

The Guildsman

The Magazine of Pathfinder Live Role Playing Club.

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The State of the Realms

Erinan is managing to beat back the beasts after their main invasion route has been destroyed, but her queen still lies ill in Pironias

Dralazar

Calsmeer land of dark forests is seeing a healthy increase in trade, however the assassination of the family of Sir Teryl DanRevor has shaken the court no end, King Ethan expressed the sorrow of a nation the loss of this well known lord and Knight of the Order of the Wolf.

Gralamire

Amatukiland

The Duchy of Kiral

The Ref Team Needs YOU!

Firstly, Congratulations to Matt Moore for getting his University place. However with him flying off for pastures new, that leaves us with only two people to ref the system for you apart from when he is visiting on holidays. So we need another Ref ASAP to help us out. Anyone interested please let us know, mainly it entails writing and running adventures, making the occasional meeting and hang out (Normally Monday nights at Chris Rouses house in Newport Pagnell) helping players spend points, and a 'little' bit of paperwork.

Over the Winter.

All players need to sort out their character histories and update them, then get a copy to the REF's before we start next year, a main part of this is it will allow us to both see where you are going with your characters as well as plotting in some personal storyline for you in adventures.

2002 Season

We are planning a few special events for the 2002 season (and indeed annually), at the moment they include;

An 'Overnighter' adventure; (Ideas for this are welcome)

A 'Clarion' festival; mainly tournaments of skill and prowess, with items as prizes, with perhaps a small adventure in there as well (We will probably co-inside this with a non Pathfinder camp-out such as a 'Mind's Eye' Werewolf Moot.)

Any other ideas; submitted to us in time

The System Ref Speaks

Its approaching THAT time of year again, where the Ref's go into hibernation and sort out the system for the coming year, This year while there is little to do to the manual apart from error correction and some small additions, the Supplement needs a lot of work, so please get your ideas in to us ASAP, as we need time to read them, discuss them and type up what we are using, as well as lay-out the supplement. The sooner you get the bits to us the faster we will get it done.

What we want is things like background and culture for the different races & kingdoms, ethos and other stuff for the churches, ideas for important (But not world shattering) events in the history of Vara, new guilds and groups (Again not a ton of abilities and stuff but history, aims and members), things like this. Things already looking to be included:

Bestiary: Telling people something about the creatures and monsters that inhabit Vara

Guild Descriptions: Expanding on the existing ones to give guild members something more than a place to get hired.

Expanded History: To include the recent events as well as old events that have been established in adventures run this year.

Upcoming Plans

Overnighter table-top adventure: This is now in the process of being written, it will be four Quin length adventures linked together, two a day for the weekend. The characters will be not only pre-generated, but also they have skills pre-laid out for them for the duration of the weekend (Mainly to ease writing and stating of the adventures), after they have acquired the points for these skills then the players are free to but whatever else they wish to for the characters, the main idea is to have a solid adventuring party that works as a party and not a group of individuals by the end of the weekend. One of the four characters has already been claimed, leaving the warrior, mystic and mage still open to be played.

Other Manual Changes

Common Sphere is now called 'Thaumaturgy'

'General' spell casters are now called 'Sorcerers'

Priests who do not follow a god are called 'Mystics'

Note on Safety Policy

Throat-slit Ability; The application of this has been changed for both safety and game balance reasons, it was always intended to be used primarily for stealthy attack, not as a form of 'instant kill',

1) It is too dangerous to attempt in combat, dragging a blade across the throat of someone in melee is just too dangerous for us to allow.

2) It requires either a unsuspecting or held victim (Either by two people or one with '+1 Strength'), in melee the target is moving too much to be able to effectively throat slit someone from the front

3) There is a lot of 'meat' to cut through before you cause damage, a simple swipe will not cut deep enough to do it.

4) If in front of the 'Victim' your character WILL be covered in blood, this can be hard to explain to authorities when the watch comes up to you.

5) The Victim can use any innate or item curing (But not potions or spells needing a verbal) to prevent death, as long as you can do 1 point of location curing you stem the blood-loss.

6) It takes a slow count to five before you are incapacitated / Dead, you don't just fall over, but do role-play what's happening to you.

Submissions

Any submissions you have 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

Beast Dispatches

*Great one,
We are defeated at Pironias, the Humans managed to stave off our army after we were attacked from the rear by a host of the strange giant-men, riding strange beasts, we fought valiantly but the day was lost, since the destruction of the beastgate we were unable to bring in fresh troops and supplies. At least we still hold a large part of their lands; they are too busy licking their wounds to try to force us out.*

I do not know when or if this will reach you, I remain, as always,

Your servant.

*Smoothes-water
Silverfox.*

Guild Dispatches:

The Order Of Hermes

For all members, be vigilant and watchful for any changes to the background Art that permeates the land, should you notice it starting to fade in strength then report this to the guild immediately.

The League of Pathfinders

Honour was brought to our guild by the valiant actions of Tammaroth Gyn and Kyle Durant in their execution of the mission that resulted in the destruction of the Beastmen invasion route to Erinan. They brought their companions home and safe as well as defending the people of Erinan from the beasts, at no small risk to their own lives. May their way always be safe and sure.

The Legion of Battle

TO

The Children of Shashay

The man responsible for the recent assassination must be found and stopped; the Calsmeerians are conducting a purge on our members now. We know the culprit is male, probably elven and very efficient at both killing and blending into a crowd. He also has access to magical attacks. Be vigilant and weed him out.

*Vorkas the ghost
Calsmeerian Guildmaster*