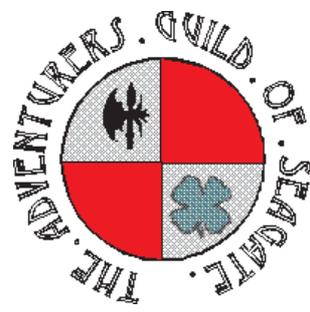


# The Seagate Times



Issue 47 - Summer 05

## Masada Attacks!

### King Ulric Survives Assassins

Undead assassins from the forces of the Necromancer of Masada struck at the Western King during his birthday celebrations in Seedtime. The assassins had concealed themselves amongst nobles paying their respects to King Ulric on his 11th birthday. The spectral assassins first attacked the boy-king who was valiantly defended by his loyal bodyguards, but once it became apparent that their attack on the King had failed the trio of assassins struck out indiscriminately at nobles and courtiers gathered for the celebrations. The assassins wielded soul-leeching blades that inflicted hideous injuries and rendered their victims irrisurrectable.

Notable among those slain in the attack were Markgrefin Ursula von Langenburg, Landgraf Eberhard von Trauttmansdorff, and Baroness Silvanwold of Bowcourt. Also killed defending the King was the Captain of the King's guard, Freiherr Reinhard von B'fclow, and some dozen knights and squires of the guard.

In the aftermath of the attack, Duke Frederick of Aquila, Regent and father of King Ulric, summoned high ranking nobles for a "council of war", and was overheard to declare that the time had come to "deal once and for all with the murderess of Masada". On the 15th of Blossom Duke Frederick announced that the distinguished military leader Graf Albrecht von Waldenburg, had been appointed "Feldmarschall", given command of the all of the Kingdom's southern forces, and charged with the destruction of Masada and its necromantic ruler, Rashak.

Archbishop Mordeaux has endorsed the Duke's plan and a Bishop's conclave has been announced for the Summer where a commander for the Church forces will be selected. In the last month, discussions have begun between a number of the nations and areas who are opposed to the Dark Circle, but who are not part of the Western Kingdom, and who are unwilling to place their forces under the command of either Graf Albrecht or the Church. These discussions regard the appointment of a leader for the "independant" forces, and several names have been mentioned as candidates for this position including our own Duke Leto of Carzala.

The Seagate Times has learnt that other assassinations linked to Masada occurred this Spring, although details are sketchy at this time, and that these killings may be connected to the deaths in the last few months of the diplomatic representatives from Brastor to Sybarite, Eltrandor, Borderlay, and Aladar. Several attempts have also been made on the life of Lyvinia Fulham, the

representative to Elfenberg, who we understand is only still alive through the heroic efforts of Guild parties.

In lighter news, an assassination attempt has also been reported against Count Richard "Tricky Dicky" Foxcourt, but it is not known whether this is related to Masada, or simply the actions of one of his many other enemies. Count Richard is said to blame the Guild for the attack, and also, somewhat oddly, to claim that a Guild party stole the city of Newcourt for several days last Yuletide. Lay off the eggnog, Dicky!



### Beware in the Wilds!

Rangers and Scouts to the north-east of Seagate have reported signs of passage by large companies of troops heading both north and south. It was not possible to ascertain where these companies have been headed but caution travelling through the 'less travelled' areas is advised. Travellers through wilderness areas are advised to travel in large groups for safety until these companies can be located and their intentions ascertained.

### Identifications Required

A large number of bodies (some whole, some less so and some slightly used) have been discovered in the recently retaken ruins of North Brastor and identifications are being made to ascertain identities where possible. Anyone having lost a loved one (or wishing a claim on certain lands etc) should register their loss at the Brastor Reclamation Society office at 15 Bridge Lane, West Seagate.

### Elsewhere in This Issue

News in Brief

Bestiary

Puzzle Column

Rumour Mill

and more...

