

## Chapter Nine – Logistics

### Player Logistics

Communicating with the Isles staff is a necessary and important step in playing the Asylum campaign. These are the most common logistical questions and the answers explain how the logistical process is handled.

### **Can I Play Isles?**

You must be 18 or older to play Isles. You must also be familiar with at least the first three chapters of the rulebook so you will have some idea how to respond to the various game effects we use. Players who arrive without any knowledge of the rulebook will be taken aside until they have some familiarity of the rules, so you should read through this material before you arrive. Why waste valuable playing time doing this?

### **How Do I Register For Events?**

You must tell us you are attending an event and pay for that event in advance. Once you pay or contact us to make special arrangements for you we can reserve a space, but only so long as the event doesn't sell out. If the event fills up then those players who have paid for the event are given space over those players who have registered but have not paid.

You can inform us you intend to play by sending Email to: [info@theisles.org](mailto:info@theisles.org) or by calling: 703.842-5375 or toll free: (866) 732-8314 . You can also send payments to the following address.

The Isles  
5300 Columbia Pike, #301  
Arlington, VA 22204

### **Why Should I Pre-register For Events?**

We have a limited amount of space and may sell out events. If you are pre-registered, then you are guaranteed a place at the event. Those who pre-register are also more likely to be targeted by plot. If we don't know you are coming we can't plan to include you in plots. No special or information skill requests will be prepared unless you pre-register for the event.

### **How Do I Check In?**

When you arrive at the campsite, you should proceed to the check-in area that will be marked with signs. The check-in staff will check to see if you are a current member. If you are pre-registered, you will receive your character card and may be able to purchase any items available for new players. You will receive any yellow-tagged items you turned in at the end of a previous event. You will also get a cabin assignment. There will be a map of the camp posted to help you find your cabin assignment.

If you are not pre-registered, then the check-in staff will check to see if there is room at the event for you. If there is, you will pay at the door and get your character card and yellow-tagged items. If not, the check-in staff will be glad to check to see if there is room

for staff players if you wish to participate in that manner. If you are not pre-registered we will have any special or information skill prepared for you at the event.

Parking occurs in the fenced in field to the left of the barn doors at the end of the entry driveway, not in the field in front of the house. If you arrive before the start of the game and have gear to move or setup, you are more than welcome to drive onto the site, but make sure you have moved your car to the field lot by 8 PM on Friday night. No staff or player is allowed to park past the staff house. Please follow the established roads and trails and drive slowly at all times. Players are not permitted to take vehicles over the bridges into the woods.

## **What If I Show Up After Game Starts?**

Game starts between 9pm and 10 pm on Fridays of Weekend Events. Once game starts it is the staff's goal to prevent the game flow from being interrupted for any reason. It is for this reason that we strongly suggest that you arrive before game starts. If this is impossible, we ask that you come to the game in costume so you don't disrupt the flow of the game. It is our goal to move you into the ongoing game as smoothly as possible. To this end you will be asked to move into your cabin in game.

Players who arrive late must come to the staff house and should use the side staff entrance door. New players will be escorted to the Gate and given what information and equipment they require after a brief orientation. Returning players will be escorted into the game area or given what instructions they require to join the game. This way you are never interrupting the flow of the game for other players as you arrive. You should make every attempt to enter and leave the game area as your character during game play. If you need assistance moving your things to your cabin, please let the staff know and we will try to assist you.

When traveling as a Spirit you should walk slowly with your head tilted down and hands folded. If you are spoken to or attacked you should simply reply "Spirit" and continue walking. You are In Game at all times, except while you are in the bathrooms.

## **How Do I Check Out?**

At the end of the event there is a check out area in the tavern. You may turn in your character card, make submissions, and register for future events at that time. All yellow marked items must be turned in at check out.

## **What Happens During a First Event?**

At the beginning of your first event you are encouraged to attend the new player welcoming party. This is an in game orientation and there is no out of game rule preventing you from leaving the orientation, but players who attend this orientation will likely have an easier time playing their first event.

## **What Is Sustenance?**

Sustenance is a payment that represents the in game cost of living. Your character needs to consume a certain amount of nutritious food to stay healthy. This required Sustenance is paid at the beginning of each event and represents how well your character managed to eat and survive between events.

When you check in, you will be required to pay a Sustenance cost of 9 Guilda. For each

3 Guilda less than you pay, your character will suffer a cumulative -1 penalty to their Vitality. If your Vitality Penalty becomes -3 or more, you will gain the 'Starving' Trait. Characters who retain the 'Starving' Trait for more than one event will experience a Drain effect beginning with the second consecutive event they have the 'Starving' Trait. The Drain effect will prevent your character from using any in-game skills until they pay sufficient Sustenance to lose the 'Starving' Trait.

