

The Seagate Times



Issue 53 - Winter 806

The Duchy of Carzala Expands

Duke Creates New County of Brastor, Three New Baronies

The Duke, recognising the expanded area in his duchy and the importance of the various areas has decided to create the County of Brastor with Lord Byron Dumbarton of Deep-pond being confirmed as the Count of Brastor. Additionally he has created the Baronies of Greenwood, EastMarch and WestMarch within the county who will hold allegiance to the County of Brastor.

- The Baron of Greenwood - Harold Kafnick
- The Baron of Eastmarch - Wilhelm van Valkenburg
- The Baroness of Westmarch - Jennifer Drury

General Harold Kafnick the Marshall of Brastor and Commander of the Brastorian Army has been confirmed as Baron of Greenwood for his services to the Duchy during the Dark Circle War and Captain Jack Murphy of the Brastor Heavy Infantry has been promoted to Marshall of Brastor.

Colonel of the 'Borderers', Lady Jennifer Drury has been promoted to Baroness of Westmarch in recognition of her many years exemplary service with the Borderers and her drive to free Brastor from the depredations of the Dark Circle. Lady Drury who took over from General Rogers when he died in 798 has been a capable, passionate and well-loved leader of the Borderers but has suffered with the loss of two of her sons and one daughter when Brastor last fell to the Dark Circle. She, her husband and three remaining children look forward to perhaps less arduous Baronial tasks when they move into Westmarch Manor in Summer 807.

Wilhelm van Valkenburg has been a supporter of Brastor for many years and he has enabled the Brastorian leaders to pay their troops and arranged for many of the needs of the refugees over the past few years. Wilhelm's family hails from central Aquila and is known for its military prowess and commercial power. The Duke has further created a new Barony titled the 'Baron of the Sweet Riding' that is tasked to protect the important trade routes, wide pastures and farmlands.



Novadom Freed!

Forces from Novadom and Newhaven with the assistance of Church force drawn from the Western Kingdom have captured the southern city and deep-water port of Novadom. Guild forces softened up the defenses of the city and the Undead and Orc defenders offered little resistance. A huge demonic fire eye from an evil black dragon hung in the air over the city for a period of time before the Guild party dealt with the problem. The human survivors within the city were extremely pleased to be liberated from the undead. The Church will be using the port to supply force in the field that are fighting the remaining forces of the Dark Circle.

It is rumoured that a large force of Wild Elves attacking human settlements in the baronies were led by none other than Sabrina and Bleyse. Apparently they were travelling from Alheim to Novadom area to assist in an attack on an ancient Drow warship. The Drow were preying on shipping and committing acts of piracy.

Duke Leto of Carzala has offered his help and is said to negotiating with nobles of Novadom about joining the Duchy of Carzala.

Amber at Novadom

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and more...



Bleyze to Amber in hearing of Sabrina:

“It's because you're clearly the only good looking woman around.”

News in Brief

Knight Defenders of the Eastern Marches Announced

These worthy Seagate Guild Adventurer have been ennobled and titled "Knight Defender of the Eastern Marches (Eastmarch of Brastor). They are entitled to bear arms and have their Heraldry lodged with the MMHS College of Heraldry. The new Knight Defenders are

- Razor
- Kern Silvercrest
- Aryan de Ebola
- Eric
- Mehb
- Gokolan Neumenour
- Grendel Beetleknex

These worthy knights are additionally charged with the building of a Fort in the area of Pardeau's Crossing and Chapel Crossing by the end of Summer 808. This will provide a base for troops that will patrol this area and maintain the laws of Carzala.

Horror strikes in Ranke

Sorties coming out of a remote village of Umbit in the foothills of the main Ranke Mountain, about a huge band of Wild Elves attacked villages and then hunted down and killed the survivors.

Short problems in Seagate:

Captain Duncan Blackhill of the Seagate guard says it is just coincidence that five Hobbits have been found dead over the last two months in Seagate. The first Hobbit was found last month and it is said he was robbed of over 500sp in winnings from a card game in a local pub. The second was found with a set of playing cards scattered over his still warm corpse by a giant with a peg leg who travels by the name of 'Sid the Giant'. The other three corpses were found in the harbour with their bodies weighed down with masonry bricks.

Amber the Witch not a Witch !?!

In her recent role as liberator of Novadom the adventurer Amber the Witch was closely examined by several of the Church Knights also present at the siege. After several polite inquiries, not so polite inquiries, shouting matches, examination of the tools, subtle diplomacy from Sabrina, less-than-subtle diplomacy from Engalton, and more shouting, Amber the Witch was discretely examined by Sister Joy in the Fields of Slaughter and declared not to be, in fact, a witch.

Needless to say there was some confusion on the issue. Brother An Empty Mind Breeds Heresy tried to clarify the murky situation. "What the Church in general, and the Inquisition in particular is concerned with are those individuals who have for reasons of their own aligned themselves with the Powers of Darkness. These are witches.

That the term 'witch' also applies to a branch of hedge wizardry is an annoying peculiarity of semantics." Empty Mind went on to further clarify the confusion in an effort to relieve the fears of adventurers and the occasional worshipper of the 'Old Gods'. "They are not our enemies and have sometimes proven to be valuable allies in the fight against the true evil ones of this world. While we do not agree with their sad devotion to these ancient religions, we feel it is only a matter of time until they come round to us."

One wonders if it may be in the best interests of the guild for a recreational park of undead to be set up to ensure the church continually has something to fight and so maintain their current 'relaxed attitude'.

Wild Hunt Resurrected

The presence of the Drow warship 'Star of Naggeroth' so intimidated Engalton and Sabrina that they enlisted the help of the Elven Court of Elvandar. Upon hearing of the presence of drow upon the mainland, the Elvandans mobilised their 'Flying Hunt' to deal with the matter. Thanks to cunning and artful diplomacy on behalf of Sabrina, the hunt did not pause to deal with 'local issues' with the High Court of Eidelon, nor engage in any recreational hunting on the way down through human territories.

With the aid of the Elvandan chivalry, Sabrina, Amber and Bleyze were able to capture and hold the Star. They report that the sea lanes about the area will be much safer as a result. The Elves returned to Elvandar to celebrate and talk of raising their master Khaine back to the mortal realm to reclaim 'That which was lost'.



Rashak Deemed Insufficiently Evil For Elves

A regiment of Elves recently camped just south of Finns Waste in Northern Carzala. A representative of the Times spoke to them as they camped and they confirmed that they are heading to Masada to combat a growing Evil. When informed that the Evil was defeated and Rashak was dead, the Elven Commander reported that Rashak is merely a pawn, and her death is the portent they had been waiting for - the true Evil still exists and will be defeated.

We can also confirm the rumours that the Elves are collecting the fabled Regailia of Sigismund and it turns out



Wild Elf

a piece of it was hid in Finn's Waste for the past four hundred years. Negotiations have continued with representatives of the Western Church who hold a number of Signet rings and as a result rumours about that the Unified Western Church is not as unified on this as was expected. Missives have also been delivered to the guild requesting that the sceptre of King Sigismund and its bearer meet with them close to Masada in the first week of Thaw.