**Feldmarschall  
Graf Albrecht  
von Waldenburg**

**"Eric, we're  
NOT going to  
rescue you  
until you've  
calmed down"**

**Father Broc:**

*"I'm not a looney!"*

# Brastor Liberated!

## Army Prevails Over Undead Hordes

Reports from the front indicate the Duke's forces have complete control of Brastor holdings. The Army is rebuilding the main towns as centres of supply. There are few buildings or goods left in useable form. Smoke could be seen rising from fields set fire by the retreating forces of the Dark Circle.



The edge of the Dark Circle, being the area where undead can roam freely, is somewhat south of Brastor Town. Actual Dark Circle forces have not been encountered for some two weeks now, although truth be told the Carzaland forces are not following up very rapidly.

Several Brastor nobles, who briefly rode out from Seagate to observe the progress, have complained to the Duke of Carzala about how slowly their lands are being liberated. A senior official, who did not wish to be named, said the nobles should get off their silken arses and liberate their own lands, rather than moan about us.

Apparently there is some debate as to whether liberated land will automatically be returned to the previous owners or fief-holders, or whether it will be divided out on merit to those that fought to regain it.

As if to illustrate the whole problem of zealotry, a score of Western Kingdom knights caused their own demise when they rashly gave chase to some retreating enemy foot-soldiers. A scout party sent out the following day reports that evidence suggests the knights followed the enemy over a ridge and into a large encampment of undead. The knights apparently came from Aladar - being younger sons and officers of Aquila and Bowcourt who gained their lands and titles at the end of the civil war some ten years ago - and their luxurious living has created significant debts in Seagate, most of which will be paid.

Closer to home, we have seen the arrival of two brigades from Eltrador. These have to take up the fight against the Dark Circle. Advance units began arriving on 1st Blossom and all were encamped by Beltane.

Sir Geoffrey Hafnick, senior military commander for the Duke of Carzala,

said "These people are essential for the future campaigns against the Dark Circle. It shows that we are not alone and that his Grace's diplomacy is rallying the whole of Alusia to our aide."

Sir Reginald Piccott, Commander of the Southern Watch, said "This is truly fortuitous as we can now rest several units in preparation for the summer campaigns."

A Trooper who did not wish to be named said "About bloody time, but where I am to graze my sheep?"

The first brigade to arrive is part of the Kiltary Heavy Legion, and comprises some 500 armoured cavalry, 1000 heavy foot and a company of engineers. They are encamped on the Old East common. Watching the extensive training and exercises in trench warfare, assaulting strongpoints and smashing through the centre of an enemy battle line makes for a diverting afternoon tea-party.

The second brigade is of medium infantry from the Halph Legion. It has about 800 medium foot, 600 hobellars (very mobile mounted medium infantry who dismount to fight on foot) and a company of artilleryists. Encamped on the West Common they are often used as an Opposing Force for the Kiltary Heavy Legion in the exercises. They specialise in open manoeuvre warfare, and exercises show they can move pretty damn quickly. Senior Carzalan officers have observed the training, to better utilise their obvious military prowess.

## Seagate Social Scene Swings!

The new troops in and around Seagate have contributed to the cosmopolitan 'feel' of Seagate of late and provided endless reasons for well to do ladies of Seagate to attend various balls and parties. The seamstresses have all been very busy supplying new clothes for the latest season and the ladies of Seagate are dressing to impress these new troops who live in a kingdom across the sea which is untroubled by Dark shadows in nearby lands.

The officers have been welcomed into Carzalan society like long-lost cousins. An admirer of Colonel Sir Bryn Denjeit, commander of the Kiltary brigade, said most of his officers



**Discussion between Rocsinger & Sian (two courtiers):**

*"Does one use a shovel or silverware for moving diety blessed excrement?"*

were delightful, and although not knights nor peers, were gentiles with large estates.

Lady Alethia Davish, Commander of the Halph Brigade, has cut a swathe through the heart of Carzalan bachelors, apparently through her inexhaustible dancing, which I guess is a good sign for the forthcoming battles.

Lady Mary Darnley announced recently that the engagement of her daughter Sophia to Sir Frederrick Horzenthrop, late of Aladar, has been annulled due to his unfortunate death. It is unfair to say she had 'entertained' several other offers whilst he was on manoeuvres, but sources did add that said she only broke down and cried when she learnt the fortnight's 'mourning' meant she couldn't attend the next three balls.

