

The Seagate Times

30 June 1993

Seagate - Brastor - Mittelmach - Ranke

Issue 4

War Continues Unabated Standoff in Aladar

By Antonius Rullen, Mittelmachhelpstead Correspondent

The tension caused by the coronation of Ulric, the son of Duke Frederick of Aquila and Marquise Dulciena of Bowcourt, as the new King of the Western Kingdom, has exploded into conflict.

Almost directly after the Coronation, on May 5th Innesburg was invaded by the Aquilan High Guard. In what is now a commonplace occurrence, the Aquilan High Guard stormed the Innesburg republic without thought for life or limb.

Reports from Innesburg say the city is under martial law and in the governorship of the Baron of Maumains. The armed men patrolling the town seemed to be from Bowcourt. Innesburg itself is still in a state of shock, with few bakeries or stores open.

The town's republican spirit is in evidence with the lower quarters of the town becoming a hotbed of civil dissension. To maintain order during the day public executions in the streets are commonplace, and the gaols are full of women and youths. At night the

occupying forces dare not travel the town in numbers less than a company. The line between occupation and beseigement is very fine in Innesburg.

On May 18th the Duke of Aladar was reported dead and the Duke of Aquila had invaded Eastern Aladar "to maintain order in the Western Kingdom". Without undue delay I went West, sneaking through the bandit ridden Ffenargh swamp, and arrived in Southeast Aladar on the 24th. The border city of Walon had fallen to Aquilan forces after five days siege as I arrived, once again the work of the highly trained Aquilan High Guard.

Reports from Aquilan officials and captured Aladarian nobles indicate there was a great deal of confusion in the Duchy, still in mourning after the loss of many noble families. It is said

that at least a hundred nobles or high officers of the Duchy were poisoned, doubly incredible since the dead were all found inside the Ducal Castle at Novalar. This was the work of a spy amongst spies, and I doubt any one would claim this foul deed to their credit, even amongst the underworld community. It seems the work of one who would make enormous gain from chaos reigning in Aladar.

Two Aladarian nobles have come forth to seek the vacant Ducal throne. The first to proclaim his right to inheritance is Count Grobbelar, a rich and powerful noble in the North of Aladar. Unable to confirm this from the heraldic office of Aladar, as several chief heralds were amongst the poisoned in Novalar, the prestigious heraldic office of Aquila is said to have sided with Grobbelar. The second to contest the Ducal

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Disaster Strikes Seagate!!

At midday June 28th. Seagate rocked as an earth tremor swept the city. Hours later disaster struck the harbour district as an enormous tidal wave swept up the sweetwaters, wreaking havoc on unsuspecting citizens. Damage is extensive with 17 citizens reported either killed or missing, and many more injured.

A fire broke out in an Eastern District bakery after the tremor, and quickly spread to neighbouring buildings. The baker and his son were killed, and 7 others sustained serious burns. Many significant buildings have structural damage. Public access to the Upper Seagate clock tower has been restricted due to the appearance of major cracks in the stonework.

The Great Oak dock and some outlying buildings were destroyed as the tidal wave, estimated at a height of 12 feet, reached the port area. Many smaller boats were overturned or swept away. Nine confirmed deaths have been reported, with a further eight unaccounted for.

Stop Press

Bishop

Assassinated

The Bishop of Ranke was assassinated by a unknown group of tattooed Black Mages on 28th June 1993. A spokesman for the Duke of Ranke said Daemonic forces were involved and has offered a Reward of 1000 Gold Shillings for information leading to the capture of the group responsible.

Continued from page one

inheritance was Count Baltmund of Zumalar-Baltheim in the far Southwest of the country. Word was received at Walontaun of this on the 29th of May. Although little is known in the East of Aladar about this younger, less well-connected Count, he has rapidly gained popular favour, as it seems Count Grobellar has allied to Duke Frederick and Aquila, and if he were the next Duke of Aladar, he would certainly sign an accord to make his demense the third Duchy of the new Western Kingdom. The chief heraldic office at Mittelmach is sure to labour a long time over its decision, perhaps as long as the war lasts.

