



Municipal Organizations

**A guide to Municipal Groups and Governmental
Organizations in the RPGA's Living Kingdoms of Kalamar
Campaign**

By Various Contributors

**Version 1.0 Final
2006 – 2007**

September 14, 2006

The Kenzer and Company logo, Living Kingdoms of Kalamar, the Living Kingdoms of Kalamar logo and Pekal Gazetteer are trademarks of Kenzer and Company. Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer and Company. © Copyright 2002, Kenzer and Company, Inc. All rights reserved. Dungeons & Dragons, Dungeon Master, D&D, RPGA, Living, the d20 system logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer & Company under license. © 2002 Wizards of the Coast, Inc.

Table of Contents

Table of Contents	2
Municipal Organizations Introduction	2
Cartographers Guild	4
Ranks	4
Chimney Sweeps - Rooftop Defenders	8
Ranks	9
City Guard	12
Guard Ranks	13
The Constabulary	17
Constabulary Ranks	17
Dungeoneers	21
Organization Ranks	22
Lamp Lighters	25
Ranks	25
Leboleghido Tactical Academy	29
Ranks	30
Street Sweepers - Victory Way Irregulars	33
Ranks	33

Municipal Organizations Introduction

Characters interact with the world of Pecal in many different ways, not just through module play. In between modules characters may participate in other activities, depending on their skills, organizations, and beliefs.

After any module, a character is free to select which if any of these activities he would like to participate in before the next module. Only one activity may be selected each module. The player records which activity is selected on the log sheet, as well as any necessary skill checks made by the player.

Municipal organizations are groups that carry charters from the government of Pecal. These charters grant powers and detail responsibilities of each organization. An organization's charter is subject to periodic review, but this is usually only a formality.

Different organizations offer different activity choices to their members. The following activities are valid choices for members of Municipal Organizations in Pecal.

Activities

- Join a Municipal Organization.
- Advance to a higher rank in a Municipal Organization.
- Fulfill requirements of a Municipal Organization by serving time on duty. This may gain the character money, favors, or both, depending on the specific organization.
- Spend favors with an organization to gain access to items, feats, prestige classes and special benefits.

Benefits

Unless otherwise noted, all benefits from lower levels of organization membership are also available to the higher-level members. Failing to meet the continuing requirements of an organization results in a loss of all benefits, including rank. When a character loses a rank he or she also loses all benefits of that rank, including access to additional levels of prestige classes, but retains accumulated favors.

In addition, the following benefits are applicable to all Municipal Meta-orgs

- The member is issued a steel whistle to alert the Constabulary and City Guard of crimes being committed.
- The member has access to Saardolos Extract at Tier 2 and may purchase one dose per duty rotation.
- Municipal Workers in Bet Rogala are exempt from paying the gate toll from the outer city to the inner city, as well as being exempt from paying the toll to enter the city.
- Free housing in the headquarters of their municipal organization.
- A badge of membership that also shows rank within the organization.

Requirements

Unless otherwise noted, enhancement bonuses to attributes from items serve to meet organization requirements. Bonuses to skills from items do not meet organization requirements.

The following requirements also apply to all Municipal Meta-orgs

- Must take an oath of citizenship of the Principality of Pekal.
- Must declare residence in Bet Rogala

Cartographers Guild

by Kalen Tjarks

Good maps are a necessity for travelers, merchants, and generals alike. In times of war, boundaries may change frequently and roads may become impassable. Cartographers, then, are in constant demand to create and update maps of locations across Tellene. Because of the travel required to complete surveys, many followers of the Voyager consider it their sacred duty to work in mapmaking. Because of this, most maps contain a small picture of a pigeon near or in place of the compass rose. Currently, most cartographers in Pekal are employed by the prince to produce strategic maps for use in battle preparation. This requires brave mapmakers who are able to defend themselves, as they often have to venture into enemy territory.

The Cartographers of Pekal have their primary headquarters in Bet Rogala, where most of the final maps are actually compiled. Minor headquarters in Baneta and Dethido collect information from cartographers in more far-flung locations that travel by ship or on barges, and wanderers can drop off notes at collection stations in any major settlement around Pekal. Runners then carry the information to the three headquarters.

The Chief Mapmaker is Journeyman Sovile, a retired Renaarese adventurer and cleric of the Traveler. He is an extremely devout man who lost the use of his legs after falling out of a tree he had climbed to better survey the lay of the land. Most of his time is now spent inscribing The Endless Journey on the back of maps to be given to Pekalese nobility and new Questers of the Traveler.

Ranks

Wanderer

Wanderers comprise the lowest rung of cartographers in the guild, working under scouts in the field. They pace out fields, survey the heights of cliffs, and measure the depths of rivers. Wanderers tend to be younger and fitter than the mapmakers they report to, but their ranks are also filled with clerics of the Traveler who bring back information from their travels.

Requirements

- 2 or more ranks in Knowledge: Geography
- 2 or more ranks in Climb

Duties

- May serve a duty rotation. This earns the Wanderer 1 Victory. This is a non-adventuring Activity.

Benefits

- +1 metaorg bonus to Knowledge: Geography checks
- Issued hemp rope, grappling hook, and walking stick.
- Members of the Temple of the Stars earn one favor as an ally of the Assembly of Light per activity spent in surveying.
- Non-members receive a 10% discount on spellcasting by members of the Temple, not including material costs.

Scout

Scouts lead groups of wanderers on surveys, though their work is more in compiling information to be passed on to mapmakers. They must frequently climb trees or cliffs in order to better observe the land and the wanderers under them. Thus, they must be both physically strong and mentally alert to notice the subtleties only visible from a bird's eye view.

Requirements

- 4 or more ranks in Knowledge: Geography
- 2 or more ranks in Climb
- 2 or more ranks in Spot
- Must have served on at least 5 survey crews as a wanderer

Duties

- Must serve a duty rotation once every 4 mods. This earns the Scout 3 Victories. This is a non-adventuring Activity.

Benefits

- +2 metaorg bonus on Knowledge: Geography checks
- Issued parchment, pen, and ink. Also receive a 10% discount on spyglasses, climber's kits, and all transportation costs.
- Members of the Temple of the Stars earn one favor as an ally of the Assembly of Light per activity spent in surveying.
- Free casting of any first level spell, once per module, by an NPC cleric of the Traveler. Only available in Bet Rogala, Baneta, or if NPC cleric is present in module. Does not include extraordinary material costs.

Apprentice Mapmaker

Mapmakers travel less frequently than wanderers or scouts, though they must occasionally go out in the field to fact check the survey crews' work. Most of their time is spent at the three headquarters buildings drawing maps. Apprentices generally work on copying maps drawn by more expert craftsmen. Many mapmakers are retired adventurers, though some simply want to stay closer to the city in their off time or wish to develop the more artistic aspects of cartography. Although it is not necessary to work on the survey crews to become a mapmaker, many consider those who do not to have not "paid their dues," subjecting them to thinly veiled scorn at best and hazing behind the experts' backs at worst.

Requirements

- 8 or more ranks in Knowledge: Geography
- 2 or more ranks in Spot
- 2 or more ranks in Craft: Painting or Craft: Calligraphy
- Must have served as a scout on ten survey crews or receive an invitation from an expert mapmaker

Duties

- Must serve a duty rotation once every 3 mods. This earns the Apprentice Mapmaker 6 Victories. This is a non-adventuring Activity.

Benefits

- +3 metaorg bonus on Knowledge: Geography checks.
- Issued masterwork artisan's tools for Craft: Painting or Craft: Calligraphy, map cases, and map making supplies. Also receive 10% discount on magnifying glasses, all maps (see Goods and Gear, Table 7-1H), and all transportation costs.
- Free casting of any first or second level spell, once per module, by an NPC cleric of the Traveler. Only available in Bet Rogala, Baneta, or if NPC cleric is present in module. Does not include any extraordinary material costs.
- All mapmakers receive one map of their choosing inscribed with the Endless Journey, as well as religious instruction, from Journeyman Sovile.
- Members of the Temple of the Stars receive one favor as an ally of the Assembly of Light for each activity spent in mapmaking.

Expert Mapmaker

Expert mapmakers are considered to be some of the finest practitioners of their craft. Their maps are highly sought after by nobility and wealthy merchants and adventurers. Experts usually develop their own

signature mark for their maps to thwart forgers and identify their work. Expert calligraphers who are also clerics of the Temple of the Stars often assist Journeyman Sovile in inscribing maps with the texts of the Endless Journey.

