

The Seagate Times



Issue 22 - Spring 798

Guild Security - Mad or Bad?

At the moment the jury is still out on Guild Security. Since the fire those Guild Security who didn't flee have been acting rather oddly. Some behaviour that raised a few eyebrows:

- Sending a party into the vaults armed only with a cauldron of gruel.
- Offering a reward for any cat - Between the 7th and 10th of Frost, they collected over 1,000 cats before letting them all go again.
- Allowing some members to slip off to the Fastness of Gwydion to join a necromancy circle while on Annual Leave.
- While still critically short staffed in the first week of the season, sending three agents off to the Granite Peak dwarves for 88 bagpipes. These were later sold. All Guild Security would say as an explanation was "it was a crisis of faith".
- Sending concussed adventurers off on diplomatic missions
- Forcing Councillor Borghoff to sleep on the steps of the Council chamber overnight.

Perhaps Wegan the Inscrutable was the only force holding Guild Security together, and now that he is gone, these functionaries are no longer functional? Does this mean that Guild Security were merely puppets controlled by the mind of Wegan?

Guild Vaults Nearly Destroy Seagate

On the first night of the season past, the Guild Vaults nearly exploded in a mile high fireball, wiping out the entirety of Seagate. Only seven fresh recruits armed with a cauldron of gruel stood between Seagate and catastrophe. Guild Security refused to comment on any danger until the crisis point was passed. Furthermore, the Seagate Times was refused entrance to the Guild Vaults on the obviously spurious grounds that it was a little unstable presently. Why was this kept so hush-hush? Did the Duke know? Why was there no attempt to evacuate Seagate? And who was "KK", referred to in a leaked set of documents that was one of the few things that survived the destruction?

From a more practical viewpoint, will the Guild continue to honour item valuations when so many of their speculative purchases (with our tax money) have been destroyed after a prolonged storage in the vaults? I hear that only guild scrip will be forthcoming in the future. And what items still remain in the vaults? What has happened to the asset base underpinning our otherwise devalued currency? By destroying their secrets in the vaults, Security have only created more questions.

Investigation Continues

The last three months have seen a flurry of activity in and around the offices of the Late Graf Grendel von Gracht. Although the position of Guild President (pro tempore) has now been passed to the recently returned Kali, Lord Grendel is serving as the head of Guild Security and appears to be making it his full-time mission to discover the cause of last seasons fire and the disappearance of his fellow councillors, Herkam the Enchanter, Wegan the Inscrutable and the illusionist Maia.

We at the Times understand that the remaining security staff have been bustling around the Baronies as fast as their little wings will carry them, and that couriers and investigators have been sent as far as Destiny, Mittlemarkhauptstadt, Tac and Knega.

For all this activity there seems little to show and Lord Grendel is being tight-lipped. He has repeatedly denied our request for an interview and an open and frank discussion of the inquiry, claiming that the risk to security is too high, and that publication of certain information in the Times could jeopardise the ongoing investigation.

Believing as we do in journalistic freedom, and that the common guild member has a right to know, we have made our own enquiries. Although information is scant we have been able to divine the following. Despite Lord Grendel's best efforts the whereabouts — whether collective or individual — of our three missing Councillors remains unknown.

But we have been able to unearth one particularly disturbing piece of information. It appears that Lord Grendel has strong circumstantial evidence that at least one of the missing trio is directly implicated in the dire events of Samhain, and could be personally responsible for the fire and destruction that swept the Guild only three months ago. Whilst we certainly hope that this is not true, we will be pursuing all of our leads in an attempt to dig our way to the bottom of this conspiracy, and we firmly believe that, in the end, the truth will out.



Elsewhere in This Issue

News in Brief

Terranova

Kali Returns

Adventurer's
Guide

Puzzle Page

Rumour Mill

and more...

Schism - Sizzle or Fizzle?

When asked for a comment Bozo merely stated "Belial? He's only a Demonic King. I've got worse enemies than that!"

The rift that was opening in the Western Church over the "Belial Heresy" seems to be healing after dramatic events in the last few months, and sense is slowly being made of the various confused reports that are coming out of the Church's Orders.

The being known as "Archangel Beliel" is no more. It appears that this being was a composite of two entities, the Demon Belial, and Sammael, a former Archangel, who had somehow been trapped and subjugated by the Demon. The actions of a Guild party over a year ago substantially strengthened Sammael who, although unable to break free, managed to wrest control of their combined being from Belial. A second Guild party completed the separation of the two and gave Belial a good hiding into the bargain. Sammael has been restored to his former station, the Reformed Order of Sammael (formerly the Church of Beliel) is again open for business, and Belial has returned to whatever hell-pit he calls home.

There still seem to be some who are unconvinced by this turn of events, and Archbishop Mordeaux's opinion remains unchanged. We were unable to interview the prelate directly, but received this from one of his aides, Bishop Malvallet, "His Eminence does not recognise the so-called Sammaelite Order. That which has been touched by evil must be rooted out and destroyed, not welcomed into our homes and hearts. The tainted may only be purified in death!"

