

The Guildsman

The Magazine of Pathfinder Live Role Playing Club.

Issue 17: May 2009

The State of the Realms

Erinan

Tensions in the capital between the Red Falcons and the Chamberlain's Guard rise. Queen Elenora has been forced to discipline several Red Falcons for their conduct. Elsewhere in the country things improve steadily, many veterans of Mara have found work with a new Squire, the renowned Ashym of the Broken Sword.

Dralazar

The desert land bakes as summer draws on. In the area near to Firstlight the number of undead reported roaming have increased in the last few months. However there seems to be no organisation behind this rise and the army is dealing with it efficiently.

Calsmeer

The improvement projects on the road network continue, many towns and villages welcoming the legions undertaking the work as they supply their own food and bring much needed coin into local traders. The main road from Appia heading south has received much attention and many draymen have taken to calling it the 'Appian Way' in recognition of the improved security and speed of travel. In some cases the legions are building permanent camps that they then leave standing when they move on which traders are able to buy at a cut price, forming safe trade and rest-stops throughout the Land of the Wolf.

Gralamire

The Maran garden is in full spring bloom, most visitors cannot believe that this place was the site of such a horrendous battle given the wild natural beauty of the place. The rise where the camp of the monarchs stood has become a popular place to view the area, and the woodland that fences the back of the ridge has become home to many animals. Several of the workmen have stayed to act as caretakers and warders of the area, claiming it to be blessed by Ash'Tel herself. They allow no hunting in the woodland save a small amount for food. However they are happy to share their catches with any who need it. Only the monolith waits to be completed and raised on the next couple of months.

Amatukiland

Trade with the Rainforest kingdom continues to improve. The roadside trade-stations still puzzle visitors and none of the locals will speak of how or why they have come about. However expeditions into the deeper rainforest are now planned as with the roads discovered so far it is expected that deeper forays are possible, perhaps the shrouded lands are now ready to reveal their secrets to outsiders.

The Duchy of Kiral

The coronation of High King Carnak looks to be a massive affair. The Guild of Bards and Heraldry has declared that it will take place on the anniversary of the Battle of Mara. It will be a morning of sober reflection and memoriam, with a midday ceremony, and then the rest of the day will be spent in celebration. The declaration has been that the conjoining of the days will mean that the high king will always remember the cost at which the throne was bought. It is said that all future High kings will also be crowned on the same date.

The Troll Lands

Spring has brought a flow of strange and interesting goods from the traders at the Escarpment; furs of unusual size and dried meats of a gamey and heavy nature, as well as gemstones and minerals of high quality. In return there is a high demand for craft items like rugs and other well made but decorative items in the troll lands, it would seem that the once insular Trolls are becoming more cosmopolitan.

2009 Season

The season is up and running as I write this we are in the lead-up to the first of our two planned overnights this year.

The latter half of the year is still pretty free for booking, but we would ask everyone to keep their play/monster balance in mind and to drop Royce a quick PM on the forums or an email in order to check where you are at the moment. If you can confirm monsters ahead of time then he can keep that in mind when looking at the balance.

Also please respect the maximum of one booking per character please. The overnights are taken as a little outside of this and other circumstances are considered but it makes life a lot simpler if you restrict the number of bookings especially close together. As we get closer to the end of the season we will be tightening up in regards to booking taken in and how many we have for that character and player.

System Ref Speaks

The set-up in regard to the insurance costs has worked well, we will cover the costs of the 2009-2010 insurance with a small margin left over. Hopefully this time next year we will have a bigger margin at the end of the insurance year.
Total income (Subs, Donations. This includes the Newtown Overnights)
£1125.00

Outgoings

Dining set for Tavern Nights: £16
Site Costs for Newtown: £500
Sundries for Newtown Events: £183
Stationary: £178.91
Total Outgoing: £877.91
Remainder : £247.09
2009-2010 Insurance: £240
Balance for 2009-2010 Year: £7.09

I would like to remind people that the organisation of events and rules are not open to change at the moment. While I appreciate that there are a lot of ideas that affect them out there, for now can you save them till we get to the end of the year and ask for that input. At the moment the focus is on runtime and on dealing with item and skill requests rather than system updates.

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.

