

The Seagate Times



Issue 48 - Autumn 05

Brastor Liberated!

Colonel Declares Victory

In this the second 'Liberation of Brastor', the Brastor Forces of the Interior have announced that the entirety of Brastor Holdings was declared liberated at midday, on the 23rd of Heat. Troops of Colonel Lyndon-Smyth's Brastor Pike Regiment along with elements of the Castellan Borderers, Dubresky's Light Cavalry and Fulham's Foot (the Lavender company) entered the Brastor Landing, Bridge district after dawn on the 22nd and quickly advanced towards the eastern redoubts of Lewiston and The South Lending where there was still continued resistance from lingering Dark Circle forces. On the morning of the 23rd the main forces of the Alliance engaged the remaining Dark Circle forces in these eastern enclaves and by evening all organised resistance had ceased with the destruction of last of the zombies and skeletons in Lewiston and South Lending.

The two thousand new residents of Brastor lined the war-ravaged avenues and greeted the liberating forces from the Duchy of Carzala and its Alliance allies when they marched through the streets at midday on the 24th of Heat. The residents of Brastor, though only newly arrived themselves and still well-armed (all ex residents of Carzala) had spent that morning cleaning the debris, finishing off slow zombies, moving the rotting corpses from the roads and dampening the smouldering ruins but still had a huge wellspring of enthusiasm for the liberating troops.

The newly arrived local populace of this once beautiful town are overjoyed at their liberation after their region had spent so many years under the Undead heels of the Dark Circle. The new Brastorians flooded the devastated and pitted streets in happy celebration, in spite of the occasional ambushes by undead stragglers and their evil sympathisers. The Brastorians look forward to the return of Colonel Lyndon-Smyth to Brastor, which has been promised once he has mopped up the Dark Circle forces back to the mountains.

Several years ago when Brastor was given up to Dark Circle control (on the 18th Frost 799) the heroic Colonel Lyndon-Smyth called upon the Brastorians in his famous speech to continue the struggle by the side of Carzala "We shall fight them in the woods, fight them in the fields and fight them in the hills. We will never give up fighting for Brastor and its freedom". Now just under six years later his stance has been justified by recent events, culminating in the liberation of Brastor.

Colonel Lyndon-Smyth's Brastor Pike Regiment

"War over by Michaelmas"

On the 24th of Heat the Alliance army halted its advance for a day of celebration in Brastor. All the Brastorians and the assembled Alliance troops gave Colonel Lyndon-Smyth, the commander of the Brastor Pike Regiment, a resounding welcome upon entering the town after finishing off the remnants of lingering Dark Circle forces in the area surrounding Brastor.

Colonel Lyndon-Smyth gave the assembled crowd a stirring, upbeat speech including the brilliant and succinct: "We've got Rashak and her minions on the run men now and it's just a matter of cleaning up her last troops and the war will be over by Michaelmas"

Much feasting was undertaken in newly liberated Brastor; a just reward for many years hard struggle against the Dark Circle forces.

New Residents of Brastor Settled

"Former bonds men and indentured labourers form the bulk of the new residents of Brastor, tempted perhaps by the award of freemen status to any who recolonise the area. Many minor nobles hoping to create huge estates worked by free-man



Elsewhere in This Issue

News in Brief

Bestiary

Puzzle Column

Rumour Mill

and more...

An invocation...

“May Forneus devour their souls in the drowning deep”

TDP: "Hellfire all but one of them"

Amber: "I don't think I can be that restrained"

Haagan: "You can if you want. I've 100 feet of silk rope"

tenants were outraged however when Duke Leto hinted that land will be awarded to farmers in fee-simple if they can hold it for a decade and a day". The 2000 people came from the relatively untouched northern Carzala region and were despatched with the blessing of the Duke of Carzala.