Meanwhile Count Baltmund had not been idle. As I travelled North towards Novalar, following the great wake of the 50,000 soldiers of the combined Armies of Aquila and Bowcourt, I heard that Brandenburg and Eltrandor have sided with Count Baltmund, and that both are sending troops to attack Grobellar and defend Baltmund. The only other original Count, Count Wessmund of Barretskine, has also sided with Baltmund, and is presently defending the Valten Pass between Aladar and Brandenburg with all his forces. Count Bolariich, the only living son of the previous Count of Bolar in the Northeast of the country, is fighting a violent running war with Bowcourtian forces deployed there.

Walontaun was the last easy victory for Western Kingdom forces. The Aquilan High Guard have been unable to crack the last few staunch defenders of the Ducal castle at Novalar, although the rest of the city is under Aquilan control. Lord Marshal Moore of Bowcourt continues to chase Count Bolariich in Northeast Aladar, and the Aquilan advance was stalled at the Battle of Valten Pass, where it is said a great force of Elves carried the day for Count Wessmund against the Magraf of Ostow and his Western Kingdom forces. A rough line can now be drawn down the Drosky ranges to show the land Duke Frederick maintains he now holds "in regency" for the as yet undecided new Duke of Aladar.

Aladarian Assassination

Still A Mystery.

Events of several weeks ago in the capital of Aladar cumulated in the horrifying assassination of several hundred members of the nobility and officery of the Duchy of Aladar. Reports from Novalar, the capital, are few, but what has been learnt is that the Duke, his two brothers the Count of Walon and the Vicount of Droskyan, the Count of Bolar, the Vicount of Ferezilan, and at least forty other Barons and Lord Marshals died. The Chancellor of the Exchequer is also reported dead, along with several Chancery and Heraldry officials, as well as Archbishop Gozillar, three Bishops and Cardinal Fang of the Holy Retribution.

Sources say almost the entire guest list of the Duke's mid-Summer feast succumbed to the poisoning. The assassin has been touted in Sanctuary as the "new God of assassins", but it seems more likely that a group of confederates were involved. It is believed the poison was manufactured naturally, because of the Duke's known resistance to magic.

It is assumed that the poison was a "two part" poison making it nearly impossible to detect. A source close to the Duke's kitchens said "they must have been waiting until the Duke's food taster retired", which indeed did happen a few months ago, after over five years service, something of a record in Duke Novar's reign.

After the feast, many of the nobles fell ill, and in a short time died. Physicians were unable to do anything, in many cases because the nobles did not wish to die in bed due to their beliefs and preferred, to fight amongst each other so as to join the "Warrior King Alaric", who is commonly worshipped in Aladar. It is assumed the poison was added to one of the Duke's favourite foods of fruit, roast ox, chilled flatfish blintze or peach brandy. Such foods are served annually at the mid-Summer feast.

The Kingdom of Elfheim has been subdued in its response to the war, although it is said that the Elvish mercenaries which Count Baltmund has added to his army are in the pay of certain rebellious factions in the Elvish nobility, and are sent to destabilise the middle Duchies. However sources say other Elves are horrified at the prospect of War so close to their borders, and are attempting to find peace at all costs. The diplomatic efforts of Count Kree of Barovia are, it seems, at the cutting edge of the peace faction of the Elvish court, as Barovia has signed public nonaggression treaties with both Aquila and Aladar, and the Count is rumoured to have had visits with every head of state in the middle Duchies.

In the far North of Aquila, reports are coming in of a massive wave of raiders

from Drakenberg, a small and backwards Duchy to the North of Aladar. Although hard to believe, many of the stones from the areas attacked by these horsemen include references to large scale monster attacks on towns. Both Aquila and Bowcourt have declared war upon Drakenberg, and have portalled North forces of troops to capture the city of Drakenberg at the confluence of the Felicemouth and Apiseda rivers. Further information of that area, at this time is not available.

