

# The Seagate Times

September 30 1995

The Journal by Adventurers for Adventurers

Issue 13

## Aftermath of War

By Count Blitzkrieg of Barretskyne.

**Six months have passed since the border skirmish between Aquila and Aladar, but its effects are still obvious.**

The devastation wrought by the Ruby Scourge on Zumalar, the present capital of Aladar, has mostly been repaired, helped by a generous donation from Aquila to aid the repair effort. Novalar, on the other hand, is still almost entirely in ruins, with a great deal of the city having been declared unsafe due to the damage caused to the catacombs



A Western Kingdom portrait of the new Count and Countess of Barretskyne.

**Western Kingdom News - page 2**

**Letters to the Editor - page 3**

**Life and Death: an essay on Warfare by Saydar - page 4**

**Guild Security Notices - page 5**

**Personal Notices - page 6**

beneath the city during the fighting. The central castle is well on the way to repair, and will become the head cathedral of the Archbishop of the Western Kingdom. It is estimated that the city will not be suitable for habitation for at least a year. The towns and villages in the surrounding area are burdened with the refugees of the city.

Barretskyne is also recovering well after the Chaos Horde's incursion and the subsequent undead infestation. Damage to the city itself was not extensive apart from the Eastern wall. During the Chaos Horde's attack, a great many of the indigenous population were killed, so plans are in effect to re-house many of the refugees from Novalar in Barretskyne. This has met with a good deal of support from dispossessed Novalarians, many of whom wish to remain under an Aladarian lord. The marriage between Lady Kirsten Feschenheim of Aquila and myself has re-united the county of Barretskyne in a satisfactory manner.

There still exists a **state of war** between the Western Kingdom and the independent Duchy of Brandenburg. Negotiations are ongoing, but it seems likely that conflict in the vast tracts of forest surrounding Brandenburg is likely, due to the complete superiority of the 'Burgian navy under Count Azure of Calder. It is possible that Aquilan forces might attempt to force one of the passes through the mountains between the Western Kingdom and Brandenburg, however all of them are easily defensible. Forest fighting will of course prove immensely difficult to the best arm of the Western Kingdom, its heavy cavalry.

As an aside, the new "troll kingdom" in North-Western Aquila is remaining distant at this point, and little is known, but the area is deemed dangerous and should be avoided.

## Tac Raids while Blaze Burns

**The last issue of the Seagate Times never reached the Guild.**

An attack was launched on the publishing premises of the Seagate Times. The attack on the premises, located at the edge of New Seagate, took place the evening before the last Guild meeting during the production of what would have been issue twelve. The staff of the press were taken completely by surprise.

Many menacing masked marauders maliciously murdered most members.

A quarter of the staff members were incapacitated instantly as the attack was launched and it was only the experience of those members of the Seagate Times who are or have been adventurers that prevented total tragedy. The viciousness of the ensuing battle left many more members of the staff incapacitated. The extreme force used by the defense left the attackers incinerated and much of the premises gutted by the ensuing firestorm.

Survivors of the battle believe the attackers may have been members from the Adventurers Guild at Tac. They also suggested that senior staff members exercise a little more caution when issuing fire investeds to those less experienced in their use. Tac, of course, denies any knowledge of the incident and **offered** some small assistance in resolving the matter. It appears to staff members that the attack was launched in order to kidnap them, producers as such of an incisive, high quality and groundbreaking newsletter. A possible reason for this could be hopes of the Tac guild to duplicate Adventurers Guild of Seagate efforts. Presently the Tac guild has inadequate ability to produce a newsletter themselves.

## The Ultimate in Blastware?

You want Investeds that work?

Invested that take out the opposition?

Investeds that don't go Phut when you need them most?

*Seagate Times, Issue 13, Page 1*

# Western Kingdom News

## Elemental Loose in Brandenburg

An uncontrolled Earth elemental is reported loose in the Shriven Hills in Brandenburg. Reports of encounters with the thirty foot tall elemental revealed its name is Hyperbole and it appears to be friendly. Guild members are advised to approach with caution, as it has displayed many unusual abilities, including that of being able to identify Namers.

## Autumn Harvest Threatened

Mercenary bands and dispossessed men at arms have been wandering the western kingdom. Their concern is that their movement and rapaciousness many threaten the Autumn harvest causing famine in outlying areas. Any observation of these groups should be reported to the local magistrate immediately.