And talking of balls, there has rarely been a more splendid sight than a beautifully appointed damsel, dancing so gaily that she is quite oblivious to the grass stains on her back. But truly, who can but blame them, being encouraged by vulgar mothers to snare a man regardless of method, given the number and breeding of those who swell the prestige of Seagate so recently.

And as for quality breeding! A score or more representatives, and their retinues, from nearly every independent nation, and some not so independent, have responded to the Duke of Carzala's call for a Council of War to build an alliance to end all alliances and smite the Dark Circle and all enemies of righteousness.

The influx of hundreds of eligible gentlemen, and several thousand more not so well heeled, has left a mark across the whole of Carzalan society, with it almost impossible to find a milk maid or tavern wench for ten leagues at least.

### New Edge of Dark Circle Mapped

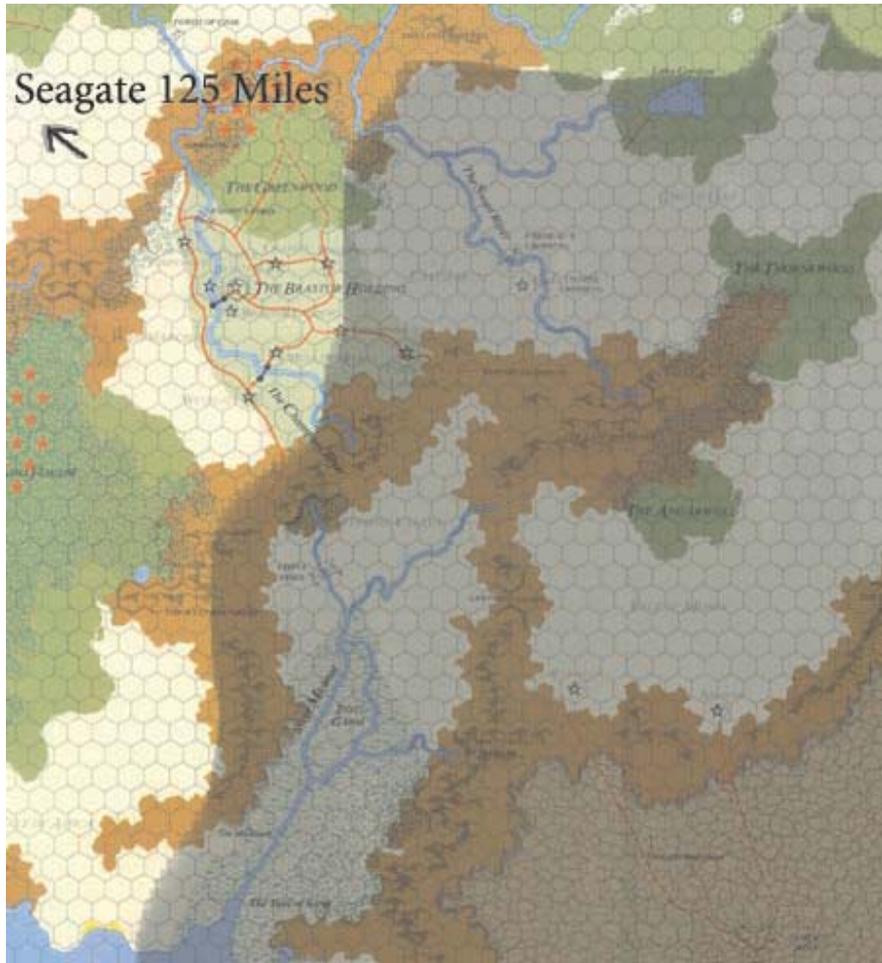
Recent missions by the Castellan Borderers to map out the edge of the Dark Circle have been a success. Latest reports from the field show that the Dark Circle has retreated and Brastor is now liberated.

In less hopeful news a recent Guild party has reported that Brastor township has been razed to the ground and little is left standing. The areas around Brastor are also still infested with Rashak's minions and other unsavoury characters in particular followers of Aim have been sighted in the region.

The Dark Circle has been a part of our lives now for over a decade. In this reporter's opinion, it is high time the Duke did something about this scourge and returned our lands to their rightful owners.

