

# The Seagate Times



Issue 21 - Winter 798

## Guild Ravaged by Fire!

### Councillors Missing!

Within hours of the terrible events of last night we at the Seagate Times managed to secure this exclusive statement from the Late Graf Grendel von Gracht, the most recent appointee to the Guild Council:

“Last night, shortly after midnight on the festival of Samhain, a fire broke out in the Guild's Administrative building. It was no normal fire, with cold black flames and an oily and sulphurous smoke. It resisted all of our attempts to quell it and the building was quickly consumed. The dark fire also started secondary mundane fires which caused some damage to other buildings, but were extinguished through the combined efforts of staff and adventurers. Without their help I am sure we would have had much more severe damage and many more deaths.

The Guild's hall of records and library has been almost completely destroyed, save for those papers and books saved at great personal risk by the dedicated scribes and librarians. We have lost the majority of older membership records, along with many scribe notes, treasure division records, and all of the Guild's financial accounts. The library collection has suffered a grievous blow, although many of the rarest and most arcane volumes were saved by the librarians. Several of the elderly staff were overcome by smoke, but all have been saved or restored by the Healers.

Whilst we have no information at this time as to the source of the fire, beyond our ability to state that it was magical in nature and tied in some way to the Necromantic arts, I am able to offer the following details:

The three Council Members other than myself who were present at the Guild are now missing. We are making it our highest priority to discover the whereabouts of Herkam the Enchanter, Wegan the Inscrutable and the illusionist Maia. A number of members of the Guild's security staff are also missing, and we believe that they are all the victims of foul play. Kali the Nameless is currently absent on sabbatical and we will attempt to contact her as soon as possible.

Searchers in the ruins have recovered a set of bones that is all that remains of Guild accountant McCready. The Guild's cash “warchest” is missing and it seems likely that McCready died attempting to protect his charge. With this loss, and the loss of the Guild's financial records, we have been placed in a precarious position, particularly since a large cash payment was due to the Duke. Our failure to provide these funds will place us in violation of our charter.

Preliminary investigations have revealed that the Guild's vaults have been breached and, though the full extent of the incursion is not yet known, it is obvious that many items stored therein have been removed without authorisation. Of particular note is the loss of the Guild's ability to create the potent healing potions that our members commonly use.

In conclusion: we have been attacked by an unknown enemy, they have abducted our council, destroyed our property, stolen from us and made it difficult for us to continue functioning. This act must not go without swift and suitable response. I expect that all members of this Guild will continue to act in the responsible and exemplary fashion that I have come to both expect and respect. With the co-operation and discretion of all members I am confident that we will see our way through this time of trouble“.

Fire sweeps through the Guild buildings



## Daemonology Update

The great Earl Malthus, Earl of Death and Havoc, has been caught with his pants down. After an unfortunate run in with two party members wishing to be pacted to entities involved in a contest with Malthus his spirit was captured and devoured by another entity who has now been raised into the pantheon. This entity who wishes to be known as Malthus (as his real name is unpronounceable to mortal man) is now seeking all those who pacted to the old Lord Malthus in order to renegotiate contracts.

Malthus' representative within the guild is none other than Damian the Black who finally gave in to the temptations of the dark side and become a loyal companion to the new Malthus.

### Elsewhere in This Issue

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and more...

# Warlord Defeated

## Mission to Mars Returns

A guild party investigating one of the Pasifikan portals found themselves embroiled in a rebellion on the planet Thunor. An evil undead warlord was in the process of constructing a magical device called a "cannon" with the aim of invading Alusia. The party agreed to attempt to locate the Warlord's Death, hidden under a feature called the Face of Mars and return it to his body, thereby causing him to finally die, and setting free the inhabitants of his city. In the process the party discovered much about the so-called Red Planet and we are pleased to present Brother Phaeton's report.

Last season, a party of adventurers visited the planet known as Thunor. Here is a description of what was found there.

### Physical data

Thunor is a dry world, mostly covered in a red sandy desert. Most of the water is concentrated at the two polar icecaps and is carried to inhabited areas by a network of canals, built in ancient times. The air is thinner and colder. We discovered that magical Wings provided little lift.

