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Subject: Character Generation for Kingmaker  
Posted by [duhwoo](#) on Wed, 05 Oct 2011 18:34:03 GMT  
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Players Guide for the KingMaker Adventure Path is attached: I got dibs on being a scion of the Orlovsky family -- trait bonus on CMD \*and\* Acrobatics! Thinkin' human bard or maybe rogue...

FRITZ

#### File Attachments

1) [KingMaker-player-guide.pdf](#), downloaded 229 times

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Subject: Schedule  
Posted by [like\\_a\\_god](#) on Fri, 07 Oct 2011 12:57:34 GMT  
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Greetings,

So what was the schedule that we were looking at for this? duhwoo suggested the following:

Quote:It looks like the first weekend where all 3 new candidates... are available is November 19th. Maybe KingMaker could start then: that would put KM session #2 on December 3rd, and session #3 on the 17th.

like\_a\_god

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Subject: Kingmaker Campaign Themes  
Posted by [Tangaroa](#) on Sat, 15 Oct 2011 17:04:02 GMT  
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Kingmaker will be an adventure best described as "Swords in the Wilderness".

The hale, intrepid explorers composing your party will be expected to head forth into the wild, magical lands called The Stolen Lands and tame them. Of course, there are many creatures inhabiting these lands, and some of them may not take well to intrusion. Fey, centaurs, giants and all manner of magical beasts are all known to roam the Stolen lands; whether you fight them or court their alliances is up to your group.

Of course, beyond simply exploring there is the matter of developing the land, a task which you are also charged with undertaking. It is the hope that the seeds of a kingdom may grow under the wise rule of your character's leadership. It takes many types to build a kingdom - charismatic rulers, wise councilors, and strong generals. All may expect to bear the burden of leadership to some extent.

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Subject: Re: Character Generation for Kingmaker  
Posted by [Tangaroa](#) on Sat, 15 Oct 2011 17:33:56 GMT  
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For Kingmaker, I would like to use a 20 point buy, standard wealth, two traits, one of which would preferably be a campaign trait from the above campaign guide - but exceptions with a reasonable story will be allowed.

I discourage people from using the Falcata or the Magus (from Ultimate Magic) - both use rules which exceed the what I consider the scope of reasonable game mechanics. In general, I would like to vet anything out the two Ultimate Books.

I am considering using the Party Role and Origin rules from this thread as a way of giving the party some common elements tying them together. However, that depends upon the disposition of the players at the table.

My desire, from potential players, is to be sent a e-mail with a paragraph of a character sketch - a brief description and origin, why your character has traveled to the wild Stolen Lands, what fantasy archetype (if any) they emulate, and what campaign trait they would like to take. This would be archetype in the general sense, not the pathfinder sense of the word.

Questions welcome, especially as there are potentially a few new players I am happy to discuss options or aid people in character generation - I can be reached via personal e-mail via this link.

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Subject: Re: Character Generation for Kingmaker  
Posted by [like\\_a\\_god](#) on Sun, 16 Oct 2011 03:14:22 GMT  
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Tangaroa,

Do we have deadline on when you'd like to see the character backgrounds and whatnot?

like\_a\_god

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Subject: Re: Character Generation for Kingmaker  
Posted by [duhwoo](#) on Sun, 16 Oct 2011 14:58:42 GMT  
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These days, the term "Sword Scion" seems to be getting used for just about any punk-ass that happens to get their hands on an Aldori Dueling Sword before reaching the age of twenty. In such cases, the use of the term is all about the "sword".

For those who received some of their sword training from their own parent -- those who have swelled with pride as their mother or father prepared for departure; who have known the dark apprehension of pondering their progenitor's uncertain fate; who have shuddered with joy and relief when their loved one returned from a mission for the Sword Council -- for these offspring of

the SwordLords, the term "Sword Scion" is all about the "scion" part of it. They are scions of honor, of tradition, of courage. The other use of the term is just a little bit insulting to the actual scions of SwordLords.

Al's sword is not a hand-me-down: his SwordLord mother (there are no "SwordLadies" -- females are called Swordlords, too) uses her custom weapon nearly every day, training budding masters of the dueling blade in some of the skills they will need to survive the demanding missions many of them will face. And she may still wield her steel, occasionally, on missions -- at the behest of the Sword Council.