Missing Colony returns to Cazala

A group descended from a number of knights who went on crusade with Sigismund the Pious have emerged in the Duchy. They had been living an isolated life under the low mana area known as Finn's Waste northeast of Seagate.

Apparently their underground habitation was only viable through the use of one of the missing pieces of regalia recently reclaimed by the Stone Elven army marching towards Masada.

While their homes and other buildings remain underground they have moved animal stocks up to the edge of the forest and have removed the roof to let light into their subterranean world. The Duke has defined the area encompassed by Finn's waste as a new barony and the newly appointed Baron Sebastian Dewinter (formerly a Duke of Aquila) has been sworn as a vassal. The new barony has been named Winterstadt in honour of the new Baron.

Kidnapped Sons Returned

- by Aurora

In a remarkable display of restraint and discretion, a Guild party were able to release the captive sons of certain nobles off-plane without their merchant captors being aware that Guild members were even present.



"The boys were in three groups," a party representative told us. "The first group were in a cellar in a fortified camp. In that instance we created a diversion using a lot of smoke and fire, while one of us teleported in with skin changes. The second group had been sold to slavers. Here we took a more overt approach, and released not just the boys, but a number of their fellow slaves. The third group proved very difficult to find, since they had been turned to stone and hidden in an underground storeroom. Here we sneaked in through a guardpost, replacing the guard with an illusion. I doubt that they were aware anything had happened until well after we'd teleported out with the boys and a nice lot of loot!"

Guild involved in MMHS troubles?

The Times understands that shortly after a Guild party entered the *Royal Hospital for the Insane* in Mittelmarchauptstadt, an explosion of some sort badly damaged the building, resulting in numerous injuries and significant destruction of property. Several inmates also escaped during the confusion, and the party were not seen again.

Some hours later the Hospital was further damaged as flames engulfed the records area and gutted most of the basement levels. The fire was deliberately set, and the arsonist — one Brother Bernado, a Raphaelite friar and staff-member at the establishment — was detained by city authorities. Because of his confused and unstable mental state, and apparent insanity exhibited during questioning, he was later remanded to the care of the Royal Hospital for an indefinite period.

Duke Seeks Vassals

In the wake of so many deaths amongst the landed gentry in the war against the Dark Circle, and — at least as some cynics are claiming — the Ducal War Chest reduced to farthings and promissory notes, his Grace is seeking new vassals: people with a love of Carzala, a desire to be numbered amongst its aristocracy, and very deep pockets.

Duke Leto has announced that he desires to fill a number of positions made vacant by recent hostilities, including a number of Knight's fees, and that he is also making a number of new fiefs available, in areas that were formerly Ducal "crown" land.

Some critics, interviewed by the Times, claim that this is merely a revenue raising exercise, and told us that although the new fiefs are technically within the area claimed by the Duchy of Cazarla, they are for the most part in rough and uninhabited wilderness areas, or at least areas not inhabited by humans and other civilized races. A high level source within the court disagrees — at least on his Grace's motives — and has told us that the Duke is "most desirous of these being more than mere paper titles", and sees them as a "foundation for a new era of peaceful expansion and settlement within the Duchy".

Whatever the Duke's motives, the Times does understand that there are considerable debts outstanding on some of the fees, and that new vassals will certainly be expected to pick up the tab. Further expenses can be expected enforcing the "Duke's Peace", housing garrisons, protecting settlers in the acquired area, and undertaking the other manifold duties of the nobility. The news is not all bad however; the new Knights will have the duty of collecting taxes, a past-time that has proved lucrative for many.

So, if you are already a wealthy resident in good standing, or just a rich adventurer looking for a place to call home, and you have a desire to swear fealty to Duke Leto, become a landed Knight of Carzala, and get a fancy title such as "Lord Swithan", or "Lady Artusian", or even "Lord Half-Born", then this may be your opportunity. We understand however that no fiefs in or around the Fastness of Girwyllan are being made available, and rumour has it that the Duke may already be in negotiations with an inhabitant of that area.

Guild members who are interested in discussing the matter further are directed to Ozbert Pennywise, the Duke's liason with the Guild Council, and will need to be able to provide personal documentation, references and testimonials, and financial information.

Mortimer:

"Just confirming, you want to kill this guy because he is in the way of our sightseeing?!"



Dramus:

“Things happened, mistakes were made, let's not dwell on it.”

Unseasonal Cold Weather

In the Duchy of Brandenburg local residents are reporting the coldest weather on record. Altered Reagle (Age 97) a local farmer reports that this is the coldest he has ever seen for this time of year. When local astrologers were asked they replied with a no comment, although a number have been sighted leaving the duchy apparently heading south.
- Reported by James Tabler of the Kerrick County Enquirer

Further to this story a number of guild astrologers have recently been seen purchasing passage on ships heading to warmer climes. When they were asked about the unusually cold weather they replied, “Cold... no, I wouldn't really call it cold it is more of a kind of lack of warmth kind of thing.”

“Well you see when you get this kind of northerly inversion layer heading south and it meets with the dense humidity of a gulf flowing in a southerly direction such effects are perfectly normal” ... and these are two of the sensible replies. This reporter is wondering what are they not telling us and should we all be stocking up on fire wood???

Ernest your intrepid SGT reporter



Guild Council Supports Guild Members to Win

The Guild Council has publicly said that it will be supporting Guild members that are taking part in the Lunar Winter Games over the next three months. The Guild has an estate just on the outskirts of Lunar City which guild members are welcome to use. Some guild service and guild reps will be on site at the estate over the next three months.

Kali the Nameless said that the guild would be fully supporting its members and that if all goes according to plan, he expects that with the celebrations in a few months of Sabrina's winning the Lunar Games, the guild would be granting all guild members a tax holiday for a three-month period. It is understood that the Guild Council will be in Lunar City to view the games.

To get from the Seagate Adventures Guild to the new estate in Lunar City all that guild members need to do is use the guild portal to Tycho City. This will leave you tired. From there talk to a guild rep in Tycho about booking a ship costing around 900sp and two weeks to Lunar City or taking a portal from the Guild of Transport and High Travel (around 1,200sp each way). Within Lunar City take a coach to the Estate outside the city (costing around 120sp).

Guild Council who will be attending the games:

- Kali the Nameless Chairman and Dean of the Namer College.
- Wegan the Inscrutable Head of the Mind College..
- (The Late) Graf Grendel von Gracht Head of the Necromantic College.

Tips for guild members visiting Lunar City: Lunar City is expensive, often costing hundreds of silver per day. Take extra funds if you can. Guilds within the city are both powerful and well respected. Some Guild members may wish to join local Guilds within the Empire on a temporary basis. The locals speak Common and Lunar. When a giant is present it is expected that people speak in a Giant tongue rather than in Common or Lunar.

Assassins attempt to capture Logan

Four Assassins were killed when attempting to capture Logan when in Novadom City last month. Stories around Seagate have pointed to reports that Logan is involved with some form of cultists within the Lunar Empire, and to add weight to the stories Inquisitors from the Lunar Inquisition visited the Seagate Guild. One of the Inquisitors confirmed “We have issues with Logan to which we need answers.”