## Church Preaches Peace

A servant to the Bishop of Aquila was heard to have said "Give peace a chance".

This was in response to many knight's demands for greater recognition. Apparently returning knights are not being given the respect they expect by peasantry and townfolk. Some were quoted as saying "We had to fight to save your lot, we'll fight you again to save our lot."

## Western Kingdom Enforces New Law

The Western Kingdom now requires internal papers for movement, with the intention of stopping an exodus from some areas and the overcrowding of some towns and cities. Guild members need not acquire these papers as appropriate Guild membership papers would provide an adequate substitute.

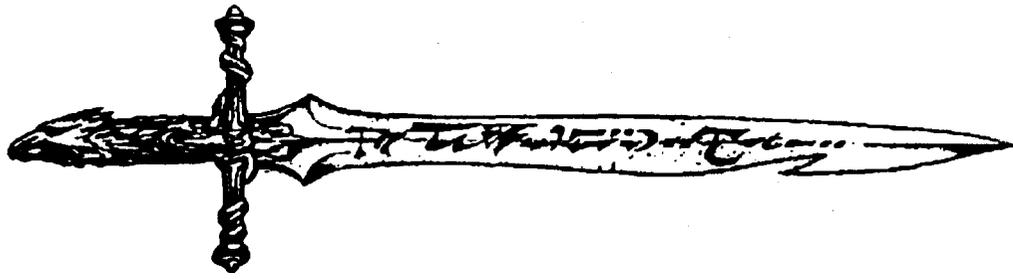
### Feeling Lucky?

TAKE THE GUESSWORK OUT OF CASTING WITH LOGAN'S GREATER ENCHANTMENTS. Rank 16 Available!!!

Contact Logan at Guild Lodgings

Founder of Newhaven

Seagate Times, Issue 13, Page 2



## Sword Escapes Guild

The black runesword known as Lord Surtar's Bane has apparently escaped confinement in the guild vaults. This was made apparent when the sword came in through the gates attached to the arm of the famous Villa.

The sword was allegedly residing wherever those who catch Sinking Doom go in the hopes of an adventurer turning up. No doubt it was pleased by the bumper crop offered by Stark, Callas, Antonio, Icarone, Villa, Eric and Berik.

## Visitors from Beyond

A 'flying' city is hovering somewhere above Alusia and is accepting new citizens for a trip beyond the stars, an ambassador to the Guild claims. If anyone is interested, please contact them at their guild residence.

Information the ambassador has related to us about the city's flight plan includes the expectation that the city will be leaving within the next three months, once resupplying is complete. The city may be gone for some time, and the ambassador believes the city will not return to Alusia for several years.

## Young King's Decree

The new king Wulf Ulric has decreed his ancestral home to be North Western Aquila and is calling for military moves to regain his hereditary home from the alleged troll kingdom. "Heads will roll one way or another!", the young King has exclaimed.

## Slaves captured

One common theme from the Autumn season was the return of slaves from various locations. The first, 'Hana', was liberated from her owners by Michael and Ishmael.

Apparently the scurilous celestials had broken into a villa on Tycho. Searching in vain for the woman they were attempting to rescue they found instead another woman and decided to rescue her instead.

"We rescued a goddess" reported the party leader after it was discovered she spoke five languages, had four skills, could ride, use big weapons and was interesting to talk to.

The party then rescued the woman they were supposed to. She was tough too. Another party ably led by Gerald rescued from permanent Petit Mort an administrator of the Calamar which they brought back with them. Maria has so far been of considerable use in providing information on these sinister beings.

## New Postal Service

There is now a speedy postal and messenger service linking many parts of the Kingdom and other places. The method is in the form of a carriage with four horses with remounts at set places. This is intended to offer fast transport to merchants and other who require the service.

The local spur runs from Seagate to Mittelmarkhauptstadt.

### *BRAEGON'S LIFESAVERS*

*Leading Healers recommend that triggering a Trollskin before each fight can dramatically increase your lifespan.*

**5 Charges of Rank 1 Trollskin  
ONLY 1,000sp**

*(More powerful doses available on request)*

## New Opera Announced

The proprietor of the New East Theatre announced a new opera to be produced by the company. Titled 'The Prince of Nordmark' it is a tragic tale of passion, war and treachery. Mr Agthew is looking for some troubadours to apply for the parts. All enquiring come to the Mr Agthew's office at the New East Theatre to set up a time for an audition. The opera is scheduled for showing near the start of winter.



