

The Seagate Times



Issue 23 - Summer 799

“No Comment” on Missing Council Members Still!

Will the True Story Ever Come Out?

While a group of our senior members have been out hunting for Herkam, Wegan and Maya, Guild Security will neither confirm or deny if that party have returned alive or even tell us the results of their work so far.

Borgoff has been seen working closely with Kali and Grendal, and he also declined to talk to the editors of this fine news sheet; but he did hint that he will report to the full Guild during the closed session of the Meeting on Tuesday.

Healing Crisis Deepens

Cauldron Brought Back Damaged

It was revealed at the last Guild meeting that the Guild Healing potion ‘cauldron’ had been returned, but was ‘broken’ by the S.O.B. who had stolen it i.e. one Rellin, ex-Guild member and Mind Mage, now deceased. He has since been ‘blackballed’ - posthumously.

A small supply of potions had also been found with it which meant supplies were limited until a means can be discovered of reactivating the cauldron. Our efforts to determine the current status were not successful but we were informed by Guild Security that ‘a statement will be forthcoming in the future’. However a source that did not wish to be named said that, “so far, efforts had been unsuccessful but it is hoped that astrological portents would yield success in the near future”. We can only wait in hope.

Ingredients for Waters of Healing were in short supply because of the limited amount of trading possible over winter. It is hoped that they will be more readily available once the Spring trading starts but at the time of printing, only a small amount had been obtained

Rise in Service Tax

Increase to 40%

The Times has been informed that the tax on adventurers providing goods and services in competition to registered Guilds

has risen to 40%, payable to that Guild. The treasure tax remains at 10%. When asked why, the new accountant, Ozbert Pennywise commented that “this is to remind adventurers that their principal source of income should be from adventuring”.

Evil Necromancers Destroyed Vaults!

Guild Security Implicated

Also revealed at the last Guild meeting was that evidence of what had occurred in the Guild Vaults, two sessions ago, had been destroyed. However it was believed that necromancers from the Fastness of Gwyllion, a High Mana Zone located to the west of Seagate, were responsible for the fire and subsequent thefts and destruction. Several members of Guild Security had been working for them.

Late Breaking News: Guild Council Member Rescued

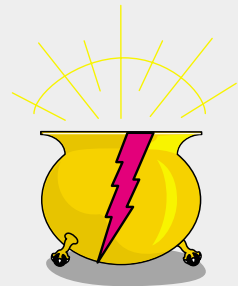
Wegan Found in Vampire Dungeon

In a daring night raid on the remote fortress lair of Prince Orion, a vampire and Greater Summoner, a Guild party led by Engelton and Saydar rescued Wegan the Inscrutable from the vampire’s dungeon. Acting on information that the Prince would be absent at the time of the raid, the party only had to deal with ten Vampires, a dozen or so Spectres, fifteen plus Wraiths, and a couple of hundred Wights and Night-Gaunts.

“All in a day’s work” said Genghis. “You’ve got to be joking!” said Bleyze, clutching his heart and falling to the ground. The Troll and Ogre guards were quite a relief after that lot. The party inflicted considerable casualties on the Prince’s forces before withdrawing. “It really went quite well for an Engelton and Saydar plan.” said Adam Vychan Jones. Corel was just too frightened to comment and Isil Eth was trying to pluck up the courage to look in a mirror.

Despite a number of severe setbacks and near catastrophes, party casualties were light mainly due to good intelligence and preparation (not to mention tin ass luck).

Unfortunately the whereabouts of Herkam and Maya remains a mystery although the party do have a number of strong leads (anyone fancy a Dragon Bashing Party?). The



Elsewhere in This Issue

News in Brief

Seagate Map

Kings and Queens

Adventurer’s Guide

Powers of Light

Puzzle Page

Rumour Mill

and more...

Guild will continue to attempt to find its missing members and punish those responsible.

News in Brief

Barth, "There should be sentries"

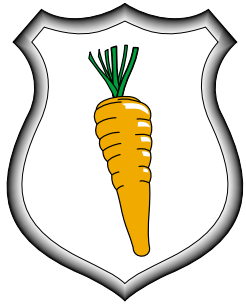
Dimagi (the elf), "There's plenty, one every 100 years"

Feted as Heroes

When War swept across the Valley of the Rabbinenes our members helped those big eared farmers get to safety. Now peace has bounced back. Guild members were welcomed as heroes to the End-of-War Party. We showed the hundreds of party goers the prowess that earned our reputation - with Barth winning the horse racing, Walks on Earth showing us how it's done on the Flying Tower, and the fierce Warrior Yaffid Kcud overcome by Arkham the Warlock.

