

SEAGATE

SUNSPORTTIMES

DUESDAY 1ST THAW, 806

5 SILVER PENNIES

SEAGATE GUILD EAT THIER OWN



HUNGRY FOR SUCCESS

In drive for power Guild members consume bodies of opponents in Lunar Games. All this in the vain hope of obtaining special abilities.

Full story inside.

FANTASY BREASTS

Does size matter if they are illusions? Who's been to those back room healers recently?

Page 3

DEMONS NOT EVIL

Special full page hard hitting investigation extra.

Page 4

LUNAR EMPIRE

The high cost of living. The even higher cost of dying. Two pages of Lunar Empire travel advice.

Page 8

DWARF POX

A large case of Dwarves is breaking out up and down the Western Kingdom

Page 7

AQUILAN EAGLE A CUCKOO? ELVES IN PANTY TWIST AFTER DROW GET BUTTS KICKED!!



Herzog Albrecht and Graf Spangler review the Academy's prototype War-Tubas

Pointed questions are being asked in Aquila about the mental state of the Duke. "Herzog" Albrecht (as he prefers to be styled) has announced a "bold and dramatic plan to expand and modernise the Aquilan military", partially in the wake of Dark Circle defeats and partially (so cynics believe) to silence critics who claim that he is an untutored and non-to-bright rustic sorely unequipped for the grueling demands of his new office.

While it is no surprise that talk of increasing the Aquilan military makes Aladar nervous, even amongst the Aquilan "hawks" who would normally be supporting such a militaristic plan there have been mutterings and discontent over winter in their frozen Schlosses. Cause for thier displeasure: Albrecht has commissioned Graf Spangler Hohenlohe-Bassenheim to be the premier architect of his shiny new military machine and has promised enormous financial backing for the project.

Graf Spangler is a senior member of those less than completely sane Mittlemarkhauptstadt mechanics: "Der

Maschine Aufbauakademie", and while he is indeed considered by many to be Aquila's leading engineer and a genius of incredible talent, others claim that he is a certifiable lunatic and are gravely concerned about the practicality of any designs arising from the project. Many fear a steady flow of Aquilan gold into the coffers of Graf Spangler and his associates for no useful result, and the Graf being an old friend of the Herzog's family (on his mother's side) adds an additional whiff of corruption to the air.

Anonymous sources at the Aquilan court have commented that Herzog Albrecht's plans bring to mind various colourful (and unbalanced) characters from his mother's family and have raised once again the persistent rumour that madness runs in that line. No doubt time will tell

Upheavals have also been reported within the Elven Kingdom. The recent Lunar games rekindled old hatreds when a number of Elven teams (The Wild Hunt and Eressea Wild Flowers) found themselves up against a Drow team. The assassination of a local senator who supported the Drow group as well as the disappearance of the Drow team itself have caused rifts between the more relaxed political group and those who are in favour of more affirmative action in regards to the Drow kingdoms.

This renewal of tensions arrives on top of the recent actions of an Ancient Elven army which has been heading towards Masada. Rumours that the Elves left without the approval of the High Council abound and many are asking why no-one else in the Empire is aware of this threat.

The involvement of The Wild Hunt in the recent recapture of Novadom has also split the Capital and tensions are high in case of retribution from the human lands after a number of unfortunate incidents that arose as a result of the Wild Hunt's expedition.

These events have left the Elven capitol in turmoil. noble Elves are leaving with their families, but Tecanna 'Tabitha' d'Elenassay, one of these recent arrivals, had nothing to say to the Seagate Sport Sun Times about the Elven political situation.

Welcome to our new Mittlemark Hauptstadt format Seagate Times

In keeping with new advances in magic, mechanics, and monetary wealth we are experimenting with a new format Seagate Times. It's leaner and easier to read, on either your pegasus or mole creature, but still packed full of great news, views and excitement.

SEAGATE SUN SPORT TRUTH TIMES

QUOTES

Dramus: "I think we should use our natural charm"

Cher: "We're all dead!"

Skye: "You're just trying to confuse me."

Mortimer: "I'm not trying very hard."

Jade: "I didn't think that being party leader meant that I'd have to think."

Starflower, after seeing a mist raining gold coins above the Tac Adventurer's Guild team: "That is so Tac-ky"

Eric to Boulder: "You can't stop Lizette from doing something stupid. It's her natural born right"

Hamish the Wican: "I'm jumping out the window now"...

[after jumping] "Which floor are we on again?"

Dramus: "What's the moral compass on lying to an Imp?"

Jade: "What's the moral compass on lying?"

