

The Seagate Times



Issue 54 – Summer 807

Two Storm Masada!!!

Siege Over in Hours, Not Years

The siege of Masada, projected to take at least a few years, ended on the first day after a daring raid by two guild adventurers eliminated virtually all the defenders.

Masada was the impregnable fortress of the late Rashak the Destroyer. It was built into a mountain and comprised three separate subfortresses, defended by undead, drow sorcerors, three dragons and weapons from the dawn of time itself. The Alliance, led by Knight Commander Gaius amassed 16,000 troops, angelic guardians, and awesome siege weapons moved in on the 6th and prepared for a lengthy investment of the colossal fortress.

It took Engalton and Boulder less than an hour to almost completely annihilate the defenders. Reports of how they achieved this are vague and contradictory. "I'm sure there were more of them, I'd swear I saw an orc mooching about. And some humans... But now I'm not so sure." said one eye witness.

"Elementals." asserted another, "Everyone knows Engalton has a giant elemental who summons mighty elementals. That must be it."

"Demons I tell you! Engalton has signed hideous pacts with the Powers of Darkness. A dark knight and a grey lady follow him and slay his enemies!" shrieked another.

Engalton and Boulder were sure they left the guild with other members but are unsure what happened to them, if they were there and what they did.

"Sure we had help." claimed Boulder "We definitely brought, um you know, wears black, good in a fight, master assassin type. You know, thingy. And we had a nasty scummy orc with us, damned if I can recall his name. And, um one or two others."

"This is just typical of the guild!" stormed Engalton, obviously annoyed. "It's all ok with looting and

pillaging, but when a bit of bravery is called for you run, hide or find business off plane. It was only an assault into the teeth of the most heavily defended fortress around. I expected better and frankly, I'm disappointed."

However they accomplished this feat, Engalton and Boulder remain heroes of great renown with the alliance forces. That said, there are rumours of several who are suspicious of their suspiciously easy victory. As for your humble editors, we can only point to those less than consistent reports and wonder if somebody or something has been messing with their minds. And if so, is Masada truly and permanently destroyed?

One of the three towers of Masada



*Elsewhere
in this
Issue:*

News in Brief

Bestiary

Puzzle
Column

Rumour Mill

and more...

“They're Powers of Light people, they'll be reasonable” - Kit

News in Brief

Duke of Ranke killed by Pirates

Duke Abakithis of Ranke has been killed at sea while travelling on his flagship the HGS Imperious. While details have yet to be confirmed, early reports assert that His Grace was travelling in convoy to meet with Aladarian & Brandenburger nobles at Freetown, when a number of black pirate vessels appeared out of a sudden storm, and sunk the flagship. Duke Abakithis was immediately located, but all that was found were his signet ring and jewellery -- from the stomach of a giant White Shark.

The line of succession in Ranke is not clear. Abakithis' brother Kadakithis of Sanctuary is still in quasi-exile, and his bastard sons have shown no signs of interest in the responsibilities of rulership. His only legitimate child, Princess Meredith, is a sickly child of 12. Meanwhile, the Black Fleet have been blamed for this attack, and Sanctuary is fast-tracking its recent plans for a merchant navy to patrol Confederation Bay and the Aladarian coast. Rumours abound that Ilsig may push for independence again, and obviously, Mordeaux will have little reason to cease its occupation of Southern Ranke. Abakithis' death could trigger the final break-up of Ranke.

Prince of Asheth to Marry

It is with much pleasure and rejoicing that the peoples of Asheth welcome Teeanna d'Elenassay, as consort to their ruling Prince Dramus. The wedding is to coincide with the midsummer celebrations of the plane. Teeanna is the only daughter of Trinida Elenassay and Captain Alethia Talton, from the well respected merchant family in Alfheim's Eidolon. Prince Dramus, heir to the kingdom of Aer Cyr, has been nursing Asheth back to health having been granted sovereignty by the Fae King 2 years ago.

Teeth Extracted

At great cost to himself (anyone going to Hell soon?), the Mayor of Horsham (in Waterford) begged a Guild party's assistance in freeing his town (and the nearby Mickleton) from the control of vampires. A group of volunteers, keen to thwart Undead, got a pleasant surprise when they found that the vampires were under the control of Maandar'rik (the cult following a jumped-up ex-underling of Malthus). A few smittings later, both towns are free to choose their own paths. Local merchants and nobility demonstrated their appreciation (but not very much).