Two small moons move in the sky above. Fast moving Fear takes only four hours to move from horizon to horizon and is curious in the fact it moves from west to east. Terror is more sedate in its movements, behaving like Alusia's moon.

### Inhabitants

There are three main races on Thunor. First are the elf-like Seroni that live in cities which are dotted around the

planet's surface, linked by a network of canals. Then there are the Hross that live in villages along the canal bank and spend much of their time in canal maintenance.

The third race are the Thark. They are more nomadic, travelling around the planet in tribes and use thoats as riding animals. The Tharks could be described as humanoid green lizards with the behavioural characteristics of orcs. They delight in attacking Hross settlements which, in many cases, has resulted in the breakdown of the canal in that area.

There is a human presence on Thunor as well but they are currently restricted to one city, Malachandra, which has a mixture of Pasifikan and Seroni architecture. They are the descendants of one group of humans brought here at the time of the last elvish-drow war. This city is linked to the other, related, cities by a set of trilithon portals (cf: 'The Seven Cities of Pasifika' - C. Smith). Until recently this city was ruled by a Warlord, bent on conquest, who had plans to attack Alusia. Malachandra lies near the slopes of the largest volcano on Thunor, Olympus Mons.

### Religion

There appears to be an entire pantheon of deities worshipped on Thunor. Each Seroni city is dedicated to one of them - except for the God of War. He is worshipped exclusively by the Thark, and the Warlord. We were able to identify the following deities in this pantheon:

Zeus - God of Storms and chief God.

Hera - his wife and goddess of marriage, child bearing, and the home.

Poseidon - god of the waters. Worshipped by the Hross.

Aphrodite - goddess of love

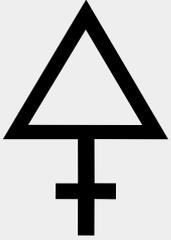
Athena - goddess of wisdom

Hades - god of the dead.