Almost all of the Middle Duchies are in a state of war, and banditry and pestilence are rife. Travel in this area is dangerous with the Drakenberg area considered extremely dangerous, even moreso than the civil and almost genteel war in Aladar.

The Silken Web

Cheers! That old soak BOZO has crawled out of the whisky bottle again, and is going around telling everybody about his adventures to the moon. Not only that, but the Pickled One claims he went there to rescue two of the least loved Guild Members in the history of the universe!

Pathetic really, but when one's been crossed in love by the likes of Starflower, what can you expect?

Shock, Horror. Axis Dragonmange caught exporting a cargo of Dragonskin booties to Destiny!! And he said he looovved them little scaly babies.

Any enraged dragons should be forwarded to his address.

Questions of the month!

Could Spandex possibly be as stupid as he sounds?

Will Sin Fein and Dillinger ever find true happiness?

Why isn't there a cure for Mortimer Graves?

And How does Kree(p) keep his hair so shiny?

(Answers to this column)

By the way Engelton, forget it about Lysander - that virginity thing? - She was kidding!

Missing Mistletoe

We have recieved a complaint from a Seagate herbalist, who wishes to remain anonymous, regarding the theft of large amounts of mistletoe from his private gardens. The Guild would like to advise all Earth Mages that mistletoe is available at the Guild for a nominal fee, and that the aquisition of mistletoe from other sources is frowned upon.

Ever wondered why Sabrina and Blitzkreig always walk around in full plate armour? Well do the words 'weedy little weasels in large impressive tin cans' help?

If anybody is leading a shallow and pointless existance, they could waste some time watching a bunch of witches burn Brother Rowan at the stake next Saturday. It'll smell, and be really smoky, but some things really are worth while!

Well thats it for now folks. Remember, never sleep with a man who doesn't breathe.

Deer silkn

I am riting too yo wiv a smole problm I hav. I am a ORC, wich is not a problm, and uz a grate ax. How evr I all *soo* wanna uz a Roon Scheeld witch need a nutha hand. Wot shood I doo?

yuorz bla bla
URAAGH.

P.S. Orc, Amber can help you with your little problem.

War Aid Lebied For Duke

A special War Levy has been announced by the Duke of Carzarla. All Guilds are being required to raise this Special Levy.

The Adventurers Guild of Seagate, has raised its Guild Taxes to 10% on all members earnings, indefinitely, to cover this sudden expense.

The following Seagate Guilds, have been exempted from the Levy. Masons, Undertakers and Millers.

Duke Gifts Bridge.

A proclamation from the Under Assistant to the Transport Office of Seagate announced that the Duke of Seagate has gifted to his citizens "Croxley Bridge", the first ever Seagate bridge to span the Sweetwater river. The Masons Guild of Seagate, with assistance from the Masons Guild of Bolton, have completed plans for the bridge. The crossing has become necessary as a result of the increased number of citizens choosing to settle in our prosperous city, on the beautiful South Bank of Seagate. The proposed bridge will touch the Northern shore at Harlots Lane, and cross to Bracken Road on the Southern shore.

Three dozen Masons arrived in Seagate from Bolton last week, to assist the Masons of Seagate in the mammoth task of construction, which is due to commence on the 3rd July 1993. The plans for Croxley Bridge are available for viewing at the Seagate Masons Guild. All enquiries should be directed towards Bernard Croxley, Head of Bridge Construction.

No expense has been spared in the design of Croxley Bridge. The structure consists entirely of stone, and will be five cart widths wide. The use of the bridge will be free to citizens, however there will be a token fee of one copper farthing for carts only.