Requirements

- 10 or more ranks in Knowledge: Geography
- 5 or more ranks in Craft: Painting or Craft: Calligraphy
- 5 or more ranks in Spot
- Must have served on 10 survey crews as an apprentice mapmaker

Duties

- Must serve a duty rotation once every 2 mods. This earns the Expert Mapmaker 10 Victories. This is a non-adventuring Activity.

Benefits

- +4 metaorg bonus on Knowledge: Geography checks.
- +1 circumstance bonus on Charisma-based skill checks with nobility and merchants, due to the mapmaker's reputation
- Issued masterwork artisan's tools for Craft: Painting or Craft: Calligraphy, map cases, and map making supplies. Also receive 10% discount on magnifying glasses, all maps (see Goods and Gear, Table 7-1H), and all transportation costs.
- Free casting of any first through third level spell, once per module, by an NPC cleric of the Traveler. Only available in Bet Rogala, Baneta, or if NPC cleric is present in module. Does not include any extraordinary material costs.
- All mapmakers receive one map of their choosing inscribed with the Endless Journey, as well as religious instruction, from Journeyman Sovile.
- Members of the Temple of the Stars receive one favor as an ally of the Assembly of Light for each activity spent in mapmaking.

Master Mapmaker

Masters of the guild are expert mapmakers who have been personally selected by the prince to work on specially commissioned maps for Pekal. They are frequently consulted during battle planning for their expertise of the landscape. Old, out-of-date maps made by former masters are highly sought after as collector's pieces, and owning one is a symbol of great wealth and stature. Masters are almost always retired adventurers or others who have proven their dedication to Pekal and the prince. Ordinary citizens who achieve this distinction become legendary for their extraordinary talent and devotion to their craft.

Requirements

- 10 or more ranks in Knowledge: Geography
- 10 or more ranks in Craft: Painting or Craft: Calligraphy
- 8 or more ranks in Spot
- Must have spent 10 NAAs as an Expert Mapmaker

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Master Mapmaker 20 Victories. This is a non-adventuring Activity.

Benefits

- +8 metaorg bonus on Knowledge: Geography checks.
- +3 circumstance bonus on Charisma-based skill checks with nobility and merchants, due to the mapmaker's reputation
- Issued masterwork artisan's tools for Craft: Painting or Craft: Calligraphy, map cases, and map making supplies. Also receive 10% discount on magnifying glasses, all maps (see Goods and Gear, Table 7-1H), and all transportation costs.

- Free casting of any first through third level spell, once per module, by an NPC cleric of the Traveler. Only available in Bet Rogala, Baneta, or if NPC cleric is present in module. Does not include any extraordinary material costs.
- All mapmakers receive one map of their choosing inscribed with the Endless Journey, as well as religious instruction, from Journeyman Sovile.
- Members of the Temple of the Stars receive one favor as an ally of the Assembly of Light for each activity spent in mapmaking.

Chimney Sweeps - Rooftop Defenders

By Alana Abbott

As long as Bet Rogala has had chimneys, it has had chimney sweeps. For years, these sweeps were self-employed grubbers, covered in soot, who would clean chimneys for whatever meager coin the task would fetch. Strangely enough, they seemed to like it that way. Unconcerned about the money they were making, they delighted in a life of freedom on the rooftops over Bet Rogala.

The main trouble with their occupation was the likelihood that they would be interrupted in their work by members of the Bet Rogala Thieves' Guild breaking into the homes of their customers. Around the time that the Street Sweepers arranged a new agreement with the Crown, the Chimney Sweeps began to gather as a team, thinking it would be safer to clean chimneys together than independently. The House of Scales complained to Prince Kafen about the Chimney Sweeps forming an unauthorized guild, and Prince Kafen resolved the situation by making the Sweeps employees of the Crown.

Because of the humble beginnings of most of the Sweeps, the sudden association with the real authority (and the personal notice of Prince Kafen) made them fiercely dedicated to the Crown. Instead of merely defending themselves from rogues on the rooftops, they began seeing it as their duty to the Good People of Pekal to protect those who were safely sleeping in their houses. Not wanting to overstep their bounds, they sought authorization from the City Guard to knock burglars off the roofs of Bet Rogala, and raise the alarm whenever they witnessed thievery. The City Guard, pleased to have a unit to supplement the Watchers of Twilight, awarded the Chimney Sweeps with whistles to alert the City Guard of any trouble.

True to their humble beginnings, the Chimney Sweeps spend the majority of their time simply cleaning chimneys. But even when they aren't on cleaning duty, they train on the rooftops, honing their sure-footedness and acrobatics to be sure that if anyone gets pushed off the roof for the Street Sweepers to clean up, it'll be a member of the Thieves' Guild, not them.

Roleplaying Summary

The Chimney Sweeps have two main goals: 1) to keep clean the chimneys of Pekal; 2) to keep the Good People of Pekal safe from nighttime prowlers. Despite their rather serious duties and the solemnity with which they pledge their work to the Crown, the Chimney Sweeps tend to be a lighthearted crew. They are fiercely devoted to Pekal and tend to be very impressed by members of the Honorable and Nobility, the College of Magic, and clerics and religious leaders associated with good-aligned churches. Despite being impressed by these groups, they would never join them; the life of a sweep is one reserved for the common folk, the salt of the earth—or so the Chimney Sweeps believe. Because of this, Chimney Sweeps who become members of the Honorable or ranking members of the College of Magic or any of the religious meta-orgs must give up their position in the Chimney Sweeps.

Like other municipal employees, Chimney Sweeps are allowed to carry poison so that they can deal with various vermin they might encounter. Sweeps are far more likely to report a vermin infestation to the Street Sweepers, who they very much admire, than they are to take care of it themselves, but they do often carry poison just in case. They have a close relationship with the City Guard, and most have earned the enmity of the Thieves' Guild. Though the Chimney Sweeps were reluctant to let adventurers join their ranks, they soon saw the advantage of being able to train from people who had faced combat in more areas than the rooftops, and who would bring more diverse skills and abilities to the ranks of the Rooftop Defenders.

Locations

Headquarters: Bet Rogala, South Merchant Way

Branch offices: Baneta, Lebologido

Ranks

Bristle

At the lowest ranks, Chimney Sweeps are often assigned to scrub the brushes of others. Instead of working on the rooftops of the city, they spend their evenings training their balance on the narrow, four-story Guild House on South Merchant Way in Bet Rogala. Regardless of where a Chimney Sweep is stationed, he begins his training in Bet Rogala.

Requirements

- 4 or more ranks among the following skills: Balance, Climb, Jump, Move Silently, or Tumble
- Must be of common birth

Duties

- May serve a duty rotation. This earns the Bristle 1 Victory. This is a non-adventuring Activity.
- Must report any threat to the Good People of Pekal, on duty or off, to the City Guard.

Benefits

- +1 Meta-org bonus to Reflex saves against falling

Broom

The Broom of a Chimney Sweep is used for the inside work, and, along with plenty of sheets to protect furniture, is used from the inside of a house. Chimney Sweeps still learning their balance training are often tasked with indoor work, typically accomplished during the day and while their customers are at home.

Requirements

- 8 or more ranks among the following skills: Balance, Climb, Jump, Move Silently, or Tumble
- Must have worked 5 times as a Bristle

Duties

- Must serve a duty rotation once every 4 mods. This earns the Broom 3 Victories. This is a non-adventuring Activity.
- Must report any threat to the Good People of Pekal, on duty or off, to the City Guard.

Benefits

- +1 Meta-org bonus to Reflex saves against falling
- +1 Meta-org bonus to Climb
- +1 Meta-org bonus to Balance and Tumble

Brush

In the Chimney Sweep's tool-box, a brush is used to clean the flue of the chimney—the top part of the chimney that filters the smoke out of the building and into the night sky. The Chimney Sweeps ranked as Brushes are experts at rooftop cleaning and delicate, detail work.

Requirements

- 12 or more ranks among the following skills: Balance, Climb, Jump, Move Silently, or Tumble
- Must have worked ten times as a Broom.

Duties

- Must serve a duty rotation once every 3 mods. This earns the Brush 6 Victories. This is a non-adventuring Activity.
- Must report any threat to the Good People of Pekal, on duty or off, to the City Guard.
- Must agree to assist any representative of the Crown when called upon for assistance.

