

The SeaGate Times

30 December 1992

Issue 2

The Affair of Arthur's Crowns

By Motley

I believe a guild party had been hired to "appropriate" a crown, the crown of the King of Elusia, and to transport this crown from the Barony of Midheim to the plane of Purple where it could be surrendered to a local brigand in exchange for the other half of a promissory note for about 100,000sp.

The party consisted of Dido (Merchant), Thorn (rooney stick mage), Isalif (an "elf"), Stark (warrior), Tor (short warrior), Han (quiet warrior), and Arthur (thief) and Arthur was party leader... I did not join the

party until sometime later in BurgElfen. I had returned home and was in BurgElfen on business when I was informed of the "implications" of the crown falling into the hands of the self styled "Duke of Destiny", who also had an interest in the item.

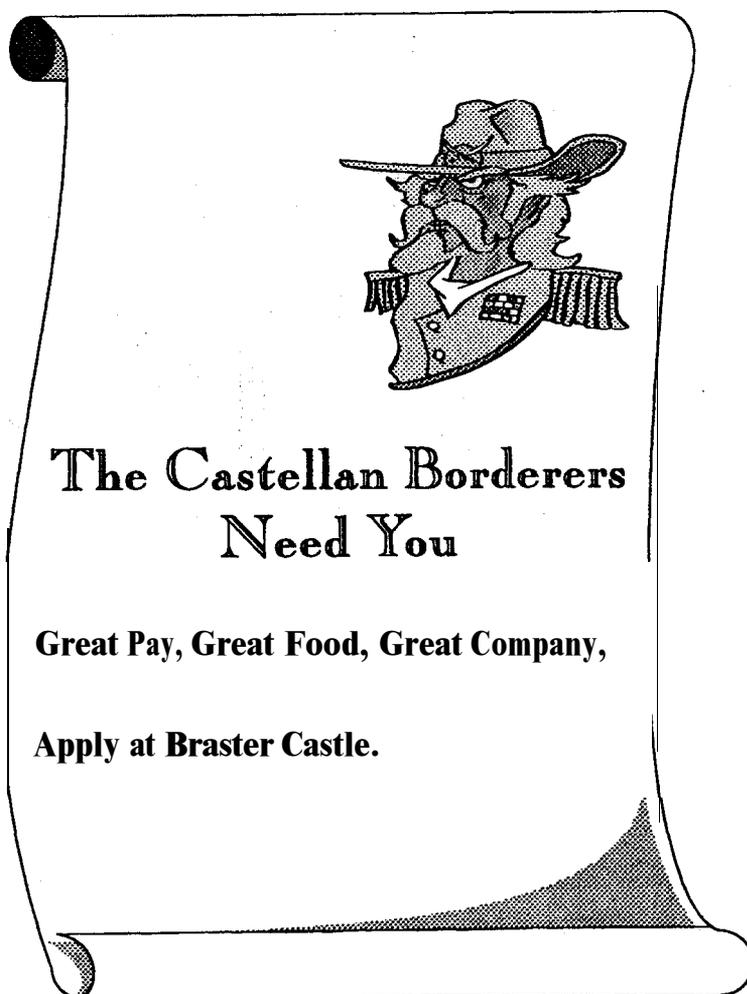
After sundry misadventures on the road, the party arrived at Mittlemachhelpstead, where we arranged to have Thorn resurrected, and viewed the crown. The crown was of course not where it appeared to be; instead it was at the same place it was last time Arthur had been looking for

it - several hours flight to the nor' east and in the snow regions (this is important as the party was in summer clothes, anticipating the tropical climes of Purple!). We travelled north east and prepared to claim the crown. [As a side issue it must be noted that the Elves had managed to enrage most of the local populous, and a group of foreign royalty who it appears were also looking for the crown. I am informed the Duchess was a mindmage..]

Once in the mountains, it was Arthur who surveyed the fortress/monastery and laid plans for the retrieval. He also learned that the defenders were expecting a full scale attack in the near future (hours or day). Clearly surprise was out of the question, so Arthur resolved to go in under cover of the attack! The party was to go in after him if he had not returned within 30 minutes - since the monastery was Peopled entirely with mind-mages, this course of action may have become very necessary.

Arthur did return, with two crowns. Unfortunately the third, and real crown was taken by the attackers, the foreign royals from Mittlemachhelpstead. Arthur was under a couple of death curses so we zoomed off to nearby Gracht. For the sake of time (we now had about three hours before we had to move off plane to Purple) Arthur heroically gave up his life so we could resurrect him and proceed to Mittlemachhelpstead after the crown. A very commendable action from the party leader.

The party moved to Mittlemachhelpstead via a planar shift, found the crown and recovered it in a mighty raid on three unsuspecting royals and a cat.



Continued on Page 7

Letters to the Editor

The following letter was dropped into the office of *The Seagate Times* by special courier from the Baronies it was unaddressed with no senders address.

