

# The Guildsman

*The Magazine of Pathfinder Live Role Playing Club.*

*Issue 7: August 2004*

## **The State of the Realms**

### **Erinan**

The country is still recovering over the events of the last few years and the Beastman presence in the land persists, however a plan to claim back the land lost to them is now in motion.

### **Dralazar**

The Kingdom of Dralazar is shocked when news breaks that the fortress of the Knights of the Blazing Sun has been besieged by a massive force of undead, their only route to call for aid, the ritual circle, was sealed and only the actions of a valiant group of adventurers averted the inevitable loss of this heroic order of knights, William Grey, Deedlit, Zina, Purleck, Storlock, Sir Erildas Lightblaze, Kilydd Canhastyr and Reeb Walker the Bearman Mystic are hailed by the people of the desert lands as true heroes.

### **Calsmeer**

In Northern Calsmeer reports have been heard that the villagers of Foinaven in the north have vanquished the black dragon that had been plaguing them for years. Sylvana, Confucious, Ash, Darastrix and Davor have been named as the slayers of the beast.

### **Gralamire**

A large amount of orcs appears to be on the move in the north of Gralamire.

### **Amatukiland**

Little seems to be occurring along the border with Amatukiland.

## **2004 Adventures**

September 26<sup>th</sup> Chris running for Storel, player places free, see Daniel if interested.

Location: Shenly Wood  
Time 9am till 4:30pm

October 3<sup>rd</sup> Chris running an open adventure, contact him if you want to play

Location: Shenly Wood  
Time 9am till 4:30pm

October 10<sup>th</sup> Royce Running an Adventure for Seth, Gen & Simon

Location: Shenly Wood  
Time 9am till 4:30pm

October 17<sup>th</sup> Free Date

October 24<sup>th</sup> Last Free Date This Year!

## **Winter Tabletops**

Royce is willing to run some PLARP tabletops over the winter, however this will be at about one a month as the update of the system tends to eat up a lot of time, if your interested please let Royce know and he will see what he can do.

## **2005 Manual**

As of the last date on the adventures list, we will be commencing work on the 2005 rules.

We do not foresee many changes to rules if any, there will be some small changes to the Dwarven Skill costs. Mostly there will be some layout changes (The skill lists will become more user friendly) and the normal additions to the world history etc.

## **Words from the Ref team**

Matt – Well I'm back from university and finally finished. This means that I'll be available for writing adventures over the summer. If anyone wants to put me down on their Weekend Booking Sheets as the main referee, I'm happy to write and game referee your adventure. If you are interested contact me via email – [obegron@yahoo.com](mailto:obegron@yahoo.com) or phone (01908) 613752 or mobile 07929 205 468 and we can talk through what you want from an adventure.

Chris – I think Matt's summed it up quite well, don't forget there are other refs, we can and will write adventures for you if we get the request sheets. Here are my – up to date - contact details. Email – [cjrouse@hotmail.com](mailto:cjrouse@hotmail.com) or phone (01908) 210064 and you should be able to get hold of me.

Royce – Another long pause between issues, but we have not been idle. The overnigher has come and gone, and much of note happened.

Updated Character histories would be appreciated, and also some requests for Chris to write some adventures. Beth and Geoff are both working to become refs so soon they will be available to run adventures as well.

Meanwhile the Online Bastion adventure still continues. (Only three years now, not that long, honest! 😊)

## **The Website and Forums**

The website is still in the same place – [www.pathfinderlarp.org.uk](http://www.pathfinderlarp.org.uk). It has a large list of links to other websites, up-to-date copies of the manual and all other forms. Also it hosts our forums where we do our online roleplay, feel free to create a login and have a go.

## **Other Manual Changes**

There have been a few tweaks made to the rules this year check the website for the latest version or ask any of the ref team for a copy. Changes include an increased cost of ambidextrous. Total heal and drain life have been moved up to 6<sup>th</sup> level spells.

### Letters and reports

*“The following is an account told to the Bard Castus by one Icschin Malcus of the village of Sandveil in Northern Calsmeer.*

*“The rain was coming down so thick, you couldn't see no further than the pond outside the village walls see. Old Bertram's son had come running up to the gates all bloody and cut, attacked they were by foul things made of shadow. The lad said he had run all the ways from their farm in fear, having only just escaped them. Said to ring the alarm quick and get everyone inside. Well we rings the bell and in comes those that can, but some of them whats didn't come we found later all dead and cut up. Well anyway we gots the gate closed just in time cos this pack of terrible black hounds comes snarling and growling at the gates. Then poor Astus comes flying off the watchtower hit by some terrible magic. Us men folk that's could hold a blade ran to the gates, and looked over the walls round the village. Out of the rain was coming this big group of them Shadowlings everyone's been going on about these past few years, all glowing eyes and half there.*