Benefits

- +1 Meta-org bonus to Reflex saves against falling
- +1 Meta-org bonus to Jump
- +1 Meta-org bonus to Climb
- +1 Meta-org bonus to Balance and Tumble
- Brushes may treat any broom, mop, or other mundane pole as a quarterstaff, rather than an improvised weapon, for purposes of combat and damage. (If the Brush is not proficient with a quarterstaff, this rank does not confer proficiency.)

Sweep

Sweeps are the long-time Chimney Sweeps, men and women who either grew up on the rooftops of Bet Rogala, or have spent much of their adult lives watching over the city. They are experts at balance, and rarely get hurt from a fall.

Requirements

- 20 or more ranks among the following skills: Balance, Climb, Jump, Move Silently, or Tumble
- Must have worked 10 times as a Broom

Duties

- Must serve a duty rotation once every 2 mods. This earns the Sweep 10 Victories. This is a non-adventuring Activity.
- Must report any threat to the Good People of Pekal, on duty or off, to the City Guard.
- Must agree to assist any representative of the Crown when called upon for assistance.

Benefits

- +3 Meta-org bonus to Jump
- +3 Meta-org bonus to Climb
- +3 Meta-org bonus to Balance and Tumble
- +1 Meta-org bonus to all reflex saves.

Night Protector

The Night Protectors of the Sweeps are almost as highly revered among the lower ranking sweeps as the nobility. Night Protectors have triumphed over rooftop enemies and are skilled not only at maintaining their balance if faced with combat, but also their presence of mind.

Requirements

- 20 or more ranks among the following skills: Balance, Climb, Jump, Move Silently, or Tumble
- Must possess the Improved Trip feat, the Improved Bull Rush feat, or the Slow Fall ability
- Must have worked 10 times as a Sweep

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Night Protector 20 Victories. This is a non-adventuring Activity.
- Must report any threat to the Good People of Pekal, on duty or off, to the City Guard.
- Must agree to assist any representative of the Crown when called upon for assistance.
- Must engage in personal combat any burglar or prowler encountered on the rooftops of Pekal.

Benefits

- +3 Meta-org bonus to Jump
- +4 Meta-org bonus to Climb
- +5 Meta-org bonus to Balance and Tumble
- +2 Meta-org bonus to Reflex saves
- When countering a Bull Rush attempt, the Night Protector may use his dexterity modifier instead of his strength modifier, whichever is higher.

- +2 Meta-org bonus when defending against Trip attempts.

City Guard

By Alana Abbott

In Pekal, it is common for younger sons and daughters of merchants and guildsmen to join the City Guard. The Guard pays better than the army and the family is able to keep their loved one close by and presumably safe. Many Fokki women especially take advantage of the non-discriminatory practices of the Guard to obtain positions of honor in their community. Serving in the Guard means not only steady employment and community respect, but also the potential to earn a title and a certain level of rank. Several of the Captains and at least one Colonel of the Guard are Honorables. Citizens of Pekal hoping to better themselves often join the Guard to increase their prospects of rising to an elevated station.

The Guard is older than the current government, though its structure was certainly revamped under Prince Kafen's leadership. The current structure of the Guard has been applied to all cities throughout Pekal. Each city's guard reports to the Mayor of that city and to the Commandant of the Guard, the Honorable Gevan Mareshel. All Guard members must swear fealty to Prince Kafen, as they are the last defense of the cities of Pekal should the military fail.

Though the Guard is generally respected, citizens often complain that the laws are too strict (if they are caught doing something against them) or too lax (if they have been a victim of a crime). Many members of the Guard often do not wear any articles of clothing that would identify them as such when they are off-duty in order to avoid criticism from the populace. Others freely show their affiliation and collect on the free drink offered to them by members of the Alewives and Brewers Guild.

Locations

Headquarters: Bet Rogala (reporting to Colonel Kananivik Darisek)
Baneta (reporting to Mayor Kanimo B'Pareso)
Koreta (reporting to Mayor Fakavik Balamel)
Lebologido (reporting to Mayor Karin Makita)

Honorable City Guard Members in Bet Rogala

- The Honorable Guard Colonel Kananivik Darisek (Kalamaran)
- The Honorable Guard Captain Anandus Akashus (mixed human)
- The Honorable Guard Captain Balorel Remasa (Kalamaran)
- The Honorable Guard Captain Damini Sinbaat (female mixed human)
- The Honorable Guard Captain Frolijar B'Parekson (Fhokki mix)
- The Honorable Guard Captain Gimani Saketi (female Kalamaran)
- The Honorable Guard Captain Josef Thomister (mixed human)
- The Honorable Guard Captain Jyothy (female Deje mix)
- The Honorable Guard Captain Leratak Baripi (Kalamaran)
- The Honorable Guard Captain Stronel Virinidon (Brandobian mix)

Roleplaying Summary

The goal of the City Guard is to uphold the law and protect their city. They are closely allied with other municipal organizations, especially the Dungeoners. Most of the Guilds, the Alewives and Brewers Guild in particular, make every effort to cooperate with and support the City Guard, as the Guard are the ones protecting their wares and places of business. The Alewives and Brewers Guild has taken this as far as offering any off-duty Guard member their first drink of the night on the house.

As protectors of their city, guardsmen assist the army in manning important posts at the gates and on the walls. These assignments are often regarded as desirable and so lower-ranking members rarely obtain them. As enforcers of the law, guardsmen often carry special weapons or substances that will allow them to subdue fugitives and criminals so that they can be brought to justice. City Guard members are allowed to

make arrests for any of the easily defined laws (possession of illegal items, robbery) if they are themselves witness to the crime. If they only suspect an individual of criminal activity and have no further evidence, the investigation of this alleged wrongdoing is much more labor intensive and is carried out by the Constabulary.

Guard Ranks

Recruits

Requirements

- Cannot be chaotic in alignment.
- 2 or more ranks in Knowledge: Local (Bet Rogala)
- 2 or more ranks in Sense Motive

Duties

- May serve a duty rotation. This earns the Recruit 1 Victory. This is a non-adventuring Activity.
- Recruits must report any suspicious behavior to their superiors in the City Guard.

Benefits

- Recruits may arrest a suspect if they along with two other witnesses see the crime committed and all three accounts of the crime are identical when delivered to the Constabulary.
- +1 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +1 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- The first drink each night is free at any tavern owned/operated by members of the Alewives and Brewers Guild.

Guard

Requirements

- 4 or more ranks in Knowledge: Local (Bet Rogala)
- 2 or more ranks in Sense Motive
- Must have a at least +1 attack bonus
- Must have served at least 5 duty rotations as a Recruit in the City Guard.

Duties

- Must serve a duty rotation once every 4 mods. This earns the Guard 3 Victories. This is a non-adventuring Activity.
- Guards must come to the call of a steel whistle, the tool most commonly used to alert the City Guard. (Steel whistles are in possession of most shopkeepers and other persons of importance.)

Benefits

- Guards may arrest a criminal if they see the criminal commit the crime and at least one other witness also sees the criminal commit the crime. Members are encouraged to apprehend criminals for lesser crimes, but are asked to report more serious crimes (murder, treason, mind magic) to their superiors.
- +2 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +2 metaorg bonus to Gather Information checks in the city where duties are fulfilled.

Deputy

Requirements

- 6 or more ranks in Knowledge: Local (Bet Rogala)
- 4 or more ranks in Sense Motive
- 2 or more ranks in Gather Information
- Must have served at least 10 duty rotations as a Guard in the City Guard.

Duties

- Must serve a duty rotation once every 3 mods. This earns the Deputy 6 Victories. This is a non-adventuring Activity.

Benefits

- Deputies may arrest a criminal if they see the criminal commit the crime.
- +3 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +3 metaorg bonus to Gather Information checks in the city where duties are fulfilled.

Captain

Requirements

- 8 or more ranks in Knowledge: Local (Bet Rogala)
- 6 or more ranks in Sense Motive
- 4 or more ranks in Gather Information
- Must have served at least ten duty rotations as a Deputy in the City Guard.
- SPECIAL: Must be promoted by a Colonel of the City Guard, or a token of favor from Prince Kafen or other Honorable.

Duties

- Must serve a duty rotation once every 2 mods. This earns the Captain 10 Victories. This is a non-adventuring Activity.
- Any suspicious behavior the Captain encounters must be investigated or reported to superiors in the City Guard.

