporter in Terranova, and can only hope that this is due to problems with the portal. In the meantime however, may we suggest that Adventurers planning on visiting Terranova exercise extreme caution.



Lost and Found

Lost something?
Want to find that missing person?

Star-flower has just the spell to tell you where it is. You supply the description, and a suitable map. She'll supply the information. It really is that simple.

Further details on application.

Prices by negotiation.

Hunted?

Demonic quality Disguises, False Aura, etc. available at reasonable prices.

Permanent effects on request.

Contact Kryan, at the Tower of Fog,
Seacroft

"If I recognise you, I'll give you your
money back!"

Free Fog with every consultation

Harpies on the Wing Again

It is coming close to the end of the truce between the Duke and the Harpies from the Fastness of Gywillion. As of the 30th of Blossom 798 the Harpies will no longer be protected by this truce.

It is believed that the reason the Harpies agreed to the truce may have been that they fear the large number of Necromancers and are unable to deal with them. The Necromancers that are gathered are trying to control the dead shaper that build or shaped the Fastness of Gywillion in the first place.

A source close to the Duke has said that there are 13 known Necromancers with up to 65 others ranging in colleges and abilities. This is not to counting the undead under their evil control.

In a related story 35 people have gone missing from the small village of Amba just over a month ago. Not a trace has been found of them.

Heir to the Lunar Throne dies

The month of Snow saw a time of mourning in the Lunar Empire. The Emperor, the Lunar Empire's equivalent of a crown prince, gave his life in protection of all his subjects. Emperor Titus Flavius Valentius Silvanus volunteered to command the fatal mission that resulted in the explosive end to the extra-planar invasion originating from the moon.

Given Command of the Imperial Legions five years ago, he was a much loved and respected figure in the Empire. Liked by both the armies and the populace, he was expected to succeed the current Emperor, 163 year old, Titus Flavius Valentius Stabilius. Many here in the west have seen his hand in the current political climate and open relations with the Empire, and fear a possible backlash or return to old ways.

What's hot and What's not

Hot

Dark Spheres
Light Spheres
Hobbits. (on toast)
Art Galleries
Logan Bury
Methane Flying Ships

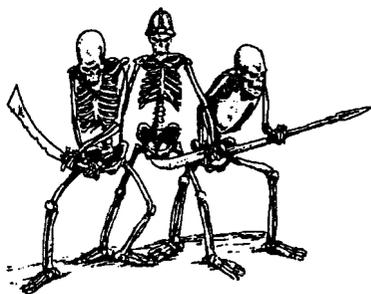
Not

Dark & Light Spheres touching
Demonic Alchemist Poison
Uzi Urksome
Extra Planar Invaders
Dreamlands
Titans

Public Notice

A temple, dedicated to Diancecht, a God of Healing, has been set up in the poor quarter of Seagate, near the docks. This temple also provides free healing facilities for the poor although donations are accepted. It is run by Phaeton D'Tama, a Guild Adventurer and was set up for, as he said "because even the poor deserve the best health care that can be provided".

Elite Shapechanger Club Entertainment for discerning creatures. Discretion assured. Contact Hugh at midnight on the full moon, outside the cattle yards. . .



Pirates Fear

A small band of adventures have returned after successfully completing an adventure to recover a missing ship South of the Isles of Adventure.

The party of adventurers after saving the town and local merchants from ruin, then went on to fix the trouble that had developed with the inland trade route to the town. After that in a clean sweep of the area they sorted out a local necromancer inhabiting the nearby local ruins.

The trading of coral, sponges, pearls, and hard woods that comes from the south over land to the coastal town of Harbral then is shipped north across the sea to the trading city of Adjepbar. Adjepbar is the more prosperous trading city out of the five sisters. It benefits from the new sea bound trade between the Western Kingdom and the Lunar Empire. Also the stable trade from the south is still remaining profitable.

Kilroy's Helpful Hints

If you're the wrong person in the wrong place at the wrong time then you may as well say the wrong thing and complete the set.

Solution to Orc'S Cryptic Drossword:

Across	Down
1. BEER	1. BEER
2. BEER	2. BEER
3. BEER	3. BEER
4. BEER	4. BEER
5. BEER	5. BEER

G.M. Workshop to be held.

We are going to be running another G.M. workshop. In DQ we spend a large amount of time on changing the rules that we play, and no time on becoming better G.M.s or understanding what we are doing. So over the next few months we wish to change this starting at 2pm, 1 lth of October 97. 37-39 Anzac Ave. All those wishing to GM are welcome. Contact Jono or Jon ph 3020477

Special Reminder:

The Duke of Carzala would like to remind Guild members that the large conglomeration of plains barbarians in the north common of Seagate are guests. They are not to be interfered with in any way. They are due to be leaving sometime after Thaw 30th.

It should also be noted that the hobbits from the small village south of Crystal Springs will be spending most of spring in Seagate. This is because of increased danger from the Fastness of Gywillion.

Island Fortress Raised

An Adventuring party has reported the presence of a Crystal Fortress grown out of the ocean. Approximately 3,500 feet above sea level the fortress is an artifact of the Calamar. The site is over what was apparently one of thier ancient city ruins. The Calamar learned of it's location after a guild party affected a portal in the ruins and poured through.

The Fortress lies beside the merfolk

kingdoms and near the south west of the Five Sisters, and west of the Isles of Adventure. While prominent it is not advisable to use it for navigation purposes as the current occupants savagly defend thier privacy.

Of note is that the design of the fortress bears resemblance to the Black Tower of the Illiamalari. Any further details about the invaders will be rewarded by the Guild.

Guild Lodgings

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

Character	Player	Phone
Sabastian	Terry Spencer	302-0477
Logan	Neil Davies	828-58 19
Newhaven Ambassador	Jono Bean	302-0477
Sabrina	Dean Ellis	820-2556
Borgof	Brent Jackson	361-0613
Bob (Messenger boy)	Greg Taylor	
Aqualina	Keith Smith	267-5069
Star-flower	Jacqui Smith	267-5069
Kry an	Andrew Withy	828-6322

The Seagate Times

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

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Ross Alexander (r.alexander@auckland.ac.nz)
Terry Spencer (terry @stimpymath.auckland.ac.nz)
or Fax 302-0477

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

We would like to thank all contributors and the production staff who helped make this fine issue possible.

(We detest all those out there who did not help in any way)