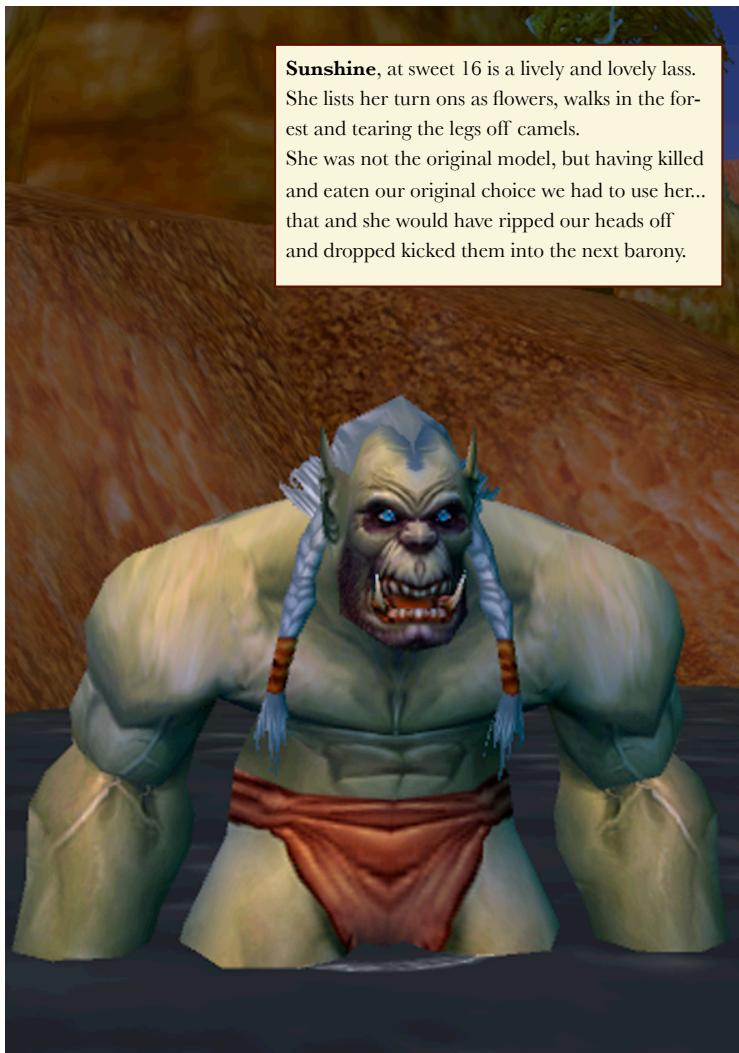
Tabitha: "What's a moral compass?"

Arkham, on going into close with a zombie and Uzi the Orc: "luckily I've got a filthy dirty zombie between you and me"

Perve! Perve! Perve!

Rub and stare at Uzi's patented balls, going cheap, and good for all your voyeuristic needs. Find Uzi Urksome at the Fight 'n Fuk, Guild Orc pits or disciplinary cells.

- Note that Crystals of Vision may be banned in some areas, and no responsibility is taken for incorrect usage.
- This ad was provided by Clancey and Tomas Advertising, and does not endorse this product.



Sunshine, at sweet 16 is a lively and lovely lass. She lists her turn ons as flowers, walks in the forest and tearing the legs off camels. She was not the original model, but having killed and eaten our original choice we had to use her... that and she would have ripped our heads off and dropped kicked them into the next barony.

NEW COWARDICE TRAINER SOUGHT FOR ENCHANTER COLLEGE

The compulsory cowardice course taught as an introduction to the Ensorcements and Enchantments college is temporarily unavailable. The previous head of the course, Mr. Wipplestein, felt the continued presence of the dark circle was just too much. He fled last week, and we have been unable to locate him anywhere in Cazarla. A new college professor is sought to cover the essentials of cowardice, and cowardly behaviour. All applicants should apply directly to the college Dean.

The Guild wants you!

Have you got what it takes to be a Smith? The Guild is hiring more security personnel, and is looking for people with the right skills and demeanour. Personality not required.

DEMONS NOT EVIL



ADVENTURERS ARE AT FAULT!!

In classic Seagate Truth investigative journalism style one of our intrepid reporters has gone undercover again. This time as a DEMON!! Here are select journal entries. The full story to come in the next action packed issue.

Day 5. I was surprised that within the first week I had three adventurers pacted to me and further promises of baby sacrifices.

Day 8. Today I pretended to bestow gifts and abilities on my willing minions. The look of pure greed in their eyes was frightening. I had them doing things like standing on their heads and barking like dogs and they were gagging for more. All this so I would grant them boons that would make them lucky in combat, or promise them demonic weapons. I had expected them to make cunning deals for wisdom or unlimited wealth, but no, their wishes revolve around banal instruments of death.

Day 11. My so-called followers are doing what they think will impress me. They embark on ever more ludicrous and loathsome acts. I never instructed them to do these things, this is what they want to do themselves, it takes no encouragement. The evil lengths they go to prove themselves is shocking.

