# The Guildsman

The Magazine of Pathfinder Live Role Playing Club. Issue

## Issue 19: December 2009

# The State of the Realms Erinan

The winter is beginning to settle in and as the land becomes more locked by weather people hunker down.

#### Dralazar

Dralazar mourns as King Shamizel passes in his sleep. Much speculation abounds as to his successor. However for now the people of the desert land lament their king, and it is almost as if the land itself responds the dunes around First-Light crackle with a rare frost. Plans for the state funeral are in motion but the kind ministration of priests of Neroz have left the body free to lie in state until such time as arrangements are made.

#### Calsmeer

Deep in Northern Calsmeer the reconstruction of Foinaven continues. Despite the encroaching winter the Legionaries at work there continue to lay down the buildings and furnish them at a rapid pace. Already work gangs have been dispatched to the trade and way stations on the roads to Liothatch and Bromsash to improve their defences and quarters.

The house of Briar-Dasmius announces the immanent wedding of the brother of Lady Nerys, whispers abound as to his bride given she comes from no known family of note. The wedding is delayed while Arican Briar-Dasmius recovers from a serious wound.

#### Gralamire

Queen Sethain has returned to her full duties as monarch of Gralamire. A full state announcement was called by her, however just as she was about to begin her announcement a messenger arrived and informed her of the death of Shamizel. The Queen immediately announced the news of the Death of the Dralazarian king and declined to elaborate on what her own announcement would have been, saying only that this was a time for reflection at the passing of a wise and loved monarch and for her, a friend and mentor.

#### Amatukiland

Consternation abounds in Kiralnu after the highly unprecedented arrival of a massive crystal skull in the ritual circle there; its presence was apparently explained by a tall Lizardman, the Druidess Utgard, and a somewhat impressive sounding goblin. The skull was removed shortly afterwards but for some reason the arrival seems to have altered Kiral in an unfathomable way. The ritual circle is now larger than it was, and houses moved back to accommodate it, yet no damage was done to any structure.

The Fellowship of Hermes in the port is both perturbed and unable to explain exactly what occurred.

#### The Duchy of Kiral

The Duchy remains quiet, as the winter weather begins to isolate it more from the rest of Vara, however her guards still continue to increase in numbers on the great roads great curiosity abounds as to how travellers on these roads will fare in the winter when predication by bandits is normally much worse.

#### The Troll Lands

The memorial for King Sourbelly was a large affair; many notable persons came to attend and were embraced into the capital of the Trolls warmly. The royal guard of Queen Brightstar unveiled their new emblem which is a shield overlaid with a hammer, the weapons iconic to the Great Sourbelly.

#### 2010 Season

The season is now over, and after the end of November we will not be looking at any submissions apart from Exp spends and Character History Updates. Next season will probably open up to submissions of Item / Spell / Skill requests and 8pt special considerations about the beginning to middle of February. A list of available dates as well as the booking format will go up Jan / Feb time, and booking will open at the start of March.

I would like to remind everyone that it might be a good idea to think about adventures and groups with goals that are workable together and plan bookings for those.

## System Ref Speaks

Well the season is done for another year, and we once again settle down to sort out manual updates, take a break, and generally recoup from the year.

Plans are ticking over for some of the events for next year in general terms of things we want to do. We will be using a different approach to the booking of adventures to hopefully make things a little better. However I would like everyone to PM me to get their play / monster balance and be mindful next year of making up any shortfall in if as early as possible as we will not be taking in to account any projected monsters when looking as bookings, only those that have already happened.

Thank you everyone for all the hard work they have put in over the 2009 season, it is likely we will have one or two tavern nights over the 2009-2010 break and it will be great to see you all there.

Also a gentle reminder that while the system goes quieter over the winter the ref team are still working away on things. If you would be willing to help with things like proof-reading documents for the 2010 rule set please let us know.

# A note on Medding and studying for Teleportation.

Please TELL a ref before you commence a Meditation or to study an area for later teleporting back to it. There may be effects in play that will affect what you are attempting. A ref will time your meditation for you or time the study to ensure the correct amount of time is taken.

# Guild Dispatches: The Children of Shashay

Davon requests that any and all members of the Guild in the kingdom of Gralamire be on the lookout for high profile thefts performed by undead. These have gone on long enough and this so called Black Bone Council needs to be taught a lesson.

Any and all measures may be used in taking out these upstarts, and a reward will be offered to those who bring in the heads of those in charge, as well as for any information gathered.

# **General notices**

Bear ye all!

Let it be known that from this date forth the order of mages known as the Incanters are no longer an outlawed and bountied group. Under the law of the Bigh King they have been declared innocent of the charges that led to the outlawing of the group, any assault on their persons will now carry the full repercussions of law afforded to all persons of Vara under the benevolent law of the Bigh King.

Do you find the Art cost of spellcasting taxing? Do you find yourself lacking Focus? well let me help you out, i am Raiath the Skald, travelling storyteller, singer of songs, negotiator, and craftsperson.

Tempoary Focuses start at 80g

I also have a limited (but expanding) line of heraldry.

When not out adventuring and gathering knowledge i can normally be found in Appia or through "The Orcs Head Tavern".

There once was a Newfolk called Dernis,

He went to the troll lands on the piss,

To the Golden Drum he came, And Duke Ashym invented a new game,

A wooden spoon the duke did give life,

The priest of Neroz this did cause strife,

To duel with wooden spoons was the idea.

But Dernis wanted to win the wager or beer,

After a brief melee Dernis did halt,

And destroyed the spoon with a spirit bolt,

Oh what a brave hero is he, As all of Vara can now see.

(a composition by Thrash Danta, Guild of Bards and Heralds, by request, to commemorate the actions at the last Troll Day of Remembrance)

## The Editor Speaks

This may be somewhat late, and I apologise for that. Apparently having a life gets in the way of editing and writing and what-not. But anyway, here we are at the end of the year, and stuff is going on in preparation for next year.

Providing all things go according to plan, there will be a Guildsman out early next year detailing much

In the mean time, have a very merry festive season!

#### **Submissions**

Any submissions you have should be sent to Beth Charlton at: Email:

anonymousblueberry@gmail.com (please cc Royce in: saphdragon@gmail.com )

(We can now accept simple graphics for

Website: <a href="http://pathfinderlarp.org.uk">http://pathfinderlarp.org.uk</a> Forums:

http://pathfinderlarp.org.uk/forum/ind

(Do a login for each character, with an icon, it makes life easier)

I would also like to remind people that this is NOT an In Character publication; the guild dispatches are only known to your characters if they are guild members, and the general notices are those proclaimed by wandering bards, or put out by other means.

We're sorry for any confusion caused in the past.