Characters can also choose to pay Extra or High Sustenance, which represents paying for a richer and healthier lifestyle. Extra Sustenance costs an additional 3 Guilda per event and grants an additional point to your maximum Vitality for that event. High Sustenance is double the cost of normal Sustenance, 18 Guilda. High Sustenance grants an additional point to your maximum Vitality as well as a +1 bonus to all of your Stamina Pool maximums for the duration of the event.

Special skills that allow characters to find or produce their own nutritious food may reduce or even eliminate Sustenance costs. These skills also reduce the cost of Extra and High sustenance. For each level of these skills purchased, Extra Sustenance is reduced by 3 Guilda, and High Sustenance is reduced by 4 Guilda. Skills that reduce or eliminate Sustenance costs can be found under Physical: Other, Spiritual: Thief, Production: Refining and Production: Artisan.

## **How Do I Use Scholar Skills and do Research?**

Research skills are submitted as questions pertaining to the appropriate skill after the end of an event, either at check out or later via the internet. There (will be) a submission form on the web site, although an email with the appropriate information will do. You must submit any necessary money or payments when you submit the question, or submit this during the next event for which you pre-register if you submitted it over the internet. There is no guarantee that you will receive an answer at the next event, or at all, depending on the question and other in game considerations. If the answer does come, it will come during an event through a character who will seek you out in game. We highly suggest that you mention these submissions in your summary letter.

In order to best handle logistics in a timely and efficient fashion, players must submit scholar and research skills at least one week before any event. The submission for an Adventure Weekend must be in before the end of the previous Friday.

## **How Do I Get More XPs?**

Players earn experience points by playing the game and helping out in various ways. Experience points can be applied to any of your characters. Experience points can be used to buy new skills or paths and to raise stamina pools. There are a number of ways to gain experience points.

- Each Adventure Weekend you attend as a player or a staff earns you 10 experience points.

- If you submit a post event summary letter after an Adventure Weekend you gain 5 experience points from it. Summary letters must be submitted within two weeks of an Adventure Weekend to gain this award.

- Staying after an event to help clean up extra areas or showing up early to lend a hand with setup will gain you up to 5 experience points. You must be given a task by the staff to gain this award.

- Participating in a related game as staff will also gain you experience points that can be applied to your Asylum character. You can only earn points from staffing, submitting a summary letter, and clean up for that game. You will earn up to a maximum of 2 character points for each other event you attend. Character Points translate to Experience Points on a 1 to 10 ratio – 1 Character Point is equal to 10 Experience Points.

- Sometimes the staff posts lists of props they need to the mailing list. They will often offer XP awards for players who create these props. Monetary costs for the materials for these props are reimbursed. Players cannot get XPs for cash donations, only for donations of time.

- There may be ways to gain experience points within the game itself. Characters who gain experience points in game are said to gain Inspiration. Inspiration awards are rare, and you might play for years without seeing them.

- Players may gain experience point awards by helping out in other ways. Arrangements must be made on a case by case basis.

We make no guarantees about the value of experience points. This award is transient, since your character could die at any time. Experience points are meant only to add to the flavor of the game. The real reward for playing the Isles is the time you have spent at the game.

## How Do I Write a Summary Letter?

One of the tools of communication n'Teration games use is the summary letter. All players are encouraged to submit summary letters after each event they attend. Summary letters also earn you experience points if they are submitted within a certain time after the event. To earn experience point awards, a summary letter must be submitted within two weeks of an adventure weekend.

The best way to submit a summary letter is through the forms on the website. If you have trouble submitting the forms, you can submit the summary letter by sending an email to [asylum@deadblack.com](mailto:asylum@deadblack.com). Embed it right in the body of the message so there are no formatting or attachment problems. Although players without internet access can mail us summary letters, we prefer if they are submitted on the internet as this makes it easier for us to distribute the information to the appropriate staff.

For players who attended as a character, the subject of your letter should say "Summary Letter:" and the name of your character and the date of the event. You should answer the following questions:

- Which plots were you involved with during the event?
- What Modules did you go on?
- What kinds of plots or moduling would you like to see more of?
- What goals does your character or group have?
- What did you do towards these goals?
- Were there any very good or very bad moments of your event?
- Were you involved with any particular NPC's during the event and are you expecting anything from them?
- Do you have any comments, ideas or suggestions you would like to share?

