

The Guildsman

The Magazine of Pathfinder Live Role Playing Club.

Issue 6: July 2002

The State of the Realms

Erinan is still recovering slowly from the Beast invasion; the army is stretched thinly over the whole kingdom
Dralazar is hot, sandy and stable.

Calsmeer's borders have become harder to cross

Gralamire has been quiet.
Amatukiland is hot, steamy and stable

The Duchy of Kiral maintains its secrecy from the outside world

The Troll Lands are rebuilding steadily, and aiming to build some way of moving easily up the escarpment from Gralamire to be able to trade with the other lands

The Ref Team Needs YOU!

We are still in need of one or two more Refs to help run adventures, if interested please contact Royce or Chris Rouse.

2002 Season

These are the current booked and free Sundays this year.

July 27th – 28th Overnighter Weekend
August 4th Unavailable (Faded Glory)
11th Wolfen Adventure
18th Unavailable (Royce Away)
25th Free (Renewal Weekend)
Sept 1st Troll Adventure
8th Clarion Camp out (Mind's Eye System "Werewolf Moot" in the evening.)
15th Nemesis Adventure
22nd Free
29th Free (CP Event)
October (Very weather dependant)
6th Free
13th Free
20th Free
27th Free (Last possible event)

Over the Winter.

We plan to run a 20 length table top of over the winter, characters will be pre-generated but after the adventures they will be yours to improve as you want, we need regular players though, so only arrange to come if your committed to coming to all the sessions

The System Ref Speaks

The Monsterring system has had a small addition to it. We have created a 'Monster Credit' system, basically for every 2 full sections to an adventure, each monster has the potential to gain a monster credit (So a Quad length should net you 2 credits), however, making little effort will mean you may not get all your credits, and not bothering/making the job of the ref more difficult will mean you don't get any. Monster credits can be 'cashed in' with advance warning for extra SIP's, one credit is equal to one SIP. (So you can both offset the cost of expensive requests, or have an extra little item on the adventure in addition to the normal number of SIP's allowed for the adventure)

In Addition to this we have instigated a new system to help get adventures started a bit faster and to run smoother, there are 3 ref positions on a normal adventure:

GAME REF: in charge of the event for the day, will be able to move between monster and player groups as needed and may play main NPC's etc, they have the final call that day on things

PLAYER REF: in charge of battle boarding the players and going round with them to answer info questions, also responsible for getting players kitted up with props and money etc at the start and end of the adventure, so monsters should not bother the player ref, as they have the...

MONSTER CAPTAIN: (not always a ref) this person is in charge of kitting up the monsters, making sure they have props / treasure for each encounter and making sure the monsters know what they are doing each encounter. (Non-ref's that do this will be given an additional monster credit in reward) Monster Captain is a good way to start if you're interested in becoming a ref.

Also, making the effort to create background etc for the game-world and submitting it to the ref team MAY get you the odd Monster credit in reward for putting a bit of effort into the system, we don't guarantee this, but do bear it in mind.

Upcoming Plans

The online game will be running as a nice little linear adventure as the next project, any character is welcome to play. But it will be hard to include new ones after they set off, so get in quick. We will be running 2 rounds of combat at a time to speed things up. All turns will be resolved on the Sunday evening.

Other Manual Changes

While there have been no manual changes, we have added a lot to the supplement as far as church information goes, either contact a ref, or check out the Yahoo Groups site (Files section) for an updated copy of this, and remember we are always willing to consider anything submitted to us for inclusion in the supplement, so please give us anything you feel like writing (Preferably as a 'Word' document via email/disk if you can).

Note on Safety Policy

As always, we are working for a better safety set-up, we will have insurance as soon as the documents arrive, but this will mean that we must ask people to chip in to help pay for it, each of the refs are playing out £25, leaving the final £25 to be supplied by the rest of you, we will divide this amount by the regular players, and that will be the amount it will cost you, you can pay in instalments, and anyone new coming regularly will be expected to pay this amount which will be put aside for the next years insurance. (We think your looking at the whopping sum of about £2.50 each at the moment) this is for your safety so please done whine at us for it. And we are very sorry, but there are no discounts for anyone.

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 Uncle,

I must apologize for not writing more often, but I have spent an enlightening time in the Troll lands of the north, unfortunately I have not the time to speak at length on this subject in my letter. I was going to come home and regale you with my news first hand, but alas the corsairs of the inland sea make travel unsafe at this time. Thus I am going to spend more time travelling, I have a mind to travel to the temple of Lanokash at Nasias and consult the great library therein. I have also heard an unsettling rumour, which has been whispered in the courts of the land, that the noble order of the Wolves in Calsmeer has been suffering many casualties of late, to suspicious circumstances, I have my suspects but of course in a letter their names will remain absent.