Apollo - god of the sun and healing



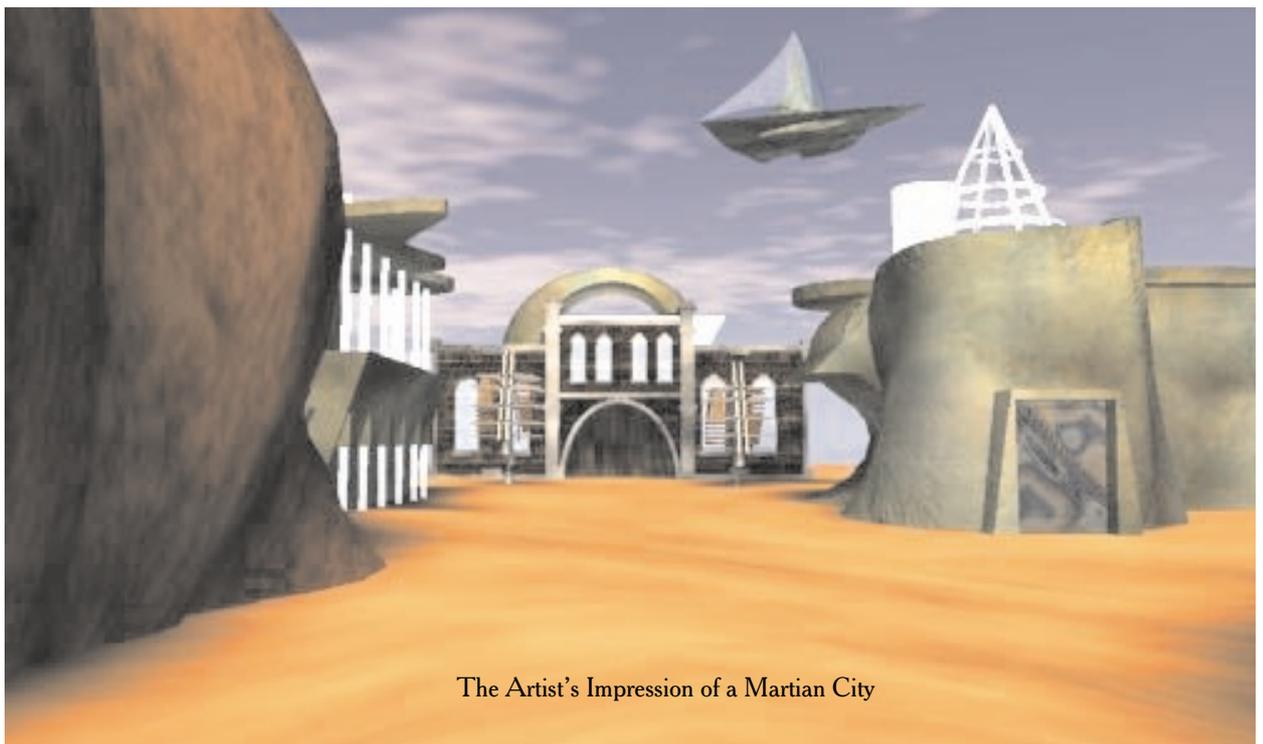
The Symbol of Ares



The Symbol of Athena

*"What lives in the marsh?" - Genghis asked.*

*"Marshians!" replied Vila*



The Artist's Impression of a Martian City

Dionysis/Bacchus - god of wine (I'm not sure if they're two different gods or the same one with two names)  
Hermes - the messenger god  
Artemis - goddess of the hunt  
Demeter - goddess of the harvest  
Ares - god of war

History

From what we were able to determine, Thunor used to be a world like Alusia with oceans, rivers, and lots of plants and animals. However the Thark managed to enter into a pact with Ares and the planet began to dry up which suited the Thark as they had been previously confined to the desert areas on the equator. This allowed the Thark to spread out but caused both the Hross and the Seroni problems. As the planet continued to dry up they built the canal network that brought water to the Seroni cities. The Hross were charged by Poseidon with the maintenance of the network but several Thark attacks severely whittled down their numbers. As a consequence some of the canals broke down and dried up which resulted in a few of the affected Seroni cities had to be abandoned. It is theorised that the only way to return Thunor to a more habitable world is to severely reduce the Thark population, thus weakening Ares' influence.

Miscellaneous notes

Travelling around Thunor is either done on foot or thotback. The Seroni and the Hross have ships that sail along the canals although for mass transportation the Seroni use ships constructed out of a material called liftwood. This gives the ships an innate levitation ability and allows them to be flown using Mage Winds. Nearly all the ship's captains and principle officers are Air Mages and worshippers of Zeus.

Apart from the vegetation that grows along the sides of the active canals, the most prevalent plant is something we called the 'Red Weed'. In many places it lies on the surface like a thick, mossy, carpet. The inhabitants use parts of it for making bread.

Not much flies in the air of Thunor, but one creature that does is very similar to the pterydactals that other parties have encountered on Freya and in the large caverns beneath the surface of Alusia. The Tharks have also managed to domesticate a few and use them as airborne mounts to attack Seroni shipping.

Several species of fish abound in the canals which the Hross catch as food. The species to be careful of is the Hanakra which seems to be a cross between a shark and a crocodile with a dash of python. Very vicious but their black hide makes good armour.

**Fire College Investeds For Sale**

Rank 10 Fire College invested items now available - Dragonflames, Fire-flight, Self-Immolation etc.

See Lady Flamis at The Forge.

Get some real fire-power now!

# News in Brief

## Guild Members Listed As Destiny Pirate Captains

During a particularly entertaining evening working undercover at the waterside peepshow & brothel Tar & Feathers, this reporter managed to see a copy of the latest Destinian "enemies of the state" list.

Amongst the list of Pirate Captains was Aryan of Seagate, and his crew included "Cut-throat" Razor, Tricksie Tixie, Gideon Twospine, Brutus "the Brute", and Anathema.

