

# The Guildsman

*The Magazine of Pathfinder Live Role Playing Club.*

*Issue 13: June 2008*

## ***The State of the Realms***

### ***The World as a whole***

*As summer grinds its way into the world the war continues; most cities have refugees swelling the numbers of inhabitants to breaking point. Troops can be seen everywhere and whispers of conscription mount. Every kingdom has land occupied by the enemy and each day the areas wrested from crown control grow.*

### ***Erinan***

*Beleaguered Erinan teeters on the brink, her armies pushed back again and again giving ground to the enemy, the improvement in weather has allowed her foes to outmanoeuvre her defenders. The refugees grow in number and many towns now suffer massive sanitation problems and have camps building outside their walls. More worrisome was the day when a massive explosion rocked the kingdom; seen from miles away the detonation was deep in the Beast lands. The smoke from it turned the sky dark for days and the noise left most in the area deafened. Many wonder what horror created this explosion.*

### ***Dralazar***

*The desert land shimmers in the summer heat, travellers find evidence of battles fought in the deeper desert with no idea of the combatants, only that many demons and other fell creatures are to be found but no bodies of their enemies. The coastal raids increase but the citizen levy has born fruit. Every town now has*

*walls and mans them with troops at all times. Trade caravans still cross the sands but now the failure of them to arrive at their destination becomes a daily occurrence rather than rare.*

### ***Calsmeer***

*Calsmeer lifts its weary head again; in the north news of a victory over the Wyldmen stirs the hearts of the proud people of the Wolf. A cluster of now famous nobles has forced the end of the siege in Foinaven, the names of the group that saved the northernmost outpost are many and their efforts have become iconic to others in this land. Many wonder if the valley will become a forward position from which to attack the rear of the army. However even as the victory is fresh more and more land is gobbled up under the boots of the Wyldmen and the Shadowlings as half the country falls under their dark dominion.*

### ***Gralamire***

*Gralamire, home of less trouble than the other kingdoms now has a new factor to contend with. At the site of the battle of Mara in times past a gathering of the Renraniay has begun. The travelling people are setting up a camp and making it permanent from all observations. Their caravans sit behind a new palisade and nightly fires and revelry can be heard coming from within. Though they suffer some attacks for those wishing to move them on and from Shadowlings, the free people have repulsed the former with humour and no casualties on the side of the attackers, and with bitter fervour on the part of the latter. However*

*forces gather in larger numbers to face them.*

### ***Amatukiland***

*Standing at the edge of Gralamire a massive army of Treewalkers now waits; they talk little to anyone barring the offer of food and care to refugees. However large numbers of warriors clad in tiger skin armour have sallied forth to harass any enemy coming near to their camp.*

### ***The Troll Lands***

*At the Escarpment the Troll army now stands at the foot. Continually supplied from their own lands they give the impression of preparing to march as wagons are stocked and placed ready to move out. The clamour of the drilling troops deafens the ears of any watching and the mirror shine of their armour in the summer sun blazes like nothing seen before now. A final set of troops mounted and in heavier armour than seen yet gathers at the top of the escarpment, many wonder if this heralds the coming of Sourbelly himself to the field of war.*

## 2008 Season

The May overnighter is behind us, and the next big event is the August mid year. While the booking will go up shortly, those wishing to play should decide now and be ready to send in booking forms. The event, while led by the plots leading up to it, will be run on a 'first booked first on' system. Anyone who wants to play can but the epic nature of the event should be kept in mind. We will be charging to monster to help cover the site but monsters will be full time crew apart from the Friday night Tavern night. As such playing will cost more and crewing will cost less than the May event.

### The System Ref Speaks

While May had some issues I hope most of you enjoyed it. We are looking to get a work party together to do some site-work before the August event and anyone interested in coming should let me know ASAP. I am liaising with another group that use the site in the hopes of sorting out a combined group to improve the tavern and fix as many of the issues with it as we can as well as some other site work.

I also need to take the time to remind everyone that the booking sheets are the ONLY things that marks an event as booked. We expect you to work out between yourselves if two parties want the same day before sending the sheets in, so PLEASE take the time to talk to each other especially if someone has noted interest in the date you want.

I am very please with the response to the insurance matter. Anyone who still wants to help the club out should perhaps talk to Pete C in regard to his idea about a batch of weapons for MK/FG.