However, despite the Archbishop's position, support for the conservatives appears to be fading. Our sources within the Raphaelite and Urielite Orders have suggested that there is widespread acceptance of the new Order, and that only some small hard-line factions within the Michaeline and Gabrielite Orders have particularly strong reservations.

We managed to get a short interview with Bishop Threadneedle of the Reformed Order of Sammael, who had this to say, "Before our Lord fell into the darkness from which he has only now returned, he was named Sammael. He was the first of the Elohim, Michael second, Gabriel third, Uriel fourth and Raphael fifth. He is the Prince of Magic and has returned to us so that those who use the arcane arts may walk the path of light in his footsteps, and be led away from darkness by his wisdom".

Bishop Threadneedle added that with his restoration Sammael and his followers have reclaimed their original heraldry, and that they may be recognised by their black habits or robes with an emblem of a golden candle. The order welcomes all those of good heart and spirit, and extends a special invitation to Mages of good morals and discipline. We are predicting that we may expect to see much more of the Sammaelites in the future.



Finally, Belial appears to be once more his old self, but without any of the socially redeeming qualities that he may have once had. When last seen he was without his traditional fiery chariot, but was winged and crowned in fire instead. Reports indicate that he harbours a special hatred for the Guild, and certain members in particular. Guild members are therefore advised to take special caution if there is any possibility of running afoul of the Demonic King of Fire.

Obituary

Mr John McCready

Mr McCready has had a long and distinguished career with the Seagate Guild of Adventurers in the administration section.

He started off on '61 as an apprentice scribe but rapidly rose through the organisation becoming appointed as the Guild chief accountant in '80. His eagerness in ensuring that the Guild received its proper dues earned him the nickname 'McGreedy' but let it be said that, under his management, the Guild was able to prosper even during the War of the Western Kingdoms and periods of economic recession.

He may not have been an adventurer but he died an adventurer's death, bravely defending the Guild funds from whomever attacked the Guild the night of last Samhain. This writer would therefore recommend that he be elevated to the status of acting adventurer, for his exploits in the fields of Creative Accountancy, and his name placed on the Roll of Honour.



News in Brief

Saydar - War Leader?

Saydar's recent exploits have earned him the title of War Leader, a title that many Mercenary Guilds are refusing to accept. "We're not working for that maniac" spoke a poorly disguised soldier. "It's time to get out of this business" mentioned another footman, "before it's too late."

Saydar's military career has not been an untarnished one, as respectable guild members are quick to point out. "He couldn't rally himself out of a pub if it was on fire" said one experienced party leader. "He's not even capable of leading a bull to a heifer in mating season" said another. The Seagate Guild of Military Tacticians reported "Soaking a page in beer is not adequate proof that you are the author" about Saydar's alleged work on Military Tactics. Previously published in the SGT, this work is now thought to have been copied from the writing of the infamous chieftain Uzkil Temgud. Saydar drunkenly responded to the allegations with "Wot?"

Saydar's companions however were quick to defend him from any charges of incompetence. "His strategy was unconventional" commented Liessa. "I questioned the forced charge across the open killing ground, but he assured me that when the bodies piled up high enough, the walls would no longer be a problem."

"Dead troops are just as useful as living troops to Saydar, that's the real problem" said Corel of the attack. "He wanted to drop men into the city from 5000 ft. He said it would clear any wards, demoralise the opposition, and they would still be useful afterwards I'm not quite sure what he meant actually."

"Those necromantic investeds work great! They're really effective!" Vychan enthusiastically exclaimed after his part in a recent attack, "I think I got over 800 in less than a minute!" He was more indignant when questioned as to the targets, asserting "I didn't know they were innocent, they shouldn't have been there", adding "Anyway, it wasn't my fault, he made me do it, I didn't want to!". Saydar insists "I dint make em do nufink. Hes ben askin me to teach em Necro spells now hes got a taste for it. Necros aint dat difrent from Druids anyhow."

Engelton continues to stand by Saydar saying "You just don't understand him the way I do. He's a great commander".

City taken in daring Surprise Attack

[Names have been suppressed due to military secrecy]

An army of five thousand was gathered from a continent far to the south, and shipped northwards on ten large galleons. Using magical winds to move the boats quickly, and a large wharf constructed from bones, they landed under cover of darkness fifty miles to the east of the target, and moved underground that night. The boats returned to a safe distance beyond the horizon, leaving no trace of the landing exposed in the morning light.

An underground complex involving ten large caverns and over forty miles of tunnels was constructed in order to move the five thousand men closer to the enemy city unnoticed. Despite these precautions, the plan was discovered by the enemy who almost thwarted the attack by using a Water Mage to create "Saturated Earth". The army was forced to march the remaining ten miles across land, and arrived at the city in time to influence the ongoing negotiations. The surrender of the city was achieved with much less bloodshed than anticipated.



Skull Tavern

Don't pay an arm and a leg for beer!

Get in for half price at the Skull Tavern.

Free drinks if your friends pay!!

Elves served at lunch.



Fear in the Heart of Erewhon

The failure of crops to grow in Erewhon is causing further unrest amongst the commoners. Towns and villages throughout the region have feared reprisals from the Baron and his Henchmen, who continue to demand high taxes despite the current hardship. Rumours of necromancy and rituals of the blackest arts are common topics of conversation since the appointment of the new Baron. These rumours have flourished since graveyards throughout the land have been disturbed, and workers have refused to return to Castle Erewhon after the alleged sighting of a ghost wandering the battlements.