Sir

I think me not that any scandal-mongering debauched libertine*, or stranger to sobriety and propriety alike, be any suitable paramour for thee. It is said that he is acquainted no virtue but what he takes from others. If rumour of thy indiscretion (i.e. unwise and tempestuous tryst) reach Court, your Aunt would be fair mortified.

(* I mean, but do not name, R_ll_n.)

Sir

It was with great interest that I read in your inaugural edition of *The Seagate Times* that Lysander was in search of a good man. From perusing the

remainder of your most excellent publication, it would seem that she should look no further than Scratch, whose devotion to her has obviously withstood the slings and arrows of less high-minded adventurers. Wishing both Lysander and Scratch all the best for their future.

Pennlucien

Sir

As I will not be attending Guild meetings for some time I would like to take the opportunity, with the editors kind indulgence, to thank my recent companions.

Thank you to all those guild members who have assisted me over the years in my quest for the Sword of the Five Winds. In particular the members of the last party Serendipity, Bleyze, Axis, Sabrina, Faen and Keshah. I look forward to the opportunity of questing with you in the future.

Martin

The Silken Web

So, who's in Lysander's shower this week? **Engelton's** been spotted, scrubbing out the soap dish but we understand **Scratch** (a.k.a the nasty Hump in the night) has been putting his smelly socks by the fire.

Speaking of things that Kleepeth... **Amber** (the gay blade) apparently tried to end it all at the hands of a big butch frost giant after being crossed in love. Who could the lithe fighter/enchanter be?

Horrors!!, the wedding of the year is all off! Apparently that wilful minx **Dillinger** developed a taste for the macabre and flounced off for a (very) dirty weekend with **Mortimer Graves**.

Honestly if **Dido** and **Sabrina** weren't working day and night to balance things up, we girls might as well take up indoor bowls.

On a more serious note, this column would like to take this opportunity to state without reserve that **Axis** is **not** less intelligent than a carrot, it is **not** true about the frilly lizard and there are no **confirmed** sightings of the rampant dragon tattoo.

Question of the Week.
What does **Blackthorn** keep under his cloak? Grown bandits have been known to faint at the sight... suggestions to this column.

Ever wondered why the Guild baths are permanently 'engaged' these days? Apparently **Thauss** and **Thorn** have booked them up for the next three months - they find the surroundings stimulating I hear.

Well' thats a wrap for this issue - keep those stories coming and remember you can rely on me for complete discretion (Mmmm... that **Silverfoam** - to die for!)

Mortimer's Emporium





Special Offer

Seige Equipment

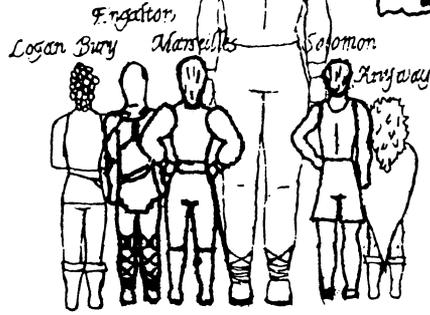
Three for the
price of two

Call at 2 Eden Grade
NewSeagate

"Mezzo Volta Suffering"
(or Rowing, mosquitoes and
more bloody roding!)

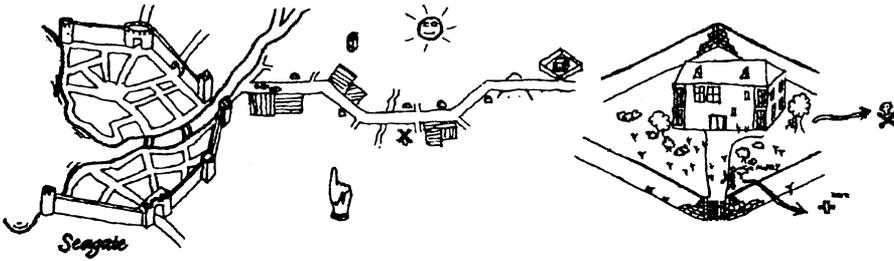
2nd July 1990
-28th August

Arthur Adams Jones



**WANTED TO HIRE
WAGON GUARDS
see Djalpa Anderson
at The Globe**

Herham



Djalpa's Story:
"I have been under seige here for a month. Those men are associates of some past employes. I was down in Kascara exploring the mountains of the Upper Reaches of the Mezzo Volta, searching for proof of the existence of the Kascaran people. My porters repeatedly threatened