*Anyways they started throwing their magic at us, and men was falling down with terrible wounds from it. Then they charged the gate. Me and some of the others wot had done some time in the legions did our best to hold to our training and keep em back, but there was so many of them and so few of us, well we just couldn't hold them,*

*Then out of the rain comes this rolling thunder. Now I was an archer in the legion, and I know a cavalry charge when I hear one. Well like I was saying, out of the rainstorm there comes this line of Legionaries all mounted and set for combat. Damndest thing though was that they were carrying no Standard in their ranks, I couldn't see no legion number on their shield either. Some kinds of ghost legion I thinks, not spirits or nothing, just a legion with no number. Out of the rain and the murk they charged, faces all set and lances all braced. Like the dawn coming at the end of a moonless night they were to the lads and me. Steel death on bright hooves.*

*At their head rode this man, all brown hair and a look about him, like my old sergeant used to say of the best ones, the Look of Eagles. He came a thundering down and rode one of them blue eyes buggers straight under his horse, and took the fight straight to this red eyed thing that seemed to be in charge of the attack without stopping, his grey horse like a ship breaking over a black wave. The cavalry spitted the Shadowling in the rank nearest them and followed him in, casting*

*aside their lances and pulling their Gladius out, it was like watching farmhands cut the wheat as harvest time the way they chopped their way through the mass, though two of them fell, one as his horse was gutted out from under him. But this leader he went breast to breast with that red-eyed thing and I ain't seen a fight like that in many a long year. He was summat shining was that man. His sword seemed to be part of him, moving so fast it was, I don't know many a bladesman who would have taken that thing down, but he battered away it's blade and ran it through like it was nothing.*

*Well anyways we had a bit of a struggle to get the gates open again after the hammering they had taken, and by the time we had them open and were outside those legionnaires had melted back into the rain and out of sight, taken their fallen with them they had, horses and all! Anyways, all I knows is that we would have all be dead if it weren't for them men and their leader, if I ever gets to see him again I'm going to shake his hand and buy him the best drink I can get, even if it makes me a pauper.”*

*We are puzzled by this report, what Legion would be ashamed as to not display their eagle or the blazon of their legion number, however this report still shows the legendary bravery of the legions, no matter which they were from. Scribe Antoninus, of the Lanokash Arcivists”*

*“Report to Guild-Master Aiden, League of Pathfinders.*

*I have noted recently a large movement of stone blocks from quarries to various staging posts along the borders of Calsmeer; the stockpiles are guarded by very large contingents of Legionnaires and seem to contain building supplies as well as the normal stocks. I am perturbed by this and will report again when I have more information for you.*

*Illiock Oaken-branch.”*

*“Dispatch from the South Essen Commander to her Majesty Queen Elanora of Erinan.*

*Your Majesty, n your name we have reclaimed the keep of Alatain from the hands of the Beastmen. While we required a small amount of time to lick our wounds and finishing the task of entrenching this position, the first step in freeing your much-abused subjects from the tyranny of these Beastmen has been made.*

*I remain your humble servant,*

*Captain Richard Edgeman*

### Guild Dispatches:

#### The Order Of Hermes

*Annual Guild meeting continues as normal. Rudolphus the red wizard of Hergansteff needs volunteers for research of new spells. Apply to him in person.*

*Guild-mistress Elandria of the Mountains asks all members of the order to aid any members of the Legion of Battle they find in need; By Decree of the High Guild-master of Vara, this request is now an order. In addition any and all reports of Shadowling activity are to be passed up to the level of The Guild-master of each country.*

#### The League of Pathfinders

*Reports indicate that Kyle Duran's cursed sword has been seen in the hands of an Orc chief. Members are requested to find out more information on this, but NOT repeat NOT to attempt to retrieve the sword before reporting to the guild.*

#### The Legion of Battle

*Men and Women of the Legion, Sorrow all at the passing of one of our greatest! Jason Giantsbane has fallen in battle against the Shadowlings. Guild-master Lord Eric Firebrand has made this declaration to the entire guild:*

*“All of you, from this day I charge you to fight the scourge of the Shadowlings where-ever you find them, report any movement of them to the guild, and be sure next time you cross weapons with them to take one down in the name of Giantsbane. Till then go out this night and raise a glass to his memory, Hero of Vara, let his courage be an example to you all in your darkest hours, may you find within yourself the heart to be a light against the evil that seeks to consume our lands.”*

*Mercenaries required to fight back Orcs in Gralamire. Still many opportunities for work in Erinan containing the Beastmen.*

#### The Children of Shashay

*Green man to follow Blue Bird. All must give assistance if required.*

#### 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](mailto:SaphDragon@Yahoo.com)  
(Note, we cannot include graphics at this time, text only please)*