Al has a brand new blade, purchased by his father (not a SwordLord, but an important civil servant in the cabinet of Restov's Mayor) as a gift. Dear old Dad procured the new weapon in anticipation of Al's first mission -- a mission, it turns out, Al is very lucky to participate in at all. Al has learned, surreptitiously, of his mother's request to the council to remove her son from consideration for this expedition to the Stolen Lands. What, she doesn't trust his skills? She doubts his courage? His heritage alone should be enough to give her confidence!

Growing up as a young Restovarian, both his parents always said Al would grow up to be a great Swordlord. They even took him on a few little trips into the Stolen Lands during his early teen years, saying "one day you'll fight for these lands" -- dangerous summer vacations, to say the least! For mom to turn around and petition against his participation in this adventure to reclaim Brevoy's territory -- the very mission she used to say would be his fate -- is quite mysterious and unconscionable. And dad didn't even spring for a masterwork dueling sword: what is up with that?

Being selected for this operation -- in spite of his mother's objections -- should be a testimony to the skill, bearing, and manner Al demonstrated during his 6 weeks as a "plebe" (as trainees are called during their probation period, before full acceptance to the Aldori Academy). Nevermind the snide remarks made by those losers who didn't get the nod. ("the council can't select their own kids -- too obviously nepotism -- and they would never select a foreigner -- so of course it would be the kid of a SwordLord -- just one who is \*not\* on the council"; or "his dad works for the Mayor: surprise, surprise, politics wins out again"; or even "the academy is just trying to get rid of him...".) Al is ready to survive this excursion into hostile territory, prove his valor, and show the naysayers that being a SwordLord is in his blood! (Although some of that blood is likely to be spattered here and there in those wild, dark lands to the south...)

Al is a warrior "plebe", out to prove himself and lucky (or unlucky?) enough to have been included on a mission that will either prove him, or kill him.

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Subject: Re: Schedule

Posted by [Tangaroa](#) on Wed, 09 Nov 2011 03:12:33 GMT

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I've certainly had a whole heap of activity in my life recently, but we certainly just get together and talk campaign ideas on the the 19th.

Fritz, do you have any additional word from your coworkers regarding their interest in playing? Or

should we be recruiting for another player at the table to fill the extra position?

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Subject: Re: Schedule  
Posted by [duhwoo](#) on Thu, 10 Nov 2011 21:00:37 GMT  
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It looks like only one of 'em is gonna work out -- won't know fer sure until a few days before the 19th...

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Subject: Re: Schedule  
Posted by [like\\_a\\_god](#) on Sun, 01 Jan 2012 18:29:04 GMT  
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Happy New Year!

When do you guys want to start this thing up?

like\_a\_god

P.S. I plan on having my character roughed out today or tomorrow and I'll forward that on to Tangaroa.

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Subject: Re: Schedule  
Posted by [duhwoo](#) on Sun, 01 Jan 2012 20:31:29 GMT  
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I'm good to go for the next 6 Saturdays (then there's some kinda big convention...). I work MIDshifts next weekend (the 6th and 7th) -- so I'll have to sleep a few hours in the morn, play, and sleep some more in the evening...

Are we starting off with the Adventures of the Onyx Key, or KingMaker? I assume we still plan to alternate between the two. I lightly favor starting off with Matt's campaign, and kicking off KingMaker on the 14th -- but either way would be OK with me.

I may have recruited a PFS'er to join us in Kingmaker: Doug Keester has many years of experience, lives in north Denver, sez he's open to playing Saturday afternoons. I've asked him to introduce himself on this forum.

FRITZ

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Subject: Re: Schedule  
Posted by [like\\_a\\_god](#) on Sun, 01 Jan 2012 22:20:24 GMT

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Howdy,

I've heard back from MitchHulse and he's good to go for playing anytime after the 16th of January. Considering where we are in The Edge of Waters campaign I think it's best that we start first with King Maker.

Thoughts?

like\_a\_god

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**Subject: Re: Character Generation for Kingmaker**  
Posted by [like\\_a\\_god](#) on Mon, 02 Jan 2012 01:04:41 GMT  
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Solske is the middle daughter of a down and out trader-baron distantly related to the Lebeda family. All her life she was compared to her sisters; not as beautiful as her older sister Helna, nor as socially graced as her older sister Stelna. Fearing that she would be forgotten about completely, at least until it was time to marry her off; her great uncle Eusef (newly returned from the Mage Town) decided to take her under his wing if she proved adept in arcane practices.