Initially it was difficult to encourage the Carzalan citizens to become new settlers in the Brastor region but once the security concerns were dealt with by the provision of a standing 'Brastor Heavy Infantry Regiment' to be stationed in the centre of the holdings for the duration of the conflict then the Carzalan citizens signed up readily. One former Carzalan citizen Jonas Haddock, was heard to say "settlers have been there before, not much to stop them Undead hordes coming back through those lands again" but after the reassurances Jonas declared "It will be a grand reassurance to have such a strong Regiment stationed in Brastor permanently rather than back in Carzala, those lads will keep us all safe from the Undead hordes if they show their rotting faces again that is!"

The residents accompanied the advancing Alliance troops up to the point they camped on the western side of Champion River on the 22nd of Heat 805. The main body of Rashak's troops was reported to be some 40 miles southeast of the river at this time. Some troops chose to accompany the new residents across the river to the remains of Castle Brastor and Brastor Landing to despatch any remnants of Rashak's Undead while the immigrants resettled the area.

Brastor Holdings call for Tradesmen and Yet More Settlers

Brastor has sent out a call for tradesmen from all across the Western Kingdom and is offering four times the normal

daily wage for any tradesmen answering the call to rebuild the towns and repair the few remaining, recoverable unburnt structures.

Builders, Stonemasons, Carpenters, Cabinetmakers and all other tradesmen are called for and asked to report to the Guildhouse in Seagate for transport to Brastor and work allocation.

A large amount of land is still available along with the offer of freemen status to any who recolonise the area. Any bonds men and indentured labourers that have the leave from their liege may apply to the warder of Castle Chilton, Mark Hardryn who will organise the next wave of resettlement in Brastor.

Seagate Times Profiles: Brastor & The Castellan of Brastor

The Lieutenant of Brastor and Castellan of Castle Brastor, Lord Istus Dumbarton is due to arrive back in Brastor on the 7th of Breeze after his most recent convalescence following an attempt on his life by assassins from the Dark Circle. He has been convalescing in Seagate for several years from an illness of the mind, which has caused his coherency to be less than complete for the last three years but he is now relatively fine. The Castellan's children Lord Byron of Deep Pond, Lord Kyle of Mistybrook and Lady Callista of Goldwood will accompany him and then undertake work to rebuild the region.

Duke Leto of Carzala has reaffirmed his continued faith in Lord Istus's ability to continue in his office and effectively govern Brastor. Lord Istus has been delegating some of this work to his family in recent years, once their education was finished, and they are being groomed for high positions in the Duchy of Carzala.

The Brastor Holdings will be run by a council, which includes foreign clergy, guild representation, local gentry, and Carzalan officials until the ravages of the Dark Circle have been repaired and 'normalcy' returned to the Holdings.

The current council includes:

- Castellan Lord Istus Dumbarton (head of council)
- Lord Byron Dumbarton
- Lord Harold Kafnick (field commander of the Brastor forces)
- Lord Justicar Timothy Drury (chief judge)
- Abbess Charity Hamilton (senior Raphaelite)
- Seneschal Martin Harper (finances)

Three observers from Carzala, the Western Church, and a Midheim consortium who may not vote, but make most of the major decisions.

- Lord Geoffrey McNaughton of Seacroft.
- Bishop Desmond Garalga of Aladar
- Sir Byron Appleton of Midheim



News in Brief

Michalines Let Revenant Kill Dozens of Women and Children

Several villages about ten miles north of Seagate were attacked by groups of forty foot undead dire oaks led by a revenant mage early this season. A guild party tracked the revenant down during the day following the wide path of broken trees and spoke to it, using mindspeech, and discovered she was a noble Cazalan and had been wronged by a binder/graverobber who had taken some of her jewellery.

The party tracked the graverobber down, slaughtered his minions and tied him up, presented him and the stolen jewellery to the revenant who was then laid to rest after taking her vengeance.

The local Michaline and Gabrielite church knights had been entrusted with tracking down the culprit for the attacks. Appallingly they had decided for reasons of their own to blame the attacks on the work of 'witches' despite the very obvious tracks and eye witness accounts to the contrary, allowing the assaults to continue for several weeks. Due to the continued assaults both by the church knights on elderly widows and unmarried women and the revenant seeking its stolen jewellery, dozens of people including women and children were unnecessarily slain and four villages depopulated as the populace fled.