*"Borax! - You know Yorik, you seem a bit congested. Here, let me help you clear your passages..." - an excerpt from "The Prince of Nordmark".*

## Quotes of the Quarter

Everyone be quiet" - Flamis  
"No-one move, I'm thinking" - Dillenger  
"I had to 'steal' something after all that breaking and entering"\* - Michael  
"You're married!" - Berik

## For Sale

Individual swimming tuition available in basic and advanced techniques. Training in survival in the water also available.

Permanent Waters of Strength and Waters of Healing potions Both at Rank 7.

Water of Healing 400sp  
Water of Strength 800sp

See Aqualina at the Water College

Dear sir,  
It has come to my attention that there are far too many hobbits in the Seagate environs. When is the next cull scheduled for?  
Bork Madaxe  
*Ed. - Expletives removed from dictation.*

Dear sir,  
Please make it known to your guild members that the annual pilchard mating migration is once again passing up the coast. Any avid spawn-spotters should report to the Wildlife Appreciation Society of old Seagate.

To the editors:  
If you don't want to see Sebastian Silverfoot again, leave a bag containing all copies of the original articles from his column by the old oak outside town, otherwise we'll send him back.  
*(Ed.- Yeah right.)*  
*(Ed-in-Chief.- This is a plea to anyone who knows where the damn things are! Please send them in to us. Please.)*

Dear Sir,  
Why is it that the nicest people on the guild are all orcs? I advise against having anything to do with all those icky elves. They're not even good to eat.  
Anon.

i wana no sumfing y iZ id vat evre tyme i nominade miselv four pardy leedr doin va pardee a faver i ged towld two shuud up evin iv id wuZ onelee stuwped an wen iv bin badd i ged smagged aroun ovr fingaz cud ovf im a guild meMbir an iv god rites evin if vay don appli two orcs  
frum SABBATH orc  
P.e,Z im nod gunnna tage id ennee mor sow wajoudd  
*(Ed.41 put this on your level Sab, Nkst tym itz yor and. Goddit?!)*

Dear Editor,  
I would like to take time to notify all adventurers of the bravery and valour constantly displayed by the Orc adventurer Sabbath. Despite some disciplinary problems which are easily and quickly dealt to he is very brave and courageous, willing to charge in even before you order him to. I am always pleased to have him in a team.  
Catherine Varden

Dear Sir,  
Bring back Gar! Bring back Gar! Bring back Gar!  
Starflower Hatred Society.



## The Ultimate in Blastware!!!

*You want Investeds that work!*

*You want Investeds that don't go Phut!*

*You want Investeds that only have to be used once!*

*Become a survivor using the elite range of Fire Power.*

*Available only from Bleyze.*

*As proven on the Parapets of Drakenberg and Aladar.*

# The Way of Life and Death

## (A guide to battle from Saydar)

### Responsibility

To win without battle, that is the duty of the Civilian [Party]Leader. To win once battle is joined, that is the duty of the Military Leader.

Your duty to your soldiers: It is your duty to ensure that the people under your command survive any battle with the greatest chance of successfully completing the mission. You may be held responsible for the outcome of a battle.

Your soldiers duty to you: Once you are engaged in battle, you are in command. Your soldiers must obey your commands. If anyone disobeys an order, have them punished. [Offending soldiers should suffer guild justice]

Know your own soldiers: When you play the game of war, you have many pieces. Know what your resources are and use them wisely. Know what all your soldiers are capable of, and how they will act in a dangerous situation. Never allow personal differences to come into play during battle. The morals of soldiers have no place in the struggle between life and death. To win is everything.

Ensure that every soldier has a method of maintaining full health. [As a guideline, it is recommended that every soldier carries at least one Guild Healing Potion (20 point) for each adventure they have completed. The number of healing potions carried should not exceed the number of Endurance points of the soldier.]

Each soldier in the unit should know where every other soldier keeps their method of healing.

Always maintain vigilance: Long term magics should be used every day. Never be caught unprepared during a mission. Fatigue lost due to casting can be regained by a hot meal, healer, or by restoratives if necessary.

Magic makes the difference between winning and losing a battle. Ensure that all available magic is used. If the entire unit can be enhanced, then it should be. The fatigue of a single mage is irrelevant compared to the enhancement of an entire unit.