Erehlein Invade Seagate, Kidnap Guild Member

Shortly after midnight on the morning of the 5th of Frost, an Erehlein junk slipped into Seagate harbour against the tide & without running lights. Having docked, they lit up the entire docks with a witch light from their masthead and proceeded to disembark through a gathering mob of several hundred disturbed dock workers. A small group of perhaps a score circumnavigated Old Seagate banging gongs until shortly before dawn.

The events of the next few days were somewhat less obvious, if just as sinister. Some of the Erehlein went out from their fortified manor house each day to kill at least one person in the markets. Black-clad assassins regularly rained down deadly fire from rooftops into the crowded marketplace. They singled out the troubadours for their foul intentions, and soon the entertainers of the town were in a state of siege. They also started collecting cats for some unknown purpose, and anyone with a cat soon sold it to the Guild rather than have it fall into their clutches. The Guild sheltered cats and troubadours alike for several days.

By 11 Frost, the city had had enough. The kidnapping of a square of morris dancers pushed some of the senior merchants over the edge, and a series of attacks ensued during a celebratory feast. By the 13th, the Erelhein had had enough of the unceasing attacks, and beat a forced retreat; leaving the morris dancers and cats, but taking Phillip of the Adventurer's Guild and Shale of the Mercenary's Guild with them as surety. With their hands tied, the only local powers with the ability to strike back at these fiends watched sadly as the junk slipped off again into night. As a side note, the silk trade monopoly now is in the hands of Master Trader Marcus, the Erehlein party's host.

Birth Announcement

On the 18th of Frost, Aqualina gave birth to a baby girl, four weeks earlier than expected. Both mother and child are doing well. Thanks goes to Anathea who functioned as midwife, both before, during and after the birth.

The happy couple have decided to name the child Christina Aroha Reynard.



Shaper Returns to High Mana Zone

A Guild party comprising Martin, Eric, Lysander (aka the Angel of Light), Serendipity (aka the Angel of Darkness), Axis, Braegan and Kilroy, has recently been journeying in the High Mana Zone in search of Necromancers.

It was reported to us that a group of Necromancers were operating out of the High Mana Zone, and were attempting to bring back Nasra, the powerful shaper, under their control. Many of the magical effects in the HMZ are things that were set up by Nasra before his disappearance, so having someone control him would be a bad thing.

Two sessions ago, this same party dealt with some of the smaller groups of Necromancers, and with the aid of the Harpies, postponed the Necromancers' plans for a few months. The Necromancers retaliated by raiding the Guild Vault, and partially burning the Guild premises.

Our intrepid band set out once again, and began by enlisting all possible allies from the HMZ. We knew that we were facing 3 Elven brothers, who were Necromancers, but who could also choose to be another college. Only 2 of these brothers could be seen at any one time, and they sucked people's luck. One brother was twice as lucky as normal, and one brother three times as lucky. They had a large assortment of minions and hirelings, including other Necromancers, succubi, incubi, and a collection of powerful mages and fighters. A point to note is that there are actually FOUR brothers -- the fourth is in custody somewhere in Elfheim.

The area the Necros operated from was partially covered with a Rank 26 Darkness and partially covered with the illusion of a Rank 26 Darkness. This area was vast. Our initial encounter was reasonably successful for us, owing to the judicious application of a Fire Elemental, who was able to fire storm one of the areas of darkness and kill a significant number of people within this area. Eric took an inordinate amount of fire damage (from the enemy rather than the elemental!), and had to be healed before we continued.

We eventually subdued (using Compel and more brutal methods) a number of the hired mercenaries and using them, breached the main stronghold. Here we encountered the Elven Brothers and their toughest minions, all grouped around a "souls candle". This appeared from a distance to be a candle, which gave those allied to the Necros 3 chances to resist, 3 strike chances etc., and they could take the best of these. Those against the Necros also had 3 chances at everything, but were forced to take the worst of them! On a close look at the candle, it became apparent that it was made of souls. Martin successfully extinguished it, and things began to improve for us. Fortunately, our 'tame' mercenaries were able to deal with their mercenaries, leaving us free to deal with the really tough guys, so we were still outnumbered by about 4 to 1 (by mages and extremely competent "big" bad guys)

About this time, Kilroy was dragon flamed for 366 points, which he managed to reduce down to 93 effective damage points. The scary thing is that he was still standing!!!! Lysander and Kilroy were pleased to find that pacted and undead beings were dying around them, and things improved a bit more for us. We had a moment of panic when a fire elemental in the form of a balrog appeared and nuked Martin -- a total effective damage of 337 points, the highest taken so far by anyone in the party. Fortunately, Martin survived and had just taken out a couple of the nastier mages, including two of the Elven Brothers.