Diplomatically the party informed the ethically challenged knights that the problem had been solved and they could stop their violence and abuse of women. However the villages have been left in a sorry state with buildings demolished, crops flattened and many villagers having fled or been killed.



Party Pummels Seir

The Seagate Times is informed that it all began when Human, having realised that his pet imp was becoming a serious danger to the party, told it to "Go home". The imp took this somewhat differently to what Human intended, and went not to Human's home, but back to its master Seir.

Seir decided to investigate, and manifested himself unannounced on the Plane of Gaea, much to the detriment of the local foliage. Thinking it was one of the vile creatures they were hunting down, the party attacked, and between the radiant dragonflames of the party fire mage, the demon-slaying sword of the illusionist, and the sharp claws of Gaea's servants who accompanied the party, Seir was soon sent packing.

Seir is reported as being "not happy". Suffice it to say that the Guild is no longer in good odour with the Prince of Thieves.

Western Church Appoints New Military Leader

At the summer Conclave, held from the 11th to the 18th of Heat, the Bishops of the Western Church confirmed Archbishop Mordeaux's choice of commander for the Church's forces against the Dark Circle. Sources in the Church have indicated that the Archbishop's candidate was not without controversy, and that the final vote for his appointment passed narrowly, with weak support outside of the Michaeline and Gabrielite orders.

Sir Gaius de Malvallet, Chaper Master of the "Knights of the Wrath of Michael" has been appointed Knight-Marshall of the Orders of Light and charged with the destruction of the Dark Circle, its creator, and any that would aid and abet her. The Archbishop, in his office as head of the Michaeline Order has additionally conferred on Master Gaius the rank of Lord Lieutenant of the Michaeline Order, and the title "Sword of Michael". Masters of all Michaeline chapters involved in the war have been "requested and required" to support the Lord Lieutenant, and the masters of chapters in the other orders have been requested "by the bonds of friendship between the Orders of Light, to assist Master Gaius to the limits of your conscience".

Master Gaius, 72, brings over fifty years of military experience to his new role, but it is his past methods, rather than his experience that have raised concerns. Known to be an advocate of direct military action, and deeply suspicious of mages, critics of Master Gaius point, in particular, to an incident over forty years ago, when in 764 as a Knight-Commander in pursuit of suspected Aim cultists in the Aquilan town of Meiseldorf, he ordered the artisan's quarter set alight, and had those who escaped the flames put to the sword in the belief that they must have been protected from the fire by demonic powers.

Supporters claim that his past actions were fully justified, and that years of experience have further tempered his approach. It will be interesting to see whether the years have mellowed Master Gaius, or if his personal motto of "Igni ferroque" (By fire and iron) still characterises his approach to warfare.



Amelia: "You have converted me to this course of action."

Motley: "Oh, don't use that word around Christopher."

Motley: "I begin to see where the clowns-on-a-unicycle-across-a-swamp plan came from"

Sir Gaius de Malvallet

Cyan: "What is your worst-case scenario?"

Michael: "Longer sentences."

Trouble at Slippery Rock

At dawn on the 4th of Breeze, and acting upon orders issued by Master Gaius, a group of Michaeline Knights under Knight-Commander Roger Dumont entered Slippery Rock with orders to capture and turn over to the Inquisition all members of the Coven of Witches who reside there. It is understood that Master Gaius believes the Coven to be in league with the forces of the Dark Circle.

The day after the Michaelines' actions, Duke Leto lodged a protest with the Church, stating in strong terms that the Coven was a valuable military resource, and that its members were Carzalan citizens and under his protection. The Coven has been assisting in war efforts for several years by blessing crops and livestock throughout Carzala to relieve the additional pressures caused by the refugee population, as well as providing reconnaissance and other duties.

