

The Guildsman

The Magazine of Pathfinder Live Role Playing Club.

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The State of the Realms

Erinan

Though continually pushed back, the armies of Erinan are slowing the advance of the enemy forces. The South Essen have acquitted themselves well at the battle of Le Mecharnt Fields where they held the west flank nearly single handed when other units fled, giving the reserves time to get into position for a charge. However there seems to be some trouble along the Southern border of the Beastman occupied zone.

Dralazar

The costal raids have died down after the crown re-deployed large contingents of guards and marines on the costal forts, and backed this up with Blazing Sun knights training local militia to fight more effectively.

Calsmeer

The North Border is in chaos, what was one a defined safe zone is now mutable on a daily basis. King Robert Pedrianly has announced the imminent appointment of a new warden for the Northern Border, to be drawn from a number of highly capable individuals. He had managed to re-deploy a few legions of trusted men to safeguard refugees from the North, but the Senate is hampering him with debates over internal security risks if he places too many of the proven loyal legions away from the internal area of the kingdom. Also it seems the availability of scrolls in the kingdom has fallen to a noticeable low, yet there is no explanation for this sudden change.

Gralamire

The Border tensions have increased, with units of the two knightly orders moving to garrison at trouble areas both on the Amatukiland border and also the Great North road near the Escarpment. Queen Sethain has made it publicly know that ANY organised insurgency into her kingdom will be treated as an act of war. All members of the militia cavalry in the lowlands have been told to be ready at a moments notice to ride for a muster.

Amatukiland

Rumours from the various trading posts indicate the sudden appearance of cleared strips of land in the forest, seemingly the genesis of roads in this wild and strange land. Curiously a lot of the normal trading tribes have ceased contact with foreigners and have moved their villages

to new and as yet undetermined locations. Several guilds are offering cash rewards for definitive evidence or information about what is happening in Amatukiland.

The Troll Lands

All that is known at the moment is the massive force at the escarpment, and a few messages released from Queen Elenora between herself and King Sourbelly. Apparently the Capital is all but sealed off, and under an intense siege. While the trolls are trying to break out, the need to protect their populace and especially the small number of Trollslips in the community hampers them terribly. King Sourbelly has asked for any aid possible in at least routing the force at the escarpment so that a relief force can be staged there to aid his capital.

2007 Season

May

19th May – Tavern Night – info on characters and attendance to Royce ASAP
20th May – James' birthday addy.
MONSTERS & PLAYERS WANTED
Location: Bowbrickhill Woods

Level: -High Length: Quad

Type: Combat heavy mix
Start Time: 9 aiming for a 9:30 start, hoping to end 4:30-5 ish
Note: - Troll lands, Troll characters for preference.

27th May – free date
Book by 13th May

June

3rd June – Free date
book by 20th May

10th June – Free date
book by 27th May

17th June – Free date
book by 3rd June

23rd – 24th June – CONFIRMED
OVERNIGHTER DATES
Location: Bowbrickhill Woods
Level: - Any Length: Quad/Tavern
Night/Quad
Type: Mix

Start Time: 9 aiming for a 9:30 start
Saturday. Tavern Night Saturday evening.
9 aiming for a 10 start Sunday.
NOT A CAMPING EVENT

July

1st July – Free date
book by 17th June

8th July – Free date
book by 24th June

15th July – Free date
book by 1st July

22nd July – PLAYERS AND
MONSTERS WANTED

Location: Bowbrickhill Woods
Level: 3rd Length: Quad
Type: Mix
Start Time: 9 aiming for a 9:30 start,
hoping to end 4:30-5 ish
Note: Priest types wanted

29th July – Free date
book by 15th July

**August, September, October –
MANY FREE DATES!**

The System Ref Speaks

It's been a quiet start to the year, but we have a lot coming up. If you could confirm if you are coming to monster and can help with lifts, this would be very helpful. We could do with a few new peeps, so feel free to bring along interested people, however if you could let me know you are doing this it would help ensure I can give them the time for weapon training and such.

Guild Dispatches:

The Order Of Hermes

The guild would like to remind all members of the request of Elandria of the Mountains that we fight the Shadowlings and their allies to the last.