Under Eusef's tutelage Solske blossomed as an evoker. While she didn't neglect the studies put forward by her father's tutors, she excelled (some may say reveled) in magic and enjoyed activities such as blowing up the pumpkins in her neighbor's patch.

Solske's arcane powers separated her more and more from her sisters and other 'marriageable' girls her age. Her father, finally noticing her as her reputation grew, began to despair that he would be stuck with her well beyond her maidenhood. This was only intensified by some of her more aggressive suitors fleeing from her with burning pants.

Luckily for Solske (and her father) she was invited to partake in an excursion into the Stolen Lands. Solske excitedly accepted the invitation. She hopes to make use of the talents her uncle taught her and put them to good use. Perhaps, she'll even learn a thing or two which aren't written about in her great uncles books.

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**Subject: Re: Schedule**  
Posted by [duhwoo](#) on Mon, 02 Jan 2012 03:18:32 GMT  
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Since Mitch is available AFTER the 16th, that means we should start Matt's campaign on the 21st. I'm up for doing Kingmaker twice in a row: this weekend AND the 14th...

FRITZ

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Subject: Re: Schedule

Posted by [like\\_a\\_god](#) on Mon, 02 Jan 2012 04:50:39 GMT

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Duhwoo,

I'd be fine with going that route as well...

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Subject: Re: Schedule

Posted by [Tangaroa](#) on Mon, 02 Jan 2012 23:36:02 GMT

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This Saturday works.

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Subject: Re: Schedule

Posted by [dkeester](#) on Tue, 03 Jan 2012 04:43:08 GMT

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Hello all. I am looking forward to playing. I can make it this Saturday, but not on the 14th.

I am thinking of playing a Cleric or some other divine caster. I will work on a character concept and sketch. I will mail it to Jacob in the next day or two.

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Subject: Re: Schedule

Posted by [Damon](#) on Tue, 03 Jan 2012 19:16:14 GMT

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See you Saturday.

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Subject: Re: Schedule

Posted by [like\\_a\\_god](#) on Wed, 04 Jan 2012 01:32:40 GMT

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Guys,

Should I bring my battle grid of infinite combat mayhem?

like\_a\_god

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Subject: Re: Schedule

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Posted by [duhwoo](#) on Wed, 04 Jan 2012 04:55:35 GMT

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I've got a new grid-square set to try out -- let's just use that...

FRITZ

---

Subject: Re: Schedule

Posted by [like\\_a\\_god](#) on Wed, 04 Jan 2012 06:04:19 GMT

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---

Fine with me... just one less thing I'll have to lug around

like\_a\_god

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Subject: Re: Schedule

Posted by [like\\_a\\_god](#) on Fri, 06 Jan 2012 18:27:22 GMT

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TOMORROW WE ROLL!

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Subject: Re: Schedule

Posted by [dkeester](#) on Fri, 06 Jan 2012 18:37:19 GMT

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Yay!

I am really looking forward to tomorrow. I have my character sketch almost done. I will post it tonight. Now I just need to roll up the actual character.

This will be my first Adventure Path, so I am really looking forward to this.

---

Subject: Re: Schedule

Posted by [like\\_a\\_god](#) on Fri, 06 Jan 2012 18:42:45 GMT

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Dkeester,

Welcome aboard! This will also be my first Adventure Path. I usually run home brew games, though with the Pathfinder Rule Set. It'll also be nice to be on this side of the screen.

like\_a\_god

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Subject: Re: Character Generation for Kingmaker  
Posted by [dkeester](#) on Sat, 07 Jan 2012 04:42:08 GMT  
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Days at the temple of Erastil in Restov were simple and joyous. The monastic life was the only thing Kaldiras had ever known and he loved it. As an infant he had been left on the doorstep of the temple, an abandoned orphan. As he grew his days were spent in humble service to Erastil; overseeing the local hunts, blessing the crops, and other associated activities. When not ministering to the local citizens he would often be found tending to his small garden within the confines of the temple. His brothers in the temple always treated him well. They paid attention neither to his half-elf heritage, nor his orphan lineage. There was always some question about his parentage. However, he and his brothers mostly ignored such trivialities, even though he bears some resemblance to a local noble lady. Life was quiet, contemplative, and all that he could wish or hope for. Eventually all good things must come to an end. Now that he has reached adulthood the leader of his order has given him a task. For much of his life he has been told of the chosen of Erastil who ventured into the Stolen Lands to found new temples and to spread the word of "Old Deadeye." He has also been told that many years have passed since any information returned from the Stolen Lands. Now Kaldiras must follow in their footsteps in order to learn of their fates and to bring back report of their deeds. In order to fulfill his task and to fulfill his duty as a citizen of Rostlan he has joined one of the adventuring parties heading south to explore the Stolen Lands. Unlike the others in his party he seeks neither fame nor fortune for himself but glory for Rostland and to spread the message of Erastil.