### Initiating Battle

Know your enemy. The more you know of them, the more easily you will defeat them. Battle should commence when the greatest difference exists between what you know of the enemy and what the enemy knows of you.

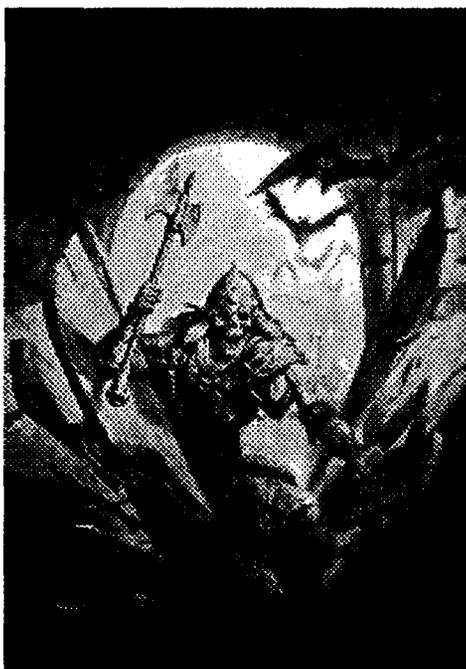
Never allow the enemy to know that you are coming.

Strike your enemy before they strike you.

Always ensure that you enter combat more prepared than the enemy.

If the enemy is more powerful than you, do not allow yourself to be attacked. If you are more powerful than your enemy, do not let them survive.

Attack when they are unaware. If they are aware of you, then attack swiftly. The longer you wait, the more prepared the



*“Perfect guild members are controlled undead”- Saydar the Warrior Necromancer.*

enemy will become.

When no enemies remain, only then are you safe. If you have no remaining enemies you will not be taken unawares.

If the enemy know of your presence, keep moving. Do not allow the enemy time to recover, or reform. Attack when the enemy is in disarray.

### Fighting Battle

Many factors are required to win a battle. To know all of these is essential.

Speed is required. Once the battle begins, it should be resolved as quickly as possible. The longer a battle persists, the more resources are used up, and the more fatigued soldiers will become. (Spells will expire.

and require recasting, invested items and potions will be used up.)

Work out where the mages are, and target them first. Ensure they have no fatigue to cast spells before targeting anyone else.

All members of a group are useful in a battle. It is up to you to ensure that all members have a use. If a member is not acting usefully, then position them in a place where at least their body will be useful.

If you have nothing else to do then present your body as a target, this will ensure that soldiers are capable are not eliminated as quickly.

Work out which soldiers in your unit are of more value, and protect them. Sacrifice other less useful members if necessary. A unit wins or loses a battle. Individual soldiers do not. Protect the soldiers which will allow you to win.

It will be more difficult to complete the mission with a dead member, than with an alive member. For this reason do not allow a member to die.

Do whatever it takes to win. If you cannot win, then do not attempt to fight at all. Find other resources, and return to the battle when you can win.

If you are engaged in a battle, and you are winning, then fight hard, and finish the enemy quickly. Any blow could be a fatal one. Do not allow the opposition a chance.

Never ease up in a battle. Fight your hardest until it is over. Concentrate your efforts upon the enemy, disperse the enemies efforts upon yourselves. Do not allow enemy to surround a soldier. Target two or three attacks against a single opponent. When one is down, move to the next.

As each enemy is destroyed, the number of attacks when you receive in return drops. Do not allow the enemy to target multiple attacks at a single member. Ensure that a range of targets are attacked at any time. This is the place to use members who have no useful ability.

If the enemy can be surprised by even five or ten seconds, then the remaining members will have a greater chance of success. Gauge the strengths and weaknesses of the enemy.

If you are more powerful at range, then keep

distance between yourself and them.

If they are more powerful at range then you must close the distance between you. If you are of even power, then allow the enemy to come to you. Never charge forward simply to engage in battle more quickly. If you have the advantage at range, then use it.

If an enemy is exceptionally agile, then outnumber them. If one of your soldiers can get behind them, then they can close with the enemy. Once close combat is entered, the enemy will be easier to defeat. You can restrain an enemy in close once they are outnumbered.

### Resolving Battle

Never leave an enemy behind you. Once you have defeated an enemy, ensure that they will be no further threat to the mission. Use whatever means are available and required.