Waiting as ever for the day of his return,
Devis

Beast Dispatches

GREAT ONE,
WE HAVE MANAGED TO SECURE A SIZABLE PORTION OF THE LANDS OF THE HUMANS. ALTHOUGH THEY STILL SEEK TO REMOVE US, THE DAMAGE OUR CLAWS HAVE WROUGHT ON THEIR PACKS OF WARRIORS HAS BEEN ENOUGH THAT THEY LICK THEIR WOUNDS. SOME OF THE MASSIVE ONES THEY CALL 'TROLLS' HAVE STAYED TO AID THEM IN THEIR ENDEAVOURS.
IT IS MY DUTY TO REPORT THE LOSS OF YOUR SISTER-SON. HE WAS LAST SEEN LEADING HIS CLAW IN A FLANKING ACTION DURING A BATTLE, BUT NEVER RE-JOINED US AFTER WE WERE FORCED TO FLEE. I HOPE HE STILL LIVES, BUT IF HE HAS FALLEN THEN IT IS THE WILL OF NATURE.
MORE WORRYINGLY, OUR ALLIES HAVE DESERTED US!
I HOPE ONE DAY THIS WILL REACH YOU, OUR SHAMANS TRY TO FIND A WAY TO RE-OPEN CONTACT WITH YOU, BUT IF NOT I PRAY THIS WILL REACH YOU AND TELL YOU OF OUR CONTINUED FIGHT.

YOUR SERVANT,
SMOOTHES-WATER SILVERFOX.

Red Sea Raiders effecting Shipping.

The red sea raiders, such a colourful name for such bloodthirsty pirates, have been more active in the inland sea. Many traders have lost their fortunes, businesses, and lives as these corsairs attack and steal their ships. They have even gone as far as to attack a small coastal fort in Erinan to try to seize it. Luckily the tower was currently manned by the South Essen troops of Richard Edgeman, and the pirates were beaten back, but it is thought this raid was lead by Karandithorn, the elven pirate. Travellers should take care to travel only on reputable ships and preferably those in a small fleet or guarded by royal ships.

Calsmeer closes its Borders

The Kingdom of Calsmeer has closed it's borders in a surprise move, they roads are guarded heavily by Legionaries, and only a very few are allowed to pass. As yet no reason has been supplied for this move, but and non-Calsmeerians are advised to be careful, and not to seek entry via any other means, as we do not know what the attitude inside the country is to foreigners, although there are reports of the Crown removing the ban on the blood games.

Erinan announces Treaty with the Troll-lands

This month Queen Elenora of Erinan announced a mutual peace and trade treaty with the Troll King Sourbelly. After the Valiant but stoic King personally oversaw the defence of Pironias from the Beastmen during the illness of the Queen, it further appears that the Troll High Priest of Bronwen, Stormclaw, personally undertook to find and prepare the cure for her sickness. The now healed Queen Elenora has made it clear that her kingdom will welcome trade from the troll-lands, and that and act of aggression against them would be taken as an act against the Country of Erinan as well. The Troll King and his entourage were unavailable, as they had departed for home to oversee the current state of His realm, but the Citizens of Pironias were warm in their wishes for the Trolls to return, and have welcomed the troops of the Troll-Lands that have stayed to help reinforce the depleted ranks of the Erinan Royal Army.

Guild Dispatches: The Order Of Hermes

Sources are talking of a strange Prophecy being made among the Renraniay, we seek to know what this is, as the seeress's of the travelling ones have powers we do not yet understand to see things, and this prophecy may be of import in these troubled times, remember, Knowledge is power!
Vengoe,
Guild Dispatch-master.

The League of Pathfinders

We must report the sad loss of Kyle Duran, one of our numbers who was a hero of Erinan; he has fallen, corrupted by the fell powers of a cursed blade. He has no family left; so honour his good deeds and mourn his falling may your spirit walk brightly Kyle. Remember this and be careful with newly found items empowered with the Art that you find.

The Legion of Battle

There are still good job opportunities in Erinan, as the crown is hiring recommended guild members for jobs to help ease the workload of the army.

The Children of Shashay

Reports that the Assassin of wolves is an elf have been substantiated. He made a botched job on an elder wolf, a messy job that was the work of a rank ammeter, however he is highly dangerous, if you discover a lead, please inform the guild and then organise concerted effort, this man has no right to 'Sanction' under our law, and should be eliminated as he brings shame to our profession.
Vorkas the ghost
Calsmeerian Guildmaster