Others in Seagate have said that “Logan has paid hush money to other guild adventurers to keep things on the quiet”. But Logan's House Wizard said this was not the case. The guild reps did confirm that they were looking into what they describe as “some guild members not following

the instruction of their party leaders and leading the party and guild into disrepute". The Chancellor of Duke Leto's court said that the Duke is not aware of any problems involving Logan and the Lunar Empire, and he "expects it to remain that way, eh" as the stories are untrue.

While working at the new guild estate in Lunar City within the Lunar Empire, we discovered some interesting facts. The rich and powerful merchants that were getting the estate ready for use by guild members informed us about some of Logan's activities in the Empire. It seems that Logan the Enchanter, who is also a upstanding guild member held in high regard, has been granted by the Emperor a charter which gives his house a monopoly on Greater Enchantments within the Lunar Empire.

As you would expect the small townhouse we expected to find Logan living in is in fact a large palace, worth millions. Following up on this we understand that Logan has been making friends in high places with extensive partying, and making enemies also. Some of the merchants also talked about a faction of Senators who have expressed concern about Logan's influence within the city. It is clear that this will not be the last we hear about Logan or his wild parties in Lunar City. We also understand that Logan is heavily involved in betting on the Guild members at the up coming Winter Games, and rumour has it he has placed a bet of around 1,200,000sp.

Actions of the Guild raise a few Eyebrows

Rumours started circulating in Seagate about three weeks ago saying that the Guild has paid a huge bribe to the Duke Leto in the form of over five tons of silver. When we investigated, the Duke's Chancellor said this was not the case at all. He mentioned that the Duke has agreed to safeguard some of the money that was exchanged by the guild for smaller easier to move coins. He said he was not aware of the size of the exchange.

When we talked to the Merchants' Guild in Seagate they denied everything. Later on when I talked to an un-named source within the Seagate Merchants Guild, we found out, and have since confirmed, that they have changed more that 5 tons of silver into other precious metals for the Seagate Guild of Adventurers, and that the huge sum of silver is being kept safely at Castle Chilton. We took this news to the Duke's Chancellor.

He said that after talking to people the Duke has been concerned about problems with the Seagate Adventurers Guild not paying taxes over the last six months, and that he expected this was all it was. The Guild Council said that the money of members was perfectly safe, and that the guild members can redeem their funds with the guild at any point.

Elves in Seagate over Games

A group of high Elves have been visiting Seagate. They spent a reasonable amount of time and effort viewing guild members. They made no secret of the fact they where in Seagate reviewing people for the Lunar Winter Games. They talked to locals about who are the prominent guild members and who the Guild is likely to send to the Lunar Winter Games. Locals where happy with the amount of money they spent in Seagate and the Elves reportedly behaved themselves when visiting Seagate. A prominent and high society member Lady Isil Eth has told the SGT that they enjoyed their stay. Some merchants speculated that some of the Elves are involved with Logan and Duke Leto in a betting cartel.

Guild Council to bet the farm?

Ozbert Pennywise has strenuously denied rumours that he authorised substantial Guild assets to be liquidated in preparation to finance a risky scheme to place bets on Guild teams in the Lunar Empire's Winter Games. "That would be a grossly irresponsible mis-use of the Duk- I mean, the Guilds resources and I, for one, could never conscience such a rash and harebrained scheme. These funds have been released in preparation to complete a thorough audit due before the accounts are settled for the year." However rumours have persisted that the Guild Council is organising to wager several million silver pennies on the abilities of members bound for the Empire. Seasoned observers of the arena sports already rate the three teams highly - sight unseen, based on the reputations and attendance in previous years so any punter will have to place their bets carefully to anticipate a good return. An anonymous comment from a highly placed Guild Official stated that "The Guild council and the Duke are on excellent terms and there is no question that Duke's entitlements are at risk. And if they happen to be working for the guild in the meantime..."

Kit:

"I have occasionally been known to take magical risks."

Mortimer:

"No Shit?!"



Everin:

“Ahhh my merest presence is offensive... that's ok then.”

Sanctuary Making an Appearance at the Games

Prince “Kitty Cat” Kadakithis has confirmed that he is taking a team of “Ranke's finest” to the Winter Games and anticipates that they will provide an challenge to the Guild's entries. He has stressed that he sees the event as an opportunity to strengthen ancient ties between the Lunar Empire and the “armpit of Ranke”, but while the arena contests will provide an amusing diversion from the rigours of statecraft he expects that even the Guild's stalwarts will take notice. While the team has yet to completely fixed, it is known to be made up of a number of members of the most well-respected gladiatorial school in Sanctuary and to also include Razkuli, one of the Princes personal guard.

The Hellhound has been heard to loudly exclaim that he relishes the opportunity to face Guild members on the sands. “It'll be a pleasure to see those sulking Guild rats in daylight for a change. And if I get the chance to beat the daylights out of them, all the better!” While it's unclear that he understands exactly which Guild he was referring to, any adventurer of an inquisitive cast is encouraged to sign up and seek the opportunity to ask him personally.



The 'New' Brastor Military

Reorganisation by the Alliance High Command

The War against the Dark Circle has shown that the Brastorian Military was in need of a reorganisation and the Carzalan High Command in conjunction with the Marshal of Brastor have created a new structure for the Brastor Army under the new Count of Brastor, Byron Dumbarton.

The County of Brastor's 'New Model Army' has replaced what was known as the Castellan Borderers and was designed in response to the need for a more permanent armed force in Brastor. Frontier Counties such as Brastor encounter more than their fair share of raiders, nomads and bandits. The war against the Dark Circle has fallen heavily on Brastor with the loss of over half its populace either as civilian casualties or as fighters, fighting to rid Brastor of the Dark Circle.

As of Autumn 806 the majority of the current units are significantly under-strength and when the units reform and are 'coloured' in Brastor, over the next few seasons, volunteers will be called for by recruiters. Transfers from other Carzalan units will be made and encouraged in order to rebuild these battered units and incentives will be offered (especially for officers) by the Brastorian leaders. The old 'Castellan Borderers' structure of eight independent Regiments has been changed and amalgamated into an 'New Model' Army better equipped to fight the battles and wars that we face today.

The 'new Model' County of Brastor Army has been split into fourteen Regiments in three organisational Brigades, with the 'Brastor Borderers' becoming a separate Regiment in its own right (reflective of past glories and unit history) and a Corps of Engineers.

Brastor will have three types of troops:

1. Active duty troops who serve for 2, 3, 5, 10 or 20 years service with benefits accruing and increasing with time served. These would represent some 30% of army strength.
2. Reserve grade troops. These are 'retired' troopers who served their term out or were mustered out when the time of crisis passed. These are generally well trained and experienced troops who will have their own arms (not armour necessarily) for use. These 'Reservists' train with the army for 4 weeks a year and are paid for their time. The army keeps good records of who lives where and what sort of troopers they were. These would represent some 10% of army strength.
3. Special Reserves. This includes Seagate Adventurers Guild members. These represent a special class as detailed herein.