The construction of this magnificent bridge is estimated to take nine months, being completed in early April 1994. In the meantime, some minor inconvenience may be caused around the respective shores. The Ferry services may be interrupted intermittently in order to assist the Masons in the transport of workers and materials, so Ferry crossing times should be checked. All water transport in the area is to be kept minimal to avoid interference with the Masons. As a result, the Dung Barge is restricted to sailing only once per day.

Letters fa the Editor

Sir

I wys to lodge a complaint against yare guildhooze for the rowedy behavire we have avery three moons. These rampages keep us all awakes and lost tyme yee turned are cows milk. If thas curent state of bussinoss cotinues I shall be forged to take mye claim to the duk. Also thee matter of flying in terrorizes uss and I want you to stop.

H. Plowman

Sir

I am growing tired of you scruffy lot turning up on my doorstep every few weeks and it is growing rather tiresome. I just don't have the time for roving packs of children and my intended would prefer it if you did not come annoying her either. Of course she is a lot more ill tempered than I and may just eat you which is a kindness I won't perform. I recomemend the flamboyant Ferret as areputable Inn if you must be in the area.

Marcus Carredon of Halkor Forest.

Sir

Get rid of the Adventurers Guild! The Dead walking the streets, sudden and strange storms blowing in from the south, Adventuers Guild members running the prices up. Its all not good. I say some one else should get rid of them.

Michael Mason.

Sir

Is it true 'as some good City folk are saying' that you are a Fire Mage? If so you should leave the City at once not to return.

Name and address supplied.

Sir

I am an older member of the Seagate City Guard. I have recently moved to my new town house in the upper-class area of Seagate. In this area, like other areas, I have found the Adventurers Guild members to be very well behaved. In fact, I like most

of that Guild's members that I have been acquainted with over the years. like the Adventures Guild.

Jo Bielke-Petersen. (Seagate City Guard)

Sir

I am shocked and dismayed at the actions of your Adventurers Guild members. My daughter, Judy, was happy at her work as a flower girl in Seagate, and I believed she would have one day made a fine wife and tradeswoman in one of the town guilds. However since she was given several dozen silver pennies (a knightly sum to a young and impressionable eleven year-old) for her services shouting the names of some adventurers to the heavens, simply because they killed some monster or another down at the docks, she has changed. She no longer wants to work, and has become acquainted with some ill-mannered young acolytes and mercenaries. Now she says she wants to become a necromancer! You have ruined my beautiful daughter, and I wish it known that I for one, would prefer you to leave Seagate and go to some other more worthy town... Sanctuary, for instance.

Name and address withheld

Sir

As a concerned citizen, I consider it my duty to make you aware of foulest of crimes committed within the limits of our fair city, Seagate. Myself, and mine own lovely wife Lucile were out for a short promenade before the midday meal. In our travels along the bank of the Sweetwater, we were confronted with the most terrifying of sights. Floating down the river, in broad daylight, was a partially decomposed corpse, and behind that, another. If that wasn't enough, the bloated bodies were thrashing about, with an unnatural life of thier own. My dearest wife is somewhat frail of heart, and fell ill at the very sight. We journeyed quickly from the site, the

sounds of screaming echoed from behind us. Who knows what unspeakable acts these ungodly creatures perpetrated. Never, in all the good years I have spent in Seagate, have I seen such a thing. Are the streets of Seagate never to be safe?

Michael Psemondes
(Banker)

Sir

I am a long term member of The Seagate Undertakers Guild and have noticed that you are running adverts regarding dead bodies, for a Sith a member of The Adventures Guild of Seagate. Althought I don't want any trouble with the Adventures Guild, I would like to point out that Sith is carrying out unlicensed Undertaking activeties. If he wishes to continue this behaviour, he should become a member of our Guild which would permit him to legally be able to deal with the dead, within Seagate.

Yours faithfully

A fellow Undertakers Guild Member.