As such, there is request for those willing to join Legion of Battle patrols to aid them.

The League of Pathfinders

The guild is saddened to report the loss of the town of Southrock in Erinan to enemy forces. The town has been completely destroyed and no survivors have been found in the ruins.

The loss of life is mourned and those dead are remembered. The bravery of the members of the Children of Shashay is particularly noted; their heroic efforts while protecting the towns orphanages and safe houses going above the call of duty in the situation.

The Legion of Battle

A reminder to all guild members that they are to aid local militia with training and the safeguarding of refugees wherever possible. They are also to set an example to others in areas where rationing has become a necessity.

All members willing are to meet at Clarion with their own provisions if possible to form a strike force to hit at the enemies army currently at the escarpment.

Get in trouble from time to time? Da Second Chancers are now acceptin commissions to come and save yer ass if your mission goes wrong. We're part of Legion of Battle, so just ask at any guild house, we got some of der best rescue people and we'll ritual transport to

your area to try and find out wut yer got yerself into and then we'll do our best to drag you out of it. We're also recruiting, so if yer think yer hard enough to join us, come n meet up with Storlock (contact through legion of battle) and we'll see wut yer made of.

The Church of Starsha

I, LUCIEN, HEAD OF THE CHURCH OF THE MOST HOLY STARSHA TO ASK ALL OF MY BROTHERS AND SISTERS TO SEARCH THEIR SPIRITS AND SEE IF THEY ARE WILLING TO STAND AS A SHIELD AGAINST THE DARKNESS. ALL THOSE WHO CAN RECONCILE THEMSELVES TO TAKING UP ARMS IN THE FIGHT AGAINST THE MANY SUPERNATURAL FOES BELEAGUERING VARA. THOSE OF YOU THAT CAN MAKE THIS DIFFICULT MORAL AND SPIRITUAL CHOICE SHOULD ATTEND THE HIGH TEMPLES OF THE GODDESS IN ORDER TO BE TESTED FOR EITHER ENTERING INTO THE ORDER OF SHIELD BEARERS OR TO BE GIVEN CERTAIN SPECIAL MYSTICAL KNOWLEDGE BY MYSELF OR THE CHOSEN I HAVE ALREADY TRAINED. SEARCH YOUR SOULS, LOOK TO THE FACES OF THE MASSES THAT INHABIT THE LAND ABOUT YOU. THE GODDESS HOLD YOU IN PEACE. LUCIEN

The Children of Shashay

Any member caught attempting to avoid the Compact of Erinan will be subject to IMMEDIATE guild sanction. Rank is not an excuse for cowardice.

Any action should be taken to get the vulnerable to safe houses or orphanages and to defend these positions.

Where possible, children should be taught basic woodcraft skills and taken out of the cities to provide them with the best chance of survival.

General dispatches

Several armed groups have been sighted in the villages and towns of Calsmeer, Erinan and Dralazar who have been searching for a cloaked figure in his early to mid

twenties, going by the surname of Magatanalier regarding stolen goods. A reward has been put up for his current location or capture.

On the lack of tea in Calsmeer...

Tea, for those who know it not, is a drink made by boiling assorted varieties of dried herbs from Erinan and adding chilled milk. Some people add sugar to this mixture but, gentle reader, these people should be killed. To add sugar to tea is a crime beyond murder. Tea is best enjoyed in the afternoons; however, recently it has been exceedingly difficult to acquire the required ingredients for the beverage and I personally have been reduced to taking a perandial perambulation in the evenings rather than the particulars of my favoured refreshment. The situation is swiftly becoming intolerable. Merchants cite the armies invading Erinan and Calsmeer as the reason for the disruption in trade, but I believe there to be a deeper and more sinister reason; coffee. Those who drink coffee are threatened by the truly noble amongst us who slake their thirst with nothing but tea and seek to undermine the source of our strength. It is vital that the knowledge be disseminated throughout the sundry peoples and races of the known world and please, should you chance upon a man or woman drinking coffee, you know what must be done my friend. Tea must return to Calsmeer.

Submissions

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(do a login for each character, with an icon, it makes life easier)
(We can now accept simple graphics for inclusion)*