New Duke of Aladar

Baltmond Alagaad of Zumular has been made Duke of Aladar and invested in Zumular in front of the Aladarian Congress of Lords held in Zumular on 3rd of Blossom 806. Duke Baltmond has elevated Xavier Sartoris to be Viscount of Zumular and has decided to make Neueranfang his Ducal seat.

Duke Baltmond had the unanimous support in the Congress of Lords and the news was met with

popular acclaim across Aladar as he has been a well known and inspirational leader since the Baronies war, always campaigning for peace, reconciliation and reconstruction. Duke Baltmond and his wife, Duchess Briana travelled to Castle Festung near the town of Neueranfang and celebrated for the week of 10th to 16th Blossom which shall be hence called Coronation week in Neueranfang.

New Viscount of Zumular

The elevation of Viscount Baltmond of Zumular to Duke of Aladar has seen the elevation of Baron Xavier Sartoris of Zumular to Viscount of Zumular as of 3rd Blossom 806. Viscount Xavier stated that he would continue the works started by Baltmond and endeavour to progress reconstruction efforts across Zumular and in particular rebuild trade with neighbouring realms.

Aladarian Congress of Lords Held

The first meeting of the congress since the end of the Baronies war in Spring 794 was held in Zumular and attended by all the senior nobles of Aladar. Much important work was conducted during this time that included a number of trade agreements, some important border realignments and agreements of future cooperation.

The Congress was concluded on the 6th of Blossom after a 2-day carnival celebrating the Congress and its achievements. The Congress voted for this to be an annual event held on the 5th of Blossom and hosted in a rotating roster Aladarian towns.

Invaders Thwarted

A Guild party has ended another threat to the Shoji Empire (a Kinlu analog on the plane of Harn). We managed to obtain a short interview with Phaeton.

What was the nature of the problem this time?

Some sort of soul sucking demon, or more accurately the incorporeal projection of one, that was feeding on the people's life force.

Was this a summoned demon or was it just visiting?

Summoned .. definitely. We found a fortress under a hill manned by enemies of the Emperor. In the fortress we found a scroll containing details of the demon, called a Rook, and its summoning. The projections hid inside creatures called Orhan.

What happened to the people who had been fed on?

Most of them survived, but they will never fully recover as part of their soul was consumed. We discovered that the Binder Petrification ritual was able to reduce the link between the demon and the person's soul, allowing some recovery - sort of like squashing a drinking straw.

Did any of them get away?

Not that we could ascertain. Now that the Empire knows of their existence and how to deal to them, they should be able to cope with other incursions.

Anything else?

There was this reddish hair, the Coalura, that had a symbiotic relationship with the Orhan, and granted it magical resistance. We found that certain high pitched sound frequencies would stun it enough to deal to the creatures within and banish the Rook.



“No, that's Manavore as in magic eater, not Mana-whore as in Guild Member!” - Silverfoam



Festival of the Arts

Come One, Come All,
to the Greatest Show on Alusia!!!

Acrobats
Musicians
Fireworks
Bohemians
Magicians
Troubadours
Sculptors
Perversity
Painters
Cabaret
Happenings
Jugglers

The 3 Castrati
Puppeteers
Mimes
Nouveau Arte
Circus Freaks
Singers
Chorus Girls
Re-enactments
Poets
Costumes
Installations
Carnivalé

Stilt Walkers
Operetta
Morris-dancing
Exotic Animals
Minstrels
Religious Plays
Fire Eaters
Dancers
Competitions
Parades
Parties
Street Theatre



**Only between 8th & 14th Meadow,
Only at Silberton in Sanctuary.**



*Starflower to Lizette:
"I'd prefer you DIDN'T banish our only decent sized piece of evidence."*

The Winter Games

(as reported by Basalic)

When Thorn first told me she was planning on forming a team for the Games in the Lunar Empire and asked if I would like to come along, I felt rather dubious at first, then decided it would be a good opportunity to gain some useful experience. Besides, it was winter, the slow season on the farm, and a change of scenery would be nice. Even though I know I'm not the best warrior in the Guild, I was willing to give it a good go to help the team – cause that's what it's really all about, working together to achieve an objective.



So, we travelled to the Games. When we got there, it was decided to reshuffle the teams in order to get a more balanced mix. I ended up with Eric, Drum, Nicola and Human. When asked for a team name, Eric came up with 'Splat!'