This may be a new way for Destiny to maintain good relations with the Baronies -- by hanging its own enemies and calling them pirates. Anyone who has contact with Destiny should be more careful than usual, as it appears that they are stepping up their anti-Guild campaign once more.

We remind all Guild members that collecting rewards on fellow Guild members, is illegal, even at 20,000 sp/head.

## Fire Rages Through Aladar

A series of freak fires and dry thunderstorms has been working its way through coastal Aladar over the last quarter. It appears that fields of wheat, copses of trees and even small villages have been consumed by wayward flames, which appear out of nowhere, and die away as quickly. Crop circles also often appear near the burnt areas, which are most frequent and widespread during the new moon. The fires are slowly travelling west, and should reach Eltrandor in the next month. No Guild parties were reported in the area during this period. Viscount Blitzkrieg had no comment to make on the issue.

## White Magic Deal Turns Black

Delicate negotiations between Guild Administration and factions of the Unified Church of the Western Kingdom have collapsed as the Church withdrew at the last minute, citing lack of faith on the Guild's behalf. The deal was to allow licensed Guild members to cast magic for the public good throughout the Western Kingdom; in return, the Church would be able to track all Guild mages within their jurisdiction.

The administrative staff that were available to talk to the SGT denied all knowledge of such a deal, describing it as "crackpot", "ridiculous and unfeasible", and "worthy of the Guild Council".

A confidential source close to Security has informed the SGT that the Unified Church priests who have been stripping magical abilities from Guild members had been invited to do so, and were not part of a backlash against the deal.



### Stop Press!

The city of Knega has just fallen to an unknown barbarian horde after a two-day seige.

Seagate, Brastor and Nova Dom are stepping up all patrols and are considering mobilizing forces.



## Destiny to attack St Charles?

For the past 3 weeks a Warfleet from the Destinian Empire has been on manoeuvres in the waters near the Republic of St Charles, an island about 100 miles off the coast of Raniterre (35 degrees South). A guild-member speaking for St Charles issued the following statement:

Until a generation ago, St Charles (then called San Carlos) was a colony of Destiny (then merely called the Marquisate of Calatrava). Several noble Destinian families had winter haciendas and banana plantations on the island, and they ruthlessly enslaved the local peoples. Don Pedro the Bloody, the last governor of San Carlos was a tyrant whose vicious rule was overthrown by a populist movement, which also adopted Common as the national tongue because of the diverse cultures in the region.

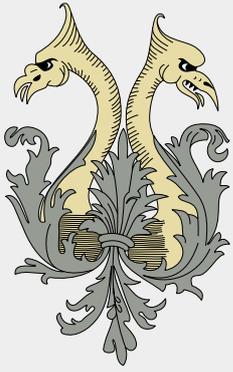
The current President, widow of her predecessor and hero of the War of Independence, has held office for the past 30 years. She did win the last election with a record 130% of the electorate. Obviously this is a slight clerical error, but it shows, in principle, her enormous popularity. The next elections may be held later this year.

It is believe that Destiny is behind mysterious acts of violence occurring in the Jungle, and it is feared that they will invade St Charles. Although noone has yet been stopped by the fleet, all movements to and from the island paradise have been closely monitored by the rapacious Dons. As yet we have no definite proof that recent ships which disappeared were not captured and sunk by the Dagos. An anonymous guild-member, with Destinian connections, said the following in reply:

King Carlos has no designs on San Carlos, despite its violent history. The so-called republic is clearly an unsavoury, corrupt regime, and always has been; perhaps because of the known orcish blood which is common amongst the islanders. Several Destinians of note were murdered during the armed insurrection, and their properties sold to ex-pirates for weapons to maintain the rebel cause. However, an official Amnesty was declared decades ago and the Unpleasantness of That Time has long since been forgotten.

There never was any slavery, enforced or otherwise. Indeed many plantation labourers or personal servants loyally worked for the same families for generations; some were even distant relatives of the plantation owners. All the inhabitants were protected by Destiny's fair and just laws. Whereas now, it is well known that the president and her cronies has never set foot outside those luxurious estates on the North Coast whilst intimidation, graft, and corruption reign supreme in the so-called capital city.

