

The Guildsman

The Magazine of Pathfinder Live Role Playing Club.

Issue 20: August 2010

The State of the Realms

Erinan

The kingdom prospers after the winter, the people hopeful with the security of heirs for the land.

The Town of Tewekston suffers a large attack by brigands but manages to beat off the attack despite the raiders making use of Ogres as part of their attack. The only reasons given for the victory are "The family of Headman Drake showed courage in defending the town" Rumours of some monstrous protector of the town are considered the rambling of minds addled in combat.

In Northern Erinan the township of Drenth is destroyed by some unknown force. Traders passing through find the place deserted and in ruins with signs of massive fires. Many worry about the fate of the inhabitants as no bodies could be seen by those that bring in the reports. Marquis Blanchere Lourad-Pare promises to investigate the matter.

The respected retired bard Dominic of Ormond is found murdered near the village of Puddicombe. While the culprits are un-known authorities are said to be "following up on promising leads and descriptions of strangers in the area at the time thought to be closely involved".

Refugees from an attack on the Silver Swords training town of Denny Mills in Calsmeer arrive in Solleydale at the Silver Swords compound there. Noted member of the Guild Kiall, as well as the Calsmeerian Baron Storel depart on a mission of importance. Later they return and report that they have dealt with those responsible for the Calsmeerian attack; however both of them look harried by the ordeal and bring with them a survivor of horrors most decent folk dread to contemplate.

Gralamire

The Frostmane lands remain as stoic as ever, while the Queen is a more active participant in the events of State, she still spends less time public facing than she did. However she now has with her a young Frostmane man who seems to be being groomed for position. It is noticeable that security is tighter when he is accompanying her on matters outside the palace.

Amatukiland

The rainforest lands are as mysterious as ever, however an eclipse in the country held much significance and many adherents of Shashay are present for religious observance in the temples of this jungle choked country.

The Troll Lands

The lands beyond the great escarpment are filled with activity. Troll goods are starting to make their way into the lands of Vara, the durability and quality of tools are especially prized and it seems that the latest fashion in Gralamire may be fur trims to robes made from some of the more fearsome beasts of the Troll Lands.

Dralazar

In the deeper desert the volcano Kilara erupts, an intense fight rages on the slopes while the lava flows down its sides. The smoke darkens the sky for days in the desert lands.

The succession of the Shamizel's line is finally confirmed into the hands of his eldest Grandson Azharizad, however until he is fully ready to take the throne his dowager aunt the Princess Shalzeera will sit as co-regent to advise him. It seems this has mollified the hard line nobles who were objecting to the idea of a Queen on the throne as ultimate ruler.

In General

With the influx of visitors from across the seas calling themselves the Calymnae, odd new fashions are being adopted among some of the more daring members of the royal courts, and there have been a few instances of disputes between the newcomers and the trade guilds.

For the most part though these newcomers seem open to learning and willing to teach and trade, and negotiations are ongoing with several kingdoms for enclaves to become semi-permanent.

Calsmeer

In Yune a massive attack destroys the town of Denny Mills, however many of the silver swords located there are able to re-locate to another of their main training locations in Erinan.

In late Yune there is a massive mobilisation of the Paladins of Starsha at the cathedral in Appia, led by Sir Shaffer and two other members of the holy warriors dubbed "The Celestial Wings" taught by High Priest Morden they leave via the transport circle and return several days later with news of having contained an undead threat.

The Duchy of Kiral

The Duchy is still adjusting to the guiding rule of the new High King. As the horrors of Mara begin to heal and the sorrows likewise fade the populace start to discuss the idea that the High King should be looking for a wife to ensure a new line.

Preparations for the Council of Rulers are as expansive as ever, many traders make their fortunes bringing in rare goods & foods to the now more open city and the grey redoubt houses are bedecked in bright colours. The bards & heralds are kept busy sewing a new motto for the royal house's insignia. "The highest king serves the lowest man"

2010 Ref Team

As of the start of the 2010-2011 insurance run the ref team is as follows:

System Ref: Royce P

Refs: Beth C & Matt M

Assisting with Writing & Running:

Dave N, Dan H & Maz M

Many thanks to Pete, Paul & Sarah for their time and effort in the past few years on the Ref team.

2009-2010 Accounts

The set-up in regard to the insurance costs has again worked well; we have covered the costs of the 2010-2011 insurance with a small margin left over. Hopefully this time next year we will be in a better position

Please be aware that we do still have some outstanding subs owed. If you need to check please PM me and I will let you know if you owe anything and the dates you owe for.

Total Income	£504
<i>(Subs, Donations, Prev Balance)</i>	
Outgoings	
Misc Small Kit:	£30
Tavern Cups & Plates:	£4.50
Stationary:	£191
New Ref Bag:	£10
Storage Boxes for Swag & Kit:	£30
Total Outgoing:	£265.50
Remainder:	£238.50
2010-2011 Insurance:	£220
Balance for 2009-2010 Year:	£18.50

2010 Season

15th August (Sunday)

BOOKED BY Dan H

Location: Bowbrickhill Woods

Level: High Length: Triple

Type: Mix

Start Time: 9 for a 9:30 Start

End Time: 17:00 Nominal

Note: Monsters wanted.

22nd August (Sunday)

BOOKED BY Wendy R

Location: Bowbrickhill Woods

Level: High Length: Triple

Type: Roleplay Heavy

Start Time: 9 for a 9:30 Start

End Time: 17:00 Nominal

Note: Monsters wanted.

