



The Navigators' Guild

Resources and ideas for GMs



A guide to the Navigators' Guildhouse

1	The Guild Dock, mostly used by jolly boats from ships in the bay.
2	The Crow's Terrace, where one can watch the harbour or horizon.
3	The Tidesup Bar, for members and guests. Serves hot food.
4	The Members' lounge. A bookcase holds pulpy novels for borrowing.
5	In this corridor, pictures of the current Guild President are hung.
6	The Tidesup kitchen, filled with all manner of provisions.
7	The Boathouse, where small vessels are worked on by the shipwright.
8	The Dockmaster's Office. A desk holds all the anchorage records.
9	The Chartroom, the busy members' library, has a nice view of the bay.
10	In the entrance Wheelhall, the Guild's Clerk is often at the desk.
11	The Bunkhouse, where members can board when required.
12	The Ship's Chandlery, a shop selling many useful seafaring items.
13	The President's Office holds many decades of ledgers and records.
14	In the Meeting Room is a globe on which members scratch their names.

Setting description

The Ancient and Honorable Company of the Navigators of the City of Starcross, more usually known as the Navigators' Guild, conducts its business from an impressive building that stands along the waterfront in Starcross Harbour. The Guildhouse is a friendly place for members and is welcoming to visitors, providing a number of useful services. With connections to other seafaring guilds both in Starcross and abroad, the Guild is an excellent starting place for any nautical adventure.

NPCs

Guild members at the Guildhall today

- 1 Mermin Carnkie, owner of a small fleet of merchantmen that sail out of Starcross. A twinkling businessman who enjoys gambling.
- 2 Captain Genbrith Fow, whose ship *The Honeysuckle* is moored out in the harbour. She is meeting a secret contact in the bar.
- 3 Salenn of Gunwall, a tall, hairless, shoal tracker, visiting from the North Islands. He tells one story only, that of a mermaid.
- 4 Lago Troadeck, the faster sailor in this region until last week, when he lost his ship in a race, to a mysterious Elf captain.
- 5 Captain Alec Shingle, a retired naval captain now sailing solo around the islands. Some say he is seeking a lost treasure.
- 6 Thomasine Switbridge, awaiting suitable passage to the jungle to continue their project tracking coconut drift.
- 7 Katraine Linemacre, an inexperienced navigator seeking work and relying on Guild hospitality until she finds it.
- 8 Helfin Halfeye, a former pirate captain who has been working as a navigator on various city ships, trying to clean his reputation.

NPC biographies

Commander Griff Troutor, Guild President

Formerly the Chief Navigator of the Two Kings' Navy, in retirement Troutor has turned his formidable energy towards the betterment of the Guild he first joined as a boy. A loud, moustachioed, tour de force, if he is not in his office, he will be chatting with sailors on the dock or enjoying a hearty meal in the Guild bar.

Rum Angarrack, Shipwright

The in-house shipwright conducts repairs for a fee and dispenses advice for free. Rum comes from a family of boatbuilders and there are few tasks in the boathouse she cannot turn her hand to. Short, strong and handy

Captain Mel, the Dockmaster

If you pull up to the Guild's dock, you'll be met by Captain Mel, an old seafaring Dwarf who oversees anchorage. Occasionally forgetting to speak the common tongue, Mel seems to know about a dozen languages. Mel's impressive, many-plaited beard swings sluggishly as the old captain stomps around the dockside.

Moyses Cooke, Head Barman and Chef

Just as Moyses decided to put to shore after a long life at sea in the galley, the position of Chef in the Tidesup Bar was vacated by the previous postholder, who mysteriously drowned in a closed barrel of brandy. Still, never has the Tidesup had a better barman or cook, and Guild members will make a detour just to drop in to port and enjoy a plate of Moyses' delicious grub.

Cicely Hayhurst, Guild Clerk

An experienced navigator who had to cease seagoing after an incident with a gator, Cicely has found new purpose as her Guild's Chief Clerk. Bright, cheerful and helpful, she often mans the desk in the Wheelhall, where Guild members can ask about temporary board, register guests and deal with membership issues.

Useful tables

Items posted on the 'Jobs Board'. Ask the Clerk for contact details.