We have had a lot of requests for new skills and spells, so expect to see new and interesting things out in the field, however please all remember that new inclusions sometimes show problems and may be altered during the year to work out the kinks.

While (as noted in the previous Guildsman) we are happy to supply adventure plans to players for use in updating their character histories, the following must be kept in mind

a) We will go through and remove ALL stats and information in regard to monsters and items

b) We will also 'sanitise' the document to remove plot information players are not yet aware of or that would damage the play experience for them.

Please remember that we do not HAVE to give you this information and reserve the right to refuse to supply it at our discretion. Any and all requests for adventure plans must be made to Royce who will supply the edited version at his earliest convenience.

I would also like to take this opportunity to make a system comment on the issue of Knockouts. This skill has been in the system from day one, it has yet to show any problems in its usage and application. We have refined the protection against it and this is now clearly in the manual (Page 18). While I am happy to

listen to further comments about it they should now wait till the end of the year for when we reassess the system for changes. Until then I would ask that the done to death gripes and complaints about it are shelved. Despite perceived problems NOTHING has show it's self to be a game balance issue or an inappropriate use of the skill in the past ten years. Further raking over of the subject at this time serves only to waste the time of the ref team and other players, and prevents them from working on more important issues.

### One last note.

The skills and abilities of another character are between them and the ref team. Players found trying to get knowledge OOC about the characters of others, particularly through abuse of acting as Player/Monster captains may find themselves penalised on Monster Credits, Exp, or ultimately receiving a behaviour warning. If you think someone is cheating please mention it to a ref by all means, but after that let it be. The abilities of another character are not your business and other players have a right to keep things close to their chest if they wish to. Remember that the ref team works hard to ensure things are balanced and you need to trust them to do their job. The same applies to the skill and powers of any monsters or NPC's in the game. Meta-gaming will NOT be allowed at Pathfinder.

## 2008 Season

7<sup>th</sup>/8<sup>th</sup> June – NO EVENT – MARK UNAVAILABLE  
Location: Bowbrick Hill Woods

14<sup>th</sup>/15<sup>th</sup> June – BOOKED BY BETH TO RUN  
Location: Bowbrick Hill Woods  
Level: Mid Length: Triple  
Type: Mix (on the Roleplay heavy side)  
Start Time: 9.30am for a 10.00am start  
Note: Monsters wanted.

21<sup>st</sup> June – BOOKED – BETH AVAILABLE, MARK AVAILABLE  
Location: Bowbrick Hill Woods  
Level: Mid Length: Quad  
Type: Mix (on the Roleplay heavy side)  
Start Time: 9.00am  
Note: Monsters wanted

28<sup>th</sup> June – PROVISIONALLY BOOKED  
Location: Bowbrick Hill Woods  
Level: Low to Mid Length: Quad  
Type: Mix  
Start Time: 9.30am  
Note: Monsters wanted.

5<sup>th</sup> July – BOOKED  
Location: Bowbrick Hill Woods  
Level: High Length: Quad  
Type: Mix  
Start Time: 9.30am

Note: Monsters wanted.

12<sup>th</sup> July – TENTATIVE BOOKING – PETE TO CONFIRM  
Location: Bowbrick Hill Woods  
Level: Mid Length: Quad  
Type: Mix  
Start Time: 9am for a 9.30 start  
Note: Beth and Dan booked to play.  
Monsters wanted.

18<sup>th</sup>/19<sup>th</sup> July – NO EVENT – FADED GLORY WEEKEND

27<sup>th</sup> July – BOOKED  
Location: Bowbrick Hill Woods  
Level: Quest Length: Quad  
Type: Mix  
Start Time: 9.30am  
Note: Monsters wanted.

2<sup>nd</sup>/3<sup>rd</sup> August – DATE FOR SUMMER OVERNIGHTER. DETAILS TO COME  
Location: Borwick tavern site, Newtown

9<sup>th</sup>/10<sup>th</sup> August – BOOKED  
Location: Bowbrick Hill Woods  
Level: Mid to High Length: Quad  
Type: Mix  
Start Time: 9.30am  
Note: Monsters wanted.