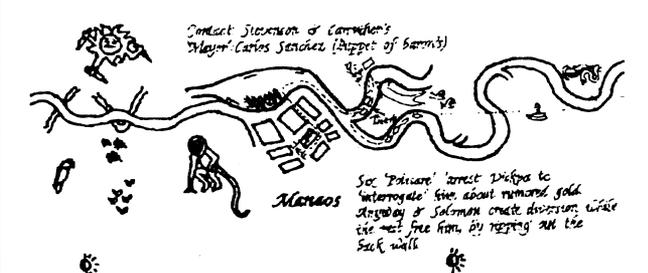
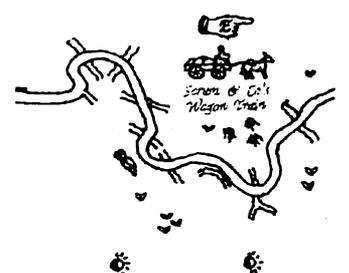
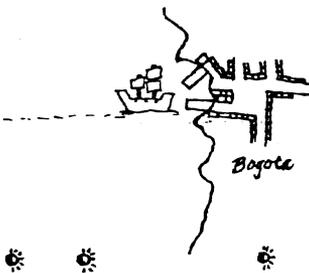
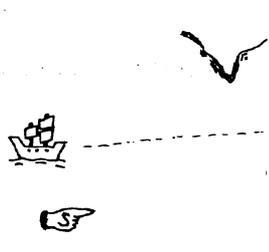
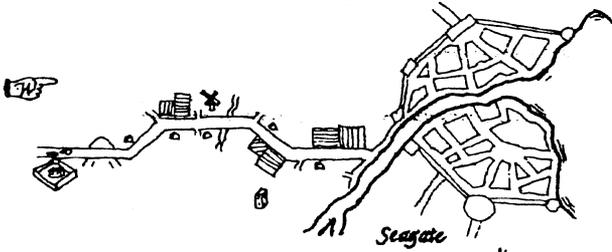
murder, but I held them off by reminding them that without me they didn't know the way back. Then I found the trail to the treasure of Aca-alfa: 400 years ago King AA was kidnapped by Prieros. His priests, sun-worshippers, got together a ransom but before it was delivered the P's killed AA so the ransom was hidden."