### Eltrandorian Force Lands in Carzala

The two 'volunteer' Brigades from the Kingdom of Eltrandor were greeted by the Duke of Carzala and feted in Seagate. The Brigades are here in response to Carzalan plea for aid in the war against the Dark Circle. While these represent a substantial increase in 'Carzalan forces they will be deployed to relieve currently stretched Carzalan forces on the front lines in the fight against the Dark Circle forces.



### Volunteers Needed

Prompted by members desire to take a more active and visible role in the fight against the Dark Circle, the Seagate Adventurers Guild is establishing an outpost near Regars Keep to support the deployed Carzalan and Eltrandoran troops. We will be offering healing, magical protections and enhancements, armour and weapons repairs, and entertainment.

Guild members of all levels are asked to volunteer some of their time to supply these services. We are seeking volunteers with the following skills and abilities: - Healers and Healing Mages (Celestial/Mind/Earth/Water/Rune) - Mages with long duration protection/enhancement spells (E&E/Earth/Celestial/Rune/Air/...) - Armourers, Weaponsmiths, and Mending-Binders skilled in these areas - Herbalist/Cooks and Wicca to keep the energy levels up - Troubadours and Courtiers to entertain and inspire the troops and inform them of the beneficial services the guild is offering - Air/Wicca/Rune/Celestial mages for transport duties. Warriors and other skilled fighters for guard duty at the outpost. Senior guild members and trainers will be on-hand to supervise and teach the volunteers (at usual rates).

*[You may volunteer a minimum of time by electing to do your training in these abilities at the outpost at standard time and costs. If you are volunteering significant time instead of training or making other major contributions then inform your next GM when presenting your ranking and they may seek guidance from the Campaign committee for an appropriate reward.]*

**Sian (Mind mage):**

**“Let it be known I do not want the scribe notes to reflect that I helped free two necromancers.”**

Rocsinger, on Sian hypnotising him:

“I’ve adventured with him before - I trust him.”



Baroness von Espie

### Pearl Crisis in MMHS resolved — Spy shortage not to blame —

It was admitted by Baroness von Espie, MMHS’s Kommissar of International Affairs, that the jewellery trade has fallen heavily in the past three years, especially in semiprecious & foreign jewels. As Director of the Costumiers’ Informal Association, the Baroness (pictured) denied that the downturn was due to the lack of international Arms trading and spying at MMHS since the peaceful resolution of the Baronies Conflict and the Restoration of the Republic in Destiny:

“It has long been rumoured that spies and international assassins drive MittelMarkHauptStadt’s jewellery trade. What can I say? That is an amusing misperception. In fact there was an overabundance of supplies and trade four years ago with the coronation of Marquis Diego and the ensuing ascension gifts. Naturally the artificially high market could not be sustained indefinitely.

“However with the blessings of peace & order in the Azurian Empire, and the indications that the new Queen may favour relaxing that country’s isolationist stance, several *costumiers* have joined MittelMark’s diplomatic legation, as trade attachés. We look forward to opening trade for Azuria’s famous opals, emeralds, and pearls.

“At this stage, we are the only foreign country permitted access.”

Refusing to comment directly on the rumours that Destiny was irate at being punished for its inappropriate actions in the Azurian Civil War, the Baroness said:

“I don’t think *Civil War* is the right phrase ... perhaps you mean unrest. Although there was initial uncertainty as to which step-sister was the Heir, that has now been clarified. Correctly. Besides ex-Baroness Corazón [meaning Destiny’s Colonel Sanitago (ed.)] never gets irate, no matter how dire the situation. It’s only those about her who lose their heads.



### River of Beer Discovered in Superstition Mountains

A previously undiscovered natural river of beer has been found deep in the Superstition Mountains. The existence of the Krautlager River, as it has been named, came as a pleasant surprise to most Dwarves as it is not even charted in maps of their legendary Mountain range. The river of beer is believed to be the result of a fluke of nature. Fresh water from an underground spring flows down a riverbed surrounded by wild hops and barley plants. As the plants are periodically washed into the river, fermentation eventually occurs. The result is a delicious golden lager, which bubbles through the woodlands.