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Subject: Re: Schedule  
Posted by [like\\_a\\_god](#) on Sun, 08 Jan 2012 17:42:34 GMT  
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Awesome game guys! Thanks!

---

Subject: Next Session 1/28/2012?  
Posted by [dkeester](#) on Fri, 20 Jan 2012 17:25:48 GMT  
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---

I really enjoyed the first session and am really looking forward to playing again.

Are we on for Saturday the 28th?

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Subject: Re: Next Session 1/28/2012?  
Posted by [like\\_a\\_god](#) on Sat, 21 Jan 2012 01:50:48 GMT  
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dkeester,

I believe that's the case.

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I plan on updating the calendar for the next month or so this weekend.

like\_a\_god

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Subject: Re: Next Session 1/28/2012?

Posted by [duhwoo](#) on Sat, 21 Jan 2012 15:47:08 GMT

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Fort Fritz is good-to-go for KingMaker on the 28th, and 11 Feb. I'm scheduled to cover a day shift on 25 Feb -- but I've got a few weeks to wheel-and-deal on that -- so I'm hopin' to keep that on as well.

Edge of Waters will hafta skip 17 Feb because of GenhisCon; but 4 Feb and 3 March should be OK...

FRITZ

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Subject: Re: Next Session 1/28/2012?

Posted by [duhwoo](#) on Fri, 27 Jan 2012 03:37:04 GMT

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---

just to verify, a little closer to the date: ready to go for the day-after-tomorrow (28 January)

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Subject: Re: Next Session 1/28/2012?

Posted by [like\\_a\\_god](#) on Fri, 27 Jan 2012 03:46:38 GMT

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duhwoo wrote on Thu, 26 January 2012 20:37 just to verify, a little closer to the date: ready to go for the day-after-tomorrow (28 January)

Woohoo!

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Subject: trip to Restov?

Posted by [duhwoo](#) on Tue, 07 Feb 2012 19:47:51 GMT

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Fort Fritz should be good to go for this Saturday (11 Feb), at Noon.

It turns out 'Masterwork Transformation' is a 2nd level spell, not 1st level -- so a scroll would cost 450 gp, not 325 gp. In the equipment section of the Core Rule Book, the services chart shows getting a spell cast as a service costs (caster level X spell level X 10), so 'Masterwork Transformation' should only cost 60 gp to have it cast in person.

Al is up for making a trip back to Restov. This would allow him to check in with his parents, check in with the Aldori school, and find a caster to cast 'Masterwork Transformation' on his sword (saving 90 gp vs a scroll). The cleric can check in at the temple to Erastil, and Solske can update the mayor in person on our progress. It would also be a nice break from the wilderness...

FRITZ

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Subject: Re: trip to Restov?

Posted by [like\\_a\\_god](#) on Wed, 08 Feb 2012 01:49:31 GMT

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Fritz,

I think that Solske would be a bit hesitant to return to Restov given that we haven't been in the field very long and there is not really much to report to the mayor (not that we answer to the mayor). Furthermore, there is no guarantee that a spell caster with that spell would be available.

Having said that, we could always send word to Restov regarding the spell availability and have it lined up for when there is actually a need to return to Restov.

like\_a\_god

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Subject: Re: trip to Restov?

Posted by [Tangaroo](#) on Wed, 08 Feb 2012 05:50:28 GMT

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More simply, the spell is a cleric spell. Jhod Khavken (and, by extension, Erastil) are certainly grateful for your efforts. Jhod can certainly take the time to ask Erastil for the spell, with a high likelihood of success; this would only take a day.

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Subject: Re: trip to Restov?

Posted by [duhwoo](#) on Wed, 08 Feb 2012 15:35:12 GMT

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The fact that divine casters were listed did not register on my little brain when I looked at the spell!

The party has already allocated 300 gp for the material component -- if Jhod is willing to pray for the spell, and take an hour for the casting time, then I reckon that is the superior solution.

Al won't be checkin' in with his parents for a while longer, though: he is gonna be SO grounded when we eventually do go to Restov...

FRITZ

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Subject: Re: trip to Restov?