24th Frost: Qualifications

We first had to qualify by winning a fight, and we had three chances to do so. First up we fought the Sword World Confederation. Didn't see much of that match, as I was knocked out by Noxious Vapours in the first round. Needless to say, we lost.

Our second match was versus the 'Grut Orcs'. I have to admit that we made mistakes, as we adjusted to working as a team. But we soon got our act together, finally winning the match. The odd thing that happened was a burning body that fell into the arena partway through the match. At the end, I went to investigate, but sensing something odd about it, I backed off. Just as well I did as it exploded.

1st Snow: The Grand Parade

With qualifications over, all the qualified teams took part in the Grand Parade. After some more rearrangement, I found myself with Mehb, Toledo, Drum and Human. It took three days as we worked our way from the Block, (where the Emperor lived), down into the country, then back into the city ending in the main Arena. It was a chance to show off and impress the crowd.

4th Snow: The Night of the Running of the Tigers.

That night we met our sponsoring Senator who had a job for us. He was after the head of a sabretooth tiger. He knew where it was to be released so we went there and waited, weapons ready. This was going to be easy - or so we thought until the assassins showed up. I thought I was safe with my back to the wall, until one phased through the wall and took me out. Toledo was able to escape and fetch help. The head was retrieved and Braegon was able to fix me up.

8th Snow: Trials of the Gladiators

The start of the Trials, which lasted several days. We had to get through these fights with all our special abilities suppressed by magical collars. Just like Guild training all over again. The objective was to win the fights and gain points with the crowd and the Emperor. Those points could be saved up or used to gain stuff like food, water, and other useful stuff.

Match 1 – the Grut Orcs. This time they beat us as we were adjusting to the new situation..

Match 2 - the Destinians. We beat them. My advice: Just because it looks good for the crowd doesn't mean it is a good idea. I refer to pushing into close with someone waving a pig-sticker. If you're kept out of close, then stay out and evaluate the situation.

Match 3 – the Wild Hunt. We had our act together by now and defeated them soundly. Remember, know your own limitations and help your team.

Match 4 – the Players of Games. These were the crowd favourites so we decided to play to the crowd and last as long as we could. The troll was called for and both teams combined to defeat it. Standing on the troll in a victory pose turned out to be a bad idea since the troll sucked life force from any one in contact with it. Once the troll was down, both teams clashed and we won by a small margin after a long drawn out fight. The crowd were not pleased.

Match 5 – Boulder's team.

The crowd were definitely hostile towards us. There was lots of booing, calls for blood and 'bring on the Troll'. So the troll was brought on, followed by a second one. Again both teams combined and, finally, both trolls were brought down. That was when the riot started with the crowd bringing down one of the walls and storming the ground. One of the trolls recovered and stampeded into the crowd while we evacuated the arena. The riots spread into the streets and some of the senatorial mansions were under threat. It took a strong hailstorm to calm them down.

The point tally was released at this stage and, to our surprise, we were the top of the table. Our sponsoring senator was not happy about this, fearing an assassination attempt, so we swapped Drum with Boulder. The adjusted point total, plus the assassination of the senator sponsoring the Drow team, meant that all the Seagate teams were in the top six and qualifying for the next round. The whole thing was blamed on an administration error.

Match 6 – Tehe's team

Both teams played to the crowd for points as there was not much chance of any change in the qualifying order. Sabrina and I practised the Dance of Combat, at which she is a superior artiste. Tehe's team finally won the match.



*"We have a hyper Binder - Stand well back!"
- Phaeton.*

*"What happens if you die?"
- Darien
"If anyone shows up, please take their name."
- Kit*

13th Snow: Banquet.

The Trials were over and we had a delicious banquet of local food. We found out about the next phase, the Fantastical Games, and learned some clues about it.

15th Snow: The Fantastical Games

We took the path that began with the Plains of Ice, and ended up trying to answer riddles. If we were right, we gained favours. If we were wrong, it cost us in willpower. I guess not all combats are fought with weapons, but with mental prowess or diplomacy. We finally made it through and fought the Hags of Corruption followed by the Mistress of the Moon. Both combats were difficult, perhaps impossible to win except for the use of a favour, and some special items. Remember, it's not the item that is important, but what is done with it. Still, having items and team mates who can cover your weaknesses does help. Just be sure you know all the attributes of both so that the whole unit works as one—and you don't get unexpected surprises when you least want them.