Benefits

- City Guard Captains may arrest a criminal if they see the criminal commit a crime. They may also make arrests if appropriate evidence is brought before them to arrest a suspect and deliver them to the Constabulary.
- +5 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +5 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- SPECIAL: A Captain is eligible to be named an Honorable by the Prince and so join the nobility.

Colonel

Requirements

- 10 or more ranks in Knowledge: Local (Bet Rogala)
- 8 or more ranks in Sense Motive
- 6 or more ranks in Gather Information
- Must have served at least 10 duty rotations as a Captain in the City Guard.
- SPECIAL: Must be promoted by the Mayor of the City (in the case of Bet Rogala, by Colonel Darisek or Prince Kafen). (10 certs of favor with the City Guard and/or Prince Kafen will satisfy this requirement.)
- SPECIAL: Must be an Honorable.

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Colonel 20 Victories. This is a non-adventuring Activity.
- Any suspicious behavior the Colonel encounters must be investigated. Any issues dealing with the security of the city must be immediately reported to the head of the City Guard.

Benefits

- City Guard Colonels may arrest a criminal if they see the criminal commit a crime. They may also make arrests if appropriate evidence is brought before them to arrest a suspect and deliver them to the Constabulary.

- +8 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +8 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- City Guard Colonels are authorized to gather “special forces” to apprehend a criminal.

Watcher of Twilight (Alternate Colonel Rank)

Requirements

- Must be Lawful
- 10 or more ranks in Knowledge: Local (Bet Rogala)
- 8 or more ranks in Sense Motive
- 6 or more ranks in Gather Information
- Must have served at least 10 duty rotations as a Captain in the City Guard.
- SPECIAL: Must be demi-human.
- SPECIAL: Must be promoted by the Mayor of the City (in the case of Bet Rogala, by Colonel Darisek or Prince Kafen). (5 certs of favor with the City Guard and/or Prince Kafen will satisfy this requirement.)
- SPECIAL: Must be an Honorable.

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Watcher of Twilight 20 Victories. This is a non-adventuring Activity.
- Any suspicious behavior the Watcher of Twilight encounters must be investigated. Any issues dealing with the security of the city must be immediately reported to the head of the City Guard.

Benefits

- Watchers of Twilight may arrest a criminal if they see the criminal commit a crime. They may also make arrests if appropriate evidence is brought before them to arrest a suspect and deliver them to the Constabulary.
- +8 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- +4 metaorg bonus to Spot
- +4 metaorg bonus to Listen
- +4 metaorg bonus to Knowledge: Military Tactics

Guardian of the Golden Bough (Alternate Colonel Rank)

Requirements

- 10 or more ranks in Knowledge: Local (Bet Rogala)
- 8 or more ranks in Sense Motive
- 6 or more ranks in Survival
- Track Feat
- Must have served at least 10 duty rotations as a Captain in the City Guard.
- SPECIAL: Must be promoted by the Mayor of the City (in the case of Bet Rogala, by Colonel Darisek or Prince Kafen). (5 certs of favor with the City Guard and/or Prince Kafen will satisfy this requirement.)
- SPECIAL: Must be an Honorable.

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Guardian of the Golden Bough 20 Victories. This is a non-adventuring Activity.
- Any suspicious behavior the Guardian of the Golden Bough encounters must be investigated. Any issues dealing with the security of the city must be immediately reported to the head of the City Guard.

Benefits

- Guardians of the Golden Bough may arrest a criminal if they see the criminal commit a crime. They may also make arrests if appropriate evidence is brought before them to arrest a suspect and deliver them to the Constabulary.
- +8 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +8 metaorg bonus to Survival checks.

The Constabulary

By Brian Schulman

The Constabulary of Pekal consists mainly of children of the poorer, but intrepid, citizens. While the City Guard is known for upstanding behavior, solid citizenry and polished badges the Constabulary is known for being grittier and more down-to-earth. Those who join the Constabulary do not do so in search of status, but do so because they have been affected in some way by the baser instincts of man.

Members of the Constabulary do not command the same respect as Guardsmen, partly because they do not so advertise themselves. While senior members of the organization do consult in the highest councils, many of those who are doing the investigating can be difficult to pick out from the criminals, which is to their benefit. The job of the Constabulary is to gather information and solve crimes, not to be a “Pretty Prancer” (which is how some members of the Constabulary refer to the Guard). Many members of the Constabulary work for a time as part of a criminal organization to gain experience in undercover work.

At one time the Constabulary was organized as a group completely separate from the City Guard, however during the last reorganization Prince Kafen ordered that both areas report into a single head. Perceived differences in status between the two groups had caused friction and made cooperation between the groups difficult. Currently, the Chief Investigator of each city report to the Mayor of that city and to the Commandant of the Guard, the Honorable Gevan Mareshel. The new organizational structure has not, so far, been successful in reducing the unhappiness of the Constables.

As many citizens feel that the Constables are searching for ways to arrest people, they are not as well liked as the City Guard. In addition, stories abound of the times before Prince Kafen when the Constabulary was used by the government for more nefarious purposes than pursuing criminals.

Role-playing Summary

The Constabulary’s focus is the investigation of crimes, both known and unknown. The majority of the cases investigated come as referrals from the City Guard but many a big case has been broken by a single constable investigating something which seemed innocent. Members of the Constabulary do not man posts or serve with the army, but are called upon when more subtle work may be needed by another organization of Pekal. They may be called up to work with the Military and Intelligence in order to penetrate the seedier elements of another country/city.

Until members have reached the level of Investigator they do not have the power to arrest suspects even if they themselves witness the crime. The crime must be properly documented and submitted to the City Guard to make the arrest. However, the testimony of a Constable is all that is needed to arrest and convict a suspect.

Constabulary Ranks

Deputy Constable

Requirements

- 2 or more ranks in Sense Motive
- 2 or more ranks Bluff and/or Intimidate

Duties

- May serve a duty rotation. This earns the Deputy Constable 1 Victory. This is a non-adventuring Activity.
- Deputy Constables must keep track of any suspicious or illegal behavior and report any that is part of an ongoing investigation. Suspicious behavior not connected to an ongoing investigation should be reported but it is left to the discretion of the Deputy Constable as whether or not this would interfere with an investigation

Benefits

- Deputy Constables may submit paperwork to have a subject arrested if they and one other witness see the crime committed
- Deputy Constables caught breaking minor laws in the course of an investigation MAY avoid prosecution
- +1 meta-org bonus to Knowledge Local (Bet Rogala)
- +1 meta-org bonus to Sense Motive

Constable

Requirements

- 4 or more ranks in Sense Motive
- 4 or more ranks in Knowledge: Local (Bet Rogala)
- Must have served at least 5 duty rotations as a Deputy Constable

Duties

- Must serve a duty rotation once every 4 mods. This earns the Constable 3 Victories. This is a non-adventuring Activity.
- Constables must keep track of any suspicious or illegal behavior and report any that is part of an ongoing investigation. Suspicious behavior not connected to an ongoing investigation should be reported but it is left to the discretion of the Constable as whether or not this would interfere with an investigation

Benefits

- Constables may submit paperwork to have a subject arrested if they see the crime committed
- Constables caught breaking minor laws in the course of an investigation MAY avoid prosecution
- +1 meta-org bonus to Knowledge Local (Bet Rogala)
- +1 meta-org bonus to Gather Information
- +1 meta-org bonus to Bluff or Intimidate (choose one)
- +1 meta-org bonus to Sense Motive
- May purchase one dose of Gamatara at 1/3 cost per duty rotation

Deputy Investigator

Requirements

- 4 or more ranks in Sense Motive
- 4 or more ranks in Knowledge: Local (Bet Rogala)
- 4 or more ranks in Gather Information
- Must have served at least 10 duty rotations as a Constable

Duties

- Must serve a duty rotation once every 3 mods. This earns the Deputy Investigator 6 Victories. This is a non-adventuring Activity.
- Deputy Investigators must keep track of any suspicious or illegal behavior and report any that is part of an ongoing investigation. Suspicious behavior not connected to an ongoing investigation should be reported but it is left to the discretion of the Deputy Investigator as whether or not this would interfere with an investigation

Benefits

- Deputy Investigator may submit paperwork to have a subject arrested if they see the crime committed
- Deputy Investigators caught breaking laws in the course of an investigation MAY avoid prosecution
- +2 meta-org bonus to Knowledge Local (Bet Rogala)

- +2 meta-org bonus to Gather Information
- +2 meta-org bonus to Bluff or Intimidate (choose one)
- Provided one dose of Gamatara per duty rotation