4. The Militia/Auxiliaries. These troops are generically Light Infantry, but could be made into Medium Infantry given the right equipment and training. This Militia is called up to serve two months per year and receives basic training with the Reserve and Active duty troops. This troop type represents some 50-70% of army strength.

With the recent levels of fighting across Carzala the Carzalan High Command has decided to award troops land in Brastor as additional bonus for their past service and so when the majority of the fighting ceases they will award swathes of land to formations. This will mean fewer burdens on the treasury, less worry about finding people to work the land and a safer environment with all those old troops being there.

Example: The Brastor Pike Regiment which fought so bravely a rear guard action against Rashak's forces during the breakout had its 300 men awarded land just to the South of Tobintown which equates to some forty acres each - officers get a bit more. The land went to the remaining man and surviving widows/widowers/family of the fallen.

Old troopers are placed in a 'Reserve' until they are past fighting age (50 years). Reserve troops can be recalled for service in times of war, and rejoin their old units (if required and capable).

The three Brigades and the Borderers have troops amounting to:

- 3,050 active duty (35%)
- 2,150 Reservists (25%)
- 3,500 Militia (40%)

These combine for a peak wartime total field army of 8,700 men and women.

There should be roughly 50-250 men per company of troops, lower if cavalry and higher if infantry.

The existing sections titled 'Activities', 'Recognition', 'Promotion', 'Retirement' and 'Training' will remain the same until the General Staff gets sufficient time to review and revise.

1st Brigade (The Brastor Guards)

Commanded by the Colonel in Chief of the Regiments, the Count of Brastor - Byron Dumbarton. This is the smallest Brastorian Brigade, consisting of only a single Infantry Battalion from the "Counts Halberdiers" and one cavalry Squadron from the "Counts Own Horse Guards. Nevertheless it is the most visible due to its presence in and around the Brastorian nobility whom it is charged to defend.

2nd Brigade (The Heavy Brigade)

Commanded by General Daryk Strong (ex commander of the Carzalan forces in the Brastor area), the 1st Brigade comprises infantry Battalions from the "Brastor Pikes" and "Hugler's Heavies", and cavalry Squadrons from the "Shields of EastMarch" and "Brastor Hobilars". In addition a Company from the "Brastor Corps of Engineers" is attached, and in times of war the 1st Brigade is joined Battalions from the "1st Brastor Militia".

3rd Brigade (The Light Brigade)

Commanded by General Connor McIntyre, the 2nd Brigade comprises infantry Battalions from "Fulham's Foot", "Pardeau Bowmen", and "Highland Axes", as well as cavalry Squadrons

Brastor Army and the Seagate Adventurers Guild

The Brastor Army will continue to maintain a mutual training agreement whereby members of the Adventurers Guild of Carzala may enlist more easily. To join the Brastor Army, members of the Adventurers Guild must apply to one of the recruiting officers in Castle Brastor, Tobintown or Seagate. Please note that any current or 'Reservist' member of the Brastor Army may be called up for service in Brastor in case of state emergency.

Guild members constitute a 'Special Reserves' class of recruits and have their terms of service amended as well as being placed in a regiment best suited to their Skills, Temperament & Talents upon completion of their training. Guild members that join the Brastor Army are required to perform at least one month's duty per calendar year once their initial training duty of three months has been completed. Dispensation is given to guild members to travel to and from Seagate in that time (for guild meetings, etc).

A first tour of duty must be performed in one of the Militia Regiments, unless a score of 40+ on the entry requirements is attained. A recruit will be accepted into the regular regiments as detailed below.

Once committed to a regular formation (outside of the initial three months training), a transfer to another unit must be applied for and agreed to by the Commanders of both units. Other matters of discipline regarding guild members serving in the Brastor Army, whether whilst on a tour of duty or regarding dealings with the Brastor Army when not on a tour come under the jurisdiction of military law.

Persons who are commissioned officers are expected to provide their own horse regardless of what regiment they are with, and pay a month's wages per year towards the upkeep of their battle, parade and dress uniforms. Also, to maintain a higher degree of unity and discipline in the officer ranks, such persons must perform at least three months duty per calendar year.

from "Dubresky's Light Cavalry", the "Brastor Hussars", and the "Brastor Rangers". In addition a Company from the "Brastor Corps of Engineers" is attached, and in times of war the 2nd Brigade is joined Battalions from the "2nd Brastor Militia".

Infantry Regiments

Counts Halberdiers

The Operational Strength of this Heavy Infantry Regiment will be 150 but in time of war will be supplemented by a call up of reserves to a full strength of 250.

Commander: Colonel in Chief, the Count of Brastor - Byron Dumbarton

Other Notables: Captain Christian Goudy, Lieutenant Gregory Wells, Lieutenant Aracely Cooley, Sergeant Elton Tschumakov, Sergeant Hank Affleck

Based (barracks in): Castle Brastor

Motto: "Paratus et Fidelis", ("Prepared and Loyal")

Armour/Weapons/Skills: Halberd 4+, Rapier 4+,

Approval of the Count, own Plate Armour

Kit:

"We need to be careful not to overload the [magical] boats by putting too many people in them".

Tari:

"Is Everin too many people?"



Pardeau Bowmen

History/Notes: This Company was formed to be the Guards for the new Count of Brastor and provides the personal guard for him and his family in Castle Brastor. - Lt Goudy is a long time family friend to the Dumbarton family and was present when the old Castellan 'Istus Dumbarton' passed away.

The Brastor Pikes

The Operational Strength of this Heavy Infantry Regiment will be 400, but in time of war will be supplemented by a reserve battalion up to a full strength of 600 troops.

Commander: Colonel Lyndon Smyth
 Other Notables: Captain Arminius Fitzgerald, Captain Alexi Gaudecker, Lieutenant Dexter Davenport, Sergeant Silas Falkenhayn, Sergeant Isabella Felton, Sergeant

Devon Ely
 Based (barracks in): Castle Brastor
 Motto: "Pugnamus Finitum", ("We Fight to the Finish")
 Armour/Weapons/Skills: Pike 4+, Rapier 4+, own Plate Armour;
 History/Notes: This regiment is the central strength of any Brastorian field army due to its strength, skill and repute under arms. Col Lyndon Smyth has commanded this regiment for several years taking it from a sluggish formation to one of good order and renown.

Hugler's Heavies

The Operational Strength of this Heavy Infantry Regiment will be 400 but in time of war will be supplemented by a reserve battalion up to a full strength of 600 troops.

Commander: Colonel Gerald Hugler
 Other Notables: Captain Cecile Hope, Captain Moshe Courtenay, Lieutenant Porfirio Ballard, Sergeant Irwin Van Aerden, Sergeant Augustine Dirk, Sergeant Cliff Miles
 Based (barracks in): Hugler's Ferry
 Motto: "Nunquam Cede", ("Never Yield")
 Armour/Weapons/Skills: Broadsword or Hand&1/2 4+, Pike 1+ and Shield 1+, own Plate Armour;
 History/Notes: This notable unit was formed some 70 years ago and was originally the Militia for Hugler's Ferry but evolved over the last 30 years into a permanent heavy formation with a distinguished record fighting around Brastor.