It was suggested by Matt Tumbledown, a powerful Titan, that the recovery of the Tetragnomatica would be useful in the upcoming battle against the Senators of Decay. This led to fight between us and some golems and spiders. We defeated them—though I wasn't much help as I spent most of the battle unconscious from spider poison. Given my record, I felt I was the weakest link in the team, but the way I see it, it's better to give it a go than to do nothing. After all, every little helps, and anything you can survive is a learning experience and can only make you stronger. Even a beginning adventurer can make a contribution to a team so never be discouraged, just get stuck in and give it your best shot.

There was some surprising news when we got back. Mordren's team had been disqualified by the Games organiser, Max Ramus, for 'using demonic powers'. That didn't seem right and, since there already was a rumour that Max was consorting with the drow and acting oddly, we decided to head down there and make some 'discrete enquiries'. All the other SAG teams were also there and, it was soon evident that something was very seriously wrong. The other teams charged in while we recruited the guards to our cause and I used a Tunnelling spell to make a shortcut to where the battle was taking place. It soon was proven that Max wasn't really Max but a doppelganger who was trying to sabotage our chances and, along with the drow, may have evil designs against the Lunar Empire itself. They were defeated and the real Max was then recovered.

As Fate would have it, I had to miss the final match against the Senators of Decay, but, owing to a reinterpretation of the rules, all the Guild Teams could gang up on them. They did, and after a fierce battle, the Senators were defeated so they could not succeed in escaping and wrecking havoc in the Empire. All in all, participating in the Games was an interesting experience. Not sure I'd do it again but there were some good moments and I did learn a lot.

Wanted to Buy

Daggers of magical or unique nature. Very good prices paid.

Please contact Dalran at the Guild.



Wedding Invitation

Guild members known to either Teeanna d'Elenassay or Lord Dramus are invited to join them on Midsummer's Eve for their Wedding and Coronation.

Transport to the plane will be available three days before the eve at midday from 9a Potters Lane



Wanted: Replacement Magical Sword

- Hand and a Half or Similar
- Must be able to take weapon spells
- One previous careful owner

Please contact Turf at the Guild.



The Adventurer's Guide

Tips for success

Never leave an unconscious opponent behind you—if you have no other choice, pick them up and carry them with you. Either way, make sure they're going to stay under for more than a few minutes.

Of course, if you have a Master Healer and a Binder along, you can kill them, stone them, shrink them, pack them away... and still produce living prisoners to interrogate on your leisure.

On the other hand, necromancers generally prefer corpses... for interrogation as well as... other purposes.

There's nothing like a disposable front row when facing the enemy... and those wood and stone golems will do that for you every time.

Elementals are also handy in the front row.

If you're short on fighters, then using natural features and magical walls is a useful way to funnel the enemy.

Stay together.... Getting cut off from the party both deprives the party of your skills and abilities, it also allows the enemy to pick you off. Not good.

"I'm keen on ANY plan that does not have us attacking in a jolly boat"
- Kayseri

Serena to Axis:
"Are you big enough to ride?"

"Hell's a one-way trip - ask anyone who's been there!"
- Kit

*"Throwing up is always difficult."
- Starflower.*

Starflower's Bestiary

To Crack that Kraken...

After taking part in the battle with the Kraken of Horrors in the Arena, albeit it in a lesser, however necessary role (one of us had to enter last, and yet be able to avoid the torrent of rushing waters as the portal opened to let the beast in - this was my job since I am able to take to the air) I feel it is time to share some insights into tactics for battling these great monsters of the deep.

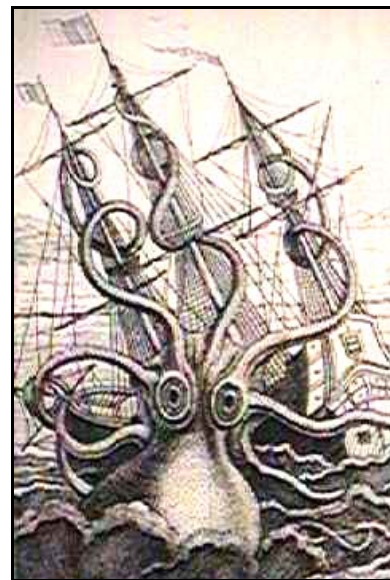
The Kraken is perhaps the most feared of the denizens of the watery depths. It is an intelligent gigantic cephalopod, feared not just for its immense size and strength, but also for its cunning and its powerful magic. The Kraken may be distinguished from the giant squid by the counting of its arms - the Kraken is typically an octopod, whereas the squid is a decapod. The creature is usually a mottled black or dark brown on its outer surface, and somewhat paler underneath. Anatomically speaking, like all cephalopods, the Kraken is made up of a mantle, containing the internal organs and the gills, the head, which is equipped with a vicious and powerful beak, and hideously strong arms, which are covered with suckers. The large and luminous eyes are most often described as being a deep red. The body is thirty to forty feet across, and the tentacles a similar length. The Kraken of Horrors was a truly exceptional specimen, fifty feet across, with arms the better part of a hundred feet long. Their hide is thick and horny, and I can tell you from personal experience that the flesh is as tough and less tasty than boot leather.