Footnote: Word has just reached us that Arkham the Warlock was awarded the Golden Carrot Award for the Most Effeminate Dancer, apparently the competition was fierce,

but the Warren will never forget how to do "The Funky Gibbon". Arkham, you should have told us, you sly devil!



Calamar on the Move?

A Guild party have reported evidence of Calamar expansion into new territory in the necklace of seven planes which includes Norden. A Calamar artefact was found which allows the learning of both Dimensional Weaving counterspells and the Calamari language. The party suspect that sentient aquatic squid on the Plane of Lorgos may be related to the Calamar.

This same party were successful in rescuing thousands of ex-slaves from the destruction of the Plane of Sudar. They should be congratulated for their heroic efforts.

Birth Announcement

Viola and Ned Tanner are pleased to announce the birth of their first child Ned Oliver Tanner.



"Why are we looking for a mouse?"

"Cause he's smaller than the orcs."

Names withheld.

Rumours abound about the couple, when or if they will marry, the nature of the geas Ned has taken and why he is selling three points of endurance. Ned couldn't be reached for comment in his luxury

townhouse about unsubstantiated rumours of a large and possibly retrospective "contract" being placed on the privates of anyone who "takes advantage" of Viola although he was seen purchasing several pickling jars.

Treasurer's Report

Salutations to all and I hope that this day finds you fit and well and ready for more adventures. I have been enjoying immensely being part of the famed Seagate Adventurer's Guild and attempting to help it find its financial feet once more. Indeed, I have often thought of myself as a sort of adventurer; the tireless pursuit of the truth through tangled mazes of records; the cut and thrust of the audit; and I hope to continue to lend a helping hand here for as long as I am needed.

I am pleased to say that from my initial investigations the Guild does appear to be financially viable, at least now that it has sensibly chosen to divest itself of business interests so removed from its area of expertise, and to leave such mundane matters to the other guilds of the Cazarlan area. It was also gratifying to see such an influx of cash following this adventuring season, with even the party who believed they were going on a simple, expenses paid holiday bringing in substantial revenue.

Sadly I will be unable to attend the Summer meeting as that Tuesday I have an audience with His Grace, to discuss the continuance of the Guild's charter. I am pleased to say that, based on the income from this season, and the warmth and co-operation extended me by Lord Grendal and Lady Kali, I will be recommending a further extension. Although I cannot of course know what His Grace will decide, I can, at the risk of "blowing my own trumpet", say that in past His Grace has often accepted my financial advice and I have every confidence that he will do so on this occasion

Guild members must understand that they are a privileged few, granted the right to bear arms within His Grace's

demesne and taxed at a rate that common folk can only envy. We must realize the grave responsibilities that go with such a position, and that His Grace bears significant liability and risk in allowing these concessions. However, that said, His Grace also realizes the worth of the Seagate Adventurers to a healthy Cazarlan economy and to a stable and secure realm, and is most desirous of maintaining friendly and profitable relations.

Endurance for Sale

Suitable for luck amulets, bound earth or such. Three flavours available #16, #15, #14. Limited stocks so be in quick. Twenty thousand pennies per point plus miscellaneous resurrection costs as required.

Contact Ned Tanner, Healer.

Advertisement

Master Sculptor

One of the best sculptors in the Baronies! All commissions considered - no price too large!

Sebastian Silverfoot
12 CatStop Land
Seagate



Your Treasurer, and fellow Adventurer,

Ozbert Pennywise, Esq.

Terranova Report

by Henri Stanleigh

Seagate Times Special Correspondent.