Axis then used the Elemental Keys we had acquired to control the Fire and other elementals, and unlocked the Gates of the Dead (remembering that our best chance of success was to do this). 1400 people whose souls were caught in the Land of the Dead were released. This would have included the Elven Brothers, but we removed this option for them. Nasra, the Shaper, his wife and children, were also amongst this group. Nasra is in the process of restoring order to the High Mana Zone. He has not been controlled by the Necromancers, and although happy with the Guild at present, we have no formal treaties with him. Some of the equipment stolen from the Guild Vaults (and various party members) has also been recovered.

Healing Crisis?

Last session a Guild party were successful in returning the Healing Potion manufacturing device, referred to many as the Healing Potion Cauldron. Guild Security has been tight-lipped on the matter but from what we could find out, it appeared that the theft had been engineered by an ex-Guild member who saw an opportunity in the confusion following last season's fire.

However, rumour has reached us that the Cauldron is in a non-operative state. This leads us to ask (a) what is being done about this and (b) why weren't alternative sources of Healing Potions investigated as soon as the Cauldron was discovered to be missing.

All we could get for (a) was the following statement "The Cauldron has indeed been returned. It has been decided to have it examined as completely as possible before putting it back in service to determine if anything had been done to it during the time it was missing. Rest assured that normal services will be restored as soon as possible"

As for (b), at the Alchemists Guild, we were told that "This couldn't have happened at a worse time. Nearly all the reserves were used up in the aftermath of the fire and, because it was winter, most of the trade routes through which we get the ingredients have been closed. We're producing what we can but..." (At that point, a member of Guild Security arrived and told us to leave.) We also suspect that the Guild is unable to buy up the ingredients because of current budgetary constraints. We also asked at the Water College but were basically told the same story.

At the time of going to press, there has been no further word about the Cauldron's availability and rumours have already started that the supply of Healing Potions are severely limited for outgoing parties.



Trouble in Terranova

Last month marked the first anniversary of the disappearance of the Seagate Times Special Correspondent, Marcus Du Bois, into the vicious Terranovan Jungle. It was with some surprise that we received at our offices a friend of our reporter who wishes to search in Terranova for his lost companion and offered to send us updates on the situation there in return for our assistance with his quest. We naturally agreed and are pleased to offer our readers his first report and a glimpse into the muddy and treacherous political and military waters surrounding the lands over the sea. We wish this brave young man well and can only hope that he is successful.

Ice 15th: I arrived in the Far West one week ago and although I wish that I had more time to check the veracity of some of the stories that I have heard I am dispatching this report now in order to ensure that you have it for the Spring issue.

I reached Terranova by a route that I am forbidden to reveal, but I have to say that it was most awe-inspiring and somewhat intimidating. Certainly the ancients possessed powers that we today can never hope to fully understand. I was lucky enough to be able to accompany an Elven patrol to Puerto Damieno and we arrived there with no great incident.

The sight that greeted me was not one for which I was prepared, fire damaged walls and some gutted buildings. I was challenged by guards clad in the livery of Destiny but noted that the flag that flew above the fort was not one I knew. I was to find later that it is the flag of the Elven Queen. A little over a month ago, in the dead of winter — although over here I don't know if any one could tell — the Destinian Governor Don Juan Diego Rodriguez y Soraluca de Santiago lost the port to forces loyal to the former Governor Don Francisco Pizarro de Cordoba. Although unassailable from the sea due to the great strength of the Destinian warships at his command, he was not able to prevent the city falling to attack from within. The attack, or perhaps more correctly coup, was led by Don Juan Velazquez de Leon, a Destinian general of enormous experience and reputation, and a former Lieutenant of Don Pizarro. The majority of the troops in Puerto Damieno rallied to the charismatic military leader, and the fighting against the numerically inferior supporters of Governor Santiago was both decisive and brief. The loss of life was low and several ship's

Swimming tuition available

Now that the warmer weather is coming, it's time to think of water safety, especially for those adventurers who find themselves in wet places. Learn to be safe in the water. Learn to swim today.

Individuals and groups catered for with customised lessons to suit your requirements. Prices negotiable.

See Aqualina at the Water College

crews were captured without a fight in taverns or in their quarters.

Within an hour Don Pizarro's fleet arrived in the harbour and it became clear that this had been a carefully orchestrated act. There was some sea fighting as Santiago and his staff attempted to escape, but the remaining Destinian ships surrendered when it became clear that continued resistance would result in their destruction. With the capture of Puerto Damieno the New Worlde territories are once more under Don Pizarro's control and he has more than doubled the ships and troops at his command.

It appears that the coup had been brewing for some time, ever since contact between the port and Destiny had become intermittent. This seems to have been caused by some shipping obstacle to the north, which from the reports of those in the know here, I can only surmise must be being caused by the Spawn and their "Hive" allies. Although I have yet to see it for myself I understand that the Spawn are still constructing some form of huge coastal city with an artificial lagoon, and that the whole area is being patrolled by Hive ships and other dire creatures. I expect to have more on this in my next report, and by then I may also have a lead on the whereabouts of Marcus. I remain, etc.

Henri Stanleigh.

Roll of Honour:

Irresurrectably Killed in Active Service - Agent Johnson of Guild Security.

Last seen as an unconscious flying squirrel being swept down a mana sewer into a very bright light ... There can be no finer moment in a Guild Security member's life than when they give their all to save a Guild adventurer from certain irresurrectable death. Next time, hang on to Clementine's ears a little harder. See you on the other side. Agent Franklin.