Fulham's Foot

The Operational Strength of this Light Infantry Regiment will be 200 but in time of war will be supplemented by Militia up to a full strength of 400. The nickname for this unit is 'The Lavenders'.

Commander: Colonel Lavinia Fulham
 Other Notables: Captain Juan Gilly, Lieutenant Florencio Dunipace, Lieutenant Damion Zuchristan, Lieutenant Mordrin, Sergeant Erwin Jones, Sergeant Michael Carrick, Sergeant Bronwyn Murray, Sergeant Krum Belden, Sergeant Markus Bromley,
 Based (barracks in): Lewiston
 Motto: "Nec Aspera Terrant", ("Difficulties Do Not Daunt")

Armour/Weapons/Skills: Ranger 2+, Estoc or Spear 2+;
 History/Notes: This new regiment has been raised in honour of the Fulham's foot company that fought so well throughout the war and especially in the Battle of Carlston's switch. The Lieutenant in charge of the company has been promoted to command this regiment.

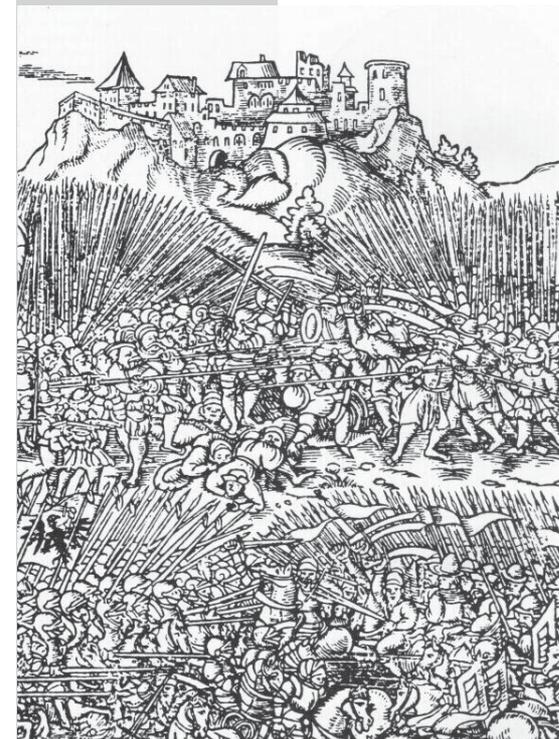
Pardeau Bowmen

The Operational Strength of this Light Missile Infantry Regiment will be 200 but in time of war will be supplemented by reserves to a full strength of 600.
 Commander: Colonel Jean Beakley
 Other Notables: Captain Davis Fotherby, Lieutenant Amie Sutphen, Lieutenant Lazaro Corkin, Sergeant Ola Jakowlew
 Based (barracks in): Tobintown
 Motto: "Sua Tela Tonant", ("Their weapons are thunderbolts")
 Armour/Weapons/Skills: Bow 2+, Shield 0+

The Highland Axes

The Operational Strength of this Medium Infantry Regiment will be 300 but in time of war will be supplemented by a call up of reserves to a full strength of 700. This Regiment will consist of two battalions of medium Infantry, one being the Highlanders and the other being the Axes.
 Commander: Colonel Nyall Baluvelt
 Other Notables: Captain Kyle Beers, Captain Bryan Girvan, Lieutenant Donn Acton, Lieutenant Hee Drake, Lieutenant Vid Barnum, Sergeant Dannie Lind, Sergeant Mack Kirkaldy, Sergeant Harlan Bucher
 Based (barracks in): The South Lending
 Motto: "Inimicus Inimico", ("Hostile To The Enemy")
 Armour/Weapons/Skills: Axe 1+ or Ranger 1+

The Brastor Pikes



1st Brastor Militia Regiment

This Regiment consists of three Battalions of Militia with a combined Operational Strength (during peacetime and battle ready fully maintained) of 150 and wartime Strength of 1800. This Regiment is unusual as the 150 permanent troops are mainly officers, command and support staff.

Commander: Colonel Lewellan Hales

Other Notables: Captain Alex von Liebstrau, Lieutenant Carmelina Beauvais, Lieutenant Madawg Moxley, Sergeant Cadman Foote, Sergeant Noden Thwaytes

Based (barracks in): Tobintown, South Lending, Westgate

Motto: "Spem Reduxit", ("Hope Restored")

Armour/Weapons/Skills: Any

2nd Brastor Militia Regiment

This Regiment consists of 3 Battalions of Militia with a combined Operational Strength (during peacetime and battle ready fully maintained) of 150 and wartime Strength of 1800. This Regiment is unusual as the 150 permanent troops are mainly officers, command and support staff.

Commander: Colonel Garnock Meinhoef

Other Notables: Captain Yohann de Rovnic, Lieutenant Beven Caynstein, Lieutenant Lennard Williamson, Sergeant Gerald Bede, Sergeant Wilfredo Kemys

Based (barracks in): Charity, Brastor Landing, Emmitsburg

Motto: "Non Nobis Sed Patriae", ("Not Ourselves But For Our Country")

Armour/Weapons/Skills: Any

Cavalry Regiments

Counts Own Horse Guards

The Operational Strength of this Heavy Cavalry Regiment will be 150 but in time of war will be supplemented by a call up of reserves to a full strength of 250.

Commander: Colonel in Chief, the Count of Brastor - Byron Dumbarton

Other Notables: Captain Marius Bauer, Lieutenant Willy von Reuter, Lieutenant Jewell Wingfield, Sergeant Boyd Van Ornum, Sergeant Beau Beauvais

Based (barracks in): Brastor Landing

Motto: "Decus et Praesidium" ("An Honour and a Guard")

Armour/Weapons/Skills: Horsemanship 4+, Lance 4+,

Approval of the Count, Plate Armour & Warhorse

History/Notes: This Squadron was formed from what were the old Ducal Lance Guards and a number of other lesser units to be the Horse Guards for the New Count of Brastor.

Dubresky's Light Cavalry

The Operational Strength of this Light Cavalry Regiment will be 200 but in time of war will be supplemented by a call up of reserves to a full strength of 300.

Commander: Colonel Robert Dubresky

Other Notables: Captain Faustino Beaufort, Lieutenant Gwern Hacker, Sergeant Wadu Tenbrook, Sergeant Thad Linton, Sergeant Jerald Gihon

Based (barracks in): Lewiston

Motto: "Celler et Audax", ("Swift and Bold")

Armour/Weapons/Skills: Horsemanship 4+, Sabre or Spear 1+, own horse;

History/Notes: Captain Dubresky is a career cavalry officer, brilliant horseman and fighter with the highest casualty ratio and the highest body count of the army. Perhaps the only officer the 'undead' actively avoid.

Shields of EastMarch

The Operational Strength of this Heavy Cavalry Regiment will be 100 but in time of war will be supplemented by a call up of reserves to a full strength of 150.

Commander: Colonel Chase Kirk

Other Notables: Captain Jacque Kincade, Lieutenant Bevan Belden, Sergeant Eddy Scudmore, Sergeant Paris Drake

Based (barracks in): Emmitsburg

Motto: "Praesto et Persto", ("To Stand Out and to Stand Firm")

Armour/Weapons/Skills: Horsemanship 4+, Sabre 3+,

Approval of the Count, own Heavy Warhorse

Brastor Hobilars

The Operational Strength of this Medium Cavalry Regiment is 100 men but in times of war this will be supplemented by a call up of reserves to a full strength of 150.