Accounts of the confrontation are fragmentary, but it is known that no members of the Coven were detained and that no Knights were killed, but that several may not be resuming normal duties for some time. An anonymous source has informed the Times that Commander Dumont's only comment on the incident was "Ribbit".

Tensions Mount in Aquila and Aladar

As Aquila mourns the loss of young knights killed in action against the minions of Rashak, Aladar is being accused of hindering the mustering of fresh forces that could avenge those deaths. The steadying influence of the Duke of Aquila, Regent to the 11 year old King Ulric, is all that is stopping open conflict being unleashed and civil war within the duchy of Aquila.

The Duke of Aladar stands accused of fomenting revolt and unease between his former barons and their rightful counts of Aquila. The Duke, and his former barons all dismiss these charges as attempts to gain lands through false accusations of treason.

The root of this particular trouble stems from the conclusion of the recent War over Aladar's refusal to recognize King Ulric. The Peace Treaty transferred much of northern Aladar to Aquila, with half the affected baronies to be held by Aladarians and half by Aquilans. To soften the exchange, a similar number of Aladarians were enobled for baronies within Aquila-proper. And here lies the rub, for none of the newcomers are welcome, neither the Aquilans in former-Aladar, nor the Aladarians in Aquila-proper. So they are distrusted and alienated by both the other barons and by the knights that should look to, and support them.

The Aquilan nobles are used to a high degree of leeway in many things, and given only broad direction in how to implement the Duke's orders. They were however limited to defence of their holdings and low-justice. Few ever held offices such as enforcement of weights and measures, high-justice or administration of ducal duties. Aquilan knights

did as their barons told them, and non-noble gentry had close to no rights.

Aladarian barons on the other hand, expected to be consulted by their count and duke on issues affecting them and theirs, and likewise consulted their knights, chief tenants, gentry and town aldermen. Executive orders were however, detailed and exacting, so that implementation is uniform across the county or duchy.

Some Aladarian barons and knights like the enhanced degree of autonomy given under Aquilan custom but despair over the lack of consultation. Some Aquilan barons enjoy having their opinions sought by the Counts, but cannot handle being told how to do their job. So most knights and nobles like parts of the arrangements, but few accept all of them. And those that do accept, and fit in with their new tenants, are described as having "Gone native" and are distrusted by all sides. Is it any wonder that suspicion of intrigue and sedition abounds?

The continuing disappearances of nobles and their families are not helping. Retinues are being formed for protection, no one goes anywhere alone and fort-guards are being increased - reducing the pool available for foreign adventures. Each disappearance causes a flood of accusations and counter accusations of opportunism.

The tensions between nobles and between nobles and their tenants, is having a direct impact on the mustering coherent units. Knights don't want to fight for people they don't trust, and barons refuse to fight besides barons they don't know. The Counts are loathe to create large units of one style fearing it may add to the factionalism, and may even be disastrous in battle.

Aladar and Aquila are forming companies. Aladar has however gone one further and has issued an open invitation to all those of good standing and discipline. Although probably meant to recruit men-at-arms from amongst the gentry, Aquilans believe many [formerly Aladarian] knights and barons will answer. Foul rumour suggests the resultant army may then strike north once the Aquilans have left to fight Rashak.

Barbarian Hordes Turn on Rashak!

This exciting news was received via the winds a week after the Summer Solstice.

"Six tribes have new chiefs. All eight tribes sworn against Rashak and departing Dark Circle to the East. Will stay with tribes until spring to co-ordinate the defence of the tribes and set plans to reclaim the Sea of Grass. This is Mebh, Chief of the Travellers. And tell the... "

General Kafnic of the Brastor regiment confirmed that he had sent seven warriors to challenge for leadership of the eight Tribes at their annual gathering on the Summer Solstice. Given Mebh's message, the General expressed pleasure at the success of his plan but tinged with some regret for the loss of the seventh warrior. "They didn't have much backup and no healers of great reknown, it is likely that the warrior who failed in his challenge is dead. Mebh



Silverfoam:

"It's a lady's prerogative to wreak bloody revenge from beyond the grave."