San Carlos saved?

A recent Guild Party has managed to destroy a group of Drow pirates operating out of St Charles (San Carlos), under the orders of the King's Mistress of Raniterre. These Drow have committed numerous crimes such as piracy, kidnapping, murder, torture, pauperizing the Duchess of Avenarl, and destroying the protective magic of San Carlos. They also had links with one Juan Diaz of Liberation City, and were to be used by him in his imminent overthrow of El Presidente.

Adventurers heading to the vicinity should be aware that the current political situation there is very shaky, and Civil War could break out in San Carlos and/or Raniterre at any time. There is evidence that a large Destinian fleet is in the vicinity.



Kilroy to Axis: "Just how many years did it take you to learn your college?"

Martin: "Don't worry Axis, he only wants to know for comparison purposes."

Pot Calling Kettle Black Award:

Eric and Kilroy wanting to know if there was an intelligence potion which could be given to Axis to make him brighter.

Kali the Nameless Back in Town!

Kali the Nameless reappeared in Seagate on 29 Frost 798, accompanied by four dwarven apprentices. She immediately settled into work and started long term solutions to our problems. She has told us there are two main areas needing work; cash to keep the guild operational and meeting the terms of our charter (see our report on Ducal negotiations).

Due to the lack of cash for staff wages Kali halted the rebuilding project. She intends start rebuilding the burnt buildings in Summer or when the situation is stabilised. All of the various College or Department common rooms are instead being used for other functions. The main bureaucratic functions are being run out of the Namer College Common Room and Guild Security are based in the E&E College Common Room. The Records Department (library) has been re-housed in the meeting rooms adjoining the main hall (therefore some of the employer meetings may be held in odd places).

As the middle month of the season (Snow) is traditionally quiet Kali closed down all nonessential services to save money. She did this by giving staff a month's holiday or hiring them to non Guild employers. This resulted in the training classes during the following month (Thaw) being very crowded. She intends to do the same for the middle of the spring season (Seedtime).

There have been some Guild members offer loans to assist with cash flow but Kali advises "With our other problems at the moment it seems an act of idiocy to put the guild further into debt. There is a good chance we could never pay these people back. However I am setting up a separate fund for rebuilding the Records and Library building. If members wish to donate funds towards this project I will undertake to use these funds only for this purpose."

The editors have put together the following list of when and what Guild services are available:

Welcoming Committee

(aka debriefing, divinations & valuations, etc.)

Guild security is still badly understaffed. Returning parties need to allow a full day for debriefing before starting training etc. Normal valuation service is available but the Guild is unable to purchase items from Guild members, except for readily re-saleable items that they will pay for with vouchers for Guild services (not cash)

Guild Lodgings

Normal Service

Healing

Normal Service

Healing Potions

The healing potion cauldron is back but still broken so Guild healing potions are not available yet. Waters of Healing are in limited supply (must be purchased through your GM).

Pawning & Banking

The Guild is unable to loan money to members at this time and it is unlikely this service will be available before autumn. Funds previously banked by members have been available from 30 Frost when the records of owners were rebuilt.

Library

Open for Guild members use from 6 Ice, but you need to do their own research as there is no assistance available. As there is still a huge number of works under restoration research takes twice as long and the base chance is modified by -20.

Horse/mule Hire

The guild stables are open for members to keep their own animals. Some of the guild horse herd has been sold off and any not being used by members are being hired to non Guild people. Guild members have until 3 Thaw to hire horses and must pay 1 months fee in advance.

Copying & Translating

Not available until restoration for the library is complete

Cartography

Maps of the Western Kingdom and common Baronies are now available. The rarer maps are still unsorted or requiring restoration.

Geas and Curse Removal

1 week queue from 1 Frost until 10 Ice. Normal service from then on.

Other Magical Departments

From 1 Frost to 30 Snow magical services can be purchased on 1 days notice but there is no training of new spells or rituals. Normal service from 1 Ice.

Other Non Magical Departments

The other departments are available for training or services as follows:

FROST: all departments except Philosopher (apart from first few days confusion)

On confronting a sinister black tower:

"Don't lick anything!"

In Sanctuary:

"Oh, damn! I can't do anything about people"

- Silverfoam

SNOW: closed - Alchemist, Armourer, Beastmaster, Cook, Courtesan, Herbalist, Languages, Mechanician, Military Scientist, Ranger, Spy, Thief, Troubadour, Warrior, Weapons training, Weaponsmith. Open - Flying training, Healer, Merchant, Navigator

ICE, THAW& BLOSSOM: all departments except Philosopher

SEEDTIME: closed - Alchemist, Armourer, Beastmaster, Cook, Courtesan, Herbalist, Languages, Mechanician, Military Scientist, Navigator, Ranger, Spy, Thief, Troubadour, Warrior, Weapons training, Weaponsmith. Open - Flying training, Healer, Merchant.

