

The Guildsman

Issue 4: July 2001

The State of the Realms

Erinan is still reeling from the massive invasion by the Beastmen.

In Dralazar the raids by desert bandits have been strangely absent.

Calsmeer is slowly adjusting to the new rulership of Ethan Pedrianly.

Gralamire has opened a good if slow trade route with the Troll kingdom

Amatukiland is quiet, not much has happened there.

The Duchy of Kiral has been as tightly closed to outsiders as ever.

Remainder of 2001 Season

EVENTS ALREADY BOOKED:

There is an adventure on the 11th of August, it is a Lv 0-2 Written by Matt Moore, and we have 1 player, so there are 3 more places left on it. Contact Royce ASAP to play or monster

FREE DATES FOR BOOKING:

The following weekends remain un-booked as of the moment, hurry to get them filled please, and remember to do this at least 2 weeks before the date of the adventure.

1st September

8th September

15th September

22nd September

29th September

6th October

13th October (NOT OPEN TO BOOKING)

20th October

27th October (Last open date in 2001)

The Ref Team Needs YOU!

We are in need of one or two more refs. Anyone who would like to join the team would be most welcome, all you need to do is let us know and we will start you on the rocky road of depravity (joking). The aim of this is to provide a wider range of adventures and also to allow the current team a chance to be able to play as well.

The System Ref Speaks

I feel that I want to make a point about monsterring; monsterring is how you give something back to the club. We take it in turns to monster for each other & monsters can make or break an adventure, but it should be understood that monsterring sometimes means you don't have to opportunity to have the same KIND of fun you have as a player, people who like combat may find that they don't have the stats to fight as long as they want, or they have to fight at a lower level of ability than they are capable of, to accurately portray the threat the monsters pose to the party. Or players that like to do a lot of talky stuff may find that they do more blatty monsters that they would prefer to do.

Unfortunately this is dictated by the nature of the adventure requested and written, a lot of low level undead means not much talking or ability to fight. But can be integral to the plot. What should always be remembered is that if you put in effort monsterring for someone, then they will be more inclined to put in the effort for you. Even if you feel the party is not doing what you would do, at the end of the day they are playing & get points for how well they do, while monsters do not.

HOWEVER, in the interest of fostering better Monsterring (and role playing in general) we have instigated a little policy. We have always made a note of the best monster and player on an adventure, from now on this will be decided by asking EVERYONE in turn who they felt was the best, and the person who gets the most 'votes' will be awarded:
Player: +5 Exp Points to final total
Monster: +5 Exp to character of choice.

There are a number of GOOD things about monsterring, you get to try a wide variety of different roles, you don't have to worry about losing a cherished character, you have an opportunity to try out several different skills and weapons to see if you want a character to have them. You get to have more 'time out' than characters do; you get to be in on the adventure. And you get to challenge [NOTE: NOT kill, challenge!] your friends.

Besides, if you help the Ref's out with high effort in monsterring... well, happy Ref's are more amenable refs!

Upcoming Plans

TABLE TOP OVER WINTER BREAK:

There will be table top games run during the winter break if you are interested let Royce know, also some of these may be mini campaigns. So be sure to check you will be free for all of the times needed. Each time one or two people to do monsterring for the tabletop would be a great asset.

MANUAL UPDATE FOR 2002:

We will mainly be working on updating the supplement this winter, some corrections need to be done to the Manual and the Spell-list, so any errors you have noticed in them please give to us on a typed sheet, with a note of the page number and location on the page where the error is, so we can try to catch them all.