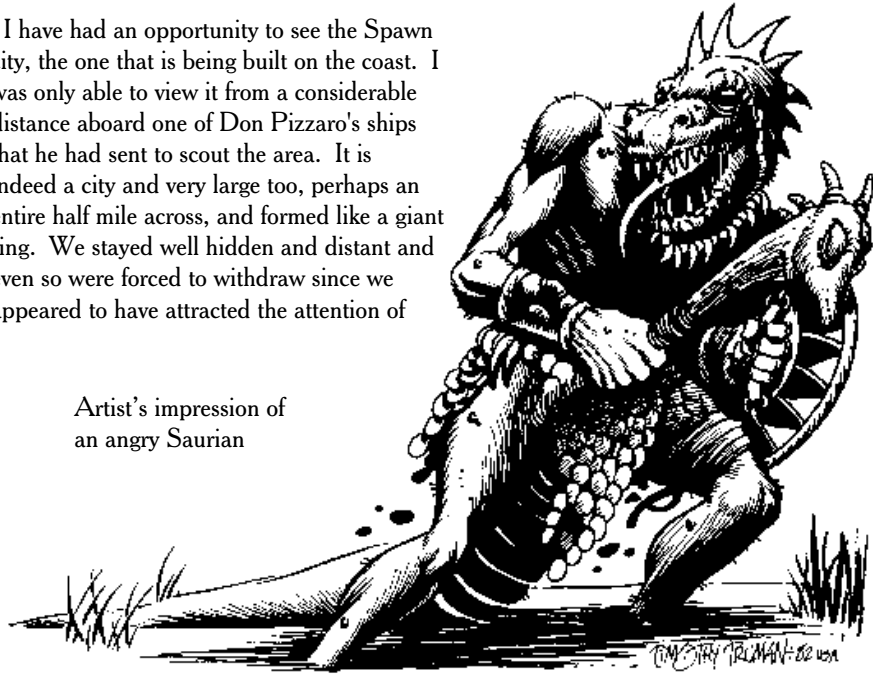
The spring months here have been quiet and there is really little "new" news to report. Reports come in that in the north the lizard cities that were taken by the Spawn are once more at peace and seem unconcerned with their new overlords. The cities a little to the south were at first most concerned that they would be the next to be subject to the Spawn's attention, but it appears that emissaries and gifts, and no overt acts on the part of the frog army have calmed these fears. Indeed with all of their northern neighbours also under the control of the Spawn the central cities seem less worried about protecting their northern borders and are turning their attentions towards their own southern neighbours.

Some isolated fighting is still occurring on the edges of the frog's new territories, and Saurians that I have spoken with have recounted tales of a strange human who lives in the jungle and marshals guerrilla forces against the Spawn. I thought at first that this might be my friend Marcus Du Bois, but the locals here have told me that "El Loco" as they call him was a landowner here before beginning his private war against the frogs..

Governor Pizzaro too does not seem so easily convinced that the frogs have no further ambitions and fresh troops continue to bolster the defences of Puerto Damiano and work is being done on the walls.

I have had an opportunity to see the Spawn city, the one that is being built on the coast. I was only able to view it from a considerable distance aboard one of Don Pizzaro's ships that he had sent to scout the area. It is indeed a city and very large too, perhaps an entire half mile across, and formed like a giant ring. We stayed well hidden and distant and even so were forced to withdraw since we appeared to have attracted the attention of

Artist's impression of an angry Saurian



one of the huge floating hives that belong to the Spawn's insectoid allies. The Destinian sailors who now follow Pizzaro tell terrible tales of the area of sea around the new city and I have no inclination to meet their various nightmares myself. They say that aside from the hive ships that stand ready to unload their cargo of flying death, enormous sea monsters patrol the area and have devoured entire frigates.

Next month I am planning to journey north with some Saurians that I have befriended who intend to join El Loco in his fight against the Spawn. I am anxious to meet him in that with his contacts and knowledge of the area he may have information about the whereabouts of Marcus, and more detailed knowledge about the frog's plans and intentions.

Artist's impression of a Spawn Village

"I'll put up with any amount of pain if it means I'll get taller." - Vertically challenged Kayseri.

"The Rack!" - WalksOnEarth

"Kayseri has half a brain, that's one up on all of us." - Sven, saying why he thought Kayseri should be Party Leader.





Monarchs of the West

Royalty by the Numbers!

Can't remember how many Kings called Sigismund there have been? Don't know who Eirikir Bloodaxe's son was? Scared that your ignorance will embarrass you at state dinners?