Commander: Colonel Leslee Wulf

Other Notables: Captain Elliot Claget, Lieutenant Antonio Weyland, Sergeant Sommer Barryn, Sergeant Phillip Schneider

Based (barracks in): Charity

Motto: "Firme et Fideli", ("Steadfast and Faithfully")

Armour/Weapons/Skills: Horsemanship 3+, Bow 1+,

Ranger 0+, own Horse

Brastor Hussars

The Operational Strength of this Light Cavalry Regiment will be 100 but in time of war will be supplemented by a call up of reserves to a full strength of 150.

Commander: Colonel Mel Pomeroy

Pent:

"Father Broc, is your family estate very near to the lunatic asylum?"



Gerrad (during a fight):

“This isn't friendly.”

Other Notables: Captain Pierre Keese, Lieutenant Dalton Barculo, Sergeant Danial Spelman
Based (barracks in): Westgate
Motto: "Inter Pericula Intrepidi", ("Fearless In the Face of Danger")
Armour/Weapons/Skills: Light armour, Lance/Sabre/Estoc. Horsemanship 2+, own horse
History/Notes: These troops represent the more flamboyant troops from noble families who are to adverse to risk and adventure.

Brastor Rangers

The Operational Strength of this Medium Cavalry Regiment will be 100 but in time of war will be supplemented by a call up of reserves to a full strength of 150.

Commander: Colonel Guy Ricard
Other Notables: Captain Rusty Nefis, Lieutenant Gene Thurston, Sergeant Kurtis Daw
Based (barracks in): Westgate
Motto: "Quo Fas Et Gloria Ducunt", ("Where Right and Glory Lead")
Armour/Weapons/Skills: Horsemanship 3+, Ranger 1+, own horse, Bow 1+, Sword 1+

Brastor Corps of Engineers

The Operational Strength of this Corps of Engineers will be 50 but in time of war will be supplemented by reserves up to a full strength of 2-400. The Corps is seldom fielded in units larger than a Company and lends troops to both the 1st and 2nd Brigades.

Commander: Captain-of-Engineers Alan Boscowen
Other Notables: Captain Bryant Bannister, Lieutenant Calder Wickham, Lieutenant Myles Brand, Sergeant Peter Fleming, Sergeant Letha Durham, Sergeant Llwyr Halsey
Based (barracks in): Emmitsburg
Motto: "Laboramus Sustinere", ("We Work to Assist")
Armour/Weapons/Skills: Practical Artisan or Mechanic skills 1+ for Troopers, Mechanic 2+ for officers
Notes: This corps has several companies of note.

- 1st Company, "The Fordsmen", the motto of this company is "Per Mare Per Terram" ("By water, by land")
- 2nd Company, "The Mallets", the motto of this company is "Malleis Milito" ("I soldier with a hammer")
- 3rd Company, "The Oaks", the motto of this company is "Sicut Quercus" ("As the Oak")
- 4th Company, "The Light-bearers", the motto of this company is "Constructio et Destructio" ("Construction and Destruction").

Independent Regiment - the Brastor Borderers
The Operational Strength of this Regiment will be 300 but in time of War will be supplemented by a call up of Ex Borderers to a full strength of 400.

Commander: Colonel Cyrus Wischard
Other Notables: Captain Tor Dunham, Captain, Lieutenant Billy Randel, Lieutenant Wilmer Shaw, Sergeant Chance Huntley, Sergeant Claudio Hadrian, Sergeant Kynlas Wickliff
Based (barracks in): The South Lending, Tobintown
Motto: "Qui desiderat pacem, praeparet bellum" or "Let him who wishes for peace prepare for war"
Armour/Weapons/Skills: Ranger 4+, Bow 4+, 4 other weapons 4+, Horsemanship 4+, another 2 skills at 4+, Stealth 4+, WP 18+

The Borderers have lesser encampments that are occasionally used beside Lake Cordon, Chapel Crossing, Pardeau Crossing and the South Downs.
The Borderers have been led by a number of significant figures over the years with such notables as General Georg Rogers and the now Baroness of Greenwood - Lady Jennifer Drury counted amongst the leaders of this famous Regiment.

The Brastor Borderers Regiment is split into 4 squadrons of 64 men which are further divided into 4 Troops of 16 men, and finally into 4 'Lances' of 4 men each.

The Training regime for the Borderers has changed with the course of the war and the Regiment has become elite regiment for scouting, path-finding and small unit tactics in the Brastorian forces and the selection criteria for the borderers has been substantially changed to the extent that troopers in the borderers would be Sergeants or better in other units due to their skills, abilities and reputation. The Borderers (from Winter 807) only take proven warriors and troops from within the WK forces who have proven themselves and come highly recommended. Those who actively seek to be recruited into the Borderers will be subjected to a selection process which sees 80% of applicant fail and/or be returned to units whence they came. There are to be two intakes a year whatever the weather that makes the selection process even more gruelling.



The only way to fly...

The Adventurer's Guide

Tips for success

Always remember to pack your Namer - a REAL Namer that is... Namers who can't banish or dispel don't count.

Teleportation spells can help you avoid so much trouble, especially when used in conjunction with skin change pelts.

If you need to make a guard fall over, it's remarkably useful if you have an illusionist who can make it look as if he's still there.

Or make it look as if you're not there - those illusionary terrain spells are so convenient for campsites.

Camping out on a cloud isn't bad either... You don't leave tracks up there, and there certainly aren't any vermin (unless you brought them with you). Just remember to tie anything to you that you don't want to drop a few thousand feet...

Of course, there are things you might WANT to drop... Now don't go giving me naughty ideas.

When up against merchants, hurt them through their pockets - removing valuable assets hits them hardest.

There are times when fire-running is LESS conspicuous than flying... And decidedly warmer.

What might seem a strong point to the enemy might in fact be a weak point - thus a guard post becomes a means of ingress.

We highly recommend the newest version of the standard detect aura question which is: "Magically trapped, warded, cursed or ALARMED?"

If the door is trapped, warded or whatever... Then why not go through the wall? There are many and varied uses for weapons enchanted to make no sound.

Avoiding collateral damage is conducive to avoiding detection - always a good thing.

The only flaw with scry shields is they don't stop scrying once you get INSIDE the scry shield - otherwise they're a pain in the posterior!

How to Tell if the Combat is Big

Many adventurers have a large bandolier of potions, wierd crystals and other funky things they are saving for 'a really big combat'. Some adventures have trouble realising when the big combat has come and so hoard their items despite the desperate screams of their companions.

So, here are a few tell-tale signs that the upcoming battle justifies the use of a rare one-use item or nine.

- Are you outnumbered by an order of magnitude?
- Are there more elementals than party members?
- Are there more more demons than party members?
- Does the first rank look like they have more special things than you?
- Does the front rank look like they have more special abilities than Sabrina?
- Are there more mages of one college than the party?
- Does the enemy have siege weapons?
- Titans?
- Dragons?
- Are you fighting in an otherwise inhospitable area?
- Are you surrounded (what some call a target rich environment)?
- Is half the party already dead?
- Or on the other side?
- Is there an argument over who'll get nominated for Star of Allusia?