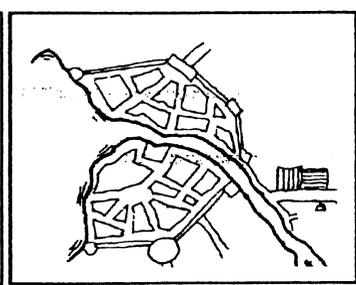
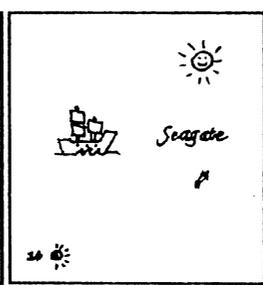
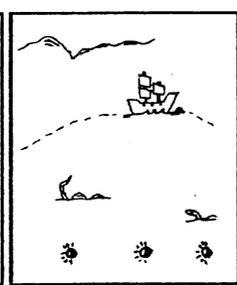
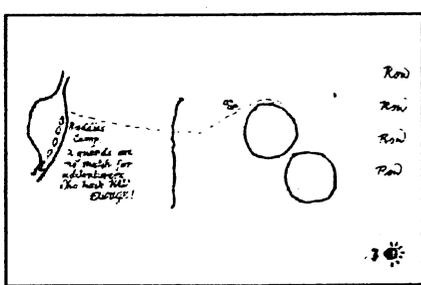
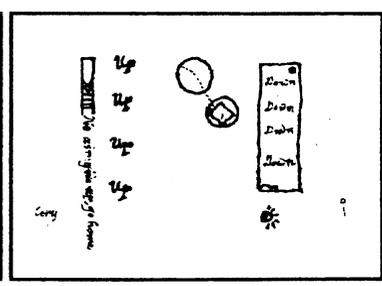
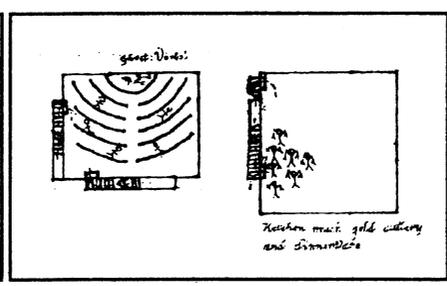
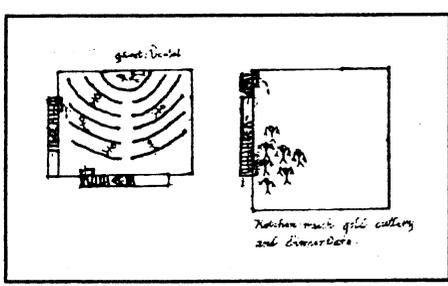
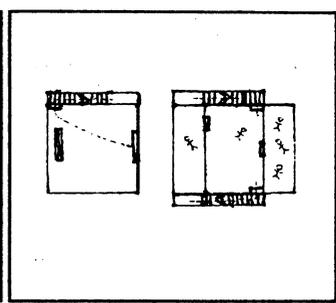
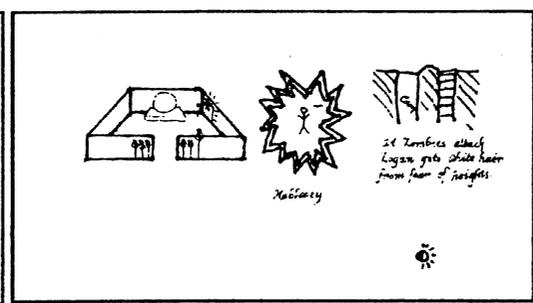
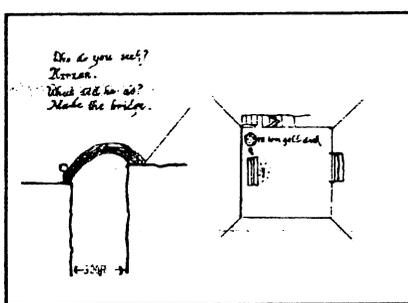
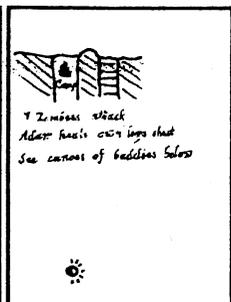
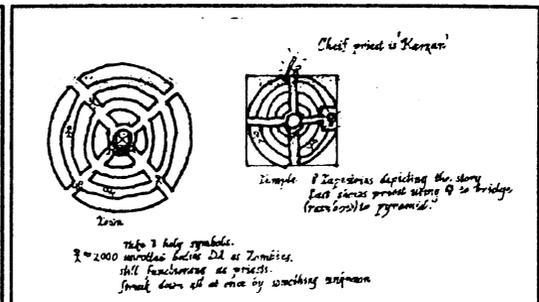
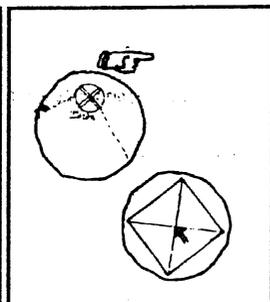
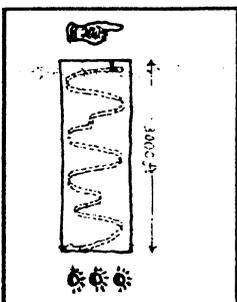
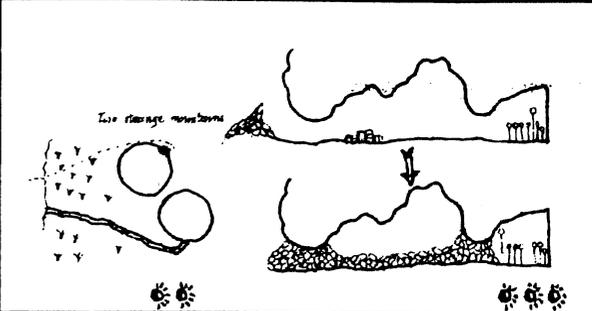
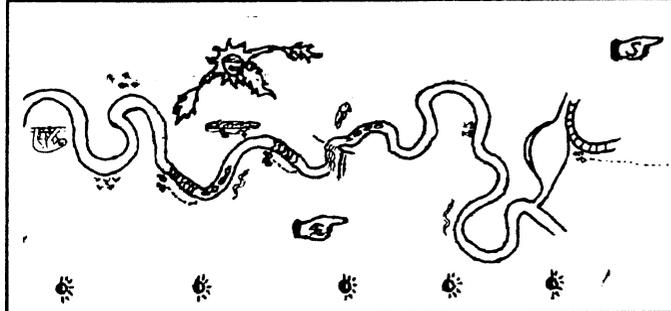
"In a fissure in the rock I discovered a doodle of a rising star. The rock opened into a cave and there I found this gold brick, further in the cave was walled up. When I returned to camp the bar fell from my pocket and the porters saw it. During the night they tried to kill me but I fought them off with my X-bow."

"In the morning they had deserted. Armed only with a fishing line, a biscuit and the gold bar I survived 6 months in the jungle, arriving in Alenads starved and delirious. While in M. I heard that Messrs. Blattner & Sletteny were about to mount an expedition for AA's treasure, and that they were being bankrolled by the local hemp barons."

"I need to get back as soon as possible, with trustworthy porter bodyguards, not so much for the treasure, but for the knowledge. I will pay 500sp/wk/person + 10% of salvage to be shared by the party."

The Prisoner's Story:
"We are here for Philippe Agnew. We expect 4 others tonight. We are here to stop D.A. leaving, kidnap him but not kill him unless necessary. D.A. was his head porter. D.A. found a gold bar then deserted the porters, leaving them lost in jungle. He arrived back at Marraos 6 months later, half starved."





Exploits from the Arena's of KAOS - Part 1

by Morgan Laffayette

(The Silver Teams exploits will be brought to you in the next issue).

The Guild entered two teams in the Arena of KAOS Competition which was being held near Nameless Town up north. The Gold Team, made up of Lysandahah TM - Healer, Namer (orwhateverytheyarecallednowadays) and Beloved Warrior of the Arch-Angel Michael (and Angelton TM it would seem), Kree "I'm not that tough" Taijin - a Katana waving Fighter/E&E Mage, Amber "Leadership from the Front" - a rapier, main-gauche and no armour fighter, Angelton TM - "Madman with a BIG Crossbow" (and a BIG crush on Lysandahah TM),

Damein "Blood Sacrifices are Neat" the Earth Mage and Morgan "Lets play Murder in the Dark" Lafayette - A Dark Mage/Fighter.