Our goal is to use the answers to these questions to run a more enjoyable game. You should try to answer the questions with brevity, and follow up the answers with any in game commentary you wish to include. We enjoy in game journals and views and commentary and try to read it all, but this should be included after the answers to these questions.

In game comments, rumors, and gossip will be considered for publication on the web forums. These comments will not be attributed to you unless you specifically state otherwise. We won't post comments that are insulting or embarrassing to another character, although the Slander skill could be used for this purpose.

## How Do I Submit a Character History?

A character history can be submitted to [info@theisles.org](mailto:info@theisles.org). We prefer internet submissions because the information is easier for us to distribute to the appropriate staff. Players without internet access can submit a character history through regular mail.

When writing a character history, you want to include your motivations and the characters that have affected you in the past. Include where you are from and why you have come to Asylum. Try to keep in mind the following.

- Submit a history that takes into account that your starting character is not very experienced and has limited resources. Avoid writing a history where you accomplish great and heroic deeds. Save that for the actual game-play.
- Do not write magical items or special skills into your history.
- Do not include elements or magical effects in your character history that would be impossible to represent during the actual game.
- Do not create powerful Imperial or Guild connections for your character.
- Do not introduce a great destiny or prophecy that involves your character unless it comes from a source that could be unreliable.
- Do not include talents, pools or abilities for characters from your history, and do not include characters that accomplish deeds that are impossible without a very high set of talents or skills.

## Staff Logistics

Staff players are players who participate in the game under the direction of the plot persons who run the events. Staff players are given roles to help maintain the atmosphere and plot of the game. The term “Staff” includes all plot staff as well as NPC, or nonplayer character, staff members. “Plot Staff” members are those players who attend regular weekly meetings and have additional responsibilities including, but not limited to, producing and executing plot and logistics. “NPC Staff” members, or NPCs, are those players who attend events and are assigned to a Plot Staff member for roles.

## Can I Play Isles?

You must be 18 or older to play Isles. You must also be familiar with at least the first three chapters of the rulebook so you will have some idea how to respond to the various game effects we use. Players who arrive without any knowledge of the rulebook will be taken aside until they have some familiarity of the rules, so you should read through this material before you arrive. Why waste valuable playing time doing this?

## How Do I Register For Events?

You must tell us you are attending an event and pay for that event in advance. Once you pay or contact us to make special arrangements for you we can reserve a space, but only so long as the event doesn't sell out. If the event fills up then those players who have paid for the event are given space over those players who have registered but have not paid. You can inform us you intend to play by sending Email to: [info@theisles.org](mailto:info@theisles.org) or by calling: 508-835-4738. You can also send payments to the following address:

The Isles c/o  
The Haunted Bookshop  
370 Worcester Street  
West Boylston, MA 01583

## Why Should I Pre-register For Events?

Staff members who pre-register are more likely to get good roles. We have, in the past, filled our staff sleeping areas and pre-registering guarantees you sleeping space.

## How Do I Check In?

When you arrive at the campsite, proceed directly to the Staff House. You will be given a sleeping assignment if you have arranged in advance for a space.

If you are not pre-registered, then the check-in staff will check to see if there is room at the event for you. If there is, you are welcome to participate. If not, you can play as a staff but you will have to commute to the game or provide your own sleeping arrangements by tenting. Parking occurs on the edges of the road and the open space in front of the staff house. Follow the same driving directions in Player Logistics, unless you are asked to drive elsewhere.

Out of Game Staff opening at Staff House is mandatory for all staff. It occurs at Staff Camp at 8:00pm on Friday night.

Out Of Game Player opening is mandatory for staff as well as players. Out of Game opening occurs at between 9 and 10pm at the Barn.

## What If I Show Up After Game Starts?

Game starts between 9 and 10 pm on Fridays of Weekend Events. We cannot accept new staff players once game has begun unless specific arrangements have been made for your late arrival. Unfortunately we do not have the resources to properly debrief and instruct new staff players once the game begins. Once game starts it is our goal to prevent the game flow from being interrupted for any reason. It is for this reason that we strongly suggest that you arrive before game starts. It is our goal to move you into the ongoing game as smoothly as possible.

Staff players who arrive late should proceed to the Staff House. This way you are never interrupting the flow of the game for other players as you arrive.

When traveling as a Spirit you should walk slowly with your head tilted down and hands folded. If you are spoken to or attacked you should simply reply "Spirit" and continue walking. You are In Game at all times, except while using designated OOG staff areas or the bathroom facilities.

