

The Guildsman

The Magazine of Pathfinder Live Role Playing Club. Issue 15: November 2008

The State of the Realms

Erinan

Despite the oncoming winter, Erinan is jubilant, not only have all her troops returned home, but also the Queen has announced the reclamation of the area occupied by the Beastmen for many years. It is unknown as to how this has come to pass however Elenora has cryptically included in her announcement a thanks to those dedicated and capable people who have helped this come to pass.

Dralazar

Dralazar has been a hive of activity, her ample stores of food have been being distributed to the other kingdoms via ritual circles and this seems to have spurred on a rise in the economy as many goods are brought back by returning mages. Several coastal enclaves of refugees have also risen up on both coasts and while there is expected trouble with a lack of adequate law enforcement, many of the Knights of the Blazing Sun have been assigned there to assist with this.

Calsmeer

The legions are being assigned to several major projects now that they are home. King Pedrianly has taken lessons from history and as soon as the men have had a short spell at home he has started to assign groups from legion down to Century size to the rebuilding of roads or bridges, to the establishment of defences for major towns that were damaged in the Shadowling war and to a general aim of ensuring there is enough food and stores for the winter to ensure survival for his people.

A primary rule has been established; the Legions are to be self sufficient where ever they go this winter. They are to add to any stores they come across rather than requisitioning supplies. It has not gone un-noticed that this is resulting in some of the most mobile military units on the face of Vara as they will not be relying on long supply trains to keep them provisioned.

Gralamire

Sethain continues to spend more time in seclusion. Already the oncoming winter begins to cut off some of the regular contact with the mountain cities.

In the lowlands communities are rapidly stocking for the winter and some small settlements have been abandoned in favour of pooling resources in larger towns.

At Mara a grand garden is taking shape. Many wonder at the speed at which the area is being re-claimed from the damage of the great battle there. At a quarry nearby several of the Troll contingent from the battle are working to hew and shape the monolith promised as a marker for those that fell.

Amatukiland

As the cold season begins to make sailing more difficult the port towns on the edge of the rainforest land become quieter and less populated. What is known of the more inland areas is still puzzling as the odd roadways that were cut still remain, the jungle being kept from claiming them back. Indeed there are signs that bridges are being improved and rebuild in stone rather than just rope.

The Duchy of Kiral

Kiral continues to be a place of joy and colour despite the rain that hammers its streets and roofs of grey stone.

More notably many people on Vara are taking note that the Kiral Guard has resumed patrolling the Great roads and ensuring the safety of travellers. There is talk that the next step will be the resumption of operation of the way stations and trade enclaves along the roads as neutral Kiral territory.

The Troll Lands

In the Troll lands a grand funeral has been held for Sourbelly. A massive pyre was built outside the walls of Mountain-Home on which the body of the fallen king was laid. At dusk the entire population gathered on the walls apart from the King's guard, the priests of Bronwen and the Queen, who stood at the foot of the pyre in a ring about it holding torches. They lit the fire as the setting sun touched the horizon and a grand chant was taken up by the Troll people, sending the valiant soul of Sourbelly on to Bronwen with the last of the day's light.

The fire burned all night long but in the morning in its place stood a small rise, topped by a granite dais with a

simple plinth on it. A place for the faithful to lay the fallen for burning.

2009 Season

Already the Ref team has begun plans for next year. We have the first adventure of the year down on paper, and several other adventures in the pipe. These include:

- Two overnight adventures
- A Clarion Tournament (Possibly including a Tavern Night)
- The Festival of Light (July)

Dates will be posted for possible weekends in the New Year and **booking will open up at the start of March 2009.**

In the meantime we will be working on the update of the system and setting for 2009. There may be one or two tabletops during the winter and where applicable we will post details on the forums for those that wish to join in.

Any Item/Skill/Spell requests for next year should be kept hold of till the start of **February 2009** as we will be taking them in from that point onwards.

System Ref Speaks

If anyone has input they wish to put forwards for the 2009 updates please can you PM/Email me the information. Our primary focus this year will be the update of the setting documents to include the changes post the battle of Mara.

Please read the Q&A threads on the forums to see if the points you have were raised there already. We have noted where we are considering or planning making changes to the system based off those questions, therefore it would be more helpful to raise NEW points rather than go over old ones.

If people could think of notable adventure events that need to go into the timeline in the main manual that would be known to the general population of Vara and let us know it would be appreciated.