Worry no more. Here for your edification and pleasure is a simple, easy to remember list, being a chronological guide to the Kings and Queens of the West from its inception to its restoration, compiled by Sir Mortimer Graves.

Notation in brackets shows relationship to previous ruler unless specified.

1. 1-64 Ulric the Wolf
2. 64-85 Magnus Ulrich (grandson)
3. 85-99 Magnus the Younger (son)
4. 99-107 Joachim the Fat (son)
5. 107-128 Albert Frederick (nephew)
6. 128-133 Otto the Cruel (son, deposed)
7. 133-142 Frederick Augustus (bastard brother)
8. 142-163 Otto the Cruel (restored)
9. 163-209 Otto II, the Gentle (son)
10. 209-214 Eberhard (son)
11. 214-233 Albert Eberhard (son)
12. 233-274 Isabel de Bowcourt, the Good (daughter)
13. 274-306 Yolanda de Bowcourt (daughter)
14. 306-315 Frederick Sigismund (son, deposed)
15. 315-317 Albert Frederick II (brother, assassinated)
16. 317-328 Albert Achilles, the Mad (son of Frederick Sigismund)
17. 328-351 Albert Meinhard (son)
18. 351-363 Louis the Severe (son)
19. 363-381 Maximilian (son)
20. 381-401 Albert Wencelas, the Healer (nephew)
21. 401-407 Frederick Aladar, the Crusader (son)
22. 407-421 Eirikir Bloodaxe (son-in-law)
23. 421-423 Sigurd the Mage-Hater (son, deposed)
24. 423-435 Albert Vladislav (cousin of Frederick Aladar, assassinated)
25. 436-441 Ivan Vladimir, the Vampire (uncle of Albert Vladislav, deposed)
26. 441-449 Branden Joachim (grandson of Frederick Aladar, deposed)
27. 449-452 Ivan Vladimir, the Vampire (restored, deposed)
28. 452-459 Branden Joachim (restored)
29. 459-472 William, the Learned (son)
30. 472-480 John Frederick, the Necromancer (brother, deposed)
31. 480 Ivan Vladimir, the Vampire (restored, deposed)
32. 480-494 Sigismund the Pious (son of William the Learned)
- 494-793 Interregnum
33. 793- Ulric Swartzrotgold

Waters of Healing and Strength

At the moment ingredients for Waters of Healing are in very limited supply, so there is a limit of two per customer unless previously arranged. The current prices are:

- One ½ pt Waters of Healing - Rank 10 - 350sp per cast.
- One ½ pt Waters of Strength - Rank 9 - 800sp per cast.

Swimming tuition also available

Individuals and groups catered for with customised lessons to suit your requirements. Be safe in the water. Learn to swim today. Prices negotiable.

"I can make the sun shine from anywhere I like"
- Eidolon

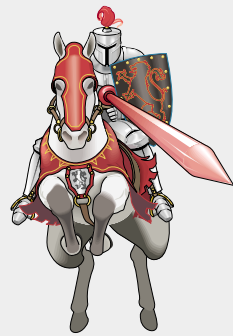
The Adventurer's Guide

Tips for success

Do not taunt an Orc so that he upsets the Namer in the party, when the Star mage is summoning a Light Sphere. - Anon

Try this tactic when your opponent is hiding behind closed doors: Magelock the doors, then use magic or other means to create spy-holes in the doors through which blast mages can cast spells. - Flamis

Don't use blades on amoebic monsters - they have a nasty habit of splitting in two. Bludgeoning weapons or magic are far more effective. - Flamis



To Serve Calamar...

Squid with Black Bean Sauce

(courtesy of Kino Makoto)

- 500g squid
- 200g snow peas
- 2 red peppers
- 2 tablespoons oil
- 1 clove of garlic, crushed
- 1 tablespoon black beans, mashed
- 3 teaspoons plain flour
- 1 tablespoon sate sauce
- 2 teaspoons sesame oil
- 1 teaspoon sambal oelek
- ¼ cup water



Cut cleaned squid into rings. Trim snow peas, slice peppers diagonally. Heat in wok, add garlic and black beans, stir-fry 1 minute. Add squid, snow peas and peppers, stir-fry few minutes or until squid is tender. Blend flour with sate sauce, sesame oil, sambal oelek and water. Add to wok, stir-fry until mixture boils and thickens.