You should make every attempt to enter and leave the game area as a character during game play. Many of our staff develop simple characters such as a local farmer to help move around, off or onto the site when not cast in a role. If you get killed, you may walk to the staff area instead of death. Simply becoming a spirit and walking off the site is not acceptable.

## How Do I Check Out?

At the end of the event you should check out at the Staff House.

## What Happens During a First Event?

At the beginning of your first event you will attend the new player welcoming party with an assigned role. This is an in game orientation and your role will be to attend the orientation and return to the Staff House as soon as possible after it is done. There may be special instructions for you during this time.

## How Do I Write a Summary Letter?

One of the tools of communication n'Teration games use is the summary letter. All players are encouraged to submit summary letters after each event they attend. Summary letters also earn you experience points if they are submitted within a certain time after the event. To earn experience point awards, a summary letter must be submitted within two weeks of an adventure weekend.

The best way to submit a summary letter is through the forms on the website. If you have trouble submitting the forms, you can submit the summary letter by sending an email to [asylum@deadblack.com](mailto:asylum@deadblack.com). Embed it right in the body of the message so there are no formatting or attachment problems. Although players without internet access can mail us summary letters, we prefer if they are submitted on the internet as this makes it easier for us to distribute the information to the appropriate staff.

For players who attended as staff, the subject of your letter should say "Summary Letter: Staff" and the date of the event. You should answer the following questions:

- Which plots were you involved with during the event?
- Which plots or staff characters do you want to see more of?
- What goals or unfinished business do your staff characters have?
- What actions did those characters take towards those goals?
- Did you get enjoyable roles?
- Did you feel you contributed to the enjoyment of the PCs?
- Do you have any other comments about the game?
- What in game comments, rumors, gossip, or advice on survival or plot might be overheard from any of your staff characters?

Our goal is to use the answers to these questions to run a more enjoyable game. You should try to answer the questions with brevity, and follow up the answers with any in game commentary you wish to include. We enjoy in game journals and views and commentary and try to read it all, but this should be included after the answers to these questions.

## What Should I Bring to the Game?

Because our game system is predominately human, we rely heavily on costume and character behavioral changes to distinguish characters. Playing several dominant characters within a weekend event becomes a challenge to both the Plot and NPC staff. We recommend bringing your own distinct costuming if possible. We do some costuming at monster camp and you are always welcome to ask the monster desk if they can outfit you appropriately for a role.

The Staff provides their own basic weapons that they will be using during the weekend. Although Isles will provide special weapons for special roles, it is left to the players to provide the weapons they will feel comfortable using for the majority of their roles.

Staff are expected to provide the basic costume elements for themselves that will be used during the weekend. This includes one all black outfit and all weather shoes. We recommend wearing sturdy hiking boots or combat boots that have mid to high ankle support. We also recommend bringing black gloves, a black mantle and any black fleece pullovers you may have during the colder months. You should also bring lots of black socks. We do not allow clothing with designs or decals. We recommend leaving all expensive watches and jewelry at home.

Other items to bring include the following:

Black shoes WITH ankle support

Weapons (and shields)

Spell Packets (there can never be enough)

Black clothing

Extra socks

Gloves

Toilet paper

Toiletries

Towel

Bug spray

Sleeping bag and Pillow

Blanket

Water (many small water bottles seem to work better than the gallons)

Food

Small Flashlight with colored light filter cover

Did I mention socks?

These items are good to bring if you have them:

Belts

Pouches

Costuming

Elf ears

Horns

Props

Makeup

Makeup remover

## **What Happens at Staff Camp?**

Plot Staff shares the responsibility of the Staff HQ desk shifts for the weekend events. There will be one member of Plot Staff assigned to the desk at a time whenever possible. Some shifts may have one or more staff members who are in training. Please be courteous and patient as the monster desk shift is probably the most complicated and stressful job.

The Staff HQ desk, or monster desk, will assign you roles if you have any available time. Monster desk will also provide you with stats, treasure, costuming and any props you may require. Feel free to ask any questions to the person at monster desk. If that person cannot immediately give you an answer, they will at least know how to obtain one.

Monster Camp is located in the Staff House next to the barn. As a courtesy to our players we request the minimum amount of noise at any given time. Since a player must come extremely close to Staff HQ to approach the Gate of Death, once that bell rings it is too late to be quiet for the player. We recommend that you utilize the rec room as a lounge to relax and unwind. Please be courteous to players who may be in the area and keep noise to a non-intrusive level.