Day 14. My two weeks undercover has shown me many things but most importantly, the demon's are not to blame, adventurers are the evil ones!!

DEMON SAYS NO DEMONS HERE SOCIETY TO JUST US DUCKS BLAME !!

Rumors of Demon sightings in Seagate are common, but are they all they are cracked up to be? The Seagate SST checks some of these out.

Apparently there have been sightings of a hideous creature from the nether planes down at the Old Seagate Docks, our brave reporters checked this out. The creature supposedly had three heads, each uglier than the last, was covered in an evil fur, had a stench that proved it to be from the depths of hell and at times spoke in a bestial language, with a silver tongue or quacked. Upon further investigation this appeared to actually be a local well known Sasquatch with a hobbit on one shoulder and a duck on the other. Although the trio did appear to smell terrible it was easily traceable to the unkempt nature of this creature. We put a few questions to the three known as Scab, Sabastian and Pancake.

continued on next page



I tried to reform, says anonymous demon prince, but adventurers and the church kept me trapped by preconceived stereotypes. It was hard to doing anything but be evil. I tried basket weaving, but got rumbled by some self appointed champions of good looking for some action and magic items. I told them they were just baskets, but they just couldnt look past the two heads and forked tail. I had to white fire half of them before they would go away. And they took my baskets!



Scab was surprised of the accusations, saying, "I'm a black mage, but I'm a harmless forest creature."

Sabastian, the most vocal of the three said "We're not the ducks your looking for."

The duck refused to comment.

HISTORIC PEACE BETWEEN ANGELS & DEMONS War between Powers has left Hell bankrupt!

ANGELS and demons have quietly entered into peace talks -- and if all goes well, a treaty normalizing relations could be signed within weeks!

That's the mindbending assertion of a leading theologian who has sources privy to the highstakes negotiations.

"Just a decade ago, a peace pact would have been unthinkable," says Mario Ongini.

"But in this era, we've seen many implacable foes, sit down at the bargaining table to settle their differences.

"Of course, this won't be a cakewalk. The two camps remain miles apart on many issues - and there's a lot of bad blood and distrust." It was reported that the Demonic Kings first extended the olive branch, sending Uriel the message, "Isn't it time to let bygones be bygones?"

"Hell has their back was against the wall," explains Ongini. "They're virtually bankrupt, due largely to corruption. The Evil Ones can't even afford to buy souls anymore. They simply doesn't have the money to fight the Light."

Ongini claims preliminary talks got underway six weeks ago between representatives of the two sides - with negotiators from the Rafelites sitting opposite Infernal agents.

"These meetings paved the way for bargaining sessions between heavenly seraphim and second-tier demons, in which key points of the peace plan have been hammered out," the theologian reveals. "Sources tell me next week is the

first 'sit-down' between the Archangel Michael and Asmoday"

"It's hard to picture them in the same room -- these guys personally detest each other."

Known as the Infernal King, Asmoday is one of Hell's most vicious demons -- infamous for violent possessions. But "only a hardliner" would have the credibility to forge peace, the expert observes.

The talks are being held on neutral ground, the Geneva headquarters of an atheist organization.

"The first session got off to a rocky start when an angel complained that a demon smelled like sulfur." Ongini says.

Both sides are expected to make huge concessions. Although details must still be worked out, here are some basic elements of the accord:

Demons will swear allegiance to the Powers of Light. In return, they will receive ranks and names.

Hell will be declared an "autonomous principality" of the Powers of Light. "It won't have full sovereignty, but they'll be able to make their own rules there," explains Ongini.

Demons will forgo possession of humans, although they'll still be allowed to chat with crazy people.

No more purchasing of souls.

Better lighting in Hell. "The grim lighting has been described as 'darkness visible,'" observes Ongini. "They'll also get indoor plumbing."

Demons will be allowed to date human females. Explains Ongini: "They've always lusted after our women -- the ban on such contact was another bone of contention."

Officials refuse to confirm the re-



*Former demon warlord rages at poverty in hell.
"I have to do balloon animals and horsey rides at kids parties to make ends meet"*

port, but an insider verified that the negotiations are at a "delicate stage" now.

"There's been a lot of haggling," reveals the insider. "Asmodays team keeps trying to sneak loopholes into the document while our side tries to catch them.

"This is truly a case where the Devil is in the details."

GUILD MANA BURNT OUT!

Members should be aware that the guild has become a low mana zone as a consequence of the large number of artifacts, that attendees of the Lunar Games returned with. Never has such a large quantity of power artefacts been bought onto guild grounds at any one time and they have drained the mana from the local area. Philosophers believe mana flows will rebalance in due course.