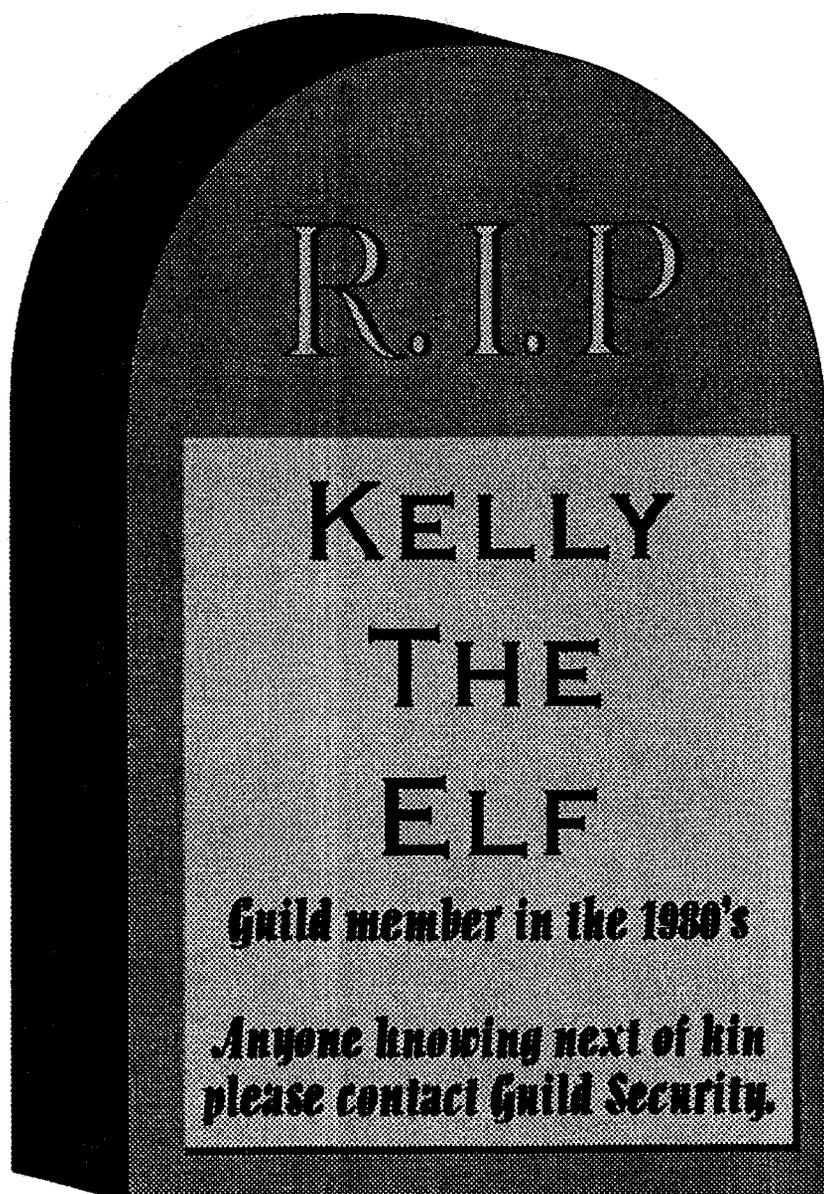
We were "hired" by MOJO EnterprisesTM to "play" in their Arena of KAOS Competition against 8 other assorted teams from various places, planes or dimensions. In a Round-Robin event the Team with the highest point score at the end of the Competition (3 Points for a Win, 1 Point for a Draw) would win the lions share of the Grand Prize Pool rumoured to exceed 1 MILLION Silver Pennies!!! The Teams were considered "Balanced" in the words

of the organisers. (Actually its all just an excuse to test the NEW COMBAT SYSTEM). The contest rules excluded irresurrectable death "attacks", invested items and similar one shot items such as potions etc. other than Healing Potions.

On the way north we flew over Sanctuary, dropped a few granado's into the Maze, shot a footpad lurking in shadows and sent the Away Team (Lysandahah TM, Kree and Angelton TM) over the side (we were on a flying ship you see) to deal to some burglars we saw breaking into this Alchemist house. Well that lasted less than 5 seconds, Angelton was right behind Lysandahah TM and he missed it! We left the burglars to the tender mercies of the Alchemist and bugged out. Stopped for lunch and picked up a merchant and his entourage who expressed an interest in attending the Competition. Arrived at Nameless Town, parked the ship, and travelled "somewhere" through a Portal. Spent the next day or two sightseeing, exploring the various Arena's (Desert, Jungle, Arctic, Hills, Forest, Plains, Ruins and Swamp).