2009 Season

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

23rd – 24th May (weekend)

FIRST OVERNIGHTER OF THE YEAR

Location: Bow Brickhill Woods

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 – BOOKED BY MAZ TO PLAY

Location: Bow Brickhill Woods

Level: Quest Length: Quad

Type: RP heavy mix

Start Time: 9.00am for a 9.30am start

Note: Possible player spaces, monsters wanted

7th June – BOOKED BY JAMES TO PLAY

Location: Bow Brickhill 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: Bow Brickhill Woods

Level: Low (max of 5th) Length: Quad

Type: Mix

Start Time: 9.00am for a 9.30am start

Note: Monsters wanted

21st June – BOOKED BY SAM TO PLAY

Location: Bow Brickhill Woods

Level: Mid Length: Triple

Type: RP Heavy mix

Start Time: 9.00am for a 9.30am start

Note: Players and monsters wanted

28th June – BOOKED

Details to be confirmed after the overnigher

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: Bow Brickhill 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 – BOOKED BY BETH AND DAN TO PLAY

Location: Bow Brickhill Woods

Level: Low Length: Quad

Type: Mix

Start Time: 9.00am for a 9.30am start

Note: Monsters wanted

1st – 2nd August (Weekend)

SECOND OVERNIGHTER OF THE YEAR

Location: Bow Brickhill Woods

Full details are to be confirmed but this will focus on world plot.

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.

9th August – FREE DATE

Booking sheet for this date needs to be in by 26th August

16th August – BOOKED BY WENDY TO PLAY

Location: Bow Brickhill Woods

Level: High Length: Triple

Type: Mix

Start Time: 9.00am for a 9.30am start

Note: Played wanted – Broken Sword members only. Monsters wanted

23rd August – FREE DATE

Booking sheet for this date needs to be in by 9th August

30th August – FREE DATE

Booking sheet for this date needs to be in by 16th August.

The Editor Speaks

So, almost halfway into the year and busy we have been.

Seriously, the ref team has been working its collective arse off, and we're pretty happy with the way things have turned out so far.

Many thanks to all the people who have come up to play and to monster.

Hmm, what else, well, obviously, we could always do with submissions for the next Guildsman, which will probably be going out for the next Tavern Night.

So all in all, I guess I'd just like to say thank you, and hope that the rest of the year is as good as the start has been.

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.

We're sorry for any confusion caused in the past.

Guild Dispatches: **The Children of Shashay**

Clarion is not far off, and while the guild has declared that Kiral and the Coronation is strictly off limits to any form of 'business' Clarion is still fair game. In particular the guild would like to see members take the title this year and deny them to the other guilds. Davon has made it known that he wants to see a very public 'heist' of the trophies, by the guild winning across the board by fair means. Dust off your bows and brush up your combat skills lads and lasses, the Children are out to play.

The Order of Hermes

The Troll-lands are looking to found a full school of magic. Any interested parties should apply at the Escarpment Enclave.

The League of Pathfinders

Spring is new trailblazing season as well as time to check old paths and wilderness routes. There has been a mild upsurge in numbers of Orc and Goblin raiding parties but nothing unexpected with the numbers of leftover troops from Mara. Care should be taken when dealing with such groups in case they have reinforcements nearby.

The Legion of Battle

FOR THOSE OF A SUNNY DISPOSITION ERIC FIREBRAND HAS DECLARED A NEED FOR TROOPS IN DRALAZAR TO ASSIST WITH THE MANAGEMENT OF THE REFUGEES THERE. ONLY THOSE WITH AN EYE FOR THE DIPLOMATIC BEFORE FORCE SHOULD APPLY HOWEVER. ALSO MEMBERS INTENDING TO ATTEND THE CLARION GAMES THIS YEAR SHOULD START TRAINING IN EARNEST AS WITH THE CORONATION HAPPENING AT THE SAME TIME IT WOULD BE AN AUSPICIOUS EVENT TO WIN AND WOULD BRING SERIOUS PRESTIGE TO THE GUILD.

General notices

The Order of Bards and Herald's currently seeks talented performers of song, dance and other entertainments to perform at the celebrations to be held following the coronation of the High King, Carnak. Those interested should seek their local Bards and Herald's representative. Non-guild members will be considered.

(ANNOUNCED IN ERINAN BY CRIERS)

*HEAR YEE HEAR YEE!
BE IT KNOWN HEREFOR
THAT THE FOLLOWING
PERSONS ARE DECLARED
OUTLAW IN ERINAN, FOR
THE CRIMES OF TAX
EVASION, ASSULT ON
CROWN OFFICIALS AND
EVASION OF ARREST:
TELLOR THE INCANTER
MEN'ORY THE TRADER
KENDRICK THE WOODSMAN
THEY ARE PROTECTED BY
NO LAW ON ERINITE SOIL
AND ARE UNWELCOME IN
THE KINGDOM.*