Guild Profiles: Gokolan Nuemenour

GOK AT A GLANCE

Fellow Guild members impressions and anecdotes of Gok.

- Embraced the vampirism within him, after the party had just been gifted a necessary illusion to disguise themselves, and loosing the disguise.
- Entered the Dark circle while a vampire and unsurprisingly turned on the party.
- Explained to a titan, whom was fighting against the dark circle, that he was a vampire. The Titan struck him dead.
- Tried to retrieve a Gabrielite sword while a vampire, and was struck dead.
- Explained to a sentient Sword of light that he had changed his ways, and was lying.
- Visited shrivers to have them remove his vampirism, and lost all his skills. Then threatened them with an army if they didn't pay a large debt they owed. The Shivers decided Gok should pay it for them.
- Upon receiving runes of doom started naming demons, trying to guess which one it was, and summoned one.

IN DEPTH INTERVIEW

Aurora Steelwind submits this candid interview with the *good* Elven were-vampire assassin Gokolan Nuemenour.

When and why did you join the Seagate adventurers Guild?

I am 450 – I came to the guild in 799AP by the Western reckoning. I had an, err, parting of ways with my Grove. The guild seemed a logical place to... resolve the dilemma which I was left.

I understand you are a Celestial Shadow Mage, what would you consider your specialities?

Actually I am a Celestial mage of all four disciplines. You could say I am primarily a warrior and I have specialised in the Shadow support and warrior, magic's.

Shadow blast magic's are crap and if you are starting out you would do well to avoid them.

What other areas/spell/weapons do you specialise in?

I am a Master Warrior and carry a Holy Sword. I am also somewhat adept at the... err... unmentionable arts such as spying among other things.

What do you do whilst not adventuring - any hobbies?

Hobbies? I am now and have always been totally devoted to destroying Undead and Demons.

[Ed. Have you looked in the mirror lately Gok?]

Please describe a highlight of your career so far. For example, defeating a dangerous foe, best death, best magical item/ability gained.

The recent events surrounding the seeking and destroying of the Rat Clan in Sanctuary on behalf of the Luna Empire Titans. We dispatched a number of demons back to hell, including one I *accidentally* released from a rune scroll which ended up hunting me personally.

Which places would you recommend visiting, and conversely, are there any places you would recommend avoiding.

Visit places with demons and undead and slay them. Avoid the sewers of Sanctuary.

Why are you still an adventurer and what motivates you to join, or form a party?

I will keep adventuring until I am sure I am safe at which point I will return to my Grove. I am motivated by the possibility of one day being awarded Smartest adventurer – when I am I know you will be seeing things my way and my work here will be done.

continued on next page

Guild Awards for Gok

	Nominated	Won
Smartest	0	0
Stupidest	7	2
Best Death	3	1
Bravest	1	0

Smartest

As Gok wants to win Smartest before he leaves the guild, he's going to be with us for some time.

Stupidest

(W) too many different acts to mention
(N)He dragged off an artifact, while it was draining him, instead of leaving it there, he then put it back where he found it.

(N) Grabbing an undivined sword
(W) Cain made a quick area of ash which could be useful to someone. Gok decided to get some of the ash by flying over the area and scraping some off. Decided to do one more pass and smacked into the area.

(N) For pestering a dragon.

(N) Interrogated someone whilst wearing dark wings and a charismatic aura. He also put a Ring of Darkness around a party member and his opponent blocking the rest of the party from assisting.

Best Death

(N)After being nearly drained by the artifact, he was hit by a TK rage. That killed him.

(N)When he was jumped at by a dire wolf, he struck it with a blessed glaive - and the wolf went into frenzy.

(W) Several times. It was suggested he rank Death as an ability

Bravest

(N)Trying to pick up and move the draining artifact, and not dying from the draining

I have to admit, with your reputation of being reckless, that I was rather nervous when I discovered that you were in this adventuring party. Do you consider this reputation to be justified?

This is almost completely unjustified. Some parties try to control my every move, however those in the know cooperate with me. I act without thought as is often imagined. Once things start I prefer to roll with the punches rather than play it safe.

And, what event would you consider to be the point at which you gained that reputation?

Whilst attached to a bunny adventurer by a rope I was flying around trying to collect Demon Ash. He got life drained when I *accidentally* flew too low.

[Ed. Gok is after all a good vampire]

Is it true that you were a vampire at some point? What happened for you to gain this ability and how did you subsequently lose it?

Yes I have been a vampire in several guises. I was eaten by a were-vampire wolf, and gained some terrible afflictions which made me easily sunburned, and gave me teeth, and a certain hypnotic attraction (incidentally on the same adventure I joined the Micheline's as a lay follower). Later I was killed by a Vampire and became a fully fledged Were-Vampire/Elf able to change forms (I was a Gabrealite at that time).