"Backing off without swinging" - Eidolon's comment on Aryan's defensive withdrawal

A Guide to the Orders of Light

by Sir Mortimer Graves.

I have been asked several questions lately about the Western Church, also known as the Church of the Powers of Light, and am offering this brief guide to its main Orders in the hope that it will be useful to my fellow adventurers should they come into contact, or even conflict with the Church.

There are many sects and orders within the church but most of the power and influence is centred around four very large orders and one rather small and new order, but one who's importance is growing rapidly. The orders bear certain colours and symbols by which they can be recognised, and it is worth noting and learning these since the attitudes and temperaments of the followers of the various orders vary widely.

Order of Michael: Michaelines often wear red garments, or white robes edged with red, and their symbol is the sword "Ira" (Wrath) of their patron, usually shown point downwards, and often shown aflame. They are seldom seen not wearing armour, and sometimes lacquer or paint their armour red. The Michaelines are first and foremost warriors and may often be found lending their martial strength to the other orders. Michaelines tend to be extremely suspicious of mages, and they may often be found investigating rumours of Demonic cults, and the doings of "Black Mages". They also root out heresy and corruption in established churches, and are often found acting as the martial arm of the Gabrielite inquisition. Michaelines have a well founded reputation for being rather blood-thirsty and over zealous in the pursuit of their goals.

Order of Gabriel: Gabrielites usually wears robes of blue, or white edged with blue, and their symbol is the heraldic trumpet of their patron. The trumpet often has a banner attached, on which its name, "Veritas" (Truth), is lettered in gold. They usually only wear armour when dealing with the heathen. Gabrielites, are charged to spread the word of the Elohim, or Powers of Light, to convert entities to the faith, and to root out heresy and evil-doing. Gabrielites are often trained as scribes in their churches and monasteries, and then sent out as missionaries to preach to the heathen. Gabrielites also check on the purity of the doctrine in established churches, and work along side Michaelines as Inquisitors. The Gabrielite order tends to be suspicious of Mages, but sometimes accepts their worth and will accept those that have unequivocally proved their austerity and self discipline. Gabrielites are found both in civilised areas, where they serve in the churches as clerks and preachers, and also in the most untamed wilderness, where they seek out new converts, and look for cults and other signs of corruption.

Order of Raphael: Raphaelites often wear robes of green, or white edged with green. Their symbol is either the shield "Fides" (Faith), of their patron, which is green and carries in gold the image of a crook, or crosier, reflecting his role as a shepherd and protector, or a crook displayed alone. The office of the Raphaelites is that of defence of the faithful, teaching and guiding. The order will accept mages provided they can prove their bravery, loyalty, and discipline. Raphaelites may be found as guards, generals, or teachers, or as questing knights who seek to rid the world of dangers to their people, such as dragons. Raphaelites often wear armour and tend to be the least impetuous of the followers of the Powers of Light, and more reserved and conservative, as befits those whose office is defence. Raphaelites are usually found in settled and civilised areas where they act in roles that help to protect their people. When found in wilderness areas Raphaelites will usually be on a mission to destroy a particular threat to the safety of their "flock".

Order of Uriel: Urielites often dress in the manner of their patron, in gold edged purple robes, or in white robes edged with purple, and sometimes have their armour embossed with her symbols, "Jus and Fas" (Law & Justice) a pair of scales. Urielites wear armour when it is fitting for their job or station, or when hunting criminals. They are charged with the dispensing of justice, and the punishment of criminal and unethical behaviour. In areas where the Powers of Light are very strong, the followers of Uriel are often accorded the legal right to try and punish criminals. The Urielite order will accept some mages, favouring Thaumaturges and Mind Mages in particular. Mages that belong to the order tend to be fanatical about finding and bringing to justice criminals who use magic. Urielites may be found working as judges and advocates, and also jailers, guards and even executioners. Urielites are usually found in civilised areas, those found in wilderness areas will almost certainly be hunting escaped criminals, and may be accompanied by Michaelines or Raphaelites.