Wanted:

- 1 Ship and crew required to transport a party of druids to the sacred Wolf Stones. Must be God-fearing, unfazed by the sight of blood and have room in the hold for a cow-sized crate.
- 2 I need a letter securely delivered to my uncle, the former Governor of Port Powderhill, currently imprisoned for fraud. I'm willing to pay well to ensure delivery and the utmost secrecy.
- 3 The Ambassador of Stritholda requires urgent transportation to her homeland. Speed is of the essence. The crew may be required to wait and so must be on good terms with Dwarvenfolk.
- 4 Reliable, discreet navigator required for a highly confidential mission. Phenomenal rates of pay are guaranteed to successful applicant. Must be familiar with the North Islands.

Offered:

- 5 Looking for a sunken ship? Need to track down a lost cargo? Want an expert guide for that fishing tour of the Middle Isles? I can help! Ask for Miss Linemacre in the Tidesup Bar. Fee upfront.
- 6 *The Bleeding Sharkbite*, fastest sloop on the Eyrrin Sea, helmed by Capt Viskey, is available for hire. No questions asked except destination! No job too big or small if the money is right!
- 7 Returning to St Horredge on the next spring tide: The fishing vessel *Last Laugh* and her crew. We have space for 6 passengers. Cheap passage rates for those happy to sleep among the fishes.
- 8 Brave adventurers required! Join our team of explorers on a voyage to the Foxclaw Peninsula. Bring your warmest clothes and your sharpest weapons — we're hunting a monster!



Locations in the Eyrrin Sea

- 1 The Dwarven temple of the Rjdarne on the Foxclaw Peninsula
- 2 Little Wudu, an uninhabited, forested island in the North Islands
- 3 Stritholda, a highly militarised Dwarven settlement
- 4 The Wolf Stones, a ruined stone circle on the Isle of Keldy
- 5 The Monastery of Flowers on Clonquette Island
- 6 The famed Astronomer Tower in Port Powderhill
- 7 City of Starcross, location of the Navigators' Guild
- 8 St Horredge on the River, an independent, walled city

Items available in the Ship Chandlery

Sailing Ship Goods	Tools
Sail cloth (bolt)	Hatchet or axe
Rosin (resin sealant)	Boat Hook
Whale Oil	Chisel & Plane set
Twine (ball, 100ft)	Lantern
Rope (hemp, 50ft)	Nails
Oakum (for caulking)	Caulking Iron
Tallow	Galley Supplies
Pitch (by barrel)	Fresh water (barrel)
Specialist Equipment	Brandy (barrel)
Pocket Eyeglass	Ships Biscuits (box)
Sextant	Flour (sack)
Magnetic Compass	Lard (quarter barrel)
Chart Dividers	Dried Meat (per 10 strips)
Map Case (waterproof)	Salted Pork (barrel)
Handheld Sundial	Lemons (large net)

Food and Drink that can be ordered in the Tidesup Bar

Breakfast	- Potted crab, poached eggs and black ryebread soldiers
	- Mock-Longpig rashers on toasted bloomer
	- Pease pudding in a Giant's Ear mushroom
Meats	- Lemon pancakes (with optional kippers)
	- Henpea and squashrind curry
	- Roasted angelfish on spinach with blackmash
Drinks	- Stewed meat and lemon with peas on noodles
	- Fried battered flatfish with big chips and buttered bloomer
	- Ged Garby's White Rum
	- Sailor's Tale Ale (Pale)
	- Seven Lemon Brandy (also available without brandy)
- Tea by the pint or Jacktar Coffee (thickened with molasses)	