Our first opponents were Mr. and Mrs. Theopolis, a Titan Warrior and his Light Mage wife, along with their Air Mage Storm Giant Butler "Breeze" in the desert at High Noon, not the best place for a Dark Mage I might add! Kree and Damein were so stricken with heat stroke that they had to sit this one out. Fortunately the Titan was an honourable fellow and agreed to fight the four of us by himself provided his companions could throw a few spells on him first. This seemed our best option and we accepted gratefully.

The plan was that Lysandahah TM would stand toe to toe with the Titan while Amber got behind him, Angelton TM and Morgan would empty their crossbows into him before joining in the melee. First round almost everything went according to plan, Morgan nailed him with his Big Crossbow doing maximum damage,



despite the Rank 20 Windstorm (boy is this a great spell, pity it only works verse missiles), Angelton TM would have hit him but for the Windstorm, Lysandahah TM delivered a vicious Critical Hit to the Titans groin which brought tears to his eyes and Amber circled around behind him. So far, so good!

For the next few of rounds LysandahahTM, Amber and theTitan traded blows including a couple of critical's that would have floored a normal sized opponent (would have broken BOTH of his legs) but hardly slowed our 25 foot opponent down (He had magical armour which seemed to regenerate him, and an magical axe/sword which drained Endurance/Fatigue and transferred it to him)! Angelton TM shot at him a few times and even managed to hit him once, Morgan changed to Decimate and started to empty its magazine into the Titan, decided he was too difficult to hit with missiles so he cast Black Fires instead. The Titan in the mean time had hit Amber twice and Lysandahah TM once (Three hits and you were struck out!!!). The Titan was also looking a bit wobbly, but still dealing out blows that would have slain mere mortal's! Missiles and spells were not having the desired effect so Morgan drew his Hand and a Half and charged on in just as Amber took his third blow and went down. Angelton TM continued to blaze away with his crossbow before going in to drag Ambers unconscious body clear and begin revival, Lysandahah TM continued to rain blows on the rapidly tiring Titan, despite being hit a second time. Morgan arrived behind theTitan just in time to deliver a mighty blow only to find theTitan beginning to fall on him from Lysandahah's TM blow delivered with her higher initiative! Morgan almost dodged clear and only took a glancing blow which merely buried him under the Titans arm.

The first challenge was over and the party was victorious, despite the absence of two party member against a very mean bunch of opponents! Let us at those Elves!!! Great, lets fight Elves in the Jungle! Well they going to need all the help they can get.

Turns out we were up against The Prince of Eidolon's Guards and we got wasted by Elves wecouldn't or didn't see, with Sleep Spells, Mental Attacks and poisoned missiles, not to mention the Chameleoned Fighter that Angelton TM couldn't see, with the neat entangling weapon that Dispelled all 7 spells that Angelton TM had on him in under 10 seconds! Damein got taken out with one shot, Morgan was shot and poisoned twice, once whilst hiding behind a log barricade (a Spectacular Hit apparently) and finished off by a Mental Attack. Lysandahah TM and Amber had ganged up on this halberd waving female elf (in a Jungle no less) and couldn't land a blow on her until Kree who had been Fire Flighting around aimlessly landed behind her only to be taken out by a Sleep Spell. Amber soon followed, leaving Lysandahah TM facing the Halberdess and her 4 rapidly closing companions. By this stage the score was Elves 5, Gold Team 1/2 (Kree had Levitated an Elf). So Lysandahah TM did the honourable thing, surrendered and challenged the Halberdess to a duel which she very nearly won despite bets that she wouldn't lay a blow on this Elf. Bit of a mess all round really, we didn't make a single Resistance Roll during the entire encounter!

The Third Challenge was a contest against the Hero's of Jotunheim, a giant team composed of a Cloud Giant Air Mage, a Fire Giant (guess the College!), a couple of Hill Giant twins and a Berserk Stone Giant in the Arctic. By this time we were beginning to get suspicious about the "Random" terrain draw, especially as our next fight is against Dwarves in the Hills! Still the Fire Mage won't be too happy casting under Arctic conditions. We turn up in the Arena and its a blizzard, visibility about 10 feet. Almost like Murder in the Dark but colder and the opposition can see as well as you can!?! Well several Fire Flights later we were above the blizzard, heading for this 1 mile in diameter clear spot we figured was created by the Air Mage. No sign of the opposition, but we know they must be within a mile of them, so we land

(we have some form of limited Locate that worked until you got within a mile of the opposition).

Big mistake! We landed on what turned out to be a frozen lake and we are all Fire Flighted! Fortunately Morgan is an excellent swimmer and managed to rescue Kree and Amber before they drowned. We re-grouped on the lake shore where Damein told us the good news. He couldn't cast spells on the frozen lake and there was a storm cloud pseudopod heading our way fast. Fortunately the Fire Flights quickly dried out those of us who took a bath otherwise I think there would have been 4 frozen popsicle's! So Kree Dispelled the Fire Flights and Amber charged off into the middle of the lake leaving the rest of us little option but to follow. Damein said he would follow us after he cast a few spells (promises, promises). In the mean time the storm was closing in overhead.