Order of Samael: This order is rather smaller than the previous four but is quickly growing in strength and popularity. Samaelites usually wear black robes, or white robes edged with black, and their symbol is the golden candle within a circle "Lumen" (meaning both Light and Life) of their patron. They say that the black speaks of the darkness that surrounds knowledge, and the danger that all who would tread this path must face, for it is the "dark path" that seeks to seduce the philosopher and mage, and the candle is their guiding light. Since they are predominately scholars and mages, Samaelites seldom wear armour. Samaelites are charged with the collection of knowledge and the guidance of those who would learn the mystical arts. The order prefers to accept mages, but will only welcome those who can demonstrate firmness of will and moral and ethical behaviour. Most of the important figures within this order were previously Raphaelites or Urielites, and there are still significant tensions between this fledgling order and that of the Michaelines.



"Hey - lets keep this in perspective. It is only the ork we are sending in to certain death." - Engelton

"Ever notice how 'nobby' girls get after sleeping with the King?" - Anon

"The plan is to go in and slaughter them all." - Engelton

"That is not a plan, it's a death warrant." - Isil Eth

"So, you must know some wonderful shopping places." - Isil Eth to the Sphinx, the plane's best oracle.

The Puzzle Column

Conundrum 4

Hereunder is a puzzle. No one solved it last time so here it is again. The first correct answer drawn from a hat at the end of next month, will win a crafted item. Any correct answer to the bonus question will win an Individual True Name. Answers can be sent to Borghoff, c/- Seagate Adventurer's Guild

Johan the jeweller decided to get an item made to assist him in weighing things up to two pounds in weight. He decided to get a chain made up in a loop, with each link in the chain weighing an integral number of ounces.

When Binky the Tinker next came to town he asked him to make him up this item in such a way, that by unfastening two links (to divide the chain into two pieces), he was able to weigh things to the nearest ounce.

Binky said, "Sure, I'll get right onto it".

Johan replied "Great. Oh, one other thing. Thirteen and seven are mystical numbers, so I'd rather not have a single link weighing exactly that number of ounces".

Binky tinkered away, and produced an item with only six links that fulfilled the criteria.

What were the weights of the links in the chain ?

Bonus Question : In order to decide what metal to make the links out of, Johan wrote a number of letters 'to a cousin'. His 'cousin' lost two letters (the second and penultimate). What metal did this suggest Johan should use?

Jorgen's Riddle

Round she is,
Yet flat as a board,
The Altar of the Lupine Lord.
Pearl on black velvet,
Jewel in the sea,
Unchanged but ever-changing eternally.



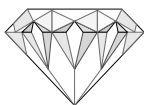
Signed Jorgen the Sphynx

Clothing and Jewelry

Made to your own requirements.
Reasonable Rates.

Contact Sh'rel at the Adventurer's Guild.

Note: Sh'rel advises she does NOT accept Guild scrip.



The Rumour Mill

Has Blitzkrieg a Double?

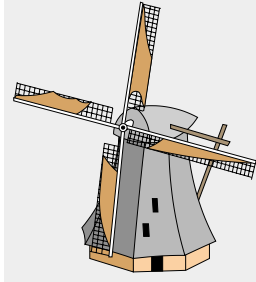
We've all heard BK publicly wish he could be fighting demons in multiple places at once, but this could just be grandstanding. It appears that Count Blitzkrieg can be in more than one place at one time, if he wants to be. While quietly going about his business in the Seagate pubs in early Spring, he was apparently overthrowing the ex-Empress of Azuria from her base in the Mountains of Madness at the very same time. There are rumours that he will marry a local (Ranateran) Countess if the King of Ranaterre doesn't beat him to it. I guess that if you can be in two places at once its not bigamy, but does the Countess of Barratskyne know what he gets up to?

Man Speaketh with Forked Tongue?

We hear that Scorpion left everybody speechless after explaining why he couldn't participate in festivities at Tar and Feathers. "I've got to go home to my wife, she's the one that milks my snake." The mind boggles...

Is it Divorce?

Rumour has it that a certain chocolate-skinned lovely is back sleeping in Guild Lodgings. Gentlemen, now's your chance to test the waters!