We are in the Gulf of Raniterre at the express wish of the Duke of Avenal who is concerned at the loss of several local vessels. Despite San Carlos's extensive chocolate-trade (a well-known Drow luxury) and the strange magical goings-on, especially in the jungle, we have no specific intention of invading San Carlos; however any nation indulging in piracy will face the stern wrath of Destiny.



The Lady Liessa

## Mysterious Message: Duke Concerned, Guild implicated?

Four days ago, the following message was found pinned to an unconscious guard. The guard was pinned to postern gate of the State Apartments, Seagate Palace. Eyewitnesses say that Duke Leto was not pleased. It is understood that he will mention the matter to the Guild council next week. The text of the threat (sorry, "diplomatic message") is as follows:

To the Young Duke of Seagate, Greetings and Gracious Wishes for a long and untroubled reign.

Unfortunately it has come to Our Notice that a group of disreputable mercenaries, operating out of your fair trade-city, has gained possession of a family heirloom, the Rod of Speaking, a simple ivory wand, previously enclosed in a silver carrying-case of dwarfish manufacture.

We require the speedy restoration of Our aforesaid Appurtenance. If the Rod of Speaking be not duly rendered by the despoiling brigands, within six calendar months, We shall assume that your Grace requires assistance in maintaining order in your own capital and territory.

Honour will require Us to regretfully dispatch a legion to induct and sustain a suitable personage to administer justice in your town.

(signed)  
Gloria called Swift--Death--by--Night,  
Queen, of the Eagle--clans.  
Hungry--Wolf, Dragon--clan, Duke of Mortvalle

## Engalton to Wed

Engalton returned from his latest adventure with Liessa, as his betrothed, in tow. The 'happy couple' were a little unsure how they became engaged but said "We know what we're doing."

Others remarked  
"So that's how you stun Mind Mages"  
"Engalton's doing this to get good reviews in scribe notes"  
"A happy day for single men and women everywhere."  
"We wish them a life together and if any domestics could be held off-plane as we all live here".

## Birth Announcement

On the subject of happy events, the Seagate Times would like to congratulate Basalic and Flamis on the birth of their daughter, Rhiain, last month. This is their second child and a sister to Emrys.



# The Purple Files

## Amelia's Guide to Purple

The Lady Amelia led another party to the plane called Purple last season. Although the party were only partially successful in their mission, they brought back a great deal of new information. For those who have interests on Purple here is a summary of the current situation.

### Background:

Spring 1996 AP - the sea level rose several hundred feet due to a large chunk of Moon falling into the ocean.

In Winter 797 a party went back in time and some subtle cultural changes now becoming apparent.

There were no Orcs before the time-travelling party. They arrived on Purple sometime in the last 240,000 years. There are two types: so-called "Black Orcs," in the lands influenced by 'The Necromancer'; and "Green Orcs," primitive orc tribes in the south with whom the human colonies have sporadic border conflicts.

The colonies southern border has been protected by combination of mountain chain and the Music-of-the-Spheres, a magical effect where anyone over 4'6" was constantly uneasy when 4000 feet above sea level, and terrified when more than 5000 feet above sea level.

### Currently

The human colonies affected by the raised sea level have stabilised, with new political boundaries etc.

Visitors from Alusia to Purple now are having Common magically converted to Orcish. Until recently it was converted to the Bowcourt tongue, La Langue, which is the same as common on Purple.

The change of sea level has increased the length of the border between the humans and the orcs. The locals had never successfully penetrated this border beyond 100 miles so a guild party investigated the southern hinterlands during Autumn 798. They bought back the following intelligence:

### The Orcish Empire

Massive orish empire based around 23 huge stone cities, the largest four holding between 1 and 1.5 MILLION orcs each, and the others hundreds of thousands. The total population is somewhere between 15 and 20 million orcs. The society is highly organised and barely less 'civilised' than the humans.

The culture is arranged with females as artisans, traders, & assets holders. Males are husbands, labourers or slaves. Large numbers of males absorbed by ritualised combat between the cities. Relative hierarchy of the cities decided by this continual competition.