[Ed. The powers of light seem to be desperate for followers]

Is it also true you are now a dedicated Follower of the Powers of Light?

[Ed. After many qualifiers explaining away his vampire and assassin qualities.]

Yes, maybe.



'DWARF POX' EPIDEMIC THREATENS ALUSIA.

It's in our water supply -- and could be more devastating than orc-pox!

Data leaked from a top-secret council meeting has brought to light serious concerns over the threat of an outbreak of "Dwarf Pox," an extremely serious, life-altering disease passed from the Dwarf community to human beings.

An extensive Seagate Truth investigation revealed the strange plague has two major symptoms: The sudden growth of coarse, thick hair sprouting all over the affected person's face and the exaggerated enlargement of the feet.

"Basically it makes us look like gigantic Dwarves," said a senior guild healer "Those affected would sprout long beards and their feet would triple to quadruple in size".

The contagion apparently has no effect on the Dwarves themselves, but when passed to humans, our source says the effect is severe, and, as of now, hopelessly irreversible.

Seagate Truth has confirmed several cases of Dwarf Pox have already been reported in remote areas of the Sea of Grass, and at least six others are being investigated in New Loco and western Seagate.

"It appears this is a waterborne illness," says the Healer source. "And since this disease was previously unknown to us, we are having trouble dealing with the situation".

"Anyone living within several hundred miles of a Dwarven community is susceptible to catching Dwarf Pox -- just from drinking or simply bathing in the contaminated water.

"The Dwarves transfer the disease into the water when they swim in and drink from rivers and streams. That same water eventually flows into our systems," our source explained, "and that's where the problems begin."

Healers tracking the Dwarf Pox infections have determined that while the Dwarves don't appear to be maliciously spreading the disease, they do stand to benefit if it becomes widespread.

"They'd fit in better and not be seen as such outcasts if more people were big and hairy like them," explained our insider. Wildlife experts agree.

"As much as a Dwarf Pox epidemic would rattle the human world, it would do the exact opposite for the Dwarven community," Peterton, note Dwarf expert, added. "They'd no longer have to hide in mountains. In fact, depending on how well they could adjust to civilized living, some Dwarven families may even try moving into houses and getting real jobs."

"This Dwarven integration, however, is likely a long way off." Peterton says.



Elves in final stage of Dwarf Pox

DWARF JOKES

"What's up? Not you!"

How many Dwarfs does it take to kill a dragon: Dwarfs can't kill a dragon, they need a hobbit to do it for them.

"An Elf, a Human and a Dwarf walk into the tavern and each orders a Beer. When the three Beers arrive a fly lands in each one.

The Elf pushes the Beer away disdainfully, wanting nothing to do with it. The Human flicks out the fly and finishes the Beer in one gulp. The Dwarf gingerly picks out the fly by its wings, gently holds it over his glass and screams "SPIT IT OUT YE BASTARD, SPIT IT OUT!!!"

NIKOLA'S GUIDE TO SURVIVING THE LUNAR EMPIRE WITH YOUR VIRTUE INTACT - How to say No!



Nicola - An artists rendition

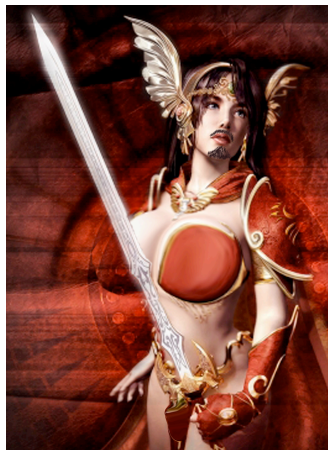
Travel to the lunar Empire is a Startling and Overwhelming experience that leaves you wondering how to conduct yourself in a Ladylike Manner whilst retaining your virtue and your dignity. There will be many unexpected advances upon your person and learning to decline them gracefully can be something of a challenge.

Some, like Lisette, opt for learning courtesan skills in Self Defence. She claims that she is still a Virtuous Lady as she has only passed the written but not the oral part of the courtier exams. Others, like Mebh, have a Big Weapon and deal Quite Aggressively with unwanted advances. Or course Mebh, as we all know, has quite prickly final defences in her chastity belt and although a lady wouldn't dream of listening to scurilous gossip, rumour has it that no one has been brave enough to attempt to Storm Her Citadel.

I find that it helps to stand next to Sabrina or Starflower. Their outfits seem to be missing Quite Significant amounts

of cloth which will focus attention Quite Nicely away from you. Standing beside Drum, Human or Tehe also works as they look big, tough and mean. Sometimes you just need to state, "I'm with them" to make would be rakes exit the room in An Alarmingly Rapid manner.