A couple of Call Lightning's later, Amber was toast and had Teleported out of the Arena (this happened if you were considered "dead"), and a couple of the others were damaged. It turns out that Amber was wearing Magical Chain Mail that just happened to be PARTICULARLY vulnerable to Lightning attacks despite the fact that we knew we were up against an Air Mage. Still Amber never claimed to be bright (actually he was very bright for a few seconds as the lightning struck)! So we were one (two? - no sign of Damein) down and we hadn't even spotted the giants yet, although they where probably hiding in those giant sized piles of snow.

Continued on Page 7

Calamari a'la Basalic

Take one Kraken garnish it with Dragon flames. Add Kyn suitable self immolated. Wait several seconds. Remove diced sliced and juliened Kraken. Will serve a party of 20 or 5 Hobbits.

Arthurs Crowns continued

Although we did not have surprise over the victims when we shifted into the room, we did manage to disable everyone (and kill the cat) And so to Purple. I must admit the party was treated very well on this plane. The local authorities put us up in a very nice suite, all expenses paid - and when the party includes two of the Grail Adventurers those expenses can be quite considerable! The local church of light was most accommodating of the two elves in the party, given that they are currently locked in bloody battle with elves and drow.

The intention now was to find a local brigand named the Fox, and deliver the crown to him. This we managed to do, even though Arthur had one of the false crowns stolen from his backpack. On receipt of the other half of the promissory note, we were able to realise 40,000sp in cash and gems. Overall, the party managed to fulfil the terms of it's contract despite themselves, while leaving many ends loose for others to follow.

Arena of FACS continued

Kree attacked the biggest snow pile and sure enough there was a Storm Giant hiding in there which he proceed to whittle away at without too much difficulty. Lysandahah TM in the mean time had found the Hill Giant Twins and was giving them a lesson in how to treat a lady. Angelton TM had stopped to cast a Anti-Magic Shell as he was getting sick of us being hit by Call Lightning. Morgan in the mean time was looking for the Fire Giant and closing on the Berserk Stone Giant that had popped out of yet another snow drift and was chucking his returning mattock at Kree, and gave Lysandahah TM a wee hand and dropped the First Twin who was staggering about drunkenly (she wasn't even grateful)! The Fire Giant finally emerged casting furiously but Morgan just laughed as he was completely Protected Verse Magical Fire.

The combat continued mercilessly. The Berserker had got tired of not being able to catch Kree

and went and picked on Angelton TM who was blazing away with his BIG Crossbow to no effect as once again the bad guys all had Windstorms. Kree was making Sushi of the Storm Giant who wasn't much of a fighter really and had to Wind Walk away and start casting spells again (Pointless as we were all in a Anti-Magic Shell anyway). Lysandahah TM was beating a tune on the hide of the Second Twin and Morgan was carving up the Fire Giant until it landed a lucky blow (Critical Hit) with it's quarter staff which broke his leg. The Berserker had pummelled Angelton TM into a pulp with its Mattock despite Kree chopping off its foot.

This left Kree fighting the Storm Giant, which was not really a problem unless it got lucky and Lysandahah TM facing the Fire Giant, the "mortally" wounded Berserker and the last Twin which still hadn't gone down. Almost a fair fight (she wasn't complaining about Morgan taking out the other twin now)! Well Morgan might have been down but he was by no means out as he crawled out of the Anti-Magic Shell and proceeded to blast Lysandahah's TM opponents with Black Fires, granted half of them splashed out on the Anti-Magic Shell, but enough got through to give Lysandahah TM the edge she needed and the giants eventually went down under a hail of blows and spells.

And then Damein burst through the ice ready to lay waste to the enemy whilst standing on his Walls of Stone! Turns out he had Conjured and Controlled an Earth Elemental who had taken him to the lake floor from where Damein had piled up Walls of Stone until he crashed through the surface. Of course he could have just wandered out and laid waste with his battle axe but that would have been too easy.

The forth contest was against Ulthgrimm's Trollguard, a Dwarven mercenary band consisting of an Earth Mage/Thief and 6 Dwarven Battle-tanks (Plate, Shield and Rk 20 Armour of Earth - an awesome spell)! And of course we were fighting in those "Randomly" selected Hills, which turned out to be very broken terrain surrounding a mountain which apparently the Dwarves had fought in

one of the earlier rounds. Talk about a home ground advantage! Anyway we finally tracked them down to this tunnel which went up the side of the mountain and no one apart from Morgan was prepared to go in and flush them out. So we flew back to the starting point and sat down and waited for the Dwarves to come to us. Needless to say nothing happened, except Morgan finally persuaded the demoralised party to fly to the top of the mountain and have a look about.