Dwarves from around the world have been making pilgrimages to the Krautlager River since its discovery earlier this year. Many of these beer pilgrims have bathed in the beer believing it has magical powers that can increase their consumption and tolerance levels. Others just want to drink from the river rather than pay to drink in a traditional Dwarven pub. The existence of such a river has long been a legend in parts of Bavaria. Traditional Dwarven folklore is filled with beer river references, and dwarven schoolchildren are taught about beer rivers from an early age. “This is the discovery of the century,” explains renowned Dwarven historian and alcoholic WordSmith.



### Lightning Rods You Can Wear!

**Maverick mechanic, Mortimer Graves, has come up with an elaborate device designed to protect you from deadly lightning strikes, and he swears that it’s safe because he’s tested it repeatedly — on himself!**

“I am pleased to announce the unveiling of the greatest invention since the umbrella,” says Mortimer “The L-3 Graveshield works along the same principal as a lightning rod, but this is the first time that the technology has been applied to people instead of buildings.”

Mortimer says his goal is to provide maximum protection from lightning strikes which kills five hundred people and injures fifteen hundred more in the Carzala each year. The Graveshield allows the wearer to absorb lightning as it strikes. When lightning hits the rods attached to the wearers head, it travels along a copper wire to a backpack the user wears. The backpack stores the lightning bolt for later use. Once full the backpack is exchanged for an ‘empty’ backpack.

Mortimer says he's been hit by lightning several times while testing the device, but each time, his invention has kept him safe. "In 15 tests performed over the past year, the L-3 Graveshield has performed flawlessly. I am very fortunate to be able to stand here and tell you this because there were a couple times when I really thought I was a goner."

Asked what it feels like to be struck by lightning, Mortimer responds, "It tickles! It's really a tingly sensation from head to toe." Mortimer says that his invention will be moderately priced and available to the public in time the next guild meeting. "Anyone who wants a Graveshield will be able to afford one." But experts from the Mechanician Guild warn that people should stay far away from this invention. "It's an accident waiting to happen," one expert says. "One of these days Mortimer's inventions are going to get someone seriously hurt." Mortimer says that will never happen. "My device is 100 percent guaranteed, unless you foolish enough to strike the backpack - they you get what you deserve. With this remarkable contraption, people will be dancing in lightning storms, mark my words."

Speculation is rife amongst the cities mechanics as to the real purpose of Mortimers invention. The current rumors suggests Mortimer plans to use the captured lightning bolt to power his mechanical hobbit 'pleasure' women, as Mortimer is well know for complaining that they were winding down at the most inconvenient times.

### Azurian Report

The Civil War in Azuria was won when the new Empress's half-sister disappeared and her faction collapsed. Rumours variously include a one-way portal to the Seventh Plane, fine mincemeat, primordial jam, a pocket-dimension oubliette, and the external imposition of Absolute Order.

All remaining major nobles have pledged fealty; with some concessions to the peasantry. Ceils and other military forces still occupy principal cities. Settle weather continues.

### Arson or Expurgation?



As part of a wider action against Necromancers, a splinter group of the Brastor Liberation Army burned the ruined remains of Dramus Shadowspawn's manor house down to bedrock last

month. Reports that guild members and local fae were involved were hotly denied by at least three different paramilitary militia factions. "It woz us, we did it, and we'll do it again" appears to be the official line.

In related news, a tentacled nameless horror over three hundred yards long has been spotted moping around the site, which is also being rapidly overgrown with young trees as the Filgeso forest reaches out to reclaim the grounds.

### Portal Conundrum Solved

A guild party has succeeded in uncovering the pattern to the layout of portals on the Plane of Paleolithica, so that further exploration should be much simpler. They claim also to have found a source of income on Paleolithica itself. "Would you believe it, Rodrigo was half right," a spokesman said. "But altogether wrong..."

The party were only able to explore through one portal, which lead to a plane called Garweeze Wurld. They described this plane as one of insane adventurers, mad dungeon designers and really warped shapers. "Who in their right mind would develop hip-waders of protection?" Nevertheless they believed the plane presented a lucrative source of income and magic. Especially if you had a use for hundreds of odd dirty socks.