Another tactic is to wear your armour and look like a bodyguard. Most Distressingly you have to join the Companions Guild, *temporarily of course, most of whose female members are females performing Quite Different services. Which can lead to confusion and having to resort to Quite Mebhlike techniques to get your message across.



Sabrina Boom Boom

My advise is to avoid being alone with anyone, including Aryan. It might be necessary to practise some handy phrases, for the shocking event of unexpectedly find yourself alone with a gentleman. Such as

"I cannot acquiesce to your proposition at this time."

"Would you like a cup of tea, your honour?"

"May I introduce you to my friend Matt Tumbledown the titan."

"Are you sure you haven't met Starflower yet?"

"Do that again and I'll kill you!" - Mebh

"Is this a proposal of marriage?"

"Meet my Earth elemental chap-erone"

"My Aryan, was that your wife I saw checking out that book on hellfire."

Or if All Else fails, a silver piece firmly clasped between the ankles should do the trick.

When you enter the Lunar Empire you have to join a guild temporarily. If you join a guild permanently you may not leave the Lunar Empire. If you join one of the high guilds you have to travel with an entourage of body guards. Your guild is somewhat responsible for your behaviour and your actions can harm your guild. Please be careful as other adventuring parties would also like to pass through the Lunar Empire after you. Also, offending people in Lunar can be very expensive!



Mebh, maybe not!

SEAGATE THE TRUTH IS OUT THERE

THE EMPEROR'S GAMES

Ariel Glitterwing our on the spot correspondent reports from the Lunar Empire.

RIOTS MAR GAMES

During the third day of the Gladiatorial Trials fans rioted in the streets. They laid siege to two arenas and various senatorial mansions, causing extensive damage and letting at least one troll loose. They were only

brought to a halt by an unusually violent hailstorm.

GUILD TEAMS QUALIFY

All guild teams managed to qualify for the games. One team looked a little shaky but the assassination of a senator assured them success. A later disqualification happened due to the team

consorting with demons. Our condolences to the TAC team who failed to qualify.

CONSPIRACY EXPOSED

Drow and doppelganger replace senator Max Ramius, but combined Seagate Guild members foil the plot.

DECAY SENATORS DEFEATED

In a nail biting finale, witnessed by record crowds the combined might of all three guild teams. Although suffering heinous injuries the brave adventurers won the day.

Long celebrations for the winners followed, and they were officially given the Emperor's Key to the Empire.

THE WINTER GAMES

as seen by Basalic

When Thorn first told me she was planning on forming a team for the Games in the Lunar Empire, I felt dubious. Even though I'm not the best warrior in the guild I was willing to give it a good go to help the team.

After traveling to the games we were asked for a team name. Eric came up with "Splat!" I guess we can get a working acronym out of that.

Participating in the Games was an interesting experience. Not sure I'd do it again but I did learn a lot.

TACTICS FOR THE LUNAR GAMES

A detailed military analysis by Aryan of the tactics required for winning the Lunar Games

Survive to Loot!

Loot to Survive!

Overheard in a pub somewhere in Seagate

Sung to the tune of Old King Cole

Good Emperor Val was a merry old soul and a merry old soul was he
he called for his wife in the middle of the night and he called for his Inquisitors three
Probe indepth indepth cried the inquisitors
merry merry men are we,
there's none so fair as can compare
with the men from Lunar City

Good Emperor Val was a merry old soul and a merry old soul was he
he called for his wife in the middle of the night and he call for his Gladiators three
close from the Rear from the rare cried the Gladiators
Probe indepth indepth cried the inquisitors
merry merry men are we,
there's none so fair as can compare
with the men from Lunar City

Good Emperor Val was a merry old soul and a merry old soul was he
he called for his wife in the middle of the night and he called for his Titans three
four times as hard times as hard cried the Titans
close from the Rear from the rare cried the Gladiators
Probe indepth indepth cried the inquisitors
merry merry men are we,
there's none so fair as can compare
with the men from Lunar City

<as above>

Travellers three

Here I come Here I come Here I come cried the travellers
four times as hard times as hard cried the Titans
close from the Rear from the rare cried the Gladiators
Probe indepth indepth cried the inquisitors
merry merry men are we,
there's none so fair as can compare
with the men from Lunar City

TURF MOWS PARTY DOWN!!

A once respected Guild member, Turf, has been declared outlaw after a party was massacred by him. The party led, by Baron Blitzkreig of Stormguard and Lord High Protector of Aladar, was brutally slain in a vicious and traitorous attack.

Saydar, himself under investigation by the Guild, said "I don't understand, Turf is a good lad. He must be misunderstood. I've tried to take him under my wing and to guide him in the right way, but with someone that evil I guess there's no recourse but to hunt him down and kill the evil scum.". Various Cazala death warrants have been issued for his arrest, but his whereabouts are unknown.

