

Saydars Pub Crawl

2nd Quarter Game (1st April - 30th June 1996) - Start Date : 9th April 1996
WHERE IT ALL STARTED : THE SKULL TAVERN - NEWHAVEN

We were asked by Saydar to join him on a very rare occasion , a free drink in his tavern - The Skull. I soon found myself in somewhat familiar company as apart from myself;

Dalran De Brevic : an E & E of great skill.
Saydar (Of course) : an orcish Necro of note.
Turf : an Elvish Fighter of note and also a Namer
Callis : An elvish Earth mage of note.

We all huddled together in one of the taverns back rooms and began our discussion of Saydars (and mine) great plans for the future. Basically Saydar and I were going to travel through the baronies around selling some of Saydars copious quantity of beer and wine.

During our travels we are also to keep our eyes open for further adventuring opportunities for the future and to note them.

Anyway we decide to leave today as there is no time better than the present. We all portal through to the Guild where we find 10 barrels of Saydars merchandise waiting for us.

We all head down into Seagate while turf arranges for a wagon to take the barrels down to the docks for loading onto a boat which we are about to arrange for passage. We go and search for a sea Captain acquaintance of Saydars who may be able to help us! We inquire after the aforementioned Captain Ned - Black Ned and are informed he is probably at a pub named the Winged Demon Inn. We search for this pub and finally find it in the most disreputable quarter of Seagate - the poor area.

The Inn is everything our imaginations had conjured it up to be - dark, dingy, smoky, open fires and infested with vermin (and some rats too no doubt). Anyway Saydar inquires after the Captain and we are told which table he is at, at this juncture however Saydar tries his sales pitch and it works so we have therefore made our first sale of the trip without even leaving Seagate. Thus far (+ 350sp). Callis negotiates on our behalf since she is the best equipped to negotiate with a man such as the Captain (or indeed any man) and as a result we are leaving on the next tide (in 3 hours) for the cost of (- 400sp and 1* 12gal barrel).

We head out and finally catch up with Turf who had been having discussions with various people about lots of inane subjects , we tell him the news and get the wagons to the ship just before we are due to sail on the tide. 4pm :

At this time we cast off and depart our fair Seagate for far shores. We meet the crew and find our allotted spaces on board and go to sleep after a small discussion. Saydar will be Party Leader and Military Scientist and I will be the party Scribe and record keeper. Also we all decide to take a slice of the profits from this little escapade of Saydars - amounting to 10% each for Dalran , Callis and Turf. We learn that Baron Loganberry of Newhaven will be joining us in Glisheim later and we will discuss money and events further at that time. We assign watches as follows:

1st	Turf	6-9pm	2nd	Saydar	9-M/N
3rd	Callis	M/N-3am	4th	Dalran	3-6am

During Turfs watch we are awakened when he screams due to a large 2 hex Octopus getting on board and grabbing his leg in a tight grip. I shout Just hit it and be done with it you woss , he does this once and I again shout Stop playing with it and cut it to shreds. He hits it again and it expires but not

before inking Turf in his eyes - a non damaging action and indeed a reflex one of voiding its bowels etc since Turf has just killed it dead.

We go back to sleep and the rest of the watches pass uneventfully as we sail west from Seagate towards adventure , danger and excitement.

Here endith the first day of our intrepid adventure into retail merchandising of consumable products for the Alcoholic markets.

10th April 1996

The day passes uneventfully as we sail westwards. No land in sight.

11th April 1996

The day passes uneventfully as we sail westwards. No land in sight.

12th April 1996

The day passes uneventfully as we sail westwards. No land in sight.

13th April 1996

The day passes uneventfully as we sail westwards. We however pass some low lying islands to our starboard. Nothing else to report.

14th April 1996

The day passes uneventfully as we sail westwards. No land in sight.

15th April 1996

The day passes uneventfully as we sail westwards. No land in sight.

16th April 1996 The day passes uneventfully as we sail westwards. We enter to bottom of the Felice River Estuary and turn to starboard in order to head North. Turf reckons he sees some Harpies and I persuade him to rest as he must be imagining things - anyway they are too far away to be any sort of threat to us and our ship.

By the evening we are well into the Estuary , we spend most of our time looking out forard for obstacles in our path such as islands , sandbanks and other such obstructions. The night passes uneventfully.

17th April 1996

Travel through the Bay and past several islands and reefs, we spend our time helping the crew lookout for hazards and other impediments to our swift passage though the area but find none due to our diligence. We pass around huge old castle walls in a state of disrepair and enter the harbour of Felicemouth by 3pm.

Once we land we pay import tax on our goods. We all feel a little queasy after being on the ocean for such a long time but we soon recover our landlegs.

A little later once we have procured a wagon and horses we go to the Limping Lion inn and wait for Turf to return. During this time we subtly question the locals about the law enforcement and military in the area , as well as the barony in general.

Turf returns and we proceed to a tavern that he has procured for us after Saydar said go and find a place for us to stay for the night with some good entertainment. We soon find ourselves at the Brazen Harlot Inn (which is a whorehouse by any other name) and we a shown much hospitality - although Saydar is treated like scum (which he enjoyed once big bad BrunHilda got on his case). It ends up Turf missing out on some rampant totty as he is still a virgin (we surmise) and has no idea what to do when the girls offer to tuck him in and keep him warm , I get two for the night and enjoy myself stupendously , Saydar gives a quickie (very) to Brunhilda and Callis gets little sleep with all us boys having a good time. Night passes.....