Most often you will find your roles varied and challenging at Isles, but once in a while you may become bored or frustrated. Since the plot staff will be single mindedly focused on the event and timeline it is often extremely difficult for us to detect any problems that may be concerning our staff. Please let the monster desk know immediately if any problems or concerns arise so that we can guarantee the best experience for all our staff. Our goal is to provide an exciting and challenging role-playing experience while you staff a Isles event. Your desires may change over time as well, you may want a heavy fighting role to begin with and then wish to switch to an intense role-playing role, or vice versa. The monster desk is designed to handle all your needs to make your weekend with us pleasurable. We have designed a staff questionnaire to help us find the roles you will most enjoy. At your first Isles weekend the monster desk will give you the questionnaire to fill out. This allows us to assign you to roles appropriate to your desires.

At some point you may be asked to either grab something out of the props barn or you may need costuming for an upcoming role. Only the active monster desk person and certain Plot Staff members are allowed to access the barns or props storage areas. We have some very fragile and difficult to handle items . Feel free to ask the monster desk to retrieve or place your objects back into the correct position. When utilizing costuming for a specific role, the monster desk person can retrieve costume pieces for you. Once your role is finished you should return the pieces promptly to the desk. This way the maximum amount of staff can use the costuming to the best of our abilities.

If you are interested in becoming a monster desk person and taking one shift during weekend events, please inform a campaign staff person. They will have additional information. As always if you do not understand or have questions about anything at all, feel free to ask the monster desk.

## **What Is Expected of Staff?**

At the Isles you are expected to be in game at all times when you are outside the bathrooms and staff areas. We try to maintain a serious atmosphere. Characters who are portrayed with silly or out of game characteristics will not be tolerated. We try to give every character a purpose within the game world. Every encounter, whether you're playing a Iceland Barbarian or a Eloszivarán, will have a set of goals and usual behavior.

We want the staff to have fun and to provide fun for the players. Everything you do in game can have profound impact on the game. It is your job to populate this world and maintain an atmosphere that provides a suspension of disbelief and provides the players with fun. Stay in game and in costume at all times. Don't push masks up on your head. Don't talk to other staff in an out of game manner while you are outside staff areas. It is your job to watch the signs from the players. Are they bored? Are they frustrated? Are they having fun? Try to keep the story that is being told in the forefront of your mind. Ask yourself if you would find this fun as a player. There is a very fine line between an encounter that is challenging or frustrating.

Try to remember that having the stats to crush a group of players is not always the correct response. More often it is the threat of violence that thrills the player than the actual thrashing they may eventually receive. It is your cool head and restraint when appropriate that makes Isles Asylum so fun to play.

One of the greatest challenges at a live action event is the interaction between players and staff. There will be a time where you believe you see a player incorrectly react to a combat or role-playing encounter. Do not argue about rules or accuse players of cheating. Arguing about hits or rules on the field is inappropriate. The Isles maintains an in game atmosphere at all times. Bring up the problem to plot staff immediately

following the encounter, once you have returned to Monster Camp. In addition, you should do your best to defer to the players benefit **at all times**, even if you believe the player is incorrect.

Players at The Isles are in game at all times, so thanking the players in an out of game manner after fights or other encounters is inappropriate. There is time for that after the event. **Stay in game.** As quickly and quietly as you can, exit the encounter in the appropriate manner. This is extremely important as the players may be mourning the loss of a loved one or may be attempting to resolve a highly stressful situation. If you are killed as your role, stay down for the full five minutes. Some special creatures may only remain down for one minute. Try to remember to ask your staff leader for every encounter what the down time is since it is easy for us to forget what the count should be for various special creatures. Once your down time is up, rise slowly with your weapons tucked under your arm or hanging loosely by your sides, keep your head bowed and walk in a slow manner to your regrouping encounter point or Monster Camp.

You may learn things in monster camp or while playing a role that the players have yet to discover. All staff are required to keep what is learned as a staff character secret. We ask all staff to be cautious while in monster camp because the person next to you may play the Isles as a character at some point, or they may even be a PC filling in as staff while their character is waiting on the Isle of the Dead to return to life. We are gracious to all our players who volunteer to staff the Isles on occasion and we would not want them to unduly learn a big game secret and spoil their fun. As well, there is a great companionship felt by all at the end of every event when the game ends and the players wish to express their heartfelt thanks for your wonderful performances. Please be reasonably modest and let the players have their moment in the spotlight. Remember that anything a player learns out of game they know in game. So even though you might want to give them the behind the scenes story about the spider raid, please refrain where possible.