

# The Guildsman

*The Magazine of Pathfinder Live Role Playing Club.*

*Issue 16: March 2009*

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

### ***Erinan***

Spring begins to make her first showing known in Erinan. In the area once held by the Beastmen a new squire has been appointed. Elsewhere army patrols bringing in news of small hamlets where many did not survive the winter. In Pironeas, the capital, tension between the Red Falcons and the Chamberlain's Guard rises with several duels resulting in serious injury and more than one death.

### ***Dralazar***

The eastern coast of the desert land groans under the weight of refugees, and while food over the winter has not been a problem, lawlessness has. Knights of the Blazing sun have already had to roust out one bandit enclave operating out of a refugee camp, and mutterings of throwing out the interlopers to go home rise.

### ***Calsmeer***

In the land of the wolf activity has preceded the breaking of winter. Many main cities now boast newly repaired and improved walls, and entire roads now have camps being erected along their length between major cities, as the third, fifth and eleventh legions are mobilised to start work on repairs. With thousand-man work gangs disciplined the way legionaries are it is clear that Calsmeer will soon boast a road network to rival all others.

### ***Gralamire***

Queen Sethain continues to perform only the most important and critical public appearances over the winter, however spring had not arrived and she has issued a command that preparations be made for a ceremony of conformation of heir-ship. Many whisper in corners in wonder as to what is afoot, has her seclusion resulted in something untoward, or has it denoted a pregnancy in secret?

The garden at Mara begins to awaken from winter slumber, work crews preparing the plinth for the monolith arrive to find the area teeming with life and are careful not to cause damage to this wonder. Rumours of a raven-haired forest child seen often by the men begin to

abound, can it be Ash'i'el herself is healing the land?

### ***Amatukiland***

As ships return to the ports of Amatukiland reports begin to stream in that deep jungle patrols have encountered roads and new bridges in good repair, also it seems that walled enclaves are now also being seen and that tribes of Treewalkers and other inhabitants seem to be living there and using them to conduct trade with one another and with any visitors they encounter.

### ***The Duchy of Kiral***

The island has celebrated the Feast of Heroes with a massive feast, with many games and dances held out on the flat stone area reserved for traders staying there outside the city. Now that the snows have gone the city once again has taken on a bright air, as banners are unfurled again against its grey stone walls.

Elsewhere the Kiral Guard are seen hard at work repairing the way-stations on the Great Roads and patrolling them. No few bandits have been brought in to justice with hands chained and heads held low.

Meanwhile plans are being made for the Gathering of Rulers and in Augustus both the remembrance of Mara, and the coronation of the High King.

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

Queen Brightstar has yet to make any official visits from the Troll nation, however reports from Troll rangers quizzed in taverns and way-stations near the escarpment reveal that the Troll nation is still in flux, unsure of where it is to go now outside of following its faith and honouring the memory of its past king. It is hoped that the coming Gathering of Rulers at Kiral will result in a new direction for all of Vara and for the Trolls in particular.

## ***2009 Season***

The season will open properly on the 29<sup>th</sup> of March, after that we have a pretty full couple of months already. Included in this is the May Overnighter on the 23<sup>rd</sup> and 24<sup>th</sup>. Royce is taking in requests to play this event and will be sorting out who is on it based of current Play/Monster balance and also previous play/monster of Overnighers. Contact him as soon as possible if you would like to play, and if you can let us know if you are monstering on adventures that have been booked where you have not already done so that would help.

The new rules are ready, read them properly please and take note of changes. We will be applying cost changes and spell level alterations to characters as they are played so please don't bug us with "x/y/z is not correct on my sheets now" emails until you have played and received back updated sheets.

Also please note that we will NOT accept any requests sent into us on old sheet or missing information that should be on there, they will be sent back to you to be filled out fully.

## ***System Ref Speaks***

Hello All!

I am personally looking forwards to this season with great anticipation, we have some new plots to throw at you, and watching where the game-world goes now in the aftermath of the end of the Shadowling war will be very interesting.

I would like to say a personal thanks to Maz, Dave, Dan and Beth for HUGE amounts of work in helping to get the 2009 rules sorted out and proof-read in time. Also I would like to thank Chris C for kind donations of kit.