## The Adventurer's Guide

### Tips for success

Control spells are an excellent tool for bringing confusion upon your enemy.

Random fires make great distractions.

When you've soothed the giant hornets, don't go poking their nest.

It does not pay to get separated from the party in the middle of a combat.

Turning yourself into a panda in the middle of a fight is not generally regarded as being a good idea.

The mind mage is your friend, especially his ESP.

The enemy mind mage is not your friend - especially when he has telepathy. Make sure he dies quickly.

Targeting the military scientist is good tactics - unless you happen to be on the receiving end.

Avoiding the guards is good - so be quiet when they're near!

Non-mind mages are advised not to experiment with the transformation spell.



**Amber**  
*(laughing at sulking Eric):*  
**"You wouldn't begrudge us our amusement"**

**Eric:** *"I'm a dwarf. It's my job to begrudge everything"*

**Haagan:** *"But that's what makes it so funny"*

**Let's play guess who's got the higher willpower-**

**Adam**  
*[fawning]:* **"I do apologise for summoning you.**

**Elemental**  
*[confused]:* **"er, Yes? ... Master?? ..."**

# Starflower's Bestiary

## 'Orrible Orcs

With all due respect to certain Guild members, gangs of orcs are one of the most common groups of opponents a Guild party may face, so a study of their behaviour and tactics is of use to any adventurer.

Physically, Orcs are tough, but unattractive. A small percentage of orcs are so ugly that grown persons may quake in their boots at such hideousness. Their skin is leathery and mud-coloured, varying in shade from pale grey to mid tan. Their hair is very coarse and generally sparse and dark. Orcs are not noted for their personal hygiene, most never bothering to wash their clothing, bathe, or cleanse their teeth or hair. As a result their body odour alone is enough to make more sensitive adventurers swoon - and make the party sneaks curse the party orc! Orcs generally live in dark places, often underground, although they are rarely builders, and will generally infest natural cave systems or utilise abandoned dwarven or gnomish complexes. They consequently have good infravision, but are sensitive to bright lights.

Orcs are a violent race, and also a most fecund one. It is often said that orcs would take over the world if they ceased fighting each other - and that if they fail to prevail by war, they will do so by out-breeding everyone else. Orcs have the ability to interbreed with certain other species, most often ogres or other goblinoids, but also with humans. This suggests that far from being bred from elves, magically altered at the whim of some insane power as legend has it, orcs are more likely descended from humans. It is also apparent that the high fertility of orcs mitigates their short lifespan and high mortality rate.

The structure of orcish society is only known by rumour. It is believed that the orcish population includes a disproportionate number of males to females, and those females are rarely seen outside the tribal den. Female orcs are formidable entities, if there is any truth in the saying that the best way to terrify an orc is to remind him of his mother!



*Orc adventurer*

The females choose the dominant males to bed, and thus promulgate the species, ensuring that the next generation will be strong and tough - though not necessarily smarter or better looking! An orcish female bears her young in litters of four to eight, and right from the first fight for the mother's milk, an orc's childhood is a struggle for survival, and many fail to make it to adulthood.

It is perhaps due to this violent upbringing that orcs value martial prowess above all else. Orcish mages are rare, and most often of the sort one must call the artillery mage. Fire adepts are especially valued by orcish chieftains, for their sheer destructive power. Orcish tactics tend to the simple - the bold frontal assault is a favourite. Do not assume that orcs are stupid, however, because of this fondness for the direct approach. Orcs can be just as sneaky, cunning and nasty as the average adventurer, and their war leaders are frequently skilled in the military sciences. The ordinary orc, while generally lacking in brain, makes up for that deficiency with sheer brawn and aggression. An orc can be a formidable opponent in the melee, skilled in weapons, strong and tough. Orcs favour single-handed slashing weapons such as the scimitar, the tulwar, and the various kinds of axes; often used with round shields. They most often have hardened leather armour, although leaders may have chain armour, sometimes reinforced with plates.