For each condition that applies the combat is probably big enough for you to definitely consider using up an item for.

Magical realm requires Queen

Ever wanted to be queen of your own Kingdom? Do you have what it takes to rule thousands of people basking in their adulation?

If so please contact Dramus c/o the Guild. Elves and Fae creatures only need apply.



Serra:

"Part of it is breeding, part of it is training."

Drum:

"And you have no breeding and they have no training."

For Sale

Due to an extended refit the Voidcruiser Hull of "This Space for Rent" is available for purchase on easy terms. Hull is guaranteed completely seaworthy and/or modifiable for flying conversion.



Contact the Swords Worlds' embassy in Tycho for further details.

Wanted to Buy

Good prices paid for magical ingredients, or exchange for Gut Busters — wide range of flavours available — amulets or other minor items. Particularly sought are fangs from enchanted repiles (hydra, wyverns, dragons, etc), primary flight feathers from enchanted avians (pegasi, gryphons, rocs, etc) — extra paid for phoenix feathers — and the tentacle tips of giant squids or kraken.

Please contact Mortimer Graves c/o Mortimer's Emporium or the Guild.



Answers to Last Issue's Puzzles:

Davy Joneses' Lockers:

- Duke of Ranke, 568, hit reef, 6 chests
- Grey Gryphon, 618, fire, 3 chests
- Lady Ida, 634, holed, 1 chest
- Luckstone, 726, storm, 8 chests
- Marie MacDonald, 648, pirates, 5 chests

Riddles:

- First: teapot
- Second: dozens
- Third: footsteps
- Fourth: limbo
- Fifth: darkness

Starflower's Bestiary

On the Centrality of Centaurs

Having freed two centaurs from the indignity of slavery this season, I feel it is time to enlighten guild members regarding this proud and ancient race.

The centaur resembles a fusion of the body of a noble horse with the torso of a humanoid, most often human, but occasionally elfin in appearance. An orc-like sub-species is rumoured to exist, but I have never seen one, and I think it unlikely. The lower half is fully equine, covered in hide, and has the variation one normally sees in horses, with a tendency to the heavier types. The colour of the hide differs as does the hide of horses; grey, chestnut, bay, black, even roan and palamino have all been seen. Generally the skin tone of the humanoid torso will match that of the equine body, and the hair colour is similar to that of the hide. The hide provides the same level of protection to the horse body as does that of a horse, and it is not unknown for centaurs to wear armour on the torso, sometimes extending to provide additional cover for the body.

Centaurs fight with weapons and hooves together, much as a human on horseback will fight with a warhorse. Their weapons of choice are therefore generally those that suit cavalry units - bows, lances, spears and longswords. Typically, a centaur warrior will be a fine archer, highly skilled with the spear or sword, and well able to use the hooves. Never consider a centaur to be unarmed. Those hooves are as much weapons as those of a warhorse, and they can trample just as effectively. Moreover, the centaur is smarter than a horse, more skilled, and more able to know where to kick so it hurts.

defending their territory or protecting wildlife and the forest.

Of course, none of this applies if the centaurs are intoxicated. Alcohol and the centaur metabolism do not mix, and they become rowdy, nasty and violent when drunk. I am well aware that some adventurers consider alcohol to be a necessary part of a successful negotiation. Believe you me, with centaurs, alcohol is the very last thing you want in the combination. Oh, and while I'm on the subject, never ever ask a centaur for a ride unless you really want to be offensive. If the centaur offers, and in an emergency a centaur might, then you should accept, because to do otherwise would be not only rude, but extremely ungrateful.

Most centaur tribes live in temperate forests, although some make their homes in grasslands. Grassland centaurs are often nomadic, erecting tents of skins to protect themselves from the elements. In forests they will usually create a settlement in a hidden glade with a good water supply and good hunting. Depending on the climate, they may erect shelters for protection from inclement weather, which are generally constructed of stone and deadwood. Centaurs are not usually farmers, but they do create gardens in their settlements to grow herbs and other useful plants. Centaurs are often excellent rangers, and experts in the culinary and medicinal uses of plants. They also use their ranger skills to protect their settlements, creating barriers of thorns, pit traps, and other snares.

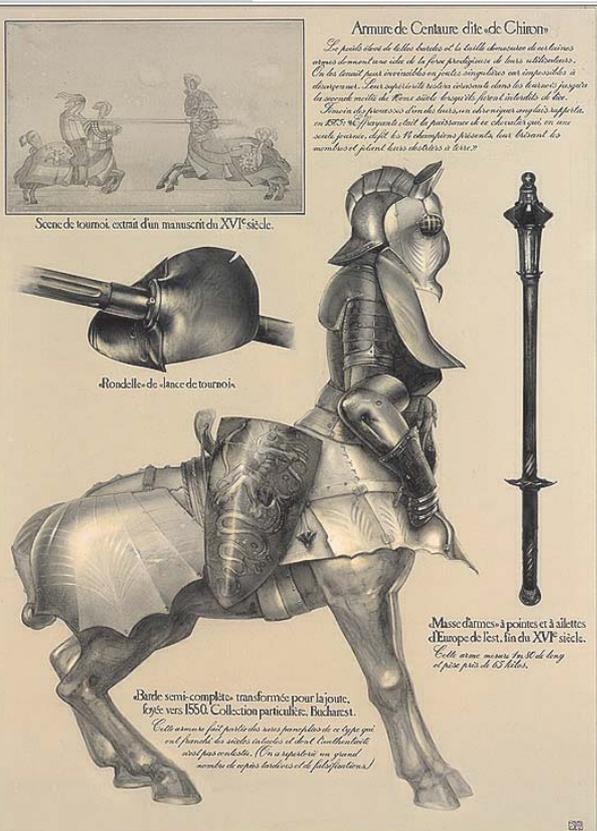
Centaurs are essentially omnivorous, their diet consisting of game, fish and both cultivated and gathered plants. The males hunt, while the females raise plants and their young. They do prefer to cook their food, building stone hearths safely away from the forest.

Should you encounter centaurs, have your elves do the talking. Centaurs generally respect elves as fellow guardians of nature. They tolerate humans, dwarves and halflings as long as they refrain from being destructive. Orcs are not liked, being seen as despoilers and tree-killers. As long as you respect them and their environment, your encounter with centaurs should be mutually beneficial. Just remember... don't ever get a centaur drunk!

That said, under most circumstances it is more likely that a guild party would find themselves fighting alongside centaurs than against them. If you do find yourself pitted against centaurs, it may be time to question exactly which side you should be on, because as a rule, the centaurs will have the right of it. They are an ancient race, noted for their wisdom, their skill in divining the future, and their aptitude for the healing arts. If you can, call for a cessation of hostilities, and attempt to negotiate a peace. At least, talk to the centaurs. Almost certainly they will have good reasons for what they are doing, most likely to do with



Centaur Armour



Centaur with lyre



The Puzzle Column

The Royal Summer Games

In the Royal Summer Games of the Solar Kingdom of Nab-Kazoo, five famous gladiators fought five mighty monsters, each with their choice of weapons. Can you match each gladiator with the monster faced and the weapons used, in their order of appearance?