We will try to collate a list of the 2009 changes, however several of the changes are small tweaks on how we apply things, as such we recommend reading the new manual fully when we release it, the aim is to have it ready to be distributed sometime between the start and middle of March ready for the April commencement of the 2009 season.

Guild Dispatches:

The Children of Shashay

Care is to be taken when dealing with the Magatanalier Cartel at this time as upheavals in its organisation are leading to turf wars between it and other Cartels. The Children of Shashay are to remain uninvolved unless the violence spills out to involve those we protect. There is to be NO tolerance of harm to those outside of the parties involved.

The Order of Hermes

In order to replace the lost users of the Art from the battle of Mara, we are considering instigating a more formal Master - Apprentice process and requiring that as many of you as possible take apprentices in order to replace our lost trained talent.

The League of Pathfinders

The closing winter will seal off much of the travel for the season, however it is now that our skills as hunters should come to the fore and supply or aid to those in isolated places should be ensured. Particularly those who are the families of those who have fallen in service to the League.

The Legion of Battle

WITH WINTER CLOSING ITS GRIP THOSE WITHOUT FOOD WILL SOON TURN TO BANDITRY IN ORDER TO SURVIVE. AS SUCH THERE WILL BE MANY TOWNS AND TRADERS IN NEED OF PROTECTION. WE ASK THAT THOSE OF YOU TAKING JOBS OUTSIDE OF GUILD BROKERING DO NOT BRING DISREPUTE TO US AND ASK ONLY FOR FAIR PAY AND ASK NO MORE IN TERMS OF ROOM AND BOARD THAN IS NEEDFUL. LET NO-ONE SUFFER TO GO HUNGRY WHEN YOU HAVE MORE THAN YOU NEED. ESPECIALLY WE ASK THAT THE SMALLER COMMUNITIES ARE ASSISTED EVEN IF THE PAY THEY CAN OFFER IS MEAGRE.

General notices

We are pleased to announce the Grand Opening of **Thornton's Handmade Confectionary** situated in Coombe, Gralamire.

All are welcome to the opening party to be held on the 8th of Novander and hosted by Thornton himself!

"In these lean times I thought it would be a great gesture to hold a celebration of the opening and spread a little of the wealth, food and drink to any who will come and join our celebration. In addition to the party, all of my candies will be available for those with a suitably sweet tooth and who have the money to pay for them. All tastes are catered for" **Thornton**

Remember our motto here at Thornton's **100% FRESH + 100% SECURE = 100% ENJOYMENT**
Children not permitted.

Are there any druids out there?

I've wandered around Northern Calsmeer a fair bit. I've also been in Erinan quite a lot too, although admittedly only in the last year, and I've been to Dralazar and Gralamire infrequently. In the five years that I have, for want of a better term, 'roamed', I have only met two druids, the second being a gentleman who never actually confirmed himself as such but was blessed by Ash'i'el and the first being a young Tree-walker from north eastern Calsmeer. Now, one might call my wanderings limited - I haven't been to Amatukiland, for example, and I don't exactly visit my country's capital with any regularity, but surely I should have met more than two druids in a five-year span? (And this isn't a rhetorical question - I'm genuinely bemused). I should note that, in the previous fourteen years of my existence, I never encountered another druid (knowingly, at any rate) despite the fact that I lived in a forest for nine years of it, although at the same time I

rarely encountered anyone, so it may very well be a moot point.

I have met several priests of Ash'i'el over the past couple of years, all of whom have been kind and courteous individuals, but while I respect them greatly I still would like to meet more of my own bent, partially out of curiosity to see how my ways differ, if at all, from others', but mostly to learn and reciprocate ideas from my fellows.

I would also like to talk to any Priests or worshippers of Ash'i'el, should they wish to do so, or to anyone who might wish to offer ideas either why there aren't many druids or why I might be missing them (it could be that I'm simply unfortunate.)

I can be contacted at the Fellowship of Hermes Guildhouse in the village of Foinaven (in the Northern Marches of Calsmeer) should anyone wish to do so.

Utgard Vor Oni.

The Editor Speaks

End of year, blah. We've had a long year, managing to hold as many events as we had weekends available, and I'm fairly sure most people have fun. Me and the rest of the refs are now off to hibernate and fix everything up for next year. A new issue of the Guildsman will be out in the New Year with more details on dates and suchlike, but until then, have a good winter. And yes, I will take submissions for the next issue, the more the merrier!

Submissions

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

Email:

anonymousblueberry@gmail.com

(please cc Royce in:

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)