The methods used are varied, knocking out the enemy, tying them up, using magic to restrain them, breaking legs, killing, making them irressurrectable. The method chosen will depend upon factors such as time, and importance of secrecy.

Ensure that any member of the group can be reached by another member in a single pulse. Never allow a party member to exceed this distance. Never allow a member to charge alone towards the enemy. Another member should always be able to reach the member in case they are in need of assistance.

Always ensure that you assist those who are stunned. This should be possible if you stay in close formation.

Always ensure that there is a member capable and ready to heal a member if they fall unconscious. Revive them within 15 seconds. Always protect a soldier who is near to death. A soldier who dies will drain resources, and endanger the success of the mission.

The more members which are involved in a battle, the more targets are presented to the enemy. If a member falls unconscious, attempt to revive him as soon as possible. If a member is down, then the strength of your side is weakened.

In defence, protect:

- (i) Any member who can resurrect.
- (ii) Any member who has a method of returning to the guild.
- (iii) Any member who is vital to completion of the mission.
- (iv) The member who has the most effective method of defeating the enemy.

# Guild Security Notices

## It's Our Job to be Fear



It has come to Guild Security's attention that there is good opportunity for employment for varying levels of adventurers in and around the ruins of Novalar. A wide variety of tasks and employers are available and this situation is likely to remain so for at least six months. Any parties which would like to seek this employ, apply to Guild Security.

Count Blitzkrieg of Barretskyne has extended an open invitation to hardy groups of adventurers who wish employ in the lengthy and sometimes dangerous task of clearing remaining undead and chaos creatures from Baretkyne City. Any wishing to take up this offer should apply to the Castellan of Baretkyne in Baretkyne City, the Warden of Sturmwald or Count Blitzkrieg.

The House of Whips and Chains. Discrete service to discerning customers. All races and tastes catered for. 14 Main Street, Tinsel Town.

Fizzgig's Fine Silks. Finest imported silks. Garments made to order. Discounts for Guild Members.

Arkham the Warlock seeks Dooms, Curses and Maledictions. Information leading to such well rewarded. Inquire at Slippery Rock Coven.

Assureassafe the Alchemist Requires willing subjects for quality assurance testing of alchemical wonderments. Generous remuneration.

## What's Hot and What's Not

### Hot

Earth Elementals  
Restoratives  
Masterful Mind Mages  
Rescue Missions  
Party Leaders who get things done  
Black Magic Swords  
Seagate Times

### Not

Ice Elementals  
Nasty Dwarves with Axes  
Losing Permanent Greateres  
Silly Solar Mages  
Party Leaders who talk too much  
Angry Barons  
Foolish Fire Mages



*A nasty dwarf with an axe*

### Three Month Calendar the Phases of the moon

by Phaeton

October 1st - First Quarter  
October 8th - Full Moon  
October 16th - Last Quarter  
October 24th - New Moon  
October 30th - First Quarter  
November 7th - Full Moon  
November 15th - Last Quarter  
November 22nd - New Moon  
November 29th - First Quarter  
December 7th - Full Moon  
December 15th - Last Quarter  
December 22nd - New Moon (Winter Solstice)  
December 28th - First Quarter

# Personal Notices

## Notice of Birth

Let it be known that to Lady Flamis of the College of Fire Magics and Sir Basalic of the College of Earth Magics was born a boy, their firstborn son and heir on the 25th of April in the second hour of the afternoon. Mother and child are well. Thanks to the Guild Healers who were in attendance.

Our thanks also go to the Wiccan representative who blessed the child before birth.

## Reward Offered

Whilst adventuring, my talking squirrel "Yea" was viciously murdered. A reward is offered for the capture, beating and bringing to justice of this murderer. All enquiries to Sabastian Silverfoot.

## Excuse Me Mister!

How would you like to be addressed as 'Sir'? Even if you're not of noble blood... Sound appealing?

Strong youngster wishing to baghandle for big shot. If you're a bigshot and so desire a CHARMING personal assistant. I'm your man Cheap rates (animals need not inquire)

Contact Zirak. It's a pleasure to be of assistance.

## Spell Sought

To whom it may concern:

I would like to learn the Celestial Solar version of the Healing spell but, as yet, the College doesn't teach it. If anyone has it could they contact me at the Guild Lodgings or at the Guild Library.