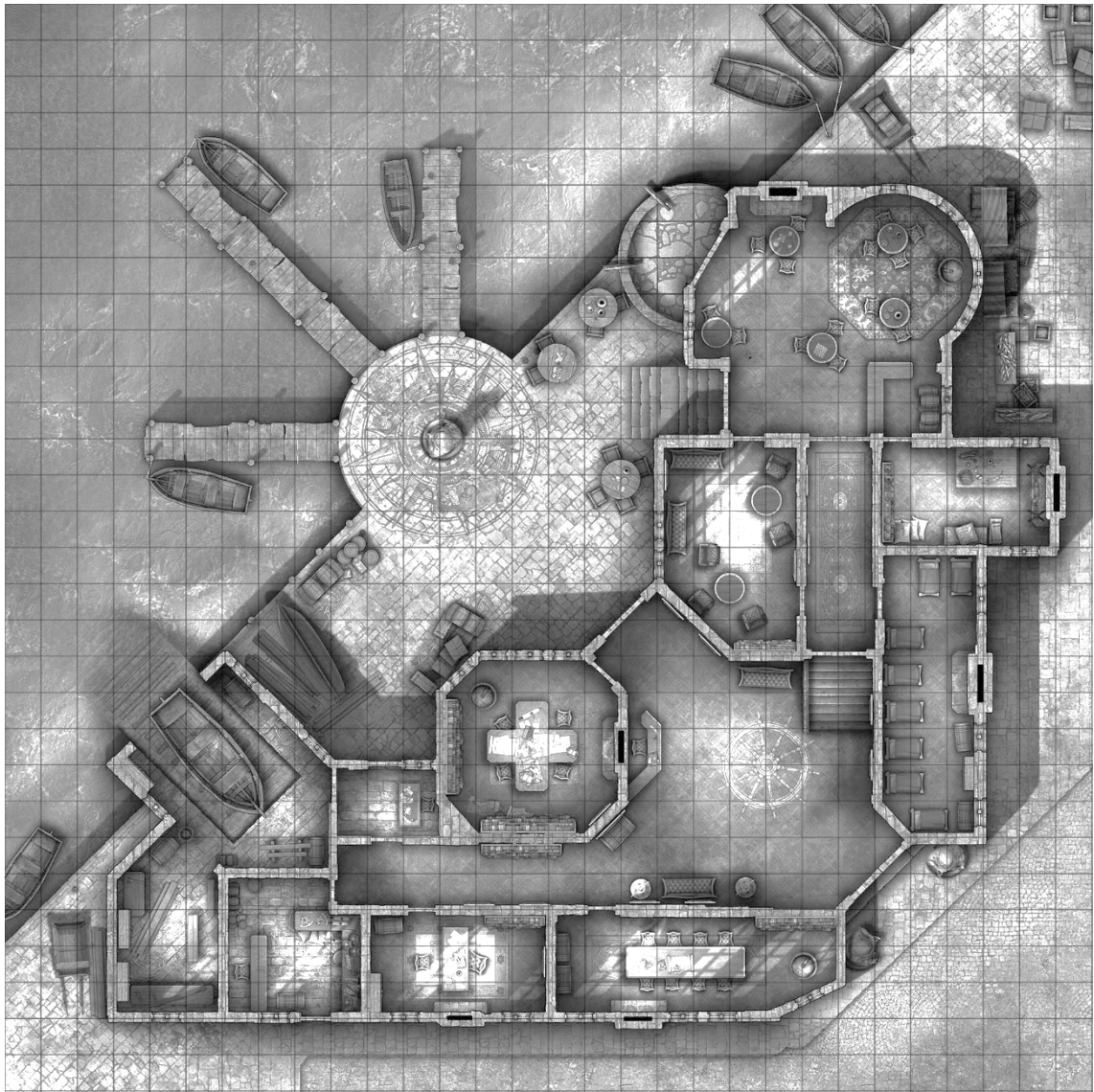
Things that might happen today at the Guild house

- 1 A small ship drifts into the dock, colliding noisily with the jetty. When investigated, it has fresh blood stains and no sign of a crew.
- 2 When a jolly boat is damaged, a fight breaks out between diplomats from St Horredge and some of the members of the guild.
- 3 An adventurer arrives at the Guild, carrying strangely marked coins and loudly claiming to have visited a sunken city.
- 4 An upset candle starts a fire in the Chartroom. Save the maps!
- 5 Normally a safe haven for visitors, a new Guild member staying at the Bunkhouse has been found dead in his bed — strangled!
- 6 A small merchant vessel has arrived at the Guild dock. It's a good opportunity to purchase some rarer items.
- 7 Moyses Cooke is not happy. Someone seems to have stolen his special spice mix, and he wants it found...now!
- 8 The dockside statue falls during a storm, aligning itself with the compass markings on the floor. Could it be an omen?



The Navigators' Guild

GM's map





The Eyrrin Sea

Wide area regional map (Unlabelled)