Kraken are mostly found in the ocean depths, but are known to also inhabit coastal regions. A similar, but smaller freshwater Kraken is also known, inhabiting lakes and streams. I encountered some of these some years ago, on a lake mapping expedition, and to my recollection Kin turned one into calamari, while I mental attacked another into unconsciousness. These smaller specimens used Geyser spells. Full-sized marine Kraken can attack with Maelstroms - as did the Kraken of Horrors.

Kraken are territorial creatures, and they deeply resent the intrusion of ships into their territory. They can easily break a small ship in twain... or severely damage a larger vessel. And that's one use of their terrifying strong tentacles. They have been seen to grasp sailors and thrust them alive and squirming into their open maw. Like their smaller cousins, the Kraken may eject a cloud of black ink as a defensive

measure when threatened. There's also those Maelstroms. Larger and more intelligent specimens may master a College, typically the College of Water Magics. The Kraken of Horrors appeared to use Water Magics, Mind Magics, Ice Magics, and possibly Necromancy. But then, we had learned that particular Kraken had once been a Calamar. It is entirely possible that the two species are related.

The best advice for dealing with a Kraken is simple. Don't - unless you really have to. Run away if you can... Fly at a height above the Maelstroms. Stay out of the water, and attack it with spells and weapons at range. Assuming this isn't an option, get in close and hit it at its weak points, starting with the eyes. The Kraken of Horrors appeared to have some form of Water Armour protecting it until it was dispelled by Nikola's sword. Once that was gone, the party jumped onto the monster and began attacking those eyes, freeing the souls of the sailors trapped in those icy depths. And that killed it. However, without certain devices we had found on earlier quests it could easily have killed all of us.



Starflower:
"Oy! Stay with the party."

Phaeton:
"Hey! You were the ones that moved."

Captured vampire, stalling for time:
"I could build a church!"

Various white-hat party members:
"To who?!!"



The Puzzle Column

The 7 Voyages of Sinomor

There was a captain of long ago named Sinomor, whose log book has recently been found in the ruins of ancient Ramur. Sinomor made his life's fortune on seven perilous voyages, each of which took him to a different land where he acquired a famous treasure from a clever, dangerous opponent. From these notes taken from Sinomor's log, can you find where Sinomor went, what prize he acquired, and who he outsmarted on each of his seven voyages?

- Sinomor was in the land of Zonobra on an earlier voyage than the one when he bested the Sorceress Briane; his encounter with the sorceress, famed for turning enemies into earthworms, was on an earlier voyage than the one on which he acquired the Daqar Diamond.
- The sailor's test against the Thief Thomad wasn't the one in Boz or the one in Gosha.
- Queen Norene isn't the foe from whom Sinomor got the Emir Emerald.
- Neither Sultan Mohamad nor the Merchant Hussad was the victim when the adventurer gained possession of the Lamp of the Djinn.
- Sinomor outfitted the Grand Vizier Ahmad on the voyage immediately after the one that took him to Amabala and immediately before the one that brought him the Emir Emerald as a prize.
- The Red Sea Ruby wasn't acquired in either Shalala or Xunuda.
- Immediately after tricking the Thief Thomad on one voyage, Sinomor got the Sapphire of Suez on his next adventure.
- The sailor acquired the Red Sea Ruby on a voyage later than the one on which he had to defeat the High Priestess Zerene; the voyage on which he bested the High Priestess was later than the trip to the Land of Lahoia.
- Sinomor's adventure in Boz immediately followed his journey to the land ruled by Queen Norene.
- The encounter with the Sorceress Briane wasn't in fabled Xunuda.
- On his 7th and last voyage, Sinomor stole the Princess Praline, who became his wife. On his 1st voyage, Sinomor sailed to the Land of Gosha.
- The Sultan Mohamad isn't the foe who possessed the Black Pearls of the Punjab.
- The Sapphire of Suez isn't the prize Sinomor outwitted the Grand Vizier Ahmad to get.