Posted by [like\\_a\\_god](#) on Thu, 09 Feb 2012 02:07:27 GMT

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duhwoo wrote on Wed, 08 February 2012 08:35The fact that divine casters were listed did not register on my little brain when I looked at the spell! The party has already allocated 300 gp for the material component -- if Jhod is willing to pray for the spell, and take an hour for the casting time, then I reckon that is the superior solution.

Al won't be checkin' in with his parents for a while longer, though: he is gonna be SO grounded when we eventually do go to Restov...

FRITZ

Sounds like we're all set then!

like\_a\_god

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Subject: I can play on 2/25/2012

Posted by [dkeester](#) on Tue, 14 Feb 2012 18:26:53 GMT

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---

I talked with my better half and she has given me the ok to come out and play on the Saturday after Genghis.

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Subject: Re: I can play on 2/25/2012

Posted by [duhwoo](#) on Wed, 15 Feb 2012 05:09:14 GMT

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YAY! I have every reason to believe Fort Fritz -- and my new character -- will be ready...

FRITZ

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Subject: Re: I can play on 2/25/2012

Posted by [like\\_a\\_god](#) on Thu, 16 Feb 2012 01:34:12 GMT

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---

duhwoo wrote on Tue, 14 February 2012 22:09YAY! I have every reason to believe Fort Fritz -- and my new character -- will be ready...

FRITZ

Awesome! I can't wait to play!

Fritz, can ya give us a bit of a character snippet when ya complete it?

like\_a\_god

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Subject: Re: Character Generation for Kingmaker

Posted by [duhwoo](#) on Wed, 22 Feb 2012 06:13:29 GMT

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As a kid, Harold D'Ori, Jr, was best friends with his cousin, Al D'Ori -- until all the Rogarvias disappeared suddenly about 10 years ago. Harold's mother -- whose maiden name was Rogarvia -- disappeared that day as well. Being an Aldori Swordlord, Harold D'Ori Senior knew he would have little time for taking care of his son, especially with increasing missions the Swordlords would need in the vacuum of the ruling house. He also feared more issues for descendants of the Rogarvian line -- so he asked his brother Larry (Al's dad) to take Junior to Taldor for safe-keeping with some distant kin there.

In Oppara (capitol of Taldor), Harold went by "Wally" -- in case someone hunting for children of Rogarvia knew that one of the daughters of House Rogarvia had a son named Harold. "Wally" had a difficult time adapting to his new family, and the overall pomp and snobbery that are a central part of Taldan life. But after a few years, he was allowed to go on trips around the Inner Sea with the oldest son of his adoptive parents -- a merchant, who traveled to Absolom, Katheer, and Katapesh every few months. Harold got to travel pretty extensively from age 14 until age 17. He especially loved the variety of bard shows he got to see in the various cities he visited, and he picked up some bard training over time.

Harold had occasionally (and secretly) corresponded with his cousin, Al, over the years, and when Al indicated he was going to try to become an Aldori Swordlord, Harold decided he wanted some martial training as well. Still believing it not safe for anyone with even a hint of Rogarvian blood to return to Brevoy, Harold felt that Aldori training was right out. Instead, Harold managed to get into a school for cavalry officers in Almas (the capitol of Andoran).

When Al wrote that he had gotten picked up for a mission into the Stolen Lands, Harold knew he had to join his childhood friend on this adventure! He immediately set out upon the Sellen river, shipping his horse, Pontiac, at considerable expense. Through remarkable luck and timing, man and horse managed to get to the Stolen Lands in an amazingly short span of a mere 10 days. Alas, Harold found Al's party just a day after his boyhood buddy had been killed by a beastly

boar...

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Subject: March 25th

Posted by [duhwoo](#) on Fri, 24 Feb 2012 05:22:32 GMT

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I have to work in the morning, but made arrangements for relief at Noon. I should be home by 12:10 -- I recommend everyone show up at 12:30, though, just in case...

I expect to introduce a potential new player: William works in the building where I work, lives in Longmont, has played some D&D in the past -- but is new to Pathfinder. He plans to just watch us play, get a feel for the game, and get acquainted with the group.

See ya Saturday!

FRITZ

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Subject: Re: March 25th

Posted by [like\\_a\\_god](#) on Fri, 24 Feb 2012 10:31:04 GMT

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Duhwoo,

Glad to see that you were able to work things out with the work schedule!