Orcish religion lead by Druidic Dryads. Orcs do not eat plants or complete carnivores (they may eat river-plants and certain fruit). Non-carnivores, even animals, are classed as evil.

Orcs hate humans but have been unable to reach them due to a) distance (nearest orc city to human colony is 600 miles); and b) mountains and Music-of-the-Spheres protecting 60% of border (was protecting 80% before sea level rose).

The orcs have been systematically cross breeding orcs and kobolds to create a 'short' orcish army and are intending to invade over the mountains and wipe out the humans. The time frame is approx. 3 - 5 years.

The religious nature of the orcish antipathy to humans means that there is unlikely to be any peaceful way for the two empires to communicate.

The newly awoken dwarves are voluntarily part of the "human" empire, seeking defensive allies against the Drow. This has been re-inforced by the discovery that kobolds and orcs have recently desecrated an ancient dwarvish city and catacombs.

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## Advertisement

The Seagate Orphanage is once again seeking donations, primarily to carry out much needed repairs to its building. Also anybody with Carpentry or Roofer skills who is willing to donate some time would be much appreciated.

Contact Yazmo at Seagate Orphanage, Old Seagate

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## For Sale

Waters of Healing and Strength for sale.

One ½ pint Waters of Healing - Rank 9 - 300sp per cast  
One ½ pint Waters of Strength - Rank 8 - 800sp per cast.

Swimming tuition available

Individuals and groups catered for with customized lessons to suit your requirements. Be safe in the water. Learn to swim today. Prices negotiable.

See Aqualina at the Water College



*After a backfire caused a cast iron frying pan to appear in his hands....*

*"I'm glad it's non-stick!"*

*- Phaeton*

# The Adventurer's Guide

## Tips for success

When casting flying spells on the whole party, cast all but one at 1 rank slower than maximum. This gives a chance of saving slept characters by being able to catch up to them. (Bozo Crambelly).

When casting Telepathy when in a crowded city, use low range so as to not be overwhelmed by the large number of minds. (Sowlean).

Find an Earth Mage with Rank 10 Lesser Enchantment, and an E&E Mage with Rank 10 Enhance Enchantment, to get a permanent Lesser Enchantment. (Yazmo).

Consider learning the following counterspells :

Wicca General (to remove Damnum Minatum); Greater Summoner Special (to sabotage pentacles for 12 hours); Illusion Special and General (to remove Illusions); Mind Special (to cast around a Phantasm); Necromantic Special (to cast around a Spectral Warrior); Rune General (to remove Curse)

(Borghoff, son of Praghurst).

If your employer is offering payment based on the expected income of a region for the next year, then get the party Wicca to bless all the crops as you travel.

# Starflower's Bestiary

## The Beholder

This remarkable and dangerous creature was encountered on the Plane of Greyhawke. The party was exploring an underground ruin when we were attacked repeatedly by spells which had no apparent source. To make matters more difficult our own spells ceased to operate. We escaped, and when we described our experience were told that we had almost certainly met up with a Beholder.

This monster is a sentient spheroid with the power of levitation, and a number of eyes which confer its magical abilities. The central eye is the most dangerous, nullifying all magic save its own in the vicinity of the Beholder. The others are attached on stalks, and in this case gave the monster these powers: Cause Wounds, Disintegrate, Levitate and Compel Obedience.

Armed with this information, the party returned and were able to locate the beholder, occupied in some sort of occult ritual. Grendel managed to thrust his axe through the central eye, allowing magic to operate around the creature. I took off an eye-stalk before it bit off my right arm, sword and

all! It then swallowed Jedburgh, all save his legs, and that was its mistake. Jedburgh was able to grasp my holy sword, Monopole, and with it slay the Beholder from the inside out, as it attempted to levitate away from the rest of us.

Please note that this is not the recommended tactic for dealing with this class of monster, notwithstanding the fact that it is clear that Beholders are somewhat less heavily armoured on the inside than on the outside.



Behold the Beholder!