Any information regarding his status should be reported to the authorities.

IMPORTANT SAFETY WARNING

The Air Mages are going on adventure, all together. All guild members are advised to stay safely in doors until the party has left the guild. The guild recommends all adventuring parties leaving the guild to delay their departure until the 2nd. Off plane adventures are expected to be popular next session. The guild takes no responsibility for unexpected weather events but is advising people to prepare for the worst.

Rumour has it that Braegon is taking bribes to transport them off plane.

Lost Stuff? Me can find it!

Uzi can service *your* needs to find and get it back. Small items, cats or whatever, me can track it down. Cheap rates! Big firm rank 13 Locate now or I can do finding.

Get me at the Fight 'n Fuk, Guild cells or orc pits.

HOT	NOT
Alusia	Azeroth
Lunar Artifacts	Lunar Artifacts
Goblin Weetbix	Mutant Trolls
Virgins	Cross Dressing Imps
Seven Sexy Pleasure Slaves	Seven Surime Pit Slaves
Fairy Dust	Planar Lycanthropy



PIXIE BREAD

Stomp, the culinary master at the bustling establishments, the Fight n' Fuk, has offered to share with us the cooking secrets. This issue Stomp is sharing with us one of his personal favorites: 'Pixie Bread'.

Ingredients

Bag of Fresh Pixies
Bread

Instructions

Lay out Pixies in-front of the fire-pit overnight to dry. Remember to remove the wings, unless you prefer crunchy bread.

Soak Pixies the following day in ale to soften. Pour off and drink ale. By now the pixie should be soft enough to spread liberally over bread with your eating knife.

NEXT: Getting the most off your elf.

For Sale: Helping Humans Business

'Helping Humans' is a reputable human walking, training and sitting business, with a well established client list. No debts and minimal overheads. Based in Ranke and working within a 10 mile radius of Ranke. This family run business is for sale by the owner. Please contact Jaqui Mason at 'Helping Humans.'

NEWS IN BRIEF

RANKE ALONE MORDEAUX BRASTOR D.I.Y. MOVES IN

Ranke has revoked its agreement in principle to join the Western Kingdom. It has sent Ambassador Alphonse de Riteau to the Marquessa's Royal Court with a strongly worded protest about the occupation of Southern Ranke by Mordeaux forces. The victorious church-led force from Mordeaux and the rest of the Western Kingdom drove out the Dark Circle Salient from Southern Ranke last summer, and stayed on through autumn to guard against a return. Now it appears that the senior knights have been gifted land by their commander during winter, and masons and architects are being shipped in. Some entire households and chapter houses are rumoured to be moving south lock, stock, and barrel. Ranke is in no state to throw their neighbour out, being deeply in debt, and with their central fighting men having been decimated by the Dark Circle before being rescued by Mordeaux. The northern city of Ilsig has taken the opportunity to revolt again, meaning that the local barons can't divert any effort to help Southgate. Rumours have it that the Prince of Sanctuary has been asked for help by his estranged brother, the Duke of Ranke.

WESTERN MARCHES AT WAR AGAIN

During a particularly harsh winter, the Kipchak and Cuman tribes, armed with modern weaponry and De Bourgnac tactical advisors, have seized most of the warmer and arable land around Leodara. The Duke of Volar is planning a spring counter-offensive, and is calling upon links to his distant kin the Hertzog of Aquila for assistance.

If a church knight asks to borrow a cup of sugar, don't worry – they've just moved in next door. Mordeaux is busy resettling Southern Ranke, now known as Venaissin. Many parts of Southern Ranke have not have organised or cohesive leadership for several generations, and are full of bandits, warlords, and wilderness. Many of the original settlers of Carzala travelled south from Ranke during and after the famines of 713-715WK, which also led to the chaos and isolation of the region. The Enchanted Woods and the lack of villagers to tame the wilds will probably keep the Urielites under Sister Grace busy for a generation or two. In the meantime, I'm sure that the Church knights won't mind us popping 'home' and borrowing a cup of sugar or two in return.

HOLY ROLLER RUMBLE

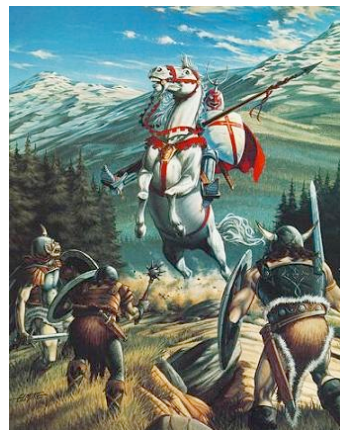
Artzdorf, famed for its horses, beer, and three-year winters, has found religion. More accurately, it has rediscovered two rival religions that fell sideways out of time. The Way of the Three Threes is a revivalist, all-singing, tub-thumping religion, and all its priests are E&Es or Sorcerors, who use mass charm and bind will to gain converts. The other religion, the Trinity, is a wacky militant feminist organisation full of subversive ideas and secret cults. Both claim to follow the correct interpretation of nine elements: Life, Death, Heat, Cold, Light, Dark, Earth, Air and Water. Most of Artzdorf has caught the fervour, and plans are afoot for exporting these new/old gods across Alusia.

