
Subject: Fleshing out a campaign

Posted by [Anonymous](#) on Mon, 18 Oct 2010 07:44:11 GMT

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so, while fleshing out a campaign(just noticed the typo in this section title) i wanted to ask: is there anything that you as players want to try?

i was considering doing something with the leadership feat, if the players want it. i am planning for 3 sessions.

Jeff

Subject: Re: Fleshing out a campaign

Posted by [like_a_god](#) on Wed, 20 Oct 2010 01:48:31 GMT

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Devdes,

I would be interested in playing. I'd like to see how you DM and it would give me an opportunity to try out one of the new classes. However, I'm not exactly when we could fit in a 3-session game in given the current schedule. Perhaps, you are aware of something I'm not LOL. RikBuddie and I tried to remember the scheduling we all talked about last Friday and I think we have only weekend available in November to play. I think it's November 19th, but I might be wrong.

Regardless, I'm open to forgoing DMing if the group wants to try a different DM's style. It might be the case that Devdes is better suited, and has more time LOL, to plan for a high level one-shot.

like_a_god

Subject: Re: Fleshing out a campaign

Posted by [Anonymous](#) on Mon, 25 Oct 2010 21:25:22 GMT

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After our meet up on Friday I would like to propose around level 11-12 to allow for the possibility of leadership cohorts and would be splitting the difference between the last lvl 8 game and the lvl 15 in the future.

Subject: Re: Fleshing out a campaign

Posted by [Anonymous](#) on Mon, 25 Oct 2010 21:32:07 GMT

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I'm down for a game like this. Plus it sounds like our tastes for high fantasy are pretty similar so I'm looking forward to see how you roll.

In regards to dragonsong's comment 11-12 seems like a good level, especially since it allows for some good cohorts and would be a nice bridge between 8 and 15.

<3 Lt

Subject: Re: Fleshing out a campaign

Posted by [like_a_god](#) on Tue, 26 Oct 2010 01:47:32 GMT

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Guys,

Level doesn't matter much to me. I'm interested most in seeing Devdes's approach to GMing and trying out one of the new classes.

I have Friday off so I'll try to update the gaming calendar and we can look at schedules.

like_a_god

Subject: The Master Crafter

Posted by [Anonymous](#) on Mon, 01 Nov 2010 05:14:47 GMT

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The Master Crafter

Style: Dungeon Crawl

Character Starting Level: 11th

Ability Generation: 25 point buy

Classes Available: Pathfinder Core Book & APG

Races Available: Any

Alignment Requirements: No Evil Characters

Equipment Buy: Standard

Setup

The campaign starts in Nicosia, a large city known for its exceptional equipment, on the morning the king and queen are due to arrive. The city is setting up for a grand celebration and all respectable places are closed so the employees can help with the setup. From the moment you wake up you are well aware that today is going to be special.

Party info

All party members are known around town and have met each other before. Everyone has lived in Nicosia for at least 6 months. It is suggested to have a balanced party.

Subject: Re: The Master Crafter

Posted by [Anonymous](#) on Mon, 01 Nov 2010 20:26:23 GMT

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CURRENT IDEA

BLOODED SKELETIAL CHAMPION INQUISITOR OF SHELYN (PROTECTION DOMAIN)

I am basing the role of inquisitors in this church off of the Kushiel's Dart series(worth the read). In particular, the sect of Kushiel in the books. The inquisitors also they seek out those who pervert love and sexuality (rapists, sex slave traders [who I imagine would be mostly servants of Asmodeus in the pantheon laid out in the book], molesters,etc)

[http://en.wikipedia.org/wiki/Elua_and_H ... ns#Kushiel](http://en.wikipedia.org/wiki/Elua_and_H...ns#Kushiel)

In this role, they help "purge" those who suffer from jealousies, anger at romantic breakups, etc. as well as consoling those who have lost loved ones that the regular priesthood cannot assist.

About 100 years ago the Inquisitor Domrel brought back a terrible artifact an Idol of Zon-Kuthon capable of turning whole cities upon one another in fits of envy and jealousy. No artifice or craft could be found to destroy the item or stop its influence if it was displayed and visible. Domrel and the priests prayed to Shelyn for him to have the means to guard such an item for all time. The Prayers were succesful, after a fashion, and Domrel became one of the undead to fulfil his pledge. Until 5 years ago Domrel defended the admantine box containing the idol from those seeking to use the item within the (non-halowed) crypt of the Church. When not guarding the Idol Domrel returned to providing purgation to those in need at the church's request and performing day to day activites around the church and its grounds. He also advised inquisitors and other members of the church militant. 5 years ago the idol was stolen during a daring robbery of the church where crafty uses of the sanctity of the church prohibited Domrel from giving chase until the thieves were gone. For the past 5 years Domrel has tracked down any leads or rumors about the idol seeking to resecure it, but so far without success.

Subject: Re: The Master Crafter
Posted by [Anonymous](#) on Tue, 02 Nov 2010 05:59:02 GMT
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Anika Bixler (5 Dragon Sorcerer / 6 Dragon Disciple) and Ref Gorren (9 Zen Archer Monk)

Anika Bixler is the youngest daughter of Vincent Bixler a minor noble in Nicosia. The family is well know for it's influence in the fiber markets of the city and for their sorcerous heritage, although for all it's power the Bixlers have never appeared interested in the political underpinnings of the city. While every member of the Bixler clan is possessed of some arcane ability, Anika is by far the strongest in the last several generations. Four years ago, shortly after Anika's 17th birthday, she and her bodyguard, Ref Gorren, left the city supposedly to visit nearby metropolises in hopes of attracting a suitor. What few realize however is that Anika was attempting to track down the silver dragon that had lain with her ancestor nearly a hundred years before. When she finally came upon the dragon, Leifinerix, he was most amused that one of his children had finally sought him out. He agreed to help her further develop her powers, and so she trained with him for a full year before returning to Nicosia. After that Anika and Ref made many shorter trips to the dragon's cave so her training could continue, the rumors say that she has finally found a suitor and portions of the city anxiously await their ladies engagement. While in the city, Anika is often seen roaming the merchant's quarter, with her faithful protector, or in the courts where she has begun petitioning the

city council to establish a Mage's Guild within the city. Now it has been nearly a year since Leifinerix's last call, and Anika grows worried that her training has come to an end. But that is a story for another day, for tomorrow the King and Queen are due to arrive.

Hope this works within your concept!
<3 Lt