That said, the obvious strategy when dealing with orc incursions is to single out the leaders, military scientists and mages, and take them down first. A good tactic with most opponents, this is particularly effective with orcs, who tend to a very basic command structure. Thus they are likely to degenerate into a disorganised berserk horde when their leaders go down, and are then much easier to deal with. Picking them off in small groups is also a useful tactic. They are sensitive to bright lights and this can be employed effectively against them, especially if you have appropriate magics available. Earth magics are also useful in the underground terrain, and enchanters and mind mages are useful for their ability to sense unseen enemies. Beware of the orcish fondness for utilising the dungeon terrain to their advantage, including making effective use of pits and traps designed by previous owners. In short, treat orcs as intelligent enemies and you are much more likely to survive.

*Taynel:*

*"It's a brazier, not a brassiere - one cup, not two."*

*Grizelda:*

*"The architect of this place was an idiot!"*

*Taynel:*

*"No, just bored..."*



# The Puzzle Column

## Behind the Dungeon Doors

A party of six adventurers exploring a dungeon came upon a corridor with six numbered doors, three on either side. In a decidedly unusual tactic they lined up, each in front of a door, and opened the doors simultaneously, each then fighting a monster and gaining its treasure. Can you determine which adventurer opened which door, and defeated which monster in order to gain which treasure item?



- The jade pendant and the bugbear were found behind adjacent doors.
- The sapphire brooch was located behind the door between that opened by Edward the Enchanter and the one which concealed the elemental - which is numbered two higher than the door behind which lay the ruby ring, which was opposite the door entered by Ruthless Richard.
- The gargoyle guarded the beryl bracelet behind the door opposite that opened by Will the Wiccan.
- Henry the Hill Giant fought a salamander guarding the treasure in the room opposite that holding the pearl necklace.
- Rob the Orc entered door number one, but the amethyst amulet was hidden behind an even-numbered door beside the door hiding the minotaur.

Treasures: amethyst amulet, beryl bracelet, jade pendant, pearl necklace, ruby ring, sapphire brooch.

Adventurers: Edward the Enchanter, Henry the Hill Giant, Jon the Joker, Ruthless Richard, Rob the Orc, Will the Wiccan.

Monsters: ankheg, bugbear, elemental, gargoyle, minotaur, salamander.

### Answers to Last Issue's Puzzles:

#### The Dragon's Boxes:

- Chest 1: 2 emeralds
- Chest 2: 32 pearls
- Chest 3: 8 diamonds
- Chest 4: 1 sapphire
- Chest 5: 64 rubies
- Chest 6: 4 opals
- Chest 7: 16 topazes

#### Riddles:

- First: diamond
- Second: axe

### Get the Power of Fire and Light!

Fire College Invested Items:  
Dragonflames Rk 10  
Weapon of Flames Rk 10  
Also Rank 8 Weaponry.



Now with added Radiance for  
Positive effect on Dark Creatures.

Prices negotiable. Please contact  
Flamis at the Guild.

### Trumpets Sought

Have any of you discovered trumpets of special nature while on adventure? If so please contact Father Broc to discuss sale or swap for other items.

### Riddles

If a man carried my burden  
He would break his back.  
I am not rich,  
But leave silver in my track.

With thieves I consort,  
With the vilest, in short,  
I'm quite at ease in depravity;  
Yet all divines use me,  
And savants can't lose me,  
For I am the center of gravity.

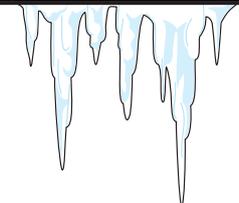
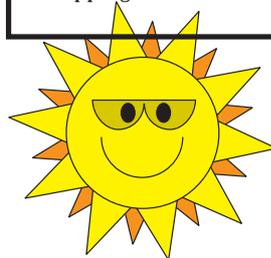
Weight in my belly,  
Trees on my back,  
Nails in my ribs,  
Feet I do lack.