After 19 pts endurance damage & a broken collarbone, Dirk: "No I'm not stunned, I'm MAD!"

succeeded, so it must be one of the others: Razor, Kern, Eric, Aryan, Gok, or Grendel. My commiserations to your guild for the loss of one of their warriors. Once we know who it is they will be honoured along with the many others we have lost in this fight."

Destiny to Join the Fight!

While this has not been confirmed through official channels, reliable sources report that Destiny is mustering troops to join the fight against the Dark Circle. Volunteers are being called for throughout Destiny and its allies. Rumour has it that the force will be led by a noble from an allied nation who already has experience fighting in the Dark Circle.

We caught up with one Destinian before he boarded his ship - "The local troops have been fighting very hard and have made some progress, but enough is enough. It's time we sent in the some real fighters to finish the job!"

A local knight and veteran of many battles against the dark forces was not so impressed. "It's about time the pansies stopped talking and started fighting! I'll believe it when I see it."

Hopes that the Destinians would be here for the Autumn campaign seem to be in vain. Destinian officials refuse to make a statement but they firmly deny that delays are caused by disagreements over the name of the troop and the design of their uniform.

Hobbit Town Taxes Thin People - By the Pound!

The hobbit town of Durbuy has hit thin citizens with a special new tax, charging them roughly 25 silvers a year for every pound they're underweight! Thinner residents are outraged, calling the tax mean-spirited and wrong. "This is out-and-out discrimination," blasts trim librarian Elsie Millifoot, who tips the scales at fifty pounds. "Why should I have to pay higher taxes just because I'm a little on the small-boned side?"

But the chief sponsor of the ordinance, City Councilman Jozef Brindle, believes the law is not only fair but necessary to protect the health of all citizens. "People in this fine city are eating way too little and the effect on their health has been devastating," explains Brindle, a portly 82-pound eating buff. "Hobbits are suppose to be round, its the way of things. We're a progressive city. Instead of just sitting idly by, watching our citizens digging their own graves, we're tackling the problem head on." The bizarre law calls for a quarterly weigh-in for all towns folk over age 14, those who come in at or above their ideal weight will get off free. Those who twice exceed the acceptable weight are required to pay the tax.

"Is it too much to ask people to have their weight checked every three months?" demands Brindle. Slim Mrs. Millifoot thinks so, she and dozens of her stick thin pals have been picketing city hall every day since the law was passed just over a month ago. "To have to stand on a scale like as all your neighbors gawk is utterly humiliating," she protests. "And they're even talking about bringing in a special fine scales used for pixies to weigh very small people like me."

The tax will put an undue financial strain on thin families who already have a huge food budget, argues the mother of five kids, all also obese. "We'll be less and less able to provide for our families." Rotund Council-man Brindle, however, calls the added tax burden a blessing. "Less money for fancy foreign foods, and more money for cream buns — that means better health," he points out. The once-quiet bakers of Durbuy are now congested with waddlers, desperately trying to build themselves up to their target weight. "I hate cream," one muscle bound 47-year-old citizen gripes, "but I hate paying taxes even more."

Orcs' Stinky Feet Cause Brain Damage!

That's the word from researchers here - and at Alfheim famed Health Clinic - who proved in concurrent studies that orc foot odor is not just repulsive, it's dangerous.

"Inhaling the unique vapors of an orcs sweaty feet damages brain cells with every breath," said Dr. Randirardhon, lead healer at the Elven Health Institute of Alfheim.

Test scores of our subjects dropped dramatically as exposure to stinky feet increased, the more aromatic the feet, the more devastating the effects. "After inhaling a particularly pungent sample, one young elf had difficulty recalling his name," Dr. Randirardhon reported.

While awareness is half the battle, families can ward off diminished brainpower by following these specific suggestions:

- Orcs should be regularly sprayed down. Regular scouring of your Orc will help remove the pungent odor.
- Orcs feet should be removed. With the source of these foul toxins removed, they will not present a danger to people.
- The last, and most obvious method, is to ensure that all orcs are removed and banned from to a distance of at least a hundred miles from Alfheim.