Anything you would like to submit for possible inclusion in the Supplement such as setting information must reach us by the beginning of November, email it as a 'word' document if you can, if not then give us a neat (preferably typed) copy and if you can a copy on disk in 'word' format

Note on Safety Policy

From now until 2 months into the 2002 season we are instigating a 'zero tolerance' to smoking during time in. If you are found 'time in' with a lit cigarette in your hand you will receive an automatic safety warning. If you wish to smoke ask the ref if the next battle board will give you time, and wait till then. Having a lit cigarette in your hand during combat makes you a danger to both the site and the other people at the event and no-one can guarantee a fight will not start in any given encounter. And asking the ref to delay an encounter till you finish smoking will rarely, if ever, be met with a "yes"

Submissions

Any submissions you have for the Guildsman should be sent to Royce Porter at: 13 Warren Road, Yardley Gobion, Towcester, Northampton, NN12 7TR
Email: SaphDragon@Yahoo.com
(Note, we cannot include graphics at this time, text only please)

The Bard's Tales

Dear Uncle,

I have started my travels in the five kingdoms, as you know I left for Erinan first of all, and luckily left before the Beastman invasion I have heard of from my contacts.

I have travelled to Calsmeer to see if I can divine the reason for the new King Ethan's absence from the council, and to gather what news I can on the other matters we discussed, speaking of which I have found no evidence, perhaps it was but a rumour. I will write to you again when I reach Gralamire and from there I will travel north to the new Troll Kingdom, and relay their true intentions to you and the other masters.

Until then
Devis

Hope for the day when he will return to us

Beast Dispatches

Great one,
Our campaign goes well. We even now camp all about Pironias, the capital of these lands. Although we have not yet managed to enter into the man-things' city as it is defended by a formidable warrior, this massive creature would tower over even the largest of our bear warriors, standing fully half as tall again as most bears do. His strength is beyond belief, as I have with my own eye seen him throw metal-shell clad badger-men from the walls with one hand. If we are to gain entrance to this fortress then we must find a way to defeat him.

Your servant,
Smoothes-water Silverfox.

From His Majesty's Ranger Eriam of the Loch Harrow Area, to the Lord Forrester

My Lord,
Recently I was at my work when I comes across a deserted camp in the woods, well hidden and looking like it was long established before it was abandoned.

The reason I writes to you about this is that I finds much there that worries me, there bee this pit see, and it reeks of spilt blood and weaponry. With the trample marks of many men about it all standing and millin' about, as if watching the doings a happening inside yon pit. There be many tents and a good used fire pit there as well. There be a cave secluded in the rear with both better doings there for rest and such, and a chain pinned in ye wall but all busted at t'other end. Outside in ye camp I be finding the body of some big man, a bit chewed on and rotted like, but by the scars and armour I thinks he been a bandit or somesuch in 'is life.

Also I be finding cages and training weapons, and a spoil heap with parts o men and beasts on it all hacked at but not eaten. All this makes me think there be some fool a'startin up the old blood games again. So after a bit o'askin around I finds this local farm who say some bony wee girl of an adventurer went and got back the farmers daughter what had gone and got herself carried off by bandits. And on asking this daughter (one Sara of Wheatlow) She be saying they be makin' her train to fight in some game. My Lord, I ask thee for stipend to gets me another deputy and equip him, so better to be able to carry out my duties, for if there be slavers about, no good man will be safe unless we find their camps and right smart.

Your humble servant
Eriam of Loch Harrow

Guild Dispatches:

The Order Of Hermes

For All Members

By order of the High Guild-master, Henceforth the sphere of Art known as 'Common' shall be given it's full title of 'Thaumaturgy'. Also the High Guild-master exhorts you all to be watchful for beasts in your lands, and to come to the aid of Erinan if you be an itinerate member.

Venyoc,
Guild Dispatch-master.

The League of Pathfinders

FOR ARGID

"ARGID, USED THE MONEY THAT WAS YOURS, SORRY. GOING TO FIND DAD, EXPLAIN LATER."

TC

The Legion of Battle

To All Chapter houses, for all members Opportunities for jobs in Dralazar are falling due to the abatement of attacks by desert raiders, if you want employment we suggest Erinan as many towns are looking for warriors to help train and guard them against beast attacks.

Also be sure to check the credentials of all hiring persons, as a higher number of Guild members seem to be going on jobs and disappearing without trace.

Also we would like to announce the guilds best wishes to Jason Giantsbane and Elandria of the Mountains for their upcoming nuptials, anyone in the Clarion area is welcome to attend the ceremony.

The Children of Shashay

Someone is performing hits on high nobles without Guild approval, find them and 'Sanction' them!