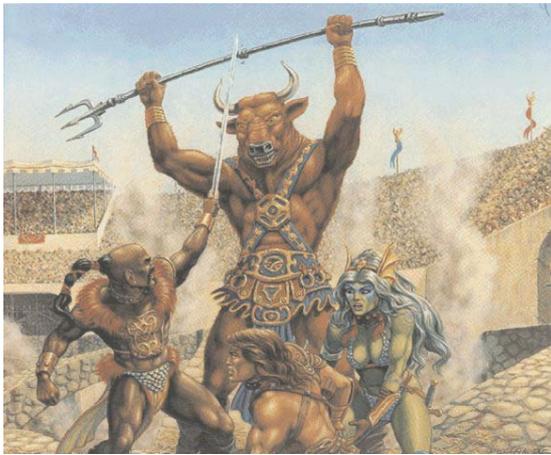
- Tympanus fought the Manticore later in the programme than the appearance of Silex. The latter did not fight with twin tulwars.
- The Minotaur was not up second, and it did not combat Stella Flora.
- The battleaxe and buckler were used in the fourth combat.
- The gorgon was confronted with trident and net in the event immediately preceding the one featuring Vepres fighting with short sword and shield.
- The man fighting the hydra in the third event did not use rapier and main-gauche.

Male Gladiators: Tympanus, Silex, Ornamentum.

Female Gladiators: Vepres, Stella Flora.

Monsters: Chimaera, Gorgon, Hydra, Manticore, Minotaur.

Weapons: Battleaxe and buckler, Rapier and main-gauche, Short sword and shield, Trident and Net, Twin tulwars.



Riddles

What force and strength cannot get through, I with a gentle touch can do. And many in the street would stand, were I not a friend at hand.

What am I?

I can sizzle like bacon,
I am made with an egg,
I have plenty of backbone, but lack a good leg,
I peel layers like onions, but still remain whole,
I can be long, like a flagpole, yet fit in a hole,
What am I?

Only one color, but not one size,
Stuck at the bottom, yet easily flies.
Present in sun, but not in rain,
Doing no harm, and feeling no pain.
What is it?

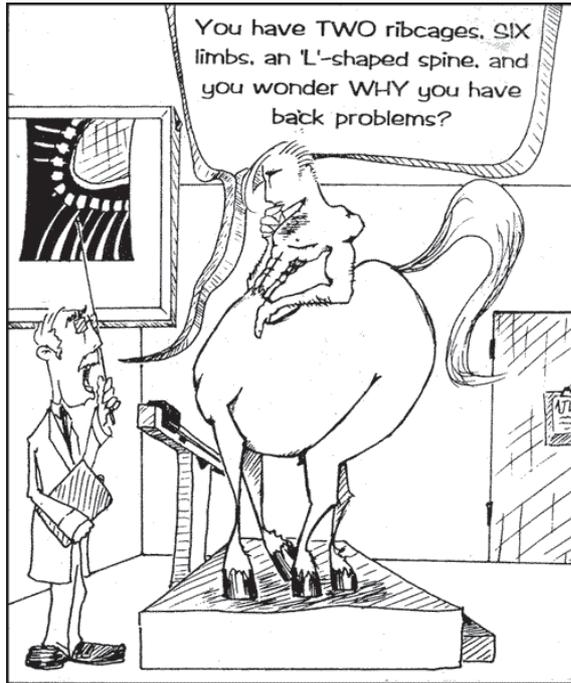
Get the Power of Fire and Light!

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.

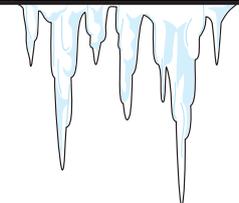
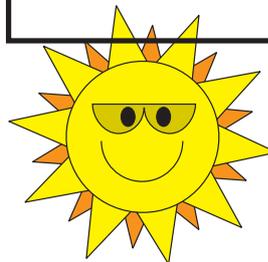


What's Hot

- Rock Hugging
- Renunciation of Pacts
- Illusionists
- Turning the enemy strong points into weak points
- Staying focused
- Achieving your objective and getting loot
- Salamanders
- Cloud transport
- Knight Defenders
- Using minor magic items creatively
- The Lunar Games

What's Not

- Slurpy Monsters
- Giant Cockroach Spit
- Illusionists
- Angry Obsessive Compusives
- Wandering off task
- Putting the gaining of loot before achieving objectives
- Slavers
- Shadow-wings
- Wild Elves
- Using major magic items destructively
- The Guild Council



The Rumour Mill

You heard it here first...

Oh, we have such a fine selection of juicy tidbits for you this season, ladies and gentlemen, and small furry entities from the nether planes. Is it the winter air coming on? The dark nights leading our thoughts downwards... To pants?

Which handsome young illusionist was seen dancing at the wedding ball of the Baron of Newcourt's daughter with an evil sorceress whom he had helped destroy some years back? A sorceress who is none other than the Baron's own sister!

Is it really true that one of the Guild parties out adventuring last session had to institute a rule that *pants are to be worn at all times*?

We hear that Air Lath supplies crackers, tea, and nice brandy while Air Aurora only supplied tea - albeit it from Starflower's magical teapot. We think someone needs to rethink their in-flight refreshments while cloud flying.

Oh, and we're told Kern has a secret pact with an Earth Power that requires him to release uncontrolled Earth Elementals all over Alusia. And he thinks this would be an uplifting experience...

And Axis is secretly an Evil Binder on a deep cover spy mission to steal the best of the E&E college.

Of course, Kilroy is the kingpin behind the apple and cider monopoly. His monopoly all hinges on the secret orchard in his basement.

Then Pent managed to backfire when making his snow cones - and plunged a large section of the Western Kingdom into endless winter.

Furthermore, Shoka, the man reknowned for few words and large weapons, and commander of the Engalgoons, has shown his yellow side! Did you notice how he was conveniently unable to join them when he sent them into almost certain death against Rashak?

It seems that, not satisfied with ultimate power in the Fastness, Clementine has been trying to subvert Shoka with her "Box of Joy" and thus gain control of Newhaven.

Which Master-ranked Weaponsmith has admitted to manufacturing "restraints for Hobbits"? And is there some terrible tie in with the five Hobbits found dead over the last two months in Seagate?

And lastly, but not in the least unlikely, rumours also abound that Wordsmith's trousers become highly agitated whenever Haann is around regardless of whether Haann is wearing pants or not.... Really!



Serra:

"You take your clothes off and throw them at them. They'll get the idea."

Wiccan Amulets for Sale

- Amulets of Luck
 - increase defence and magic resistance.
- Amulets of Jade
 - hold undead at bay.
- Amulets of Carbuncle
 - reduce damage from poison



Please contact Grizelda at the Guild.

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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Or check the dqwiki at:	
http://www.dragonquest.org.nz/dqwiki/index.php/Main_Page	