And, we can always use more cannon fodder

like\_a\_god

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Subject: Re: Character Generation for Kingmaker

Posted by [Tangaroa](#) on Sat, 25 Feb 2012 14:28:10 GMT

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I wanted to get the following items from everybody at some point:

Attributes

Names are relations of any family, surrogate family, and friends for relevant to your backstory.

Thanks,

Tangaroa

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Subject: Kingdom Roles

Posted by [Tangaroa](#) on Sun, 26 Feb 2012 18:54:47 GMT

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Kingdom roles as of Gozren 4010:

Baron Harold D'Ori (Bonus applied to Economy)

Baroness None

Councilor Svetlana Leveton

General Trahia

Grand Diplomat Solski Lebeda

High Priest Jhod Kavken

Magister Unfilled (Economy at -4 due to vacancy)

Marshal Kaldiras (Note - in this role, Kaldiras will be organizing patrols and administering justice)

Royal Assassin Unfilled

Spymaster Lily Teskerten (Bonus applied to Economy)

Treasurer Oleg Leveton

Warden Kesten Garess

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Subject: Kingdom Building Rules

Posted by [Tangaroa](#) on Sun, 26 Feb 2012 19:00:18 GMT

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The attached file lists the summary of the kingdom building phases.

#### File Attachments

1) [phases.pdf](#), downloaded 153 times

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Subject: Re: Kingdom Building Rules

Posted by [Tangaroa](#) on Sun, 26 Feb 2012 19:11:44 GMT

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House Rules

1. No more than one type of structure may be present per district. Exceptions: residential structures, such as tenements and houses; others on a per request basis.

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Subject: Re: Kingdom Building Rules

Posted by [Tangaroa](#) on Mon, 27 Feb 2012 00:58:50 GMT

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---

I have a document with comprehensive kingdom building rules - if you want it please bring a data

---

stick or a blank CD next session.

---

---

Subject: Saturday 3/24/2012

Posted by [like\\_a\\_god](#) on Tue, 20 Mar 2012 23:49:46 GMT

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---

Greetings!

Just wanted to drop a quick note letting you guys know I'll be there closer to 1pm on Saturday than noon...

Also, we need to level to 3rd, right?

like\_a\_god

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Subject: Re: Saturday 3/24/2012

Posted by [Tangaroa](#) on Wed, 21 Mar 2012 19:43:50 GMT

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Yes, on for Saturday. Fritz's friend isn't coming this week.

Also, go ahead and bring your 3rd level characters. I recommend a USB stick as well, for some campaign related files.

Tangaroa

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Subject: Re: Saturday 3/24/2012

Posted by [duhwoo](#) on Thu, 22 Mar 2012 00:41:31 GMT

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Unit #107 (and it's occupant) are ready for Kingmaker this Saturday. I'm thinkin' of puttin' a couple of cans of chili over the fire when folks start showin' up -- got saltines and shredded cheese, too...

FRITZ

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Subject: Re: Saturday 3/24/2012

Posted by [like\\_a\\_god](#) on Thu, 22 Mar 2012 16:24:25 GMT

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Tangaroa wrote on Wed, 21 March 2012 13:43 Yes, on for Saturday. Fritz's friend isn't coming this week.

Also, go ahead and bring your 3rd level characters. I recommend a USB stick as well, for some campaign related files.

Tangaroa

Tangaroa,

Do you mean Berwick or someone else?

I'll have Solske leveled and ready to kill stuff!

like\_a\_god

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Subject: Re: Saturday 3/24/2012

Posted by [Tangaroa](#) on Thu, 22 Mar 2012 16:35:52 GMT

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Berwick isn't coming. My faculty with names has failed me once again. I hear that's a bad trait with GM's...

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Subject: Re: Kingdom Roles

Posted by [duhwoo](#) on Thu, 05 Apr 2012 05:14:28 GMT

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Role changes for Desnus (April) 4010, 2nd month of building:

Baron: Harold D'Ori (Bonus applied to Economy)

Baroness: None

Councilor: Svetlana Leveton

General: Unfilled (Stability at -4 due to vacancy)

Grand Diplomat: MikMak (Kobold Ambassador)

High Priest: Jhod Kavken

Magister: Solski Lebeda

Marshal: Kaldiras (Note - in this role, Kaldiras will be organizing patrols and administering justice)

Royal Assassin: Trahia

Spymaster: Lily Teskerten (Bonus applied to Economy)

Treasurer: Oleg Leveton

Warden: Kesten Garess

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