If everyone could please take a bit of time to update their Character History sheets as soon as possible, I will happily supply you with information on your past adventures (particularly for you noting what you did and who you met be it NPC or Character) on request.

Apart from that, all I really have to say is "Roll on the season and I look forwards to seeing you all at events!"

## **2008 Season**

All times are subject to conformation, so please keep an eye on the forums for info.

**29<sup>th</sup> March (Sun) – BOOKED BY BETH TO RUN**  
Location: Bowbrickhill Woods  
Level: High Length: Triple  
Type: Roleplay canted Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted.

**4<sup>th</sup> April (Sat) – BOOKED BY CHRIS C TO RUN**  
Location: Bowbrickhill Woods  
Level: Low Length: Triple  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted

**9<sup>th</sup> – 13<sup>th</sup> April (Thursday to Monday)**  
**NO EVENT. FADED GLORY EASTER EVENT**

**19<sup>th</sup> April (Sun) – BOOKED BY DAVE TO PLAY**  
Location: Bowbrickhill Woods  
Level: High Length: Quad  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted

**26<sup>th</sup> April (Sun) – BOOKED BY STEFF TO PLAY**  
Location: Bowbrickhill Woods  
Level: Low Length: Triple – Quad (TBC)  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted, possible player spaces available

**2<sup>nd</sup> May (Sat) – BOOKED BY CHRIS C TO PLAY**  
Location: Bowbrickhill Woods  
Level: Mid Length: Triple – Quad (TBC)  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monster wanted.

**10<sup>th</sup> May (Sun) – BOOKED BY ROYCE P TO PLAY**  
Location: Bowbrickhill Woods  
Level: High - Quest Length: Quad  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted.

**16<sup>th</sup> May (Sat) – BOOKED BY JAMES TO PLAY**  
Location: Bowbrickhill Woods  
Level: Low Length: Triple  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted

**23<sup>rd</sup> – 24<sup>th</sup> May (weekend)**  
**FIRST OVERNIGHTER OF THE YEAR**  
Location: Bowbrickhill Woods  
Full details are yet to be confirmed, but player spaces are already filling up.  
This will comprise of one party for the entire weekend, with a tavern night on the Saturday when all will have the chance to play their characters.

**31<sup>st</sup> May – FREE DATE**  
Booking sheet must be in by 17<sup>th</sup> May to ensure booking.

**7<sup>th</sup> June – BOOKED BY JAMES TO PLAY**  
Location: Bowbrickhill Woods  
Level: High Length: Quad  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted

**14<sup>th</sup> June – BOOKED BY BETH TO RUN**  
Location: Bowbrickhill Woods  
Level: Low (max of 5<sup>th</sup>) Length: Quad  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Player spaces available – must be guild members (any guild) and have reason to be in Erinan. Monsters wanted.

**21<sup>st</sup> June – FREE DATE**  
Booking sheet must be in by 7<sup>th</sup> June to ensure booking.

**28<sup>th</sup> June – FREE DATE**  
Booking sheet must be in by 14<sup>th</sup> June to ensure booking.

**3<sup>rd</sup> – 5<sup>th</sup> July (Fri – Sun) – NO EVENT FADED GLORY EVENT**

**11<sup>th</sup> July – (Saturday Evening) FESTIVAL OF LIGHT TAVERN NIGHT.**  
Full details to be confirmed

**12<sup>th</sup> July – BOOKED BY BETH TO PLAY**  
Location: Bowbrickhill Woods  
Level: Quest Length: Quad  
Type: Mix  
Start Time: 9.00am for a 9.30am start  
Note: Monsters wanted

**19<sup>th</sup> July – NO EVENT**

**26<sup>th</sup> July – FREE DATE**  
Booking sheet must be in by 12<sup>th</sup> July to ensure booking.

## **The Editor Speaks**

*WHEEE! The start of the year is almost upon us, and I for one am epically excited. Last year was awesome with the conclusion of BIG PLOT, and this year will see a return to character plot, and also, possibly, the slow wind up to MORE PLOT!*

*We have loads of stuff planned, and we're amazed how quickly this year has booked up so far. Dates are available after the ones listed here, I just didn't want to overwhelm people, so check the forums for more details.*

*I hope everyone has had a good winter, and that they're raring to go for another excellent year of Pathfinder.*

## **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)*

## Guild Dispatches: The Children of Shashay

A severe warning it issues to any members operating along the Great Roads. The Kiral Guard are not to be trifled with and have shown a disturbing amount of prowess and competence in dealing with any bandits they find. Advice is to surrender and hope for a lenient judge. The Guild does not want to provoke the Kiral Guard into an open effort to remove us.