The mountain was snow covered, hollow and inhabited! One uncommon Hobgoblin by the name of Montigue (College?) who seemed to be some sort of caretaker for absent Giant Folk. He informed us, over tea, he was very civilized for a Hobgoblinoid, that the Dwarves were holed up in this tower on the side of the mountain that concealed the Giants Castle Complex. He would be delighted to take the Dwarves a message proposing a truce to discuss terms of engagement as neither party really wanted to settle for a Draw (Dwarves had Won 1, Lost 1 and had a Bye). To cut a long story short we arranged to meet in the Ball Room at 9:00 am and not to use Missiles (Angelson's TM BIG Crossbow persuaded them that this might not be a good idea for them and most of the party were not keen to face 7 Dwarven Crossbows).

The fourth combat opened with the contestants facing each other nervously across the Ball Room. The Dwarves were closing the distance quickly so Morgan started casting although Montigue hadn't dropped his handkerchief yet (the agreed signal for the contest to begin) and the Dwarves charged. Amber as was becoming the custom charged out alone, got surrounded by three Dwarves and was quickly getting "wasted". Lysandahah TM and Angelson TM were warming up Banishment Spells for the Conjured Earth Elemental that the Dwarves had summoned but it hadn't shown up yet so Lysandahah TM decided taking out its Summoner was more productive especially as by this time he had cast a Hands of Earth which we had resisted (aren't Counter Spells wonderful). Kree had moved (fled?) into an

Arena of RAOs continued

adjacent room from which he was casting Sleep spells furiously, whilst Damein cast Diamond Tipped Javelins at the Dwarven Leader (Earth Mage's - be sure to learn Armour of Earth) with little effect. In the meantime Morgan's Smothering Darkness had gone off, reducing two of the three Dwarves to victims and causing the third to go find easier pickings (Celestial Mage's-this spell is a must)!

In the mean time, Amber was finished off and teleported out, the Dwarven Leader had been Slept and Lysandahah TM was making the Earth Mage wish he was somewhere else despite the attentions of one of the Tanks. Angelton TM was still on Banishment Overwatch for the Elemental and Damein was blasting away with his Javelins at the Earth Mage from atop his Wall of Stone. Morgan had just finished off his two foes. Things were looking good!

Suddenly the Earth Elemental struck! Lysandahah TM disappeared into a hole in the floor (a 40 foot fall into the room below, she never regained consciousness) which freed the Earth Mage and a Tank. The Earth Mage Tunnelled the Wall of Stone from underneath Damein, leaving him unconscious down a hole (hanging from the roof of the room below). Kree was fighting two Dwarves in the doorway and getting forced back while Angelton TM figured that as they were no longer in the Ball Room, using his BIG Crossbow was OK. Morgan blasted 3 Dwarves (and Kree as it turned out) with Black Fire and Kree Teleported away (he was getting Hammered). There were a couple of seconds of silence as angry Dwarves charged Angelton TM (for some reason they didn't like him using the BIG Crossbow). Morgan who by this time thought he was the last left standing warned up a BIG Smothering Darkness, but the Earth Mage got his Tunnelling off first depositing Morgan in the room below (miraculously unhurt from the 40 foot fall).

Angelton TM, faced with three angry Dwarves, wisely fled into Morgan's original Smothering Darkness (pretty desperate really) and the Dwarves abandoned their pursuit.

Morgan in the mean time was administering to Lysandahah TM, but unfortunately she "died" just about then (she had lots of broken bones anyway and was out of fight). So Morgan grappled Damein down from the ceiling and went in search of other survivors, encountered Montigue who took Damein into safekeeping and found Kree and Angelton TM. In the mean time the Dwarves had regrouped, picked up their wounded/unconscious and fled into the mountain. As we could not handle the Earth Elemental which could track us down and attack with surprise, with or without the Dwarves we flew off resulting in a hard earned Draw.

At this stage the Competition was called to a halt allowing teams to rest and heal. The Competition will continue next Session with the possibility of new blood in the Guild Teams.

Birth's, Death's and Marriage's

This is the third and final publishing of the marriage banns for Kryan and Aquilina, both of the Sea Gate Adventure's Guild. After a fifteen month engagement, they are pleased to announce to friends and fellow Guild Members, that they will be married over the course of the next two months. The ceremonies will take place on New Years Day, and on Aquilina's home island in the South Seas as soon as possible thereafter. All Guild Members are welcome to attend the WEDDING FEAST and CELEBRATIONS which will commence at noon, after a private Raphaelite ceremony. Please send all wedding presents C/O Guild Security.

Work Wanted

A crew is required to assist with basic seamanship and navigation of an ocean going vessel. The ship will be heading south into a tropical summer and does not expect to encounter bad weather, pirates or other **mis-adventure**.

Castellan B orderers reserves are being called up around Brastor Holdings and Seagate. It is thought that guild members will soon be included in this call up to respond to the escalating problems around Griffon Valley.

Discreet party of adventurers (6) required to assist the kingdom of Eritrea in a most delicate matter. Only experienced adventurers need apply. A fee of 20,000 silver pennies will be paid to the successful party. Applications to Marak, Captain of the High Guard.

Rumour has it that there has been an influx of Tinkers from down south. Maybe the Tinkers Annual Goblin Throwing Contest is being held in Sea Gate??? Who knows!?

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See your GM about the
Castellan Borderers

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