Sir

The Adventurers Guild of Seagate is a rich, and powerful organisation operating in the Seagate district. The Guild performs many services which are unique in nature. However the city of Seagate does not benefit from any of these services, which are available solely for Guild Members. The Guild returns a minimal amount in taxes, leaving the increasing burden of city upkeep to the less fortunate. Many of the Guild Members are extremely wealthy. Their extravagant spending frenzies frequently cause social havoc, forcing a high rate of inflation and destroying the fragile Seagate economy. The Guild Members should individually take active responsibility for the welfare of the city. In addition, a higher rate of tax must be imposed on the Guild to ensure a fair and just city.

Yours faithfully,
Alfredo D'estargo.

W.W.W. in Brastor Holdings (?)

By Logan Bury.

What follows is an account of activities occurring in June 1993.

It seemed a good idea at the time. Kel can be a very convincing Earth Mage when she wants to be. She was going to Brastor Holdings to help rid the area of a bunch of pesky goblins who were pillaging homesteads and killing the innocent occupants. Kel described a previous encounter with the goblins, which was why she was acting personally as party employer in an attempt to relocate the goblins to less populated areas. Kel also explain the lack of danger... after all they were just ordinary goblins. Famous last words. She seemed quite honest about it at the time. So did Blackthorn, Krynn, Saydar and Murthac. In fact everyone seemed pretty honest about it! Gosh, perhaps they really didn't know the truth...

So off we flew, taking along a few trusty homing pigeons to reports on our progress to Engelton. I gave the pigeons to Saydar to look after, who said something about the pigeons keeping his bag of rats company... I can't remember. But it is nice to see someone else with a concern for small animals. A good guy. Drinks a lot... but not bad for an Orc. Still, buy him a beer and he'll generally keep out of trouble. Can't say the locals were too keen on Saydar though - they kept asking where to get one, and how well trained he was.

I think we must have been given diseased pigeons though, since they didn't fly very well when Sadar pulled them out of the bag. I'm sure Saydar had been looking after them over the previous two days, so it can't have been that. It didn't help matters when Saydar tied a "larger than pigeon" sized piece of parchment to the pigeons foot.

It doesn't matter how, but we ended up with a captured (cooperative) goblin, quietly discussing ways to capture the rest of them.

It was about this stage when Krynn decided to open his box, but not after deliberately pointing it directly

towards Kel. A dangerous side-effect of opening the box promptly reduced Kel to a messy heap right where she formerly stood. Yes, Krynn just killed the party employer and leader. But that's not so bad. Kel was pacted. Her demon friend turned up, crushed Krynn, took the goblin and left - rather generously resurrecting both party members on the way. Kel then tried to kill Krynn herself. But a quick sap to the head handled that. She awoke, promptly turned Krynn into a mouse, and then tried to kill the mouse. After being sapped again, tied up, and finally apologising, we untied her. The mouse was placed safely into a pack out of Kel's way. I was truly amazed.

To cut a long story short, more bad fortune found us off plane with no quick way of returning. But that's not so bad. We were busy making our way home, when a few days later a "rescue" party arrives. And that IS bad. Moments after arriving, Killroy decided to drag the currently comatose body of Kel (caused by an act of god, I must add) through a rune wall. And yes, she died again. And yes, the demon turned up. And he was PISSED. The first thing Killroy did was open up a door to a sleepy and unsuspecting "rescue" party member and promptly departing - all without warning. It didn't help the demon's mood that this person was light-aligned.

The last thing I remember before awaking back at the guild was a wall, becoming very close, very quickly. Just after finding out that Kel was actually collecting goblins to sacrifice to the bloody demon. This time I was pissed.

Rest in hell, Kel.

Final Score Board:

Krynn	1
Killroy	1
Kel's Demon	4
Goblins (the bad guys)	0

Note: The rescue party was only responsible for 4 of these deaths.

Lawful Vampires in Eltrador

The Necromancer Karrinski has decreed that he will help the defence of the West in his own way and he is conferring with some of his 'friends' to aid our cause. Official orders have been given which deem all Vampire hunting in Eltrador to be unlawful. Anybody who is found engaging in such action shall be executed.

