

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 29th of March, after that we have a pretty full couple of months already. Included in this is the May Overnighter on the 23rd and 24th. 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 Over-nighters. Contact him as soon as possible if you would like to play, and if you can let us know if you are monsterring 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.

29th 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.

4th 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

9th – 13th April (Thursday to Monday)
NO EVENT. FADED GLORY
EASTER EVENT

19th 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

26th 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

2nd 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.

10th 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.

16th 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

23rd – 24th 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.

31st May – FREE DATE
Booking sheet must be in by 17th May
to ensure booking.

7th 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

14th June – BOOKED BY BETH TO
RUN
Location: Bowbrickhill Woods
Level: Low (max of 5th) 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.

21st June – FREE DATE
Booking sheet must be in by 7th June
to ensure booking.

28th June – FREE DATE
Booking sheet must be in by 14th June
to ensure booking.

3rd – 5th July (Fri – Sun) – NO EVENT
FADED GLORY EVENT

11th July – (Saturday Evening)
FESTIVAL OF LIGHT TAVERN
NIGHT.
Full details to be confirmed

12th 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

19th July – NO EVENT

26th July – FREE DATE
Booking sheet must be in by 12th 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

(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)

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 Herald.

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 savoir 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 sbagged 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