18th April 1996

The day dawns fine and hungover , we have a fast meal here at the tavern and leave Felicemouth by way of the South road. A quick inventory of our wagon reveals we have 1-50gallon and 4 12gallon kegs left of Saydars ale. We travel for the day, Callis and I snatch some sleep in the wagon while the others watch.

We end our travel at a small fishing village and Saydar sells another barrel of his ale to the head woman of the village for 300sp. Saydar and the others question the locals while I go for a short walk , I question a peasant about what entertainment is here in this town - he winks knowingly at me and says theres the widow Sorenson in the far house sir - she normally provides some entertainment for visitors when she is up to it After this bit of knowledge I go and see the widow about more information that is more easily obtained than Saydars subtle questioning - how many troops in area, are they trained, whats the name of their leaders etc. Callis satisfies her urges by entertaining all the menfolk with her erotic gyrations and dance movements while Turf and Saydar question heavily handedly. So after pumping the widow for information for most of the night I join the others back in the tavern / hall at first light and we pool our newly obtained knowledge and find out that noone knows much at all about this Barony. We do however realise some worthwhile information - namely that the Black Knights have not been seen here in more than a year. They seem to be our old friends The Azure Guard as they are 7ft tall dressed in black plate and carrying great axes.

19th April 1996

We proceed out of town and travel to the main town in the interior of the barony Eriwhon, we arrive here at 5pm. We stay at the Horned Satyr inn and we discuss the news of the area with the locals again finding out not much information. Saydar again sells a barrel to Gond the innkeeper for 250sp. Night passes uneventfully.

20th April 1996

We undergo our ritual preparation for a possible encounter with the Harpies rumoured to live in the woods and raid road traffic. We visit the town of Gullet Hollow and stay at the Silver Halyard which was full of fisherman and other common villagers. Saydar scares the villagers with his high tales and tough guy image. The night passes without event or repercussions for Saydars actions.

21st April 1996

We again undergo preparations for possible encounter with the Harpies but we are joined just prior to leaving by an upstanding local lad by the name of Smidge who has decided to accompany us as It is better to die well than to fade out in obscurity here. We welcome him and soon we are on our way down the road waiting for the Harpies .

We spot them at the same time as we are dealing with some Ghouls that rise from the side of the road , the Ghouls are despatched very promptly and the Harpies seeing how well we deal with them decide to keep a low profile and retire to their lair. We retire back to the village for the night and arise the following morning fully refreshed.

22nd April 1996

We again travel along the road towards the castle. Baron Logan (after locating us from Glisheim) comes to us on Shadowings, we welcome him after DAing - in this climate of paranoia and fear!

We encounter the revenant of a man who wishes us to bury his bones on Skull island , we agree to kill the Hellhounds (in order that he may finally rest) , we had some food while we talked of future events and moved on. We enter the mists and encounter the Hellhounds therein , after a short fight and some fine hits by Turf, spotting by Logan and Dragonflames by myself they all (4) were consigned back to Hell.

We proceeded on towards the castle and finally arrive. Saydar does a precognitive vision then turns very white and starts to flee (though he claims it was an orderly withdrawal - yeah right) , he was talked out of doing so by us and we enter the castle.

The events within the Castle can be summarised as being: Met the current Baron and his lackey (a combat E & E) Saydar negotiated the handover of the Baron to him on condition of acceptance by Count Brandenburg Found a magical mirror, dagger and other loot. Banished a Demon and other suspected possibly Demonic merchants and others. Destroyed some Necromantic powerful items by irradiating the area with Mana Spirits. Failed to find a certain temple that Saydar had seen in his vision of his death. We all stay overnight in the Castle and leave in the morning along with the Baron and his lackey.

23rd April 1996

After all this we leave the Castle and start on our way back to Gullet Hollow for some rest. Along the way we encounter another snowstorm and decide to shelter in the abandoned cave.

However upon reaching the cave we find another group of men occupying most of it , we proceed to introduce ourselves and our guests but the intruders do so also although somewhat slowly. There is a palpable tension in the air as several rounds of DAs go off and reveal that they are basically and like structured group of adventurers to us - although much weaker of course. We establish the fact that they are from the Tac Guild and we notice the looks on their faces once their Celestial reports back on his DAs - they turn quite pale. Since it is now established that we have the better and more powerful force we move in the cave and offer to share it with them - including watches of course!!

Anyway the night passes uneventfully with the storm dying out in the early hours.

24th April 1996

We leave in the morning after scaring the crap out of the other party with tales of the dangers on their proposed line of travel. We proceed out to Skull Island to fulfil the Revenants request.

We get rid of the Night Gaunt on our way and arrive safely. We give over the bones to the Priest and he thanks us - offering hospitality until the next low tide in the morning. We stay the night and find we have all been blessed with +50% Magic Resistance for the next six months and Turfs Greater enchantment (since he was the one who actually handed over the bones to the priest) is raised to permanent Rank 20.

25th April 1996

We decide to allow Turf some training time to further develop his counter spell abilities in relation to Greater Summoners and so leave Turf and Callis in the town while Saydar and I take flight and head for Brandenburg with the current Baron of Eriwhon (Gondric) in tow - flying on Saydars shadowings while I change into my winged elf form and get some extra strength so that I may carry Saydar.

We arrive in Brandenburg late in the afternoon and are soon shown into his presence once we explain that the security of his realm was at stake.