August 16<sup>th</sup>/17<sup>th</sup> – Free date – No Mark, Beth available

August 23<sup>rd</sup>/24<sup>th</sup> – Free date – Beth available, Mark Available

August 31<sup>st</sup> – BOOKED  
Location: Bowbrick Hill Woods  
Level: Low to Mid Length: Triple/Quad (TBC)  
Type: Mix  
Start Time: 9.00am  
Note: Monsters wanted.

Dates available up to October 25<sup>th</sup>/26<sup>th</sup> – LAST FREE DATE – Mark maybe, Beth maybe

## **Guild Dispatches:**

### **The Children of Shashay**

Davon has issued a decree to all guild members. Knowledge on the makeup of the Wyldman society is needed. It is clear there is more structure to their way of life than first thought and anyone able to shed light on it and ways to exploit it are to come forwards immediately as it has great bearing on the current war. Any way to divest the Shadowlings of this ally is to be explored.

### **The Order of Hermes**

*A report of the cessation in the abilities of several items at the start of Mai has reached the ears of the Order, anyone with information about this phenomenon should contact your local guild master and forwards what you know to the main guild houses.*

### **The League of Pathfinders**

The League has suffered recently as many of the army scouts are members of its brethren. We caution all those in the league to be mindful of bringing back information rather than fighting and dying without gain.

### **The Legion of Battle**

THE LEGION GIVES IT'S THANKS TO THE HIGH PRIEST MORDEN OF CALSMEER FOR HAVING RETURNED JASON GIANTSBANE TO US. THE ACCOMPLISHMENT OF THIS MIRACLE GOES BEYOND WORDS AND THE LEGION AS A WHOLE IS NOTIFIED THAT ANY FOLLOWER OF STARSHA IS TO BE GRANTED AID AND PROTECTION IF IN NEED WITHOUT QUESTION. THE LEGION PAYS ITS DEBTS!

## **General notices**

### **Scrolls for sale:**

**Spells from the Movement, Thaumaturgy, Energy, Knowledge, Control & Alteration spheres available.**

**Instant teaching of the same spells available, rates negotiable.**

**Contact Ashym or leave a message at The Aurora in Appia.**

(Ref note: any transactions of scrolls MUST be either via e-mail with Royce cc-ed in, or during time in on adventure. Any teaching of spells is TIME IN ONLY.)

**News comes from Calsmeer of the valiant defence and the eventual breaking of a siege against great odds. Many towns in the North of Calsmeer have simply been wiped out. Some have survived the initial surge of the Shadowling Army. Others have been besieged. Foinhaven, one of the Northern most bastions of civilisation was one of those besieged places. However the recent arrival of many powerful warriors, priests and mages has enabled the siege to be lifted. The brave adventurers made contact with local allies and improved the defences of the village. From many miles away a ritual was performed which weakened the Wyldmen besieging the village, finally the mysterious appearance of the head of one of the Wyldmen chiefs on a pole by the village gates weakened the will of the Wyldmen, allowing the warriors to strike divisively against the bulk of the Wyldmen force breaking the siege. The remaining Wyldmen were mopped up by the villagers and the rest of the adventurers.**

### **The Editor Speaks**

*\*waves bleakly\* This issue is err, hurried, put together between final year essays, torn ankle ligaments and moving. But it's done.*

*The May event was fun, and now we're all gearing up for the last big push to the August Overnighter.*

*This issue does contain some important information, helpfully placed on the page that most of you seem to pay most attention to; that which contains adventure details. READ WHAT HAS BEEN WRITTEN THERE. There may be a surprise test.*

*I will take submissions in between issues, providing that they are sent to*

*anonymousblueberry@gmail.com in either .doc or .txt format (not in the body of the email please) and if we have room, it'll go in.*

### **Submissions**

*Any submissions you have should be sent to Beth Charlton at:*

*Email:*

*[anonymousblueberry@gmail.com](mailto:anonymousblueberry@gmail.com)*

*(please cc Royce in:*

*[saphdragon@gmail.com](mailto:saphdragon@gmail.com) )*

*(We can now accept simple graphics for inclusion)*

*Website: <http://pathfinderlarp.org.uk>*

*Forums:*

*<http://pathfinderlarp.org.uk/forum/index.php>*

*(Do a login for each character, with an icon, it makes life easier)*