**Apogee Protectorate** 

# Appgee Inquirer

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## Lord Haldan demands new approach

"Elite cities need elite measures" by valencia galvan

Lord Haldan has called on citizens to welcome new initiatives to keep the fair city of Apogee proud, stable and prosperous. When pressed on details, the Captain of the Guard said, "You'll just have to see." Suggested measures have included increased guard presence at the Bridge of Fraternity, increased investment in Fulcrum, or regulating imports in Nadir's Scrimshaw docks. Xander Phage, speaking on behalf of The Guildmasters, has welcomed any measures that increase the prosperity of Apogee and Nadir.

Apogeans have called on Haldan to curb the horrifying crime and violence committed by the disgraced Molvo family. "'e's [Felicio Molvo is] the reason Nadir is how it is," claimed one resident. The Apogee Guard and Council refused to comment.

While critics are wary that expanding powers of Apogee Guard increases the personal power of Lord Haldan, others note that his leadership of the guard and Summerquartz Arms has been a general success and that a veteran of the Seventh Crusade should be trusted to protect those in need.

# Norðurhross scouts murdered

### By SINIA WONG

Scouts from the province of Norðurhross were found dead last week, assumed killed by monsters from the wastelands. Military experts from Goldmoss University claim that these assaults PHARAST 2, 1563

are nothing new, and have the telltale markings of the wasteland mutant cannibal tribes. "It is wild out there. Scouting parties are murdered all the time out west," claims Conrad Langham of the Goldmoss Military Re-enactment Society.

Olelinda Haca, Norðurhross ambassador to Apogee, countered the claims: "The local military and mercenaries have the situation well under control. There is no threat to Norðurhross or Apogee. If you're planning a holiday to any resort in Gladwin Ponds, it will remain perfectly safe." No increased military patrols are expected.

A funeral pyre for the fallen is expected within the week.

## Fires pressure Dragonhome rep

Fires in north-east Nadir last week are rumoured to be the result of unregulated dragonkin. Fire wardens sent to contain the blaze could not ascertain the cause of the blaze, but sources have claimed dragonborn or dragonblood sorcerors to be responsible. Four Nadirans were found in the ashes, but have not been identified.

Malakor Kabraladaxas, Dragonhome representative on the Apogee Council, has restated that "as per the agreement of 1039, all Dragonkin in Apogee are required to be registered with the guard, and those with dragonkin ancestry are encouraged to self-regulate. That said, we do not believe these fires to be dragonkin, merely Nadirans with poor cooking safety."

### Fish stocks low

An unseasonably warm winter has interfered with fish spawning, a source from the Penumbra docks claims. Across the protectorate river fish stocks have declined markedly, though Lacunae lake stocks are reported to be as good as ever.

Salvator Genya, fishing guildmaster and organizer of the annual Apogee Fish Festival, has said this will not impact this year's competition. "A good cook knows how to make the most of his pantry. Cured fillets might be quite the contest this year!" The ten-year ban on Jade Sea fish continues but chefs are expected to demand extra shipments from the Mithral Archipelago.

A spokesperson from Scrimshaw docks has blamed a river pirate curse, though Goldmoss University and The White Halls have both declared this theory to be "baseless superstition". River pirate attacks are at a three year high, but this "should not affect fish spawning season".

## Silver mine opens

Salfor Mining has opened a new silver mine south of Apogee following a year long survey. The company's top dwarven mining experts have declared this "a particularly profitable vein" and they do not expect to take any jobs from the long-established mine in Exedit Cliffs. "In fact," said spokesperson Veson Edic, "There should be many more jobs for those wanting a rewarding days' work."

## New Nadir orphanage

Dawnbreak Orphanage is the newest effort by the Apogee Council to deal with rising rates of children left parentless due to crime in Nadir. The new building can house up to 16 children and their carers.

No new taxes are expected to be required to fund this endeavour.