

The Guildsman

The Magazine of Pathfinder Live Role Playing Club.

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The State of the Realms

The World as a whole

Winter draws in; North and South armies have invaded and creep further into the five kingdoms.

Food is more expensive, and everywhere is talk of war, famine and harder times to come. A single bright hope has been given however; everywhere the Bards and Heralds are singing and telling of something unheard of in living memory for all but the oldest of the long lived races.

A High King, confirmed in his claim by the Bards and Heralds of Kiral, supported by the people of the Island and carrying at his side the sword of Jenia, with the crown of the high king awaiting him at the end of the war. Supported by the monarchs of the other lands he has but to prove himself in battle by defeating the Shadowlings to gain the final acceptance he needs.

This one bright spark may be all that sustains the people of Vara through the cold winter and through to the war beyond. United behind a High King at last, will they be able to win as they did at the battle of Mara in 1100?

Erinan

Erinan sits facing the army in it's southern lands grimly, the beast-man occupied territory holds a tighter guard round it. As winter draws in food is becoming harder to find and prices have risen dramatically. A few of the fortress cities have enacted the compact in order to keep civil order after riots due to the overcrowding by refugees, lack of food, and general unrest. The South Essen continues to distinguish itself in a campaign of safeguarding supplies and refugees as well as in several major engagements along the war front, fully a quarter of the country is now held behind the lines of the Orcs, Wyldmen, Shadowlings and Demons.

Dralazar

A bitter cold has sunk into the bones of the desert land. While it's king has begun a severe campaign to recruit for the army, and his organisation has taken some of the load of his costal settlements, more violent attacks on shipping have forced him to divert more ships from needed supply runs to active defence of convoys of ships.

Calsmeer

Calsmeer stands, King Robert has put many of his legions to work aiding in food production and distribution, by using his more inexperienced legions for this as well as combat rotations with the seasoned troops on the battle-front he is forging a force of fighters that should aid him in the battles to come. However the war itself is a slow loosing of

ground as the Wyldman army grinds through the highlands and on into the lowlands of Calsmeer. Worryingly it is becoming harder and harder to find mages and sorcerers for hire in the kingdom, no explanation for this situation can be found.

Gralamire

Standing in the winter-locked mountains of Gralamire, the armies of Queen Sethain seem content to let the rest of the world get on with war without them. Some of the Wyldmen are spilling across the Great North Road and into her lands and when they do the mounted riders of the villages act quickly to stop the ingress, but without a more dedicated defence sooner or later they will have a battle they cannot win.

Amatukiland

The rainy season had descended on the rainforest land. Little of the strange disappearances of the villagers has been discovered, however there is stronger evidence of some plan of clearing and moving of large number of people reported by the few souls hardy enough to venture into the deeper jungle.

Oddly, contingents of the Skywise that live in Amatukiland have been seen flying in rigid formations above the tree-canopy and training in aerial combat, either some civil unrest is occurring or something is afoot.

The Troll Lands

In the security of Mountainhome the Troll people are readying themselves for the harsh frozen winter to come. However a deep cherry red glow comes unendingly from the forges of the king's armoury. After the siege of the Temple of Bronwen was broken by an astonishing display of power the High Priest Stormclaw, The Spear-Maiden and Princess of the Trolls Brightstar and the human warrior Conan were able to secure a massive meteor of Star-steel for the warrior race. The city reverberates to the hammering of it's artisans as they work the metal into alloys to clad the warriors of the Trolls ready for the fight to come. Now her lands are safe from the incursion of the Shadowlings, those of Vara aware of what has happened wait in hope that King Sourbelly will lend the might of his people to the five kingdoms and tip the balance of the war now upon them.

2008 Season

The 2008 Season is building up to be a big one in terms of the world plot.

There will be a lot going on and we want players to have a lot of influence on how things turn out because of their actions.

The first half of the year, which will commence sometime about the 1st weekend in April, will focus on the developing Shadowling war and players actions in organising defence and how they plan to defeat this menace once and for all.

We are hoping to run a weekend event on one of the May Bank Holidays, fingers crossed this will be at Borrick in Newtown Wales. A nice site we have used in the past and not that difficult to get to on the train/coach/car.

This overnighiter will focus on the Calsmeerian frontier settlement of Foinaven and the struggle to free it from the siege by Wyldmen it is currently undergoing.

We are hoping to run the summer overnighiter late July early August more in the Milton Keynes area, and this will be where we hope to have the culmination of the plot come to fruition.

Players are encouraged to request adventures that will further their aims in terms of word plot, also we ask you all to bear with us in regard to the ref team not being as able to focus on personal plot outside of the world plot for the initial half of the year, there is a lot to do and not a lot of adventures to do it in. We will be shifting the focus back to more individual plot after the overnighiter (Assuming you don't all blow up the game-world or die in the process).