Investigator

Requirements

- 10 or more ranks in Knowledge: Local (Bet Rogala)
- 8 or more ranks in Sense Motive
- Must have served at least 10 duty rotations as a Deputy Investigator
- SPECIAL: Must be promoted by a Chief Investigator of the Constabulary or have a token of favor of one of the nobility (including Prince Kafen)

Duties

- Must serve a duty rotation once every 2 mods. This earns the Investigator 10 Victories. This is a non-adventuring Activity.
- Investigators must keep track of any suspicious or illegal behavior and report any that is part of an ongoing investigation. Suspicious behavior not connected to an ongoing investigation should be reported but it is left to the discretion of the Investigator as whether or not this would interfere with an investigation

Benefits

- Investigators caught breaking laws in the course of an investigation will likely avoid prosecution
- +3 meta-org bonus to Knowledge Local (Bet Rogala)
- +3 meta-org bonus to Gather Information
- +3 meta-org bonus to Bluff or Intimidate (choose one)
- +1 meta-org bonus to Disguise
- Provided two doses of Gamatara per duty rotation
- Investigators may arrest a criminal a criminal if they see a criminal commit a crime. They may also make arrest based on appropriate evidence from other members of the Constabulary
- SPECIAL: An Investigator is eligible to be named and Honorable by the Prince and so join the nobility.

Chief Investigator

Requirements

- 10 or more ranks in Sense Motive
- 10 or more ranks in Knowledge: Local (Bet Rogala)
- Must have served at least 10 duty rotations as an Investigator
- SPECIAL: Must be promoted by a Mayor of the City or posses 10 certs of favor amongst the Constabulary
- SPECIAL: Must be an Honorable

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Chief Investigator 20 Victories. This is a non-adventuring Activity.
- Chief Investigators must keep track of any suspicious or illegal behavior and report any that is part of an ongoing investigation. Suspicious behavior not connected to an ongoing investigation should be reported but it is left to the discretion of the Investigator as whether or not this would interfere with an investigation

Benefits

- Investigators caught breaking laws in the course of an investigation will likely avoid prosecution
- +5 meta-org bonus to Knowledge Local (Bet Rogala)

- +5 meta-org bonus to Gather Information
- +5 meta-org bonus to Bluff or Intimidate (choose one)
- +5 meta-org bonus to Disguise
- Provided two doses of Gamatara per duty rotation
- Investigators may arrest a criminal a criminal if they see a criminal commit a crime. They may also make arrest based on appropriate evidence from other members of the Constabulary
- Chief Investigators are able to authorize investigations into suspected crimes even against those of the nobility.

Dungeoneers

By Cajon Gonzales

Abandoned buildings surround the Dungeoneers' headquarters; a testament to the absolutely horrible smells emanating from the two-story building. The doors to the building are kept open so that the workers inside can breathe freely, but this also treats passers-by to the horrid smell of the sewers. Inside the building is a large entrance to the sewers beneath, and two staircases leading up to the second floor. The second floor is the office section of the building, subdivided into sections that correspond to the major sections of the city. In each section, Dungeoneers work constantly to update the information brought to them about the status of the sewers. This information is then used to plan the routes of the cleaning and repair teams. Below, the large entrance to the sewers is almost always open to allow quick and easy access, but it can be closed and boarded in case of an attack or disaster.

The organization was started as a result of Pekal's revolt from Kalamar. During the siege of Bet Rogala, a group of Kalamaran soldiers entered the city's sewers and collapsed them, hoping to cause floods during a storm. The Bet Rogalans discovered the plan and sent their own team to find the collapsed areas and fix them. The Dungeoneers were born.

"It is not a glorious job, but someone has to do it," is the current Chief's favorite saying. The Chief is Brenered Fruster, a skinny dwarf who directs all sewer traffic and all activities. Other than the respect of his workers, he has little to show for his long dedication to Bet Rogala. Few of the rich or powerful give any thought to the labors of this organization, despite their continuing importance to the city.

The sewers themselves are hazardous to transverse even for the careful. They are primarily designed to channel rainwater out of the city safely, so it is obviously not wise to enter them during storms. But there are other hazards as well. Many of the citizens of the city use the many grates as places to dump their wastes rather than wait for the Night Wagons to collect it. This waste builds up in the tunnels and can even block the free flow of water. Added to this are natural dangers like bad air, dangerous creatures, and tunnel collapse. And there is also the occasional criminal trying to hide within the sewers or use them to hide illegal activities. The Constabulary sends their own patrols down in the main sewer lines only when notified, so the Dungeoneers are an important link in finding criminal activity.

There are 3 types of sewer lines; main, secondary, and tertiary. The main lines are kept in good repair and at most points are 6 feet tall and 8 feet wide with a 10-foot wide trench down the center. Walkways down both sides of this trench allow workers to stay mostly dry while moving. The main lines are built of sturdy stone blocks and rarely collapse without outside intervention. Main lines are fed by the secondary lines and are accessible through access tubes throughout the city. Secondary lines are usually 5 feet tall and 5 feet wide. Some have narrow walkways down one side, but many do not have such conveniences. The Dungeoneers clean and patrol these areas most often looking for signs of imminent collapse or blockage. These lines are reinforced with stone in some places and timber in others. During large storms it is not uncommon for one of these lines to collapse. The grates in the streets throughout the city feed these lines. The tertiary lines are very small and only the very brave or very stupid travel in them. The lines are 1-3 feet wide and sprawl in many directions, some as long as 25 feet. These lines are from the very early sewer projects in the city. Many of them have become clogged or collapsed over time and left unused as other lines were built. Most of the very dangerous locations in the sewers are near the concentrations of these lines.

Access tubes throughout the city give access to the sewers main lines. Metal hatches usually cap them. Using these hatches is restricted and any one caught down in the sewers without permission from the Constabulary or Dungeoneers are apprehended and fined 25 Victories and/or three days in jail.

Dungeoneers explore the tunnels looking for collapses, blockages, creatures, thieves, and any thing else that is out of the ordinary. They are a tight knit group of mixed races and genders that risk their lives to keep the waters flowing and safe. Like other municipal organizations, the Dungeoneers are regulated by

government ordinance and control. Unlike some other organizations, they are not closely supervised as long as they continue to do their duties.

Locations

Bet Rogala, Baneta, Koreta

Roleplaying Summary

The Dungeoneers work closely with the Constabulary and on some occasions the College of Magic and the Cartographers. New members often serve as bodyguards to the more experienced Dungeoneers. After a few months, the new members will learn enough about the sewers to perform assignments on their own.

Organization Ranks

Cleaner

Cleaners are usually apprenticed to Delvers and taught how to inspect and report on the condition of the sewers. One of the major hurdles for Cleaners to overcome is working in the stench of the sewers. Cleaners are responsible for keeping the walkways on the main lines clear of debris and cleaning the secondary lines.

Requirements

- 2 or more ranks in Knowledge (Dungeoneering)
- 2 or more ranks in Search

Duties

- May serve a duty rotation. This earns the Cleaner 1 Victory. This is a non-adventuring Activity.

Benefits

- Legal access to the sewers and sewer maps.
- +1 metaorg bonus to Fortitude Saves vs. being nauseated or sickened.

Delver

Delvers travel through assigned sections of the sewers noting problems and unusual situations. They repair minor problems and work in teams to repair major problems under the supervision of a Troubleshooter. Delvers report suspicious activities directly to the Constables.

Requirements

- 4 or more ranks in Knowledge (Dungeoneering)
- 4 or more ranks in Search
- Must have served at least five rotations as a Cleaner.

Duties

- Must serve a duty rotation once every 4 mods. This earns the Delver 3 Victories. This is a non-adventuring Activity.

Benefits

- +2 metaorg bonus to Fortitude Saves vs. being nauseated or sickened.
- +1 metaorg bonus to Diplomacy when dealing with the Constabulary in Bet Rogala, Baneta, and Koreta.

Troubleshooter

Troubleshooters work with the Delvers to prioritize repair jobs and with Constables when patrols are needed. They are also responsible for inspections of Secondary sewers, although rarely do they do the actual inspection itself.

Requirements

- 6 or more ranks in Knowledge (Dungeoneering)
- 4 or more ranks in Search
- 2 or more ranks in Diplomacy
- Must have served at least ten rotations as a Delver.