### What's Hot

- Killing Fleas with Spectral Warriors.
- Necromancer Control Collars.
- Diety Blessed Excrement.
- Love-sick Earth Elementals.
- Ivory.
- Pools of healing potion.
- Armour of protection.
- Madam Flossies'
- Gauntlets of Wuss-slapping

### What's Not

- Alternate planes created by Evil Dark Binders.
- Evil Dark Binders.
- Mind Mage Vampyrs.
- Being a Necromancer in a Control Collar.
- Being the object of a love sick Earth Elemental's attention.
- Pools of acid.
- Hip-waders of protection.
- Endless corridors.
- Chests full of dirty socks.



**Grizelda in maze of corridors:**

*"I am not a spy and I am confused."*

# The Rumour Mill

## You heard it here first...

Is Isil Eth pregnant again? The father has been described as a "son of a dragon", which could be literally true given the sires of her other children (son to a demon king, daughter to the Creator-Father / emperor of a drow race). She obviously didn't ask for 'common-sense' or discretion when pacting to the powers of light.

A certain Elven Necromancer has been seen romancing the mysterious Clarissa after an off world foray. Apparently her charms were well hidden until she exposed her assets and 'let the cat out of the bag' (so to speak!). She is playing hard to get but we'll wait to see what develops with the mistress of tattoos'

Rumour has it that the Guild Council is going to require that all new members provide up to six months service against the Dark Circle prior to their first adventure. A senior source said that it would give the members experience, and the Guild would be able to better assess their potential.

We hear that the Duke of Carzala is raising a poll tax of 100 sp per refugee, and 20 sp for each servant. Apparently this is to pay for the civic cost of hosting so many displaced people, although some say it is to encourage them to return home to Brastor. Similar taxes are likely in other baronies.

It is said that the Western Kingdom, or rather the Duke of Aquila and Marchioness of Bowcourt, will be demanding all vassals pay scutage or muster with their full retinues. A knight's fee is up to 5,000 sp, Banerette 7,500 sp, Baron 20,000 to 30,000, Count 50,000 sp - depending on the expected size of their retinue. Aladarian nobles can only pay scutage as their attendance is not welcome, but senior nobles are refusing to pass the collected monies on to the crown.

## Letter to the Editor

Sirs

It has never been and is not a crime in Cazala to be a necromancer or a daemon worshipper, we at the guild having a fine and illustrious history of both. Francis de Sales and his Gabriolite thugs must be arrested and flogged for their unlawful vigilante and rabble rousing activities against the peaceful and law abiding necromancers and daemon worshippers of Cazala. His church has no right to impose their laws within Cazala, this is the sole prerogative of Duke Leto. If any necromancers or daemon worshippers, or anyone else for that matter breaks Cazalan laws then it is up to the agents of the Duke, normally the town guard to arrest the miscreants, and with capital crimes for the Duke to preside. Perhaps the local judicial leader of the urielite

faction of their church would be so kind as to control this criminal madman.

On another note suggestions that I touched, let alone had intimate relations with a peasant I find quite skin-crawlingly repulsive, although many gentlemen are charatable enough attempt to improve the bloodlines of the peasant stock I am not one of them.

I suggest the "lady's" father marry her off to a brother or cousin who is more than likely the father. My sympathy goes out to Father Rembrant, who has been consigned to preach in such a rural hell-hole.

Arnaud de Montfort Esq

### Water College Potions for Sale

Waters of Healing Rk 12 - 500 sp  
Waters of Strength Rk 10 - 1000 sp



Please contact Aqualina at the Guild.

### Restoratives for Sale

Up to Rk 8 now available.  
Limited supply every three months.



Please contact Quorash at the Guild.

## The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times, especially to new writers. 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.

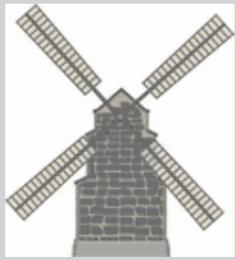
T'ana Silverwind, Editor in Chief, Seagate Times  
Ariel Glitterwing Stargazer, Chief Reporter and Astrologer



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#### Theodona:

*"I'll try to be as indiscrete as possible."*

*Taynel, on finding the fourth or fifth chest full of dirty socks:*

*"You know, I think somebody must have been practicing a sock-making spell and backfired!"*