The brave men and women who are leading the Brastor resettlement have been ploughing fields, clearing roads, and building houses. They have survived their first winter, most of them living in buildings haunted by the screams of those who died in them.

The rebuilding of Brastor is going well reports tell us. It all sounds very heroic but what's really going on down there?

Braegon has been acclaimed for his recent work restoring Emit's Ford, and reopening the pass he presumptuously named after himself. But witnesses report that both of these were destroyed by none other than Braegon himself. Our reliable sources tell us that his work is a last ditch attempt to stave off the criminal charges that have been levelled at him.

And as for his work in Tobintown, the layout of the square and inn he claims to be building are remarkably similar to the slave markets and the famous brothel 'Legs Up and Laughing' of Adjepbar! You can be assured that we will be investigating this building closely once it is complete.



LETTERS TO THE EDITORS

Dear Editors,

You slanderous, lying, mud-raking hacks! If you think you can sweep back into town and dole out more of your inflammatory drivel then you've got another thing coming! We warned you last time, this time no warnings! We'll be hunting you down, we'll tear you limb from limb, we'll spread your ashes over four different planes to be sure you stay dead!

Love, Phaeton & Anatheia.

[Ed: We haven't had such a good laugh in a long time. Those two are about as dangerous as wet lettuce. Whoever really wrote this is about as sharp as a hammer - threatening us with them!]

Dear Editors,

I have been lost since you abandoned us, I no longer know how to please the men I love. Please advise me again, touch me with your wisdom, show me the way back to the house of carnal pleasure.

- Vapour

[Ed: Vapour, I'm not sure what you've been touching, but it sounds like now you are a bit *touched* yourself. This sounds like advanced third stage syphilis. Our advice is to get yourself to a healer as quick as you can and then you can at least get back to pleasing yourself.]

Dear Editors,

I am a certified pure virgin, but since the lunar games I think I may be pregnant. How could this be? What shall I do?

Awaiting you sage advice,

- Pretty in Paint.

[Ed: You've come to the right person, as a master mechanic I'm sure I can help assist with your problem. Come to the gallery tonight, bring a bottle of wine and wear loose clothing.]

Campaign Notice-County Brastor

Last issues's story stating that the area of Brastor was being elevated to a County was based on population figures for Carzala and Brastor that where subsequently significantly reduced following GM discussion and agreement. Because of this population reduction there is no intention to continue with the creation of County Brastor at this time. Any questions about this may be emailed to campaign@dragonquest.org.nz

Retraction - Eastmarch Knights

Some of the statements published in the previous SGT regarding the creation of the Knight Defenders of Eastmarch, and the building of a Fort in Braster were incorrect. The editors regret any inconvenience caused, but wish to remind readers that information in the Times is made available without warranty. Disappointed Knights may wish to take matters up with his Grace's clerks.

-- The Editors.

FEAR AND BALANCED

In a spectacular coupe de etat the running of the Seagate Times has been seized. The rumours that the previous editors were tortured, eviscerated and then beheaded are unfortunately untrue but were last seen desperately trying to board a ship to Pacifica. The new Editor in Chief Sebastian Silverpen was reported as saying 'Captain Coronba will give them a jolly roger ring when the pirates of the South Seas strike.'

As part of the new editorial make over the slogan 'Fair and Balanced' will now be used to indicate that no partisan politics, religious ideology or racial bias is contained in our reports and that any reader who feels there is such is plainly wrong, stupid, Orcish or all three. No more long multiply page articles. Short and snappy word bits are the new order. Nobody cares about indepth reporting when third hand rumours will suffice. The editors feel that the public has the right to know any information about a person, especially if it is scurrilously, defamatory, intrusive or even plainly false.

EDITORS AWARDED

The editors are pleased to announce that this Issues will be declared the winner of the annual Seagate Investigative Journalism award, sponsored by the Seagate Sun Sport Truth. This award recognises the hard work, integrity and professionalism of all staff at this news-sheet.



TRUST THE SEAGATE TIMES



Plains	Ocean	Rapids	Low mana	Abby	Brush
Hills	Roads	High mana	Village Ruins	Market town	Cliffs
Cropland	Trails	Woods	Beachlands	The Guild	Mountains/Highlands
River	Forested Hills	Forest	Bridge	Dark Wall	Ferry