Guild Members Help Out

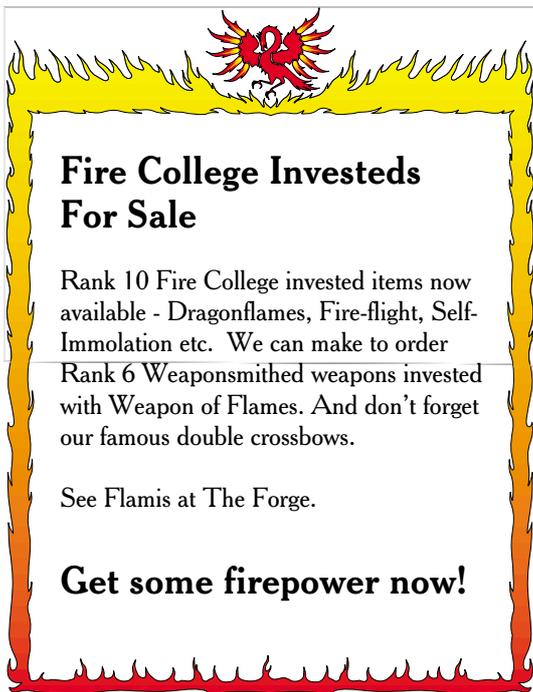
Mortimer Graves has offered Philosopher and Mechanician services and training, free or materiel costs only. Inquiries to his home "Graves Manor, Eden Close, New Seagate".

(Rank 10 Philosopher, 9 Mechancian.)

The Seagate Times applauds Mr Graves for his public-spited offer and would like to encourage others to follow suit

Magical Plague fells Guild Binder

Hynam Tallfellow, well-respected Head of the Binders College, was afflicted with a virulent & potentially deadly magical plague at the start of winter. Over most of the last season he has been in strict quarantine, and he had to have two of his limbs amputated to stop the gangrenous mana from killing him. However, he is recovering well, and will be fully regenerated by the time that we go to press. Rumour has it that Hynam caught this plague while risking his life to close an interdimensional portal in the Guild Vaults. When questioned, Guild Security had no comment.



Fire College Investeds For Sale

Rank 10 Fire College invested items now available - Dragonflames, Fire-flight, Self-Immolation etc. We can make to order Rank 6 Weaponsmithed weapons invested with Weapon of Flames. And don't forget our famous double crossbows.

See Flamis at The Forge.

Get some firepower now!

The Adventurer's Guide



Tips for success

Cast mind speech before combat for smoother co-ordination, especially when the party are out of direct contact. Mind mages with tactical skill and mind speech make excellent military scientists - Starflower

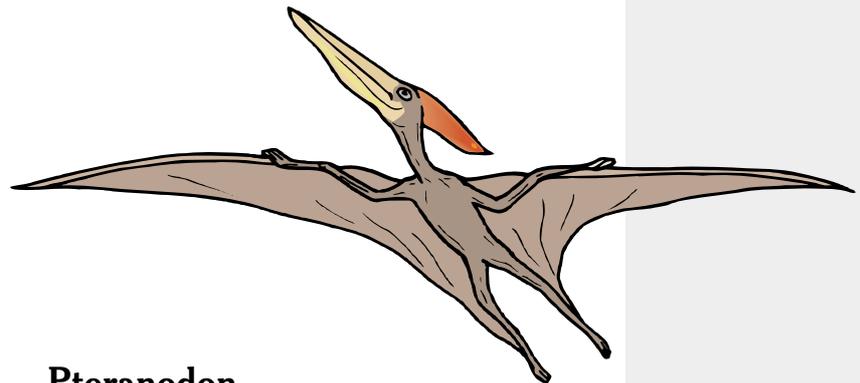
Combine hypnosis and telepathy for effective interrogation of prisoners - Starflower

Starflower's Bestiary

Pteranodon

The Pteranodon (or 'terry') was first encountered as a party was exploring a rocky island in the vicinity of Pasifika. The first the party knew of the attack was when angular shadows crossed the beach where they had landed, and then they were set upon by broad-winged flying reptiles. In the combat one managed to lay hold of Tussock with its great claws and attempted to fly off with the struggling hobbit. Fortunately for Tussock, she failed to break free until she was but a few feet over its nest (else she would surely have fallen to her death). Having delivered one juicy humanoid to its young, the pteranodon set off for more, and the hobbit was able to make her escape. Meanwhile the rest of the party had taken down the remaining Pteranodons and were examining them.

They found that the Pteranodon is a narrow bodied reptile with leathery wings, vicious spear-likebeak and sharp raking claws. One specimen had a thirty-foot wingspan, and its beak was fully four-foot long. The Pteranodon can be identified by the distinctive back-swept crest on its head. The leathery hide serves to protect the Pteranodon from the slings and arrows of outraged adventurers, and also makes good quality armour



Pteranodon

Eric: "What's the plan again?"

Lysander: "Go in, snuff the candle and kill them all".

Eric: "Wow. That's the kind of plan an Orc would come up with. Are you sure you're an elf?"

(as long as it is not perforated too often in the capture). Tussock informed the party that the young pteranodons had apparently hatched from creamy-grey eggs waist-high to a hobbit.