Any Guild parties entering the realm of Eltrador are to report to the Resident local commander in order to secure passes (if warranted). Any parties found in the realm without passes will be treated as spies and summarily put to death. All known magus in Eltrador have been approached by the internal security forces of Eltrador for their help. Most have agreed to aid the realm and have been assigned to various units and given special Ducal dispensation to practice their magic.

A list of newly deceased Magus and Troops is available at the Eltrandorian hall of records.

Anyone interested in purchasing the properties made vacant by such deaths should apply to the Eltrandorian Ambassador in Seagate.

The Guild advises adventurers travelling through Eltrador to take particular care this season.



Feeling Lucky?

You will with Logan's
Greater Enchantments
Rank 12 available now
REDUCED RATES
Don't leave home without one

Contact Logan at Guild Lodgings.
Founders of Newhaven.

Tinkers Festival in Nova Dom

Tinkers from throughout the Baronies meet recently to celebrate the Summer Solstice just out side Nova Dom. A local farmer said "I didna kno' there twas so many Tinkers in all d' realms." No incidents were reported. Local merchants said that business was good that week, despite the influx of Tinkers into the region.

Family Killed in House Blaze

A tragic fire swept through a East Seagate home today killing the two adults and four children who were sleeping at the time. The blaze is believed to have started in the kitchen and spread rapidly engulfing the house in a matter of minutes. The night watch was rapidly on the scene, organising a bucket brigade to try and stop the inferno. While they were unable to save the family inside they were able to stop the flames spreading, with neighbouring houses suffering only minor damage.

The Seagate Times extend their condolences to the bereaved family and would like to offer enchanted items to Extinguish Fires for 750 silver pennies in the hope of preventing future tragedies.

Publica Bars in Seagate

by Garabaldi arid Kharga

Ciao! I am your guide, Garabaldi de Genoa, and this ees our (mine and Karga, my fellow aventura) Guide to the Seagate town life. Ees good, yes! Presto! We go.

Alphonse's Restaurant

Thees ees a favourite aventura haunt. We have come here a many times for the fine food and fine wine. Thees bar has a great wine leest, an I think eet ees won of the best places for seafood or hot breakfasts in Seagate. Kharga, he thenk thees place ees a beet stucka up, but I tell heem no worry, eet has been very good to the Adventuraguild een the past, and weel be again, especially on the nights before and after the guild meetings, and then again three weeks after the Guild meeting ween so many parties seem to get back to Seagate, you know!

Varleys Bar

Thees ees not so good. It smeels like the eense of a ship, like at the bottom, you know, and although the beerees good, the wines and antipasto ees somewhat cheap. Eet serves somewhat nasty food. Karga thenk thees place quite nice, but even he agree that the rat population of a bar should not exceed the humanoid

population. In short, thees place ees a dive. A lesser man might not have said so, as eet ees een apart of Seagate ommunity. Indeed Kharga, he say theet I eem stupeed dago wop weeth a death weesh, beet I teel heem, we are Aventuras, we ees notafrایدofdeath, only bankruptcy, yes!

Mother Birds Hotel and Tabern

Thees place ees, although quite close to Varleys, ees of quite a different style. Eet has a merchantile charm to eet, and I was especially interested to the "Vampir room", een upstairs bar. Thees place, eet was so likelike, Kharga he thenk eet was a place where real vampir was keeled. I teel heem no way man, sure there was a vampirin Seagate. Wake up and count the roses before they're hatched! Anyways, eet has reasonable food and drink, although the wine eet is just so-so, and I enquired as to the prices for a bed, very affordable, eef you not sleeping for free on the roof of the Guild lodgings. You know, so many guild members do that, some times when I'm in one of the paid beds I thenk the roof gonna fall in!

Weel, that all for now, see you all in three months. Ciao, Garabaldi!