## The Order of Hermes

The Order has now formally reinstated the Master-Apprentice training method. Such a bond can be empowered at a Guild-House free of charge to members and non members can ask for it to be done for a small charge. The bond not only increases the knowledge of the student at a faster rate, but also assists the master in replenishing his power as well due to the energy fields in play when meditating with the student close by.

## The League of Pathfinders

The winter efforts of our members have greatly eased the burdens on the suffering of those in remote areas. However also reports have been filtering in of groups still lost or hiding in the border areas of Northern Calsmeer and Southern Erinan. Scouts out on the cusp of the spring thaw have reported finding several camps where those hiding from the war had starved, or worse yet resorted to cannibalism being found. Caution is advised when approaching such camps as the presence of undead there is more likely. Also parties willing to scout these areas to find and bring home lost bands of survivors are requested. There are still lost people out there and it is our sword duty to find them at all costs.

## The Legion of Battle

THE LEGION IS TO BE READY FOR A BUSY SEASON, TROUBLE AND CIVIL STRIFE IS EXPECTED IN THE KINGDOMS IN THE WAKE OF THE HARSH WINTER.  
BODYGUARD WORK AND QUELLING OF BANDIT GANGS IS EXPECTED TO BE THE MAIN THRUST OF JOBS FOR THE SPRING. MANY BOUNTIES CAN BE EXPECTED AND CAUTION IS ADVISED AS MOST KINGDOMS WILL BE DEALING MORE HARSHLY WITH CRIMINALS UNTIL RESOURCES IMPROVE, LEADING TO THOSE WANTED BEING MORE PREPARED TO FIGHT TO THE DEATH.

## General notices

### *New pieces circulating through the Guild of Bards and Heralds.*

*You think that you know me  
But you can't control me  
But when you come up to my face  
My fool is what you see  
But now your there  
You're standing there  
You stop and stare  
But I don't care  
Cos what I got is very rare  
Its not unfair  
The clothes I wear  
My saucir fair  
Boy I'm telling you Bannath the Fool is here.*

Storel, scoundrel, thug  
In truth unacceptable  
Do not breed, Baron

Rubber ducks in bath  
Who know what other playthings  
Also his fake friends?

A love spurned for old  
One for no recall, recourse  
Is not an option

Consort with undead  
Portal to another world  
Threads are left untied

Here's a tale of evil sown  
By a Baron of great renown  
To maidens fair across this land  
He has raised many a lusty hand

CHORUS: *He's a rotter, he's a swine  
He's been having a merry old time  
He's the man who's shagged them all  
Even though his short-sword's small*

Whispering honeyed word of romantic notions  
He's filled many a girl with false devotion  
He's wandered here and he's wandered there  
He hides his scalp with horse's hair

CHORUS

He swindles money, he cheats at cards  
He's never found it to be hard  
He's in 'the business' but not for long  
And he surely knows right from wrong

CHORUS

It's not just ladies who fear his lust  
But men as well who do not trust  
His clammy handshake and gleaming eye  
He's got his finger in many a pie

CHORUS

He does not stop at elf and man  
Nor trolls nor beast doth appetite wan  
He's had his bits in a Werewolf's teeth  
He causes farmer's endless grief

CHORUS

And so the Baron of Nevarre  
Whose ungodly lusts make him wander far  
Sits in his mansion, undeserved  
Thinking his crimes are unobserved

CHORUS

And to Storel, this warning word  
That this poet has overheard  
The fathers' of these girls, and their lads,  
Are coming to chop off your gnads!

CHORUS