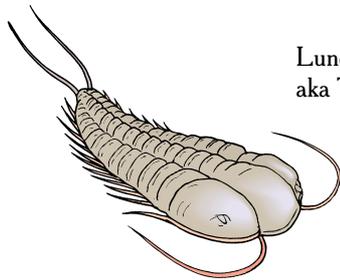
Pteranodons have been since been encountered on Freya and Thunor, and in the underground city of Pellucidar. Sages believe them to be native to Freya where there are many species of giant reptile. There is some speculation that the Pteranodon is related to the wyvern which it resembles.

Lunchus Valiumus (Trilobite)

The weird creature was first encountered when a certain Guild member went paddling barefoot in a lake in Pellucidar. "Ouch!" he cried, as something nibbled at his toes. Before long, the creature which had attempted to make lunch of adventurer was roasting over hot coals along with a number of its fellows, becoming lunch for adventurer. Hence the name "Lunchus Valiumus". Later parties described this shellfish as a tasty three bites, hence its other title "trilobite".

The trilobite is an unusual type of shellfish identifiable by being divided laterally in three. It has a double tail, and two antennae. It poses little danger to adventurers as long as they do not insist on wading barefoot through the muddy-bottomed lakes and streams it favours. The trilobite does however make a very tasty meal if roasted with a little butter, garlic and lemon juice.

- submitted by Starflower



Lunchus Valiumus
aka Trilobite

Being a treatise on the origins, mentality and anthropology of the Calamar menace

Originally the Calamar were a peaceful, civilised race. Aeons ago, the Calamar capital city of Ramalkahn was attacked by a number of gods. The Calamar's own gods decided that the whole god thing was a bad idea and convinced the Calamar of this. The Calamar slew their own gods, took their skins and using this power slew the attacking deities. The Calamar who were originally involved in this are called the Guardians. There are six of them and they are still around. The Calamar have now acquired weapons to deal with gods such that they do not necessarily need the god skins any more. One of these weapons, a creation called The Assassin, was recently disabled at least temporarily.

They then went on (and are still in the progress of) an interplanar jihad against all gods to completely eradicate

them. So far they have eradicated the gods from, and taken control of, over 1300 planes. They have, on occasion, decided that a plane is just too abhorrent to be allowed to exist and eradicated it from existence. It has been noted that at least one plane was of sufficient nuisance to the Calamar in the way of casualties and disruption to their empire that the Calamar have left it alone for the moment.

They usually have invasions of 2 or 3 planes going at any one time and Jalmaria and Alusia are two such planes currently under attack. Once they have taken over a plane they assign some Calamar as governors and proceed with the task of assimilating the plane into the Calamar empire.

There are a total of roughly 20,000 Calamar and they are spread thinly across their empire. They use a variety of vessels, some living, some constructed:

Void Cruisers - plane hopping nautiloid ships

Graceful Dancers - stealthy firing platforms

Dreadnoughts - larger versions of Void Cruisers

Swallowers - huge transport vehicles

A full scale mock-up of a Void Cruiser, the most commonly encountered vessel, is under construction in Barretskyne Castle currently. When it is finished, all guild members are welcome to use it to train in anti-Calamar combat.

A rough description of the Calamar life cycle and reproduction methods is available on request from the guild.

Also, the counterspell to the Calamar's own brand of magic, Dimensional Weavings, will hopefully be made available to the guild namers and thence to guild members.

- submitted by Baron Blitzkreig

Calamar



ORC MAXIM:

There's not much that can't be solved by a good hard whack to the head.

Public Notice: The "Valley"

Ynnub Sgub has come from "The Valley" on the plane of Faeleph with news that it has been liberated from the invading army. About a year ago a guild party helped residents of "The Valley" to escape to safety in the nick of time. The party with enthusiastic helpers left many "surprises" behind for the invaders. Invitations are cordially extended to Berek, Dillon, Dimagi, Flynn, Ingvey, and Tso to attend the reopening of "The Valley".

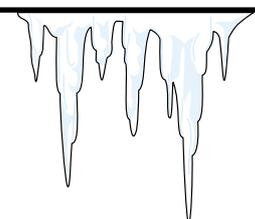
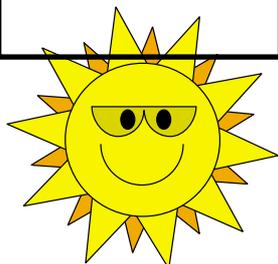
The celebrations will start one week after the Guild meeting, and last for one week. For the party everything is free! (especially healing). Unfortunately Tso is alas dead (the last we heard anyway), Berik is committed elsewhere and seemed very upset that he could not make the party. Dillon, Flynn, and Ingvey cannot be found. Fortunately Dimagi is available to represent the previous party and indeed the guild. Sgub is happy to take other adventurers on the grounds that the more the merrier, and also because he has a little fun planned on the way to "The Valley". Apparently there is a Dogine who is the bane of Sgub and his friends, Sgub would like the party to play some sort of elaborate joke on him. Due to the current Guild situation we cannot promise to pay the Guild minimum wage, especially as this is in essence an all expenses-paid holiday. For those that might get restless (Sgub noticed this trait in the last Guild party) he said out that there will be many good friends attending the celebrations, who might be able to put some work the way of the party.