A Cautionary Tale

There once was a Dwarf with no knees, who was quite easy to please. What the Elf returned with disgust, the Dwarf said "Have it, I must!", and bought home to V.K. a disease.

Nyrock et 1.

New town settled.

There is an influx of people to the recently established town of Newhaven. The town is rapidly growing and is soon expected to reach a moderate size. The settlers are enjoying the rich, prosperous lifestyle, and the secure future that the founders provide.

Silver Paid!

Silver paid for fresh or preserved body parts.

- * Special Interest shown in fantastical creatures.
- * Premium rates paid for good brains.

Contact Sith at the Guild lodgings.

Registered Undertaker

Gryphon Surprise

Total time 110mins

Ingredients

1 leg of Gryphon
3lb Bacon
3lb Camembert
6ft Gryphon gut
Potatoes, Carrots and Peas
3 Lemons
Bread
1gl Oil

Method

- 1 Start fire for cooking. Once hot, put the large pot with oil in, to heat up.
- 2 Cut open the meat, take out the bone.
- 3 Lay the meat open and place the bacon and cheese down the middle.
- 4 Fold the meat over then back over the other way.
- 5 Stitch up with the gryphon gut until everything is secure inside.
- 6 Deep fry in large pot for approx. 62mins and 14secs.

Serve with fire baked potatoes, lemon carrots and peas.

Make sure you have lots of bread for mopping up left overs.

Serves

Humans	6-8
Giants	1
Hobbits	4 (table for 4)
Orcs	1 (the strongest)

Stop Press Rune Portals Down

The earthquake on the 28 June has disrupted all rune portals in Seagate and the duchies. It is reported that all portals within 500 miles of Seagate have been affected.

Dear Father Lawrence...

(advice for the lovelorn and mentally bewildered)

Dear Father Lawrence,
I have secretly wed the most dishy guy I've ever squeezed in my sheltered life, but Daddy won't like him one little bit, just coz he killed my cousin an all, even though everybody said Tybbie was a ne'er-do-well who'd come to a sticky end, like he did anyway, and coz he wants me to marry an ugly old merchant who must be thirty at least, but nursy says I should marry for love, or if I have to, and I'm almost 14, so whats a girl to do? love & kisses J.C.

P.S. If he says its over between him and my cousin Rosie, should I believe him?

My child, I suggest that you pretend to be dead. That solves most problems, and what it doesn't solve is put into a proper perspective. However it does sound as if the young merchant would be more suitable. In that case, have you considered the advantages of a secret annulment? Alternatively, have you thought of introducing your first husband to your fiance. I am sure that course would also resolve the situation, given his track record with your relatives.

Dear Father Lawrence,
My innocent actions have been misinterpreted by an attractive but

flashy female-friend. This friend, just an aquatance really, isn't known for her subtlety and i'm afraid she might be passionately jealous. Furthermore, my wife may not understand. I remain your Reverence's most obedient servant, Lord X.

My son, I suggest that you should pretend to be dead. This will allow you to test everybody's true feelings. If the floozy is shown to be genuinely obsessive, hide all sharp objects & furry animals. Go forth and sin no more.

Dear Father Lawrence,
I am constantly being pursued by vampires, also a creep who wants to have my baby.

Dear P I suggest that you pretend to be undead. Unless your creepy admirer is a reknown vampire slayer. Have you considered why you always attract the wrong types. Perhaps you should try to be a nicer person.

Replies in Brief.

1. Dear URAAGH, I suggest that you pretend to be dead. Take a bath.

2. Dear Lord O, accept the situation: you are old and your wife is young and beautiful. Also, most mixed marriages are seldom successful. Try to spend less time on campaign. Do NOT do anything rash without firm evidence: missing love tokens, the testimony of someone trustworthy, etc.

Magic Roundabout

- Looking for that elusive Invested Item or Magic Potion?
- Need a Rank 20 Protection From Magical Fire?
- Need a buyer for a Magic Item or Skill?
- Need a Loan?
- Or just looking for a Standard Rank
- Or just looking for a 20 Shadow Form or another Celestial necessity?