The Adventurer's Guide

Tips for success

If your Necromancer gets broken, persuade her to make herself semi-dead and pack her in your portable hole.

Or alternatively make use of one of those magical mouse-skins - you do have some, don't you?

Never willingly get too far ahead of the party - you may well run into more trouble than you bargained for.

Always ransack the right Pyramid, not the left one.

Never EVER underestimate the stupidity of your fellow Guild Members.



Christopher:

"We can each carry one 'comfort item'."

Isil Eth:

"Put me down Motley."

Michael: "I bet Dirk will let us know about two life threatening things before today is through."

Wordsmith: "Should I wait for Aloysius Deurio to pick up her handkerchief... or anything else"

Skye: "Don't bring a loaded airmage into a cave unless you're prepared to use her."

Starflower's Bestiary

The Elements of Elementals

It is inevitable that sooner or later an adventurer will face that most fundamental of adversaries - the Elemental. These creatures are manifestations of the elements, summoned from the elemental planes, at the bidding of their summoners. Each reflects the nature of their native element, be that Air, Earth, Fire, Water, or Ice. Occasionally Guild parties have encountered other species of elemental... Elementals of Light or Darkness, or Elementals combining the properties of two elements such as Lightning, Magma, Dust or Salt.

Air elementals are living whirlwinds, with vaguely humanoid features. They attack with the winds and the power of their mighty fists. Earth elementals have the appearance of the earth, of rock, of dirt or of clay. They can travel through the earth, and hide almost indetectably in its surface. Then they attack, bursting out of the earth and thumping their enemies. Fire elementals are towering figures of living flame, which can summon walls of fire and smoke, and can immolate their enemies. Ice elementals can generate walls of ice, fire ice bolts or slash with their icy fingers. Water elementals are like waterspouts, able to hide invisibly in any body of water, and create waves and even maelstroms, as well as pummelling their opponents with powerful fists of water.

The reason they are so unavoidable is simple; if the opposition can summon them, they will; and so will your fellow party members. The ones summoned by the party are usually an asset, especially earth elementals with their tunnelling ability. That is, until said elemental turns on the party. Which they do, all too often.

Elementals have varying properties according to their native element, but they all have one major use from the point of view of the party military scientist, that of expendable armour in front of the front row fighters, wearing down the enemy at the same time as they are worn down. However, it is then vital to keep their summoner out of melee, because if the summoner is stunned the elemental goes rogue, and becomes more of a danger than it ever was an asset. This is less of a problem if you have a Namer along, because Namers have the ability to banish other peoples' elementals.

This is, of course, the key to dealing with elementals. If you

know in advance you will be dealing with elementals (or indeed any kind summoned creatures) then taking a Namer who can banish is a very good plan. Otherwise, the usual tactic is to blast them with magics of the opposite element because they are most vulnerable to those. I have seen demonstrated the unusual tactic of using a transformation spell on elementals, reducing them to giant frogs and the like, depriving them of their unique abilities, and allowing them to be taken down with ease.

Elementals are by their very nature amorphous, and hence lack vulnerable parts, so cannot suffer grievous injuries. For much the same reasons they are mostly invulnerable to mental and necromantic magics, and the magics of their own element. It is an obvious waste of time to try to put an elemental to sleep. And attacking a fire elemental with fire magics is unlikely to hurt it, and might even heal it! Furthermore, they can only be harmed by magic or magical weapons. Summoning one when you do not have access to plenty of both is the height of foolishness. So, if you happen to be adventuring with a mage who summons elementals keep your hand on your magical weaponry, and your spells ready. And if you are up against elementals, look for the summoner. If you can manage to stun the mage who summoned the elemental with a well-placed arrow or a lightning bolt, or score a knock-out with a mental attack or sleep spell, then your problem will become their problem... End of story.