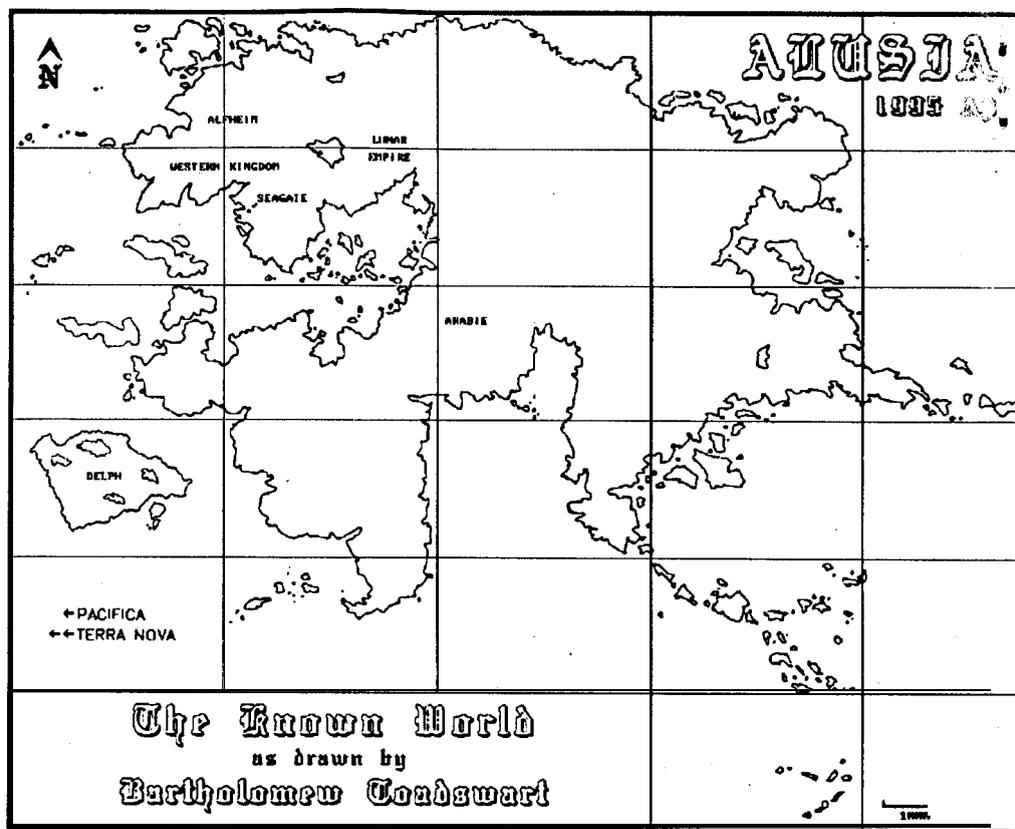
Phaeton Tama.

## Silken Web Writer Sought

Can you stand the heat? Got the lowdown on anything a bit spicy, or, perhaps smutty? Don't let the truth get in the way of a good story! We need a silken web writer today!

Apply to *Ptolemy*

*Seagate Times, Issue 13, Page 6*



*Can you help the Guild Library fill in this map? Rewards offered for good maps of parts unknown - Apply to Bartholomew Toadswart or the Library Geographer.*

## Guild Lodgings

*The following characters can be contacted at Guild Lodgings at the following addresses*

Character	Player	Phone
Bartholemew	John	302-0477
Bleyze	Craig	630-7537
Count Blitzkreig	Adam	378-0343
Braegon	Stephen	820-2253
Engleton	Jono	302-0477
Guild Geographer	Alistair	820-1910
Logan	Neil	828-5819
Ptolemy	Alistair	302-0477

## The Seagate Times

Editor-in-Chief	Bleyze (Craig)
Editor (this Issue)	Ptolemy (Alistair)
Chief Reporter	Engleton (Jono)
Reporters	Count Blitzkreig, Callas, Sebastian, Sith, Liessa, Phaeton, Sabbath
Chief Torturer	Ugh-Bash(Adam)

Contributions can be mailed to :

Jono Bean  
PO Box 105-320  
Auckland 1030  
Phone or Facsimile 3020-477

Articles are **preferred** on IBM disk as unformatted text.

**Opinions expressed herein are neither necessarily the opinions of the Seagate Guild of Adventurers nor the Seagate Times.**