29th August (Sunday)

TABLETOP

BOOKED BY Royce P

Location: Royce's flat

Level: Mid Length: Double

Type: Mix

Start Time: TBC End Time: TBC

Note: Monsters wanted.

5th September (Sunday)

BOOKED BY – FREE DATE

12th September (Sunday)

BOOKED BY – Beth C

Location: Bowbrickhill Woods

Level: Low-Mid Length: Triple

Type: Mix

Start Time: 8:30 for a 9:00 Start

End Time: 17:00 Nominal

Note: Monsters wanted.

19th September (Sunday)

BOOKED BY – FREE DATE

26th September (Sunday)

BOOKED BY – Chris C

Location: Bowbrickhill Woods

Level: Low Length: Triple

Type: Mix

Start Time: 8:30 for a 9:00 Start

End Time: 16:00 Nominal

Note: Players & Monsters wanted.

3rd October (Sunday)

BOOKED BY – FREE DATE

10th October (Sunday)

BOOKED BY – FREE DATE

17th October (Sunday)

BOOKED BY – FREE DATE

24th October (Sunday)

BOOKED BY – FREE DATE

31st October (Sunday)

NO EVENT: WINTER FG

System Ref Speaks

We are, as you read this, in the middle of the second of our overnights for the year. So far the year is going well, we have missed only one possible weekend where we could have run an event, and are well on track to once again run more in the year than the allotted weekends once we add in tabletops and tavern nights.

Could I remind people that tabletops are not, outside of normal bookable days or being rained off, an automatic right. We are operating with a smaller ref team and with real life included are all somewhat more pushed right now. Please keep requests to essential things and keep in mind that a single length tabletop will take a lot longer to run than a single live.

We have dates free in September and October, please try to get together to book adventures with goals that work together and let us know if you are not available on any weekend as it helps to organise things knowing numbers.

I would like to thank Dave, Dan and Maz for putting in a lot of work helping writing and running events and taking some of the load off Beth and Myself. Everyone else also has been stirling with lifts and assistance in getting people to and from events and allowing them to run with monsters enough to make them happen.

It's been nice to see some old hands come back to us as well. It's been a good year so far and I hope it continues in the same vein from here onwards.

A note on Medding and studying for Teleportation.

Please TELL a ref before you commence a Meditation or to study an area for later teleporting back to it. There may be effects in play that will affect what you are attempting. A ref will time your meditation for you or time the study to ensure the correct amount of time is taken.

Guild Dispatches:

The Children of Shashay

The Guildmaster of the Children wishes to remind you all that you should show restraint now things are improving and not let avarice blind you to the plight of those we care for. Also non guild operations of bandits are to be dealt with so as to break the backs of their activities. After all a pretty penny in bounties for those that prey on the already downtrodden can be made if you are all careful.

The miscreant that pick pocketed at the Renraniay enclave a year past is reported to have been found, and as per Davon's orders they were exiled to the southern Wyldlands. The remaining goods taken are being returned to the Renraniay at the Mara camp.

The Legion of Battle

Lord Firebrand has begun making spot visits to Guildhouses all over Vara and is not above a little bit of disguise in his excursions. Be on guard for unfamiliar members coming to visit and keep things in good order. At least one Guildmaster has been demoted for having let the armoury slide into poor care of the content.

The League of Pathfinders

The Stags of the Wood are once again becoming a problem, be on your guard and if possible patrols are to be made in larger groups when heading into less travelled areas. Also reports of the Fae creatures are increasing, we would like an eye kept on this and all reports are to be copied to major Guildhouses where possible.

The Fellowship of Hermes

Members of the guild are to keep an eye out for a young Erinite woman by the name of Rhianna who is a member of the Guild of Bards & Heraldry, if you happen across this person you are to offer any assistance she may need (even if unasked)

and if possible offer her shelter at a guild house.

The Guildmistress Tesserai of Appia would like to speak with her at her earliest convenience and any travel expenses incurred in helping her get to Appia will be reimbursed by the Guildmistress.

General notices

Be it known that the Lady Nerys Briar-Dasmius has posted a bounty for the following

On presentation of the living person or the severed head of any red Lizardman of the brood that serve the Dragon known as Kedriac payment of one hundred guilders shall be made.

On presentation and verification of information leading to an inhabited den of said Lizardmen payment of one hundred guilders shall be made.

Care is to be taken that ONLY Lizardmen in service to Kedriac are presented. They are identified by the deep red colour of their skin and a propensity for fire magic present in the group.

The Lady Nerys also offers a bounty of one hundred and fifty guilders for the verified location of any of the half breed children of Kedriac, with the exception of the known eldest son. No action is to be taken against them but their location is to be reported and tracked.

The Editor Speaks

The editor apologises for the tardiness of this edition. Apparently real life and more reffly responsibilities do not free up time for putting this together. So, overnigher 2 is in full swing, and the season is churbling along solidly.

I am in the process of getting the gallery more up to date, and as usual, if you want full size copies of photos, please email me and ask.

I have no idea when the next edition will be out; probably when we do something ridiculous and blow the game world up or something.

I hope the rest of the year (at least until the next issue) goes smoothly, and that everyone has fun.

goes off to sleep

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)

I would also like to remind people that this is NOT an In Character publication; the guild dispatches are only known to your characters if they are guild members, and the general notices are those proclaimed by wandering bards, or put out by other means.