### What's Hot

Elves

Holy Swords

Pacting to Outer Powers

Seagate Times (under new management)

Solar Celestial Sunray Spell

Witches blessing unborn children

### What's Not

Orcs

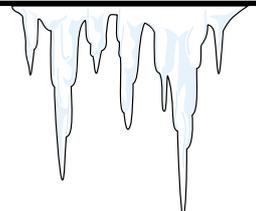
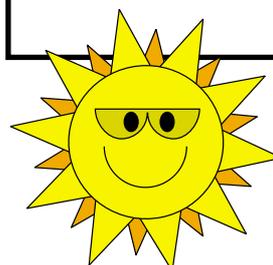
Pacting to Powers of Darkness

Witchcraft created plagues

Wicca dropping rock pillars from 5000' onto a sieged city.

Air Mage Control Weather

Suicidal Fire-fighters



*"I'm studying mathematics."*  
- Phaeton.

*"Just like a lighthouse in a desert - very bright and quite useless!"*  
- Ishmael

# The Puzzle Page

## Conundrum 3

The last conundrum proved too difficult for you all, so here it is again, with a few more clues to make it easier. The first correct answer drawn from a hat at the end of next month, will win a crafted item and an Individual True Name. Answers can be sent to Borghoff, c/-- Seagate Adventurer's Guild (361--0613).

Appetizer, a human warlock, was once more out on an adventure. Once again each of his five companions were of a different race and college. They also all wore a different type of armour, and wielded different weapons. They were proceeding single file along a path, when Babina, the person put in front because she was wearing plate mail, threw herself downwards yelling "Duck!". None of the party followed her advice, in fact they each did quite different things. The person behind Babina, readied his battle axe and turned to face Grim who was standing behind him. The air mage, naturally enough, flew straight up in the air. The person wearing hard leather armour was almost stabbed each of the people adjacent to them : an estoc wielded by the person next to Grim, and by the spear carried by Pedro (who, funnily enough, was not the Halfling). Stumpy the Dwarf was wearing chain mail, and was next to the Human. The Orc was carrying a loaded heavy crossbow, which worried Onanga the celestial mage who was next to her. The earth mage, who was wearing metallic armour, was next to the mind mage who started preparing a spell. The Elf, who was standing between the Halfling and the person who ran off into the bush, totally ignored the person who just stood there and said "What?".

Given that the Warlock uses a quarterstaff, the person in soft leather wields a main gauche, and the person with the battle axe wears dragon skin armour, who said "What?"

(Bonus question : How did the Namer get to have feathers in her mouth ?).

## Jorgen's Riddle

You style yourselves Adventurers?

Nay, not one of you solved my last word--puzzle! After three straight successes, I had such high hopes for you all, but must henceforth lower my expectations. Well, here's an easier one.

Riddle me this:

Never ahead, ever behind  
Yet flying swiftly past  
For a Child I last forever  
For Adults I'm gone too fast.

Philosophically yours, Jorgen the Sphynx via Bob the Messenger (GM'd by Greg Taylor)

## Have you lost touch with reality?

It has been occasionally mentioned that Guild members have no grasp on reality. Take this simple test to see if you're losing touch.

- 1) When waking at home you
  - a) Scream, wonder where you are, and what your name is?
  - b) Decide what to have for breakfast
  - c) Go to an orcish pub and recover from sobriety
  - d) Spring instantly into a fighting pose and search for assailants

2) What does the term 'time off' mean?

- a) Saint's days, Holy days, Coronation days etc
- b) Two or three days each week devoted to doing nothing
- c) One day a week spent strengthening your arm
- d) Time off? What's that?

3) Acceptable casualties?

- a) Well some lambs and calves just don't make it, especially after a cold snap
- b) Preferably even the enemy should survive
- c) Everyone except you, and maybe the Healer
- d) 100%+. Everyone has a spare life or three.