Duties

- Must serve a duty rotation once every 3 mods. This earns the Troubleshooter 6 Victories. This is a non-adventuring Activity.

Benefits

- +3 metaorg bonus to Fortitude Saves vs. being nauseated or sickened.
- +2 metaorg bonus to Diplomacy when dealing with the Constabulary in Bet Rogala, Baneta, and Koreta.
- Access to purchase Potions of Reduce Person

Dungeoneer

Dungeoneers spend most of their time verifying sewer problems and assigning teams to deal with those problems. They are also responsible for managing any new construction taking place in the sewers.

Requirements

- 8 or more ranks in Knowledge (Dungeoneering)
- 8 or more ranks in Search
- 4 or more ranks in Diplomacy
- Must have served at least ten rotations as a Troubleshooter.

Duties

- Must serve a duty rotation once every 2 mods. This earns the Dungeoneer 10 Victories. This is a non-adventuring Activity.

Benefits

- +4 metaorg bonus to Fortitude Saves vs. being nauseated or sickened.
- +4 metaorg bonus to Diplomacy when dealing with the Constabulary in Bet Rogala, Baneta, and Koreta.

Master Dungeoneer

Master Dungeoneers are few and far between. Most of them become so obsessed with the sewers that they spend all of their time underground searching for problems and repairing damage. Others directly manage new construction or large repairs.

Requirements

- 10 or more ranks in Knowledge (Dungeoneering)
- 10 or more ranks in Search
- 8 or more ranks in Search
- Must have served at least ten rotations as a Dungeoneer.

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Master Dungeoneer 20 Victories. This is a non-adventuring Activity.

Benefits

- +5 metaorg bonus to Fortitude Saves vs. being nauseated or sickened.
- +4 metaorg bonus to Diplomacy when dealing with the Constabulary in Bet Rogala, Baneta, and Koreta
- +2 metaorg bonus to Survival Checks underground.

Lamp Lighters

Original Concept Tim Tjarks
Revisions By Brian Spurling

Most citizens of Bet Rogala retire to their homes with the arrival of dusk, and in fact are expected to do so. However, the streets are never entirely empty as the Street Sweepers remove the debris of the day, late-arriving merchant caravans are escorted to their bases, stragglers return from a night's tavern revelry, and the City Guard maintains their regular beats. These night travelers need not worry about moving in total darkness, as each street is lit by an array of oil lanterns.

At the last bell before dusk each evening, the members of the Lamp Lighters begin their routes, setting out to maintain, fill, and light the street lamps. Each lamp is lit within that hour of dusk, but that does not complete the Lamp Lighters' duty. The routes continue throughout the night to ensure that the lamps stay lit, and that any citizen out after dark receives an escort home. The Lamp Lighters thus supplement the City Guard, ensuring that there are vigilant eyes always available and that mundane tasks are handled without diminishing the available policing forces.

A persistent rumor says that the Lamp Lighters have been infiltrated by the Thieves Guild of Bet Rogala. It is easy to see why those of a roguish bent may desire membership – as municipal employees the Lamp Lighters are able to legally carry poisons without question, and there would also be no real question about why they would be about the city in the wee hours.

Locations

Headquarters: Bet Rogala, in a two story stone building near the corner of Theodorus' Way and Victory Way. The headquarters building is at all times lit by a large number of torches.

Roleplaying Summary

A recent goal that the leadership is trying to attain is to dispel rumors of thieves' infiltration into the Lamp Lighters. Much attention is given to improving the screening of members (new and experienced) for connections to criminal activity.

The Lamp Lighters and the Assembly of Light are mutual allies. Members of the Assembly of Light regularly fill the roles of volunteer Lamp Lighters, and most Lamp Lighters in the higher ranks are also members of the faith. The Lamp Lighters are also in good favor with the Chandlers Guild. While officially allied with all other municipal organizations, there is an ongoing tension with the City Guard, as the guard is suspicious of individual Lamp Lighters due to the rumors involving the Thieves Guild, while most Lamp Lighters do not believe that the Guard is doing enough to catch the thieves.

The leader of the Lamp Lighters is Lukara Morinasor, a middle-aged Kalamaran man who has established a very comfortable position within the ranks of municipal employees. He has led the Lamp Lighters for the past 12 years. As with many Lamp Lighters, he is a devoted follower of Dirasip.

Ranks

Victory Way Lighter

A Victory Way Lighter is responsible for not only keeping the lamps along Victory Way lit, but in the entire Coins, Municipal, and Artisan Districts. Although a large task, the proximity of this area to the headquarters makes it the perfect task for new Lamp Lighters.

Requirements

- 2 or more ranks in Knowledge: Local (Bet Rogala).
- 2 or more ranks in Spot

Duties

- May serve a duty rotation. This earns the Victory Way Lighter 1 Victory. This is a non-adventuring Activity.

Benefits

- Victory Way Lighters who are also members of the Assembly of Light earn one favor with the Assembly for each Activity spent at duty. Members of the Assembly may use these favors as noted in that document.
- Victory Way Lighters who are not members of the Assembly of Light receive a 10% discount on all spells cast by the Assembly as well as free religious instruction. Other benefits may be offered directly by the church for frequent volunteers.
- +1 metaorg bonus to Spot

Merchant Lighter

When a Victory Way Lighter proves they are ready for something a bit more challenging, they are promoted to Merchant Lighter. Merchant Lighters make certain that all the lamps in the Merchant District are burning bright to ward off the Thieves' Guild.

Requirements

- 4 or more ranks in Knowledge: Local (Bet Rogala)
- 4 or more ranks in Spot
- Must have spent time after five different modules as a Victory Way Lighter.

Duties

- Must serve a duty rotation once every 4 mods. This earns the Merchant Lighter 3 Victories. This is a non-adventuring Activity.

Benefits

- Issued an Everburning Torch.
- +1 metaorg bonus to Spot
- +1 metaorg bonus to Gather Information
- Free casting of any first level spell, once per module, by an NPC cleric of the Eternal Lantern. This is only available in Bet Rogala, Baneta, or if an NPC cleric of the Eternal Lantern is written into the module. This does not include any extraordinary cost of materials.
- The Assembly of Light presents each Merchant Lighter with a copy of "The Radiant Order".
- Lighters who are also members of the Assembly of Light earn one favor with the Assembly for each Activity spent at duty.

Temple Lighter

A bit of a reprieve before the higher two ranks in the organization, Temple Lighters are responsible for the Temple and Scholar Districts which are fairly peaceful.

Requirements

- 6 or more ranks in Knowledge: Local (Bet Rogala)
- 6 or more ranks in Spot
- 2 or more ranks in Sense Motive
- Must have spent time after ten different modules as a Merchant Lighter.

Duties

- Must serve a duty rotation once every 3 mods. This earns the Temple Lighter 6 Victories. This is a non-adventuring Activity.

Benefits

- +2 metaorg bonus to Spot
- +2 metaorg bonus to Gather Information.
- Free casting of any first or second level spell, once per module, by an NPC cleric of the Eternal Lantern. This is only available in Bet Rogala, Baneta, or if an NPC cleric of the Eternal Lantern is written into the module. This does not include any extraordinary cost of materials
- Temple Lighters who are also members of the Assembly of Light earn one favor with the Assembly for each Activity spent at duty. These may be used as if the Temple Lighter were a Spark in that temple organization.

Royal Lighter

Now is where the danger begins! The Thieves' Guild sends some of its top members to cut the heavy purses of the nobility. Anyone standing in the way of quick gold needs to have some ability to look out for themselves.

Requirements

- 8 or more ranks in Knowledge: Local (Bet Rogala)
- 8 or more ranks in Spot
- 4 or more ranks in Sense Motive
- Must have spent time after ten different modules as a Temple Lighter.

Duties

- Must serve a duty rotation once every 2 mods. This earns the Royal Lighter 10 Victories. This is a non-adventuring Activity.

Benefits

- +3 metaorg bonus to Spot
- +3 metaorg bonus to Gather Information.
- Free casting of any first through third level spell, once per module, by an NPC cleric of the Eternal Lantern. This is only available in Bet Rogala, Baneta, or if an NPC cleric of the Eternal Lantern is written into the module. This does not include any extraordinary cost of materials
- Royal Lighters who are also members of the Assembly of Light earn one favor with the Assembly for each Activity spent at duty. These may be used as if the Royal Lighter were a Flicker in that temple organization. Uses involving feats, holy relics, or training Positive Energy are only available if the Royal Lighter is also a member of the Assembly of Light.