If the answer to any of these Questions is YES then chances are that I can provide it for you! ALL current offers are valid! We will Barter or Trade! Any offers considered! Contact me at Morgan L

Founder of New Haven

Situations Vacant

Retainer Wanted. I want an adventurer to serve as my retainer both on operations and at home. The job entails carrying of equipment, maintenance of weapons and other duties. Payment will involve board, modest upkeep as befitting your station and a large amount of beer. Being must be sentient, capable with experience and adept capabilities a plus. Contact Gar Og Zeekat at the Dremak Inn.

A letter has been received from a dwarven miner requesting help to clear a homestead in the mountains north of Algain's Pass. He will convey the party to the homestead by the best possible means. Adventurers are to meet at the guild on June 30th to discuss terms. Elves need not apply.

Due to the expanding nature of the realm, adventurers are advised that a group will be required to map the new territories in the near future. All interested and experienced cartographers should send their details to the Eltrandorian ambassador in preparation to depart during the next spring.

The Shein family is going to sponsor a party to clear a family castle ruin of its supposed denizens in the near future. The castle is rumoured to be the haunt of some powerful undead and demons.

From Duke Baltmund Alaquaad of Free Aladar, Count of Zumalar-Baltheim, Lord High Admiral of the Aladarian Navy, Founding Member of the Council of the Middle Duchies Confederation; Greetings.

I hereby notify the Adventurers Guild of Seagate, and I suppose all others, that Baron Blitzkreig of Sturmwald, and Sir Gerald, Sir Erik and Lady Sabrina of the same are indentured to myself as my most noble vassals, and should be conferred all the rights, privileges and responsibilities of nobility (as depicted in the central heraldic office at Mittelmachhelpstead).

I also notify that I am, through my agent Baron Blitzkrieg, hiring Guild Members for two missions, one to perform certain secretive tasks within my demense (presently in a state of war due to the ambitions of various cousins of mine), and the other to perform certain diplomatic tasks in the demense of my loyal cousin, the Duke of Drakenberg (also presently in a state of war, more's the pity). Further details available at the Adventurers Guild meeting June 30th 1993 AP. Substantial remuneration for worthy adventurers.

A selection of positions are available for farmers and skilled tradesmen to work and live in Newhaven. Contribute to our new vigorous community and reap the benefits. Applicants to contact the Founders of Newhaven through Sowlean.

Wedding Announcement

The guild has been informed of the recent marriage of Prince Leopold Volari to Princess Madeline Debournac. This has united their small realms and may have future repercussions. The area is currently at peace and even the orcs are being treated well. Yes, this is the place where young women of marriagable age go missing with alarming frequency but even this is on the wane.

Guild Lodgings

The following characters may be contacted in the Guild Lodgings by phoning the player of the characters at the number given below. (Please don't ring too late!)

Character:	Player:	Phone:
Seth	Daniel	378 0343
Sowleen	Brent	630 1569
Gar Og Zeekat	William	419 2160
Silken	Fiona	849 5343
Bleyze	Craig	630 7537
Toledo Steele	Craig	630 7537
Logan	Neil	528 5378
Morgan Laffayette	Mike	520 3101
Newhaven Ambassador	Craig	630 7537

Get off to a good start!

As an introduction to the Guild, the Founders of Newhaven are happy to provide a free package to each beginning adventurer. The package contains: One Backpack, One suit of Leather armour, One Blanket, Flint and Steel, One Waterskin, Two Waters of Healing, One Silvered dagger. (not for resale)

This package may be picked up from the Newhaven Ambassador at Guild Lodgings.

The Editor of *The Seagate Times* is Bleyze. Contributions can be mailed (on disk preferably) to:

Craig Harper 8a Eldon Rd, Balmoral

or faxed to:

Craig Harper, C/o Renaissance Software
(09)525 2383.

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