Water Elemental



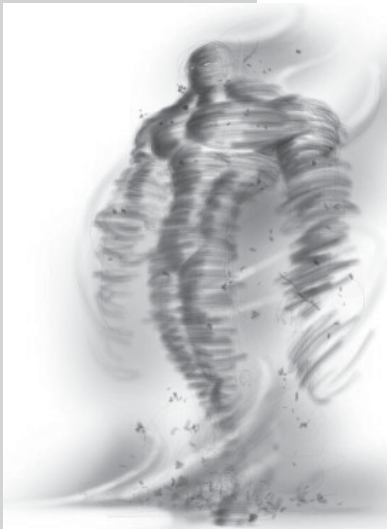
Fire Elemental



Ice Elemental



Name withheld: "I can tune it out. I've been married several times, you know."



Air Elemental

Earth Elemental



The Puzzle Column

On the Shelf

On a shelf behind the desk in Herkum's office sits a small selection of books of interest to adventurers. Can you deduce which book sits in which position on the shelf, what it looks like, and how many pages it has?



- "Those Naughty Necromancers and other Nuisances" has 865 pages. The other books have 663 pages, 764pages, and 966 pages.
- "King Ulric's Mines" has 101 pages less than the volume bound in blue krakenskin.
- Book A is bound in green dragonhide.
- Book B is called "Dungeons for Dummies".
- "Great Explorations", which has silvery metal covers, is shelved next to the volume with most pages.
- One volume is bound in red leather.

The Farmer and his Servant

A farmer and his hired help were carrying grain to the barn. The farmer carried one sack of grain and the hired help carried two sacks. Who carried the heavier load and why?



The Race

If you were running a race, and you passed the person in 2nd place, what place would you be in now?

Answers to Last Issue's Puzzles:

Behind the Dungeon Doors:

- Door 1 Rob the Orc; beryl bracelet; gargoyle
- Door 2 Jon the Joker; ruby ring; bugbear
- Door 3 Henry the Hill Giant; jade pendant; salamander
- Door 4 Will the Wiccan; amythest amulet; elemental
- Door 5 Ruthless Richard; sapphire; minotaur
- Door 6 Edmudh the Enchanter; pearl necklace; ankheg

Riddles:

- First: Snail
- Second: The letter 'V'
- Third: A ship

Get the Power of Fire and Light!

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



Quickness now available at Rank 6.

Prices negotiable.
Contact Flamis at the Guild.

Prediction for the Year

As an assistance to our guild members, and perhaps some small contribution to the war efforts, the Guild Astrology department offers this general prediction for the next few months. Unveiling the future is at best an imprecise art, but the current prediction does appear cautiously positive, and although we may not all share the optimistic "predictions" of hostilities being over by Michaelmas, it does appear that the feast may be a date to note.

- Hildegard of Whitehill, Asst. Guild Astrologer.

"Masada's hand athwart is turned,
At feast of sword and host,
Atop the barren eyrie,
Death is the loyal toast.
An eagle black, an eagle red,
Blood's bond saves life for life,
Defeated march triumphantly,
And end the world of strife."

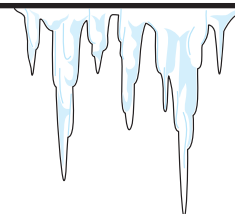
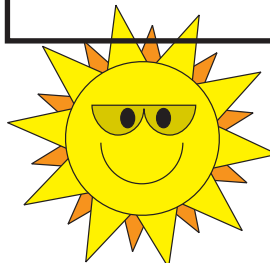
This reading is offered to all Guild members free of charge and without warranty or guarantee; use at your own risk. A full set of caveats and exclusions of responsibility may be viewed on request at the Astrology department.