What's Hot

- Flying Squirrels
- Bagpipes
- Sammael
- Seagate Times
- Eric, Kilroy and Martin (still smokin')

What's Not

- Erelhein
- Belial
- Guild Security
- Black Books of Power
- Phlegm Golems



The Puzzle Column

Conundrum 4

Hereunder is a puzzle. The first correct answer drawn from a hat at the end of next month, will win a crafted item. Any correct answer to the bonus question will win an Individual True Name. Answers can be sent to Borghoff, c/- Seagate Adventureris Guild (360-1569 or salient@kccs.co.nz).

Johan the jeweller decided to get a item made to assist him in weighing things up to two pounds in weight. He decided to get a chain made up in a loop, with each link in the chain weighing an integral number of ounces.

When Binky the Tinker next came to town he asked him to make him up this item in such a way, that by unfastening two links (to divide the chain into two pieces), he was able to weigh things to the nearest ounce.

Binky said, "Sure, I'll get right onto it".

Johan replied "Great. Oh, one other thing. Thirteen and seven are mystical numbers, so I'd rather not have a single link weighing exactly that number of ounces".

Binky tinkered away, and produced an item with only six links that fulfilled the criteria.

What were the weights of the links in the chain ?

Bonus Question : In order to decide what metal to make the links out of, Johan wrote a number of letters 'to a cousin'. His 'cousin' lost two letters (the second and penultimate). What metal did this suggest Johan should use?

Answer to Conundrum 3

Appetizer said "What?".

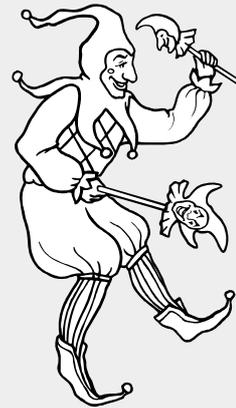
The Namer ended up with a mouth full of feathers because she was Babina, the orc, and she wasn't shouting a warning, she was identifying food, and diving on it with mouth wide open.

Congratulations to the winner of the last Conundrum : Braegon.

Jorgun's Riddle

- Dead and bound
- What once was free
- What made no sound
- Now sings with glee

Signed Jorgen the Sphinx



Silvercloud the Giant to Martin the Adventurer, after Martin had been especially nasty and threatening:

"Do that macho stuff short boy".

The Rumour Mill

One of our intrepid reporters decided to poll members outside the Guild with the following question.

“Excuse me, what do you think of the rumours that a Guild party killed an absent Guild member over the loss of a powerful Healing magic from the guild and the involvement of Demonic forces in this matter?”

However he was roughly manhandled and abused. Guild members seemed loathe to co-operate and the insults and abuse suffered by our correspondent ranged from common and base insults through to threats of physical and magical violence. Despite these dangers he persisted and was eventually dragged into the guild compound where he was interrogated by several members of the Guild's guards. He says that they seemed rather tired and very irritable, and that once again he was threatened with magical coercion should he not cease his inquiries.

We at the Times are shocked and dismayed and feel that this is an intolerable restriction on our freedoms. We are grateful however to the minority of guild members who did take the time to speak civilly to our reporter.

The following answers were obtained:

“Now that’s sad. There had to have been a better way than the wanton destruction of another’s life. Couldn’t they have brought him back alive for justice? Who was it, anyhow?” - Phaeton

“Demons huh? Anyone who consorts with them probably deserves everything they get. Men!” - Aqualina

“It wasn't particularly over the cauldron, it was more because of his complete betrayal of the guild. And the demonics were co-incident. Has anyone found the cauldron yet?” - Braegon.

“Uh, I don't know, hey Razor this guy wants to talk to you. I'm going for a drink.” - Aryan.

“This peasant is bothering me, somebody kill it.” Thaeuss.

“Well, he was an EX Guild member.” - Flamis

“I felt it my duty as a hobbit to recover the Cauldron and the Recipe Book” - Pent

Stranger love hath no...

It has ben reported to the Times that none other than the Lady Mary-M spent some time on her last adventure being pursued by a love-sick gargoyle. What did she do to deserve this? Was it the wings?

Hi Ho Hi Ho...

How come Kali came home with four dwarves? What happened to the other three?

To the Editor

Dear Editor,

Let it be known that the following adventurers conduct or condone the use of torture, and the selling of stolen property rather than returning it to the rightful owner :

Rocsinger (Elvish Enchanter)
Sh'Rel (Binder)
Brightflare (Fire Mage)
Galland (Elvish Illusionist).

Yours faithfully, Sowlean.

The Last Word

The new editors would like to express their grateful thanks to all contributors to this season’s issue of the Seagate Times. We remind you that we reserve the right to edit all contributions and to determine what shall and shall not appear in print. Please note that opinions appearing in this document are not necessarily those of the editors or staff of the Seagate Times (especially those appearing in the “Rumour Mill”).

Our thanks also to the Lady Amelia for her assistance in printing this issue of the Seagate Times.

Congratulations to successfully returning adventurers, and good wishes to those who bravely venture forth this new season. Welcome back, Kali the Nameless!

T’ana Silverwind, Editor in Chief, Seagate Times
Glitterwing Stargazer, Chief Reporter and Astrologer



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