4) Extraplaner entities threaten Alusia

- a) Its just as well there's them tough mages at the Guild
- b) Hope we stop them before all the normals start dying
- c) Whoor! Pain, death, and suffering! Bring it on!
- d) This is beginning to cut into my training schedule

5) In a clash between armies you

- a) Watch from the hills guarding the livestock and wife
- b) Lead from the rear, making sure your side wins
- c) In the middle, slaying left right and center
- d) Armies? I thought they were a few more enemies.

6) You die. You expect

- a) To be buried by the village priestess
- b) To be resurrected at the Guild, pending success
- c) To be resurrected at the next pub and have to pay for all the early rounds
- d) What? I'm dead? Alright! Who's not pulling their weight! Where's that resurrection wand?

Mostly

- a) Look, you're a Guild member not a peasant. Get a grip.
- b) You have absolutely no concept of what it means. A potential danger case.
- c) While a little bit on the wimp side, that's only to be expected from an orc.
- d) Its good to say that not only are you an exemplary adventurer, but you have no trouble with day to day life.



**"Mine!"**

**"No, mine!"**

**- Two demons fighting over a Binder**

# The Rumour Mill

## Valkyrie in Steroid Bust

The Seagate Times has been informed that the supplier of Steroid potions and Disguise Spells to frustrated female wanna-be's, is a cross dressing male Valkyrie of no fixed abode. Said Valkyrie allegedly rides a snow white Pegasus and was last years winner of the Mr Seagate Body Builder contest. It is claimed that the actual identity of said Valkyrie is a Mr E, an orc of questionable tastes and considerable denture work.

## Villa Accorded new Military Title

We are told that as an acknowledgement to the singular bravery of Villa and his contribution to the security of Seagate, the Duke has awarded Villa the unique title of "Hindmost". At the award ceremony (at which Villa was absent), the Duke spoke glowing of Villa's military accomplishments. "Whenever there is a problem, you can bet Villa will be furthest from it." He went on to describe Villa's record in a number of military campaigns, including Villa's infamous "I'll back you up." move from the siege of Westover. Villa's medal and documents of title were placed by the Duke at the entrance to the Seagate Adventurers Guild. "I'm sure Villa will find them," the Duke said, "they must be worth at least 2sp pieces and he has a nose for such things."

## Hagen Accused of Involvement in Elf-Slaving Plot

The Seagate Times has been advised that one "Hagen the Impaler" was indicted recently on charges of elf-slaving. This individual was said to defend these charges by claiming "Elves aren't sentient anyhow. How could I be guilty when it's clear that elves are just animals?" This led to speculation that the charges of elf-slaving might be dropped and replaced with several counts of trading in endangered species.

When asked to comment, the Guild member known as Hagen denied any connection with the above, saying that the charges must refer to some other Hagen.

## Who is that Elf in Black?

It is rumoured that the "Tar and Feathers" brothel has acquired a new Dominatrix who is suspected to be a Guild member. The lady in question is a tall and handsome elf, typically seen masked and wearing black leather, and is apparently skilled as a Courtesan, Healer, and Assassin. Who is this lady of the night? Inquiring minds would like to make her acquaintance.

On the subject of the "Tar and Feathers", a rumour has been making the rounds that Eidolon has lost charge of the brothel due to a "failure to perform", and that Brother Phaeton has been asked to take his place. We can assure

readers that no such events have taken place. Eidolon informs us that the girls working at his establishment are "content with their lot" and "would not dare rebel".

## Love at Last?

A certain Solar Celestial Mage has been seen lately in the company of a young woman. Could this mean he has finally decided to "broaden his education"?

## Marriage on shaky ground?

The saga of the Illusionist and the Water Mage is not over yet. Her child is due in a few months and he has decided not to return from off-plane until well after the birth. We hear that when he does return, he'd better be well protected.

# 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 sympathies go to the Seagate Guild of Adventurers in this time of crisis and loss. It is our fervent prayer that all shall be restored to normalcy as soon as possible. Our good wishes go with those who will be venturing forth to return the Guide's lost artifacts and personnel, and we commiserate with the families of the permanently deceased.

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



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**"I don't do Blackfire"**

**- Ithilmore, just before repeatedly casting blackfire spells.**