What's Hot

- Fire elementals
- Gaea
- Monkeys
- Illusionists
- Ancient Elven Inquisitors
- Flying ships
- Being recognised as a Virgin

What's Not

- Dark fire elementals
- Seir
- Fake monkey imps
- Necromancers
- Dooms
- Flying assassins
- Being a Virgin, but only by a technicality.
- Getting Kidnapped into Other People's Bodies



Sir Kit (as party is discussing world-destroying item & top-secret plan):

"I can contribute an orange"

Silverfoam to slavers (as party avoids the ambush at high speed, on bound water):

"'Scuse me! Passing through!"

Bainbridge: "Gold is not important. It's only gold."

Neroli: "Are you sure you're a dwarf?"

The Rumour Mill

You heard it here first...

We understand that from a church Knight that never lies, with words anyway, that **Isil Eth** was a Virgin when she visited Don Giraldo the Bretonnian ambassador ... but not when she left. Everyone should congratulate the Elvish princess. It takes a lot of skill for an Adventuress of her age and breeding (frequent breeding) to pull off such a performance. And it must have been quite a performance because he gave her his pleasure-yacht afterwards. Although really Izzy darling, a mere ambassador? What would your children think?

Of course, said diplomat would hardly have been impressed when Isil Eth inadvertently revealed that the Ancient Elvish word for "Dwarf" is "that" with an emphasis on 'over there'.

And just to prove that not all hypermamalian elves are the same -- Poor **Loxi!** Apparently being mistaken for a Gladiatrix was so mortifying, that she was incapable all the time she was in that country. She was even snubbed by a bush, that didn't want to play 'that sort' of game.

And, speaking of Destinian Counts, is it true that **Aryan** is flitting around the fields giving succour to the fallen, attended by an entourage of eager boys from the "best" Destinian houses? Well so many Aryan rumours have been denied ... who can tell? Moi, of course. One shall interrogate his companions to the best of one's fabulous abilities until all has been revealed, for the sake of one's devoted readership, you sweet people you.

Congrats too to **Dirk**, for setting a new standard in Dwarven grooming. But will other stout folk follow his bald, er bold, lead? Or at least remember to put on their false beards when answering the door in the middle of the night? But losing all that hair, becoming an ambassador, is there a special someone that Dirk is wanting to ... impress?

They say that **Ashelon** stood up, as it were, for his potion-thirsty party and provided services of a personal nature for **Karakas**, *La béante Dame sans wart-cream*. Once she had fortified him sufficiently, that is. Well, they did want ever so many potions, and it was only Ashelon — who discovered that a minotaur is a hard act to follow. Mind you, given that the rest of the party included **Cyan**, **Arnaud**, **Michael**, & **Silverfish** ... well even a Crone has standards. On the other hand, Ashelon found the whole herbally induced experience so uplifting, that his tastes, such as they are, have entirely changed

We have even heard that Motley accused Wordsmith of having a good idea - something Wordsmith vehemently denied. Clearly this was a novel experience for Wordsmith.

Finally, merciful moi would like to squash a rumour. **Skye** was not so uncouth an airmage as to "demand six inches again from her party-leader" -- as has been extensive reported. Apparently the toes(t) of the Free Trade City was merely asking for half of a foot.



Talon referring to Gaea: "This world gives Neroli balls."

Later....

Talon: "Feeling a little stiff?"

Neroli: "I know where you sleep!"

Talon, on seeing Vanderhan being escorted off by a pair of were-lionesses:

"Oh, look, he's got some pussy!"

Water College Potions for Sale

Waters of Healing Rk 12 - 450 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.

Letter to the Editor

Witches are evil! Never thought I'd hear myself say that, them being so useful in helping life along. But gutbusters are foul!!! Most days of the Good Fight were fine, giving scouts and couriers their Wings, training, and spreading the Word. Then some nob has a 'bright idea' and a whole brigade 'needs' to 'leapfrog'. Just what this was meant to acheive is beyond one such as me.

I've got no problem with the occasional belly-churner to get you out of a spot. I've got no problem with moving hundreds of troops across a continent (with the help of healers). But making me chug that many liquid razors in a couple of hours...too much! At least I managed to 'report back' in person by throwing up on the nob's boots!!

Darien

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

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