The format for the weekend adventures and costs for them are still in the planning stages, however as soon as we have more info we will get it out to you all.

The System Ref Speaks

With the Adventure on the 28th of October the game year rounds up once again.

Milton Keynes has coped with the alteration in how things run well and I want to thank EVERYONE for their patience with things. We may try to sort out a get together in Wales over the break, and possibly a tavern night here.

There might be an online adventure for some of the Foinaven characters however this will be for REGULAR posters as it has a very set timescale.

There will be updates to events happening over the winter posted on the forums as last year, also I would ask anyone who plans winter actions for their characters to email what you are attempting to myself early so I can act on them, however please keep in mind it is a HARSH winter and you cannot travel easily nor do a lot of people venture out in anywhere other than the main cities and travel routes. Apart from that just get the ideas in early so I can work on them.

Also, I would like comments, suggestions and ideas for the 2008 manual changes and new bits for the supplement. The cut-off date for everything will be December 23rd. Remember

this is YOUR opportunity to have input into the rules and system for the coming year.

We also do need histories for some characters, and those of you WITH histories could do with updating them somewhat. Remember the history sheet is a good way to help us keep a handle on what you're doing and who you have met. Update them after adventures, email the game ref if you need more info about an adventure you went on.

Guild Dispatches:

The Order Of Hermes

The Order has received a request from a very interesting source. King Sourbelly of the Trolls has asked for any members willing to come and spend the winter in his lands to aid him in a matter of vital importance to his people. Those with skills in the area of fire magics or in crafting of weapons and armour are particularly wanted, as are a few souls willing to teach magic to some willing Troll students. The request is also made for a few who wish to live there permanently to aid the fledgling school of magic being set up by the sister of the Bronwen High Priest. ALL applicants have to be willing to be questioned under Guild oath and inspection to verify their honest intention.

The League of Pathfinders

The League has but two commands for the future.

- 1) To locate any and all food sources and help gather them to feed the refugees in all countries.*
- 2) Protect anyone caught out in the winter and guard them from harm.*

Expeditionary forces to outlying villages in the path of the armies and cut off are to be dispatched to see if they can help in any way.

The Legion of Battle

Get in trouble from time to time? Da Second Chancers are now acceptin commissions to

come and save yer ass if your mission goes wrong. We're part of Legion of Battle, so just ask at any guild house, we got some of der best rescue people and we'll ritual transport to your area to try and find out wut yer got yerself into and then we'll do our best to drag you out of it. We're also recruiting, so if yer think yer hard enough to join us, come n meet up with Storlock (contact through legion of battle) and we'll see wut yer made of.

THE LEGION HAS CONFERRED AN HONOR ONTO THE WARRIOR TALWAIN FOR HIS ACTIONS IN THE BATTLE OF THE ESCARPMENT. HE IS TO BE MADE THE STUDENT OF BATTLE-MASTER KAGAREN WHO NOW COMMANDS THE FORCE PROTECTING THIS VITAL LINK. EXPEDITIONARY GROUPS ARE TO BE DISPATCHED UNDER THE LEAD OF MEMBERS OF THE PATHFINDERS GUILD TO OFFER AID TO SMALL OUTPOSTS CAUGHT IN THE WINTER IN THE PATH OF THE ATTACKING ARMIES. VOLUNTEERS ARE NEEDED TO JOIN THESE UNITS.

There was much praise for Baron Storel of Navarre in Northern Calsmeer, a member of the Legion of Battle and its Second Chancers section.

Investigating a tip off that a Legion member had been kidnapped, Baron Storel led a small rescue party and discovered fifty hostages held captive and under torture by bandits. They were able to overpower the bandits and free the hostages, who were then taken to be healed and then returned to their families. Many families have commended the Legion and Baron Storel.

From the Troll Lands

The troll nation calls all trolls to arms. The army is forming and will march to stand with the other kingdoms against the shadowling threat.

All trolls are invited to join the army; in any function they are capable.

The editor speaks...

Hey guys. Last issue of the year here, and it's fairly full. Thank you to those who got me submissions, and remember, I will take them in between issues.

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.

I'm hoping that the next issue will go out in the New Year to correspond with the 2008 rule set becoming available, but we'll have to see.

We're really hoping to get the Guildsman properly up and running rather than the sporadic thing it's been in the past, but we need your help to do this, so send us your submissions!

Beth.

Submissions

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

Email: anonymousblueberry@gmail.com (please cc Royce in – saphdragon@gmail.com)

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)

(We can now accept simple graphics for inclusion)