Old Town Lighter

Once a Royal Lighter proves that they can handle themselves (and then some). They are promoted to the most dangerous task: the upkeep of the Dock and Old Town Districts.

Requirements

- 10 or more ranks in Knowledge: Local (Bet Rogala)
- 10 or more ranks in Spot
- 8 or more ranks in Sense Motive
- Must have spent time after ten different modules as an Royal Lighter.

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Old Town Lighter 20 Victories. This is a non-adventuring Activity.

Benefits

- +3 metaorg bonus to Spot
- +3 metaorg bonus to Gather Information.

- Free casting of any first through third level spell, once per module, by an NPC cleric of the Eternal Lantern. This is only available in Bet Rogala, Baneta, or if an NPC cleric of the Eternal Lantern is written into the module. This does not include any extraordinary cost of materials
- Old Town Lighters who are also members of the Assembly of Light earn one favor with the Assembly for each Activity spent at duty. These may be used as if the Old Town Lighter were a Flicker in that temple organization. Uses involving feats, holy relics, or training Positive Energy are only available if the Old Town Lighter is also a member of the Assembly of Light.

Lebolegido Tactical Academy

By Shawn Merwin and Joseph Selby

With Pekal's declaration of independence from the Vast Empire, the Gladiatorial School in Lebolegido was forced to evolve. The arenas in Bet Rogala no longer hold gladiatorial competitions, instead offering military displays to help the public feel more at ease during the last decade of war. Similarly, ingénues from the gladiatorial school in Lebolegido are forced to travel to Bet Seder, or more likely Bet Kalamar, to gain any kind of success in their chosen profession. Because of this, the gladiatorial school has partnered with the Pekalese army to train officers and section leaders in the arts of one-on-one combat and mass combat tactics.

Renamed the Lebolegido Tactical Academy, the gladiatorial school is home to soldier and gladiator alike. It also houses the Hall of Heroes, the original chapter house of the Blooded. Most of the academy's leadership are Blooded and instill absolute respect for that organization and the mettle required to gain membership. Regardless of rank or station, an instructor teaches any student at the academy a swift lesson if he or she is disrespectful or flippant toward the Blooded or its members.

Although gladiatorial combat is no longer promoted in Pekal, the school's association with the military has allowed its enrollment to remain constant. In some classes, this leads to open animosity, as it is commonly known that the school would have had to fold if it weren't for the army's involvement. Instructors insist on having members of both the gladiator and military factions of the student body in every class. Having to endure hard work in these classes helps create common bonds between factions as well as individual students. This has taken as long as a year and come at the expense of more than one student washing out due to injuries. But those veteran students quickly lose any notion of rank beyond the school. Whether a person is military or civilian, everyone receives the same beating at the tactical academy.

A variety of character classes compose the school's student body. Although most are gladiators or fighters, there are also many applicants that are rangers, rogues or clerics. These clerics are primarily devotees of the Old Man or the Battle Rager. A person of any walk of life is welcome if he or she can meet the requirements to join and afford the tuition, but arcane casters are strongly discouraged. Magic is forbidden during gladiatorial combat, and skill-at-arms is hardly a wizard's strength. However, seven years ago, a middle-aged Kalamaran named Melanaris claiming to be a sorcerer met the requirements and survived his initial training. The first three months typically drum out those that can't hack it in the arena, but Melanaris was resolute in his intention of becoming a recognized gladiator. He insisted that he needed to learn how to defend himself. Many of the younger students resented the fact that Melanaris was a sorcerer, regardless of his skill in the arena. In the group's first military demonstration in Bet Rogala, six of his classmates ganged up on the man. Fearing that they would kill him, Melanaris unleashed a quick but devastating magical onslaught, killing three of the students. The demonstration was cancelled and Melanaris remanded to the authorities. Two weeks later he was convicted of using "mind magic" and hanged in Gallows Circle. Since that time, no other arcane casters have applied to the academy.

With their initial demonstration in Bet Rogala such a disaster, the Academy and Headmaster Linobi P'Dagel have been under constant scrutiny. A fifth generation headmaster at the school, Linobi traces his ancestry back to the highest ranks of the Kalamaran military and the founders of the Gladiatorial School in Lebolegido. His pride on this matter often hampers his relations with his commanding officers in the Pekalese military as he refuses to admit that the school could not exist without serving as a training academy as well. His resentment never influences his attitudes toward the students, but he is rarely seen at military demonstrations and rarely receives military observers, allowing senior instructors to handle such affairs. P'Dagel spends most of his time teaching the champion level gladiators, the senior instructors of the school. The rest of his time is spent with other Blooded reminiscing about the old days, retelling stories his father and grandfather had told him as a child, recounting the valorous battles of those warriors enshrined within the Hall of Heroes. The headmaster is spending more and more time in the hall, retelling such stories as of late.

Linobi has to deal with many problems at the school that may cause its ultimate demise. Lebolelegido officials have spoken to him on more than one occasion about some of the harsh punishment instructors deal out to students. With the disappearance of three students and a recruiter, it seems that even the academy's military status may not be enough to save the school. And like any ferocious animal, Linobi acts more and more like a tiger that's been backed into a corner. Although the instructors often whisper about his souring attitude, none have broached the subject as of yet.

Find more information on the Lebolelegido Tactical Academy and the Blooded in the *Pekal Gazeteer*, pages 14-15.

Ranks

Trainee

Requirements

- Base attack bonus +2 or higher
- 2 or more ranks in Knowledge (Fighting Styles)
- Exotic Weapon Proficiency feat (any exotic weapon) Note: The racial feats that give exotic weapon proficiency do count towards this requirement.
- Must pay 50 Victories as an enrollment fee.

Duties

- Must pay 2 Victories per module for training, weapon and armor maintenance.
- Must spend 4 consecutive Activities in initial training.
- Must train with the Academy at least once per 5 modules. This is a non-adventuring Activity.

Benefits

+1 competence bonus to the Knowledge (Fighting Styles) skill

Novice

Requirements

- Base attack bonus +5 or higher
- 4 or more ranks in Knowledge (Fighting Styles)
- 1 or more ranks in Knowledge (Tactics)
- Must have 1 or more of the following feats: Cleave, Dodge, Expertise, Improved Initiative, Skill Focus: Perform, Weapon Focus
- Must have spent 8 Activities as a Trainee with the Academy (including the initial 4 Activities).

Duties

- Must pay 5 Victories per module for training, weapon and armor maintenance.
- Must participate in demonstrations at the Academy at least once per 4 modules. This is a non-adventuring Activity.

Benefits

- +2 competence bonus to Knowledge (Fighting Styles)
- +1 competence bonus to Knowledge (Tactics)
- Novices may spend an Activity to use the Academy's workshops or forges to craft a weapon or suit of armor. The Novice must have the appropriate skill and pay all material costs.

Combatant (Assistant Instructor)

Requirements

- Base attack bonus +8 or higher
- 6 or more ranks in Knowledge (Fighting Styles)
- 2 or more ranks in Knowledge (Tactics)
- Must have 2 or more of the following feats: Cleave, Dodge, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization
- Must have spent 8 Activities as a Novice with the Academy

Duties

- Must pay 10 Victories per module for training, weapon and armor maintenance.
- Must participate in demonstrations at the Academy at least once per 3 modules. This is a non-adventuring Activity.

Benefits

- Permitted to wear the coat-of-arms of the gladiatorial school, allowing the student safe passage through Tokis and Kalamar regardless of homeland.
- +3 competence bonus to Knowledge (Fighting Styles)
- +2 competence bonus to Knowledge (Tactics)
- Combatants may use an Activity and a favor with the College of Magic to enchant one suit of non-magical masterwork armor to +1 armor. The Combatant must supply the suit of armor and pay the cost of the enchantment.

Veteran (Junior Instructor)

Requirements

- Base attack bonus +11 or higher
- 10 or more ranks in Knowledge (Fighting Styles)
- 3 or more ranks in Knowledge (Tactics)
- Must have one of the Weapon Style or Tactical feats from Complete Warrior.
- Must have spent 10 Activities as a Combatant with the Academy

Duties

- Must pay 15 Victories per module for training, weapon and armor maintenance.
- Must participate in demonstrations at the Academy at least once per 2 modules. This is a non-adventuring Activity.