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.



"All this training in Military Scientist, wasted. I should of taken up brewing."
- Saydar

Riddles

My first is a number, my second another,
And each, I assure you, will rhyme with the other.
My first you will find is one-fifth of my second,
And truly my whole a long period reckoned.
Yet my first and my second (nay, think not I cozen),
When added together will make but two dozen.
How many am I?

Boilpox, the leader of a band of Myneci Assassins, was taken captive by King Skarl.
"Hand over your daggers," Said the King, "Or you are to be executed. But since you killed so many of my knights, I shall give you a small test. You must say a statement. If the statement is true, you will be burned at the stake. If the sentence is false, you will be stabbed through the heart. If you do not say anything, you are to be thrown to the lions. If you say something that can't be verified, you will be forced to drink a cup of hemlock. If it is a paradox, or it is not a statement, I'll simply have you tossed into the nearby volcano. I shall give you one hour to ponder."

What should Boilpox say?

What's Hot

Being hidden from the fates.

Golems.

Screaming dragons.

Silk from Shoji.

Chopsticks.

Hell.

Romance.

Cream buns.

What's Not

Being Hidden from the fates.

Strange diseases.

Dragons screaming.

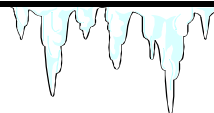
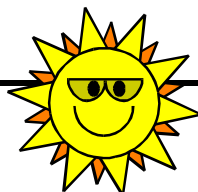
Wool... from sheep.

Knives.

Stingy Mayors.

Necromancy.

Cream bun vomit statues of Mary-M.



"Kit puts the 'provocateur' into Agent"
- Silverfoam

"You do realise that being against the Dark Circle doesn't make those vampires good!?"
- Ithilmor



The Rumour Mill

You heard it here first...

We are told that Sir Kit traded a Urielite monastery and accompanying vineyard for the skill of getting lost in fae forests. We can only wonder...

Is it true that Engalton acquired the Sea Goddess Haven in an attempt to compensate for certain deficiencies? Sympathies are expressed for Lady Liessa.

You'd really think a master Healer would be a lot less naïve... but the I-see-nothing award of the season goes to Lady Lizette Summers for completely failing to notice what was going on right in front of her pretty little nose.

And the most intriguing treasure award goes to the Guild party who came back with several BARRELS of aphrodisiac.

Apparently Starflower took Phaeton shopping in the capital of Shoji, and quadrupled the size of his wardrobe... but who were those flowers for?

Letter to the Editor

(Dear Editors, Please publish this letter

To all past patrons and staff of the Sea Goddess Haven.

It is with regret that I inform you that it is now apparent that the Sea Goddess Haven will not be resuming normal business after the Dark Circle is gone but, will instead remain in service to the Elven Armada. I hope that those who served on board are able to find, or have found, alternative employment as it is still not clear at this stage what compensation, if any, will be offered or, if even, business will be resumed at an alternate location.

Thank you to all our patrons who supported us while we were in business.

Yours,
Aqualina

"I was always an advocate of forgiveness"
- Ithilmor
"Why did you stop?"
- Kayseri

Answers to Last Issue's Puzzles:

The Royal Summer Games:

- 1 Stella Flora Gorgon Trident&Net
- 2 Vepres Chimaera Short Sword &Shield
- 3 Ornamentum Hydra Twin Tulwars
- 4 Silex Minotaur Battleaxe & Buckler
- 5 Tympanus Manticore Rapier &Maingauche

Riddles:

- First: a snake
Second: a key
Third: a shadow

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.



Wiccan Amulets for Sale

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



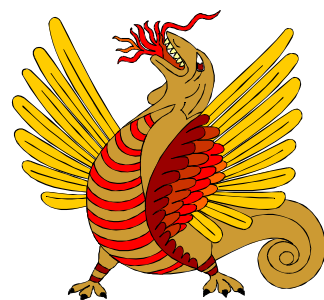
Please contact Grizelda at the Guild.

(former co-owner of the 'Sea Goddess Haven')

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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