What's Hot

Toasted Marshmallow
Monsters

Deep Fried Squid

Short skirts

Saving entire Planar
populations

Dimensional Weaving
Counter-spells

Rescuing Guild Council
members

What's Not

The Plane of Chos
(currently deep-frozen)

Water Mages casting
Rainstorms

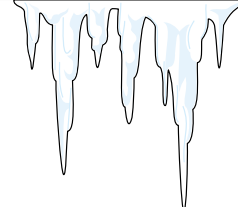
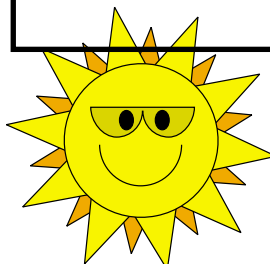
Grey uniforms

Dimensional Weavers

Raising Taxes

Not quite killing the
enemy...

Accepting a Geas to insult
a Demonic power



*"Vychan,
what's the
biggest thing
you can throw
down that
corridor?" asked
Genghis.*

*"Saydar"
replied Vychan.*

Letters to the Editor

New writers,

I disappointed to discover the new editors of the SGT are not upholding the high standards we worked so hard to obtained. Has there being one article about the reported sightings of the man on a pegasus? One piece of juicy gossip that makes an adventurer flee Seagate never to return and forever hanging their head in shame.

We spent months establishing our network of informants tenacious reporters whose exclusive hard hitting stories earned us the reputation that we deserved.

And wheres my cut of the blackmail donations that we made to the Editors. I supplied you with the articles and sketches and told you what to publish if the various individuals didn't pay up. I should mention to all that I have a copy of the "Black Book", with your own inclusions, so don't think of trying to cut me out.

ex-Editor
Sebastian Silverfoot
(no address supplied)

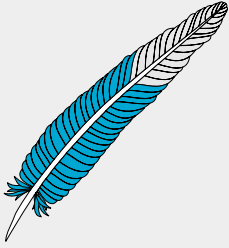
The editors reply : Obviously the ex-editor was so deep in his cups that he did not read the Winter 798 issue. Had he been sufficiently alert, he might have noticed mention of the man on the pegasus in our "Rumour Mill" column. As for standards dropping, the spelling and grammatical errors in the above are the ex-editor's own, and no more need be said on that subject. We found that the so-called informants were given to misinformation - not surprising considering the cruel and unusual tortures they had been threatened with. We therefore choose not to use any of the ex-editor's text or artwork and therefore do not feel obligated to pay him.
Signed: The Elves.

Hey Your being Screwed for Cash

The Guild, guild members and Duke are being stiffed an could do with lots more loot. An I know how.

Ya see the guild is full of really nieve nice save the world heros with shiny armour and pretty white smiles doin work for next to nuthn and so bringin down all our pay. The really clever employers now hide their cash and send in a flowery talker who says "help help we can't pay", like two or three this session. Bollocks I say, I recon most have lots of loot which they could pay us an just hide it, do yar hear any bartering with the dukes money man sayn piss off little man give me more. .. no. I recon the money man should get really nasty and screw everything out of them like they have nice boots, pots and pans, livestock, land and stuff, hey and they could become servants for us or others like the brothels and ships commin in and such like till they pay it off, afterall we spend heaps of time wandern in dangerous places gettn beaten and killed for them without so much as a thankyou so why not ask them to do some yucky high payin work in return if there so poor.

"Let's pick on the outriders and beat them up singly just like we used to at school" - Genghis to Engelton the Despoiler



Another thing you know the guild trains mages for six months and charges them nothin, they should pay a hundred and fifty a week like other training and since its full time, seven thousand eight hundred silvers each. Too many peasants come in, learn a colledge then wander off into the howling wilderness singin, laughin and holding hands then decide they don't like it when they get beaten up and killed. I recon therse hundreds like this and they owe the guild millions, why not make all wanna be mages go out on an adventure or two and get the cash before giving them training and get all the mages the guild has trained over the years to pay it back.

Another thing there's all these other adventurers guilds out there, lets wipe them all, and take all there money and women cause there takin our work.

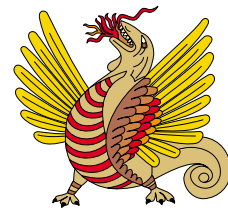
Lord Slasher.

The Last Word

The editors would like to express their grateful thanks to all contributors to this season's issue of the Seagate Times. 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 (especially those appearing in the "Rumour Mill").

Our good wishes go with those who will be venturing forth this season.

T'ana Silverwind, Editor in Chief, Seagate Times
Glitterwing Stargazer, Chief Reporter and Astrologer



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