Benefits

- +4 competence bonus to Knowledge (Fighting Styles)
- +3 competence bonus to Knowledge (Tactics)
- Veterans may use a favor with the College of Magic to enchant one non-magical masterwork weapon to a +1 weapon. The Veteran must supply the weapon and pay the cost of the enchantment.
- Veterans who meet all other requirements are given an invitation to join the Blooded.

Champion (Senior Instructor)

Requirements

- Base attack bonus +14 or higher
- Member of the Blooded
- 12 or more ranks in Knowledge (Fighting Styles)
- 4 or more ranks in Knowledge (Tactics)
- Must have one of the Tactical feats from Complete Warrior.
- Must have one of the Weapon Style feats from Complete Warrior.
- Must have spent 15 Activities as a Veteran with the Academy

Duties

- Must participate in demonstrations at the Academy at least 3 times per 4 modules. This is a non-adventuring Activity.

Benefits

- +5 competence bonus to Knowledge (Fighting Styles)
- +4 competence bonus to Knowledge (Tactics)
- Champions may use 2 favors with the College of Magic to enchant a weapon, shield, or suit of armor with a +2 total bonus. The Champion must pay the cost of the enchantment.

Street Sweepers - Victory Way Irregulars

By Alana Abbott

The Street Sweepers of Pekal were originally hired simply to clean the streets and kill the rats. As far as the citizens of Bet Rogala are concerned, those remain the responsibilities of the Street Sweepers. Certainly, removing the soot from Warrior's Row and keeping the Royal District spotless would be enough work for any organization. This perception makes it easier for the Sweepers to conduct their other, less obvious duties.

Few people know for sure what started the rumored hostilities between the Sweepers and the so-called Thieves Guild of Bet Rogala. What is known is that some years ago the Sweepers stopped working after several of their brothers were mugged. The Prince called the president of the Sweepers, Yamie Dinob, a half-hobgoblin known for his temper and lack of manners, into the palace. The meeting ended with Dinob being literally thrown out of the palace.

It was a different story two weeks later after the rats and garbage threatened to take over the city. Dinob was called to the palace once more. This time he left on his own two feet and promptly called off the strike. From that day on the Sweepers have waged their own kind of war on the thieves and skulks they find on their routes. And also from that day no sweeper has ever been arrested for taking those actions. Members of the Constabulary freely admit that they are instructed to treat the Sweepers as comrades in arms. The Sweepers themselves remain silent on the matter, but it is rumored that many of the more prominent members are seen from time to time keeping company with officials in the Steel Ribbons.

Locations

Headquarters: Bet Rogala, Victory Way

Branch offices: Baneta, Koreta, Lebologido (there is also some rumor of an alliance with a group of rebels in Bet Seder)

Roleplaying Summary

The Street Sweepers have three main goals: 1) to see that the streets are kept clean; 2) to bring about the ultimate downfall of the Thieves Guild (or at least be around to see it); and 3) to provide intelligence for a small fee to those who seek it. (to help pay for guild expenses). They're an excellent source of information to interested parties, including adventurers. Necessary information is always provided to the Crown when requested.

Though there are rumors that the Thieves Guild has infiltrated the Street Sweepers, the dedication of the Street Sweepers toward combating them makes this rumor highly unlikely, as does the large percentage of non-human members of the Street Sweepers.

The Street Sweepers are closely allied with the Steel Ribbons--the other unofficial source of power supporting the Pekalese government. They are also fond of the Chimney Sweepers, as they see them as companions in the quest to keep the city clean.

In order to control vermin populations without damaging the water supply of the city, Street Sweepers must be adept at handling poison. This has lead some unsavory types to be attracted to the activity of the Victory Way Irregulars, but most of those are weeded out in the hard work (eg. scrubbing Warrior's Row) required to progress within the organization.

Ranks

Soot Sweeper

Because Warrior's Row must be swept (and scrubbed, in some cases) every day, the lowest ranking Sweepers are assigned to Warrior's Row duty for all of their shifts. In other towns the streets where most armories and smithies are located are the training ground for the lowest rank in the Street Sweepers.

Requirements

- 2 or more ranks in Knowledge: Local (Bet Rogala)
- 2 or more ranks in Gather Information

Duties

- May serve a duty rotation. This earns the Soot Sweeper 1 Victory. This is a non-adventuring Activity.

Benefits

- +1 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +1 metaorg bonus to Spot

Royal Sweeper

Because the royals expect their part of the city to be kept spotless and kept free of vermin, the district must be cleaned every day. Low ranking Sweepers who have gained a level of trustworthiness are assigned to Royal District duty for all of their shifts. For towns other than Bet Rogala, similar locations of nobility residences are substituted for the Royal District.

Requirements

- 4 or more ranks in Knowledge: Local (Bet Rogala)
- 2 or more ranks in Gather Information
- 2 or more ranks in Craft (Poisonmaking)
- Must have worked as a Soot Sweeper at least 5 times.

Duties

- Must serve a duty rotation once every 4 mods. This earns the Royal Sweeper 3 Victories. This is a non-adventuring Activity.

Benefits

- +2 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +2 metaorg bonus to Spot

City Sweeper

The other areas of cities are cleaned in weekly shifts. Mid-level Sweepers are encouraged to use this opportunity to collect information from all areas of the city, reporting their knowledge at the headquarters on Victory Way within 24 hours.

Requirements

- 4 or more ranks in Knowledge: Local (Bet Rogala)
- 4 or more ranks in Gather Information
- 2 or more ranks in Craft: Poisonmaking
- 2 or more ranks in Sense Motive
- Must have worked as a Royal Sweeper at least ten times.

Duties

- Must serve a duty rotation once every 3 mods. This earns the City Sweeper 6 Victories. This is a non-adventuring Activity.
- Must report all suspicious activities, especially those that could involve the Thieves Guild.

Benefits

- +2 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +2 metaorg bonus to Spot
- +1 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- +1 metaorg bonus to Craft (Poisonmaking) checks.

Head Sweeper

All organizations need people to lead and delegate duties. The Head Sweepers are still sweepers, but they organize the lower ranks and end up spending more of their time on the information aspects of the organization. They record rumors, investigate dangers, and report actual evidence to the Crown.

Requirements

- 12 intelligence or higher
- 12 charisma or higher
- 6 or more ranks in Knowledge: Local (Bet Rogala)
- 4 or more ranks in Gather Information
- 4 or more ranks in Craft: Poisonmaking
- 2 or more ranks in Sense Motive
- Must have worked as a City Sweeper at least 10 times.

Duties

- Must serve a duty rotation once every 2 mods. This earns the Head Sweeper 10 Victories. This is a non-adventuring Activity.
- Must report all suspicious activities, especially those that could involve the Thieves Guild.
- Benefits
- +3 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +3 metaorg bonus to Spot
- +2 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- +2 metaorg bonus to Craft (Poisonmaking) checks.
- The ability to purchase up to 5 doses of Saardolos Extract per duty rotation instead of the typical 1.

Victory Way Irregulars

Very few members of the organization reach the top rung. There is an extreme sense of secrecy at this level, and few members of the Street Sweepers even know who the highest-ranking members are. There is some speculation that Yamie Dinob is among the highest ranking, as he still holds his position as president, but no one has yet been able to prove this (nor, truly, to prove that any responsibilities beyond sweeping the city exist!)

Requirements

- 14 intelligence or higher
- 8 or more ranks in Knowledge: Local (Bet Rogala)
- 6 or more ranks in Gather Information
- 4 or more ranks in Craft: Poisonmaking
- 4 or more ranks in Sense Motive
- Must have worked as a Head Sweeper at least 10 times.
- Special – must be invited by existing Irregulars or spend 5 consecutive NAAs on “special assignment”. The “special assignment” earns no gold, but does yield 3 favors.

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Victory Way Irregular 20 Victories. This is a non-adventuring Activity.

- May serve a “special duty rotation” which yields the Victory Way Irregular 1 favor.
- Must report all suspicious activities, especially those that could involve the Thieves Guild.

Benefits

- +4 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +4 metaorg bonus to Spot
- +3 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- +3 metaorg bonus to Craft (Poisonmaking) checks.
- Irregulars may spend favors from the Street Sweepers to gain access to items, spells, and feats available to the Steel Ribbons just as if they belonged to that organization. Every 2 favors from the Sweepers count as one favor for this purpose.
- Irregulars have access to items, spells, and feats available to the Bet Seder Thieves’ Guild just as if they belonged to that organization. Every 1 favor from the Sweepers gives them one time/one use access to this ability.