



Guilds and Adventurers

THE HUNT:
RISE OF EVIL



M BOBER

Requires the use of Dungeons & Dragons® Player's Handbook, third edition, published by Wizards of the Coast®.



Guilds and Adventurers




A d20 sourcebook set
In the Hunt: Rise of Evil
Campaign setting

What will you find:

30 common guilds suited for any d20 campaign!
Adventurers Guild to Wainwright, it's all here!
Several special group, highly detailed and complete!
New Guildsman Prestige class!
New NPC class; the Guild Expert!
New items, spells, feats, classes and more!
Create some of the best henchmen a player can
fund!

Visit our website at:
www.mysticeyegames.com



A must have for anyone
who wants to introduce
Guilds into their d20 campaign.

MYG0007

ISBN 0-9708265-6-7 U.S. MSRP \$19.99

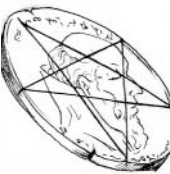
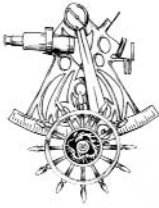
Part of the EN award nominated
Hunt: Rise of Evil setting



Warning: This product contains supernatural themes
and graphic content.
Reader discretion is advised.

GUILDS AND ADVENTURERS

Writers: Kenneth C. Shannon III, Ian Thompson, Doug Herring,
Andrew Thompson, Andrew Hind, Wade Nudson, Bret Boyd
Interior Illustrations: Jeremy McHugh, Alan Dyson, Chad Segesketter,
Hunter Frederick McFalls, Doug Penney, Brannon Hall
Design and Layout: Doug Herring
Cover Art: Matt Bober
Back Cover Art: Joe Jhoneil Centeno
Lead Designers: Kenneth C. Shannon III, Doug Herring
Editing: Wade Nudson, Kenneth C. Shannon III
Art Direction: Hal Greenberg
Printing: KNI INC.
Special Thanks to: Charlene Francis, Jennifer Shannon



Guilds and Adventurers is copyright 2003, Mystic Eye Games.
The Hunt: Rise of Evil is a trademark of Mystic Eye Games.

Guilds and Adventurers may not be copied or reproduced without the expressed permission of Mystic Eye Games. For information on the Open Game Content and Product Identity of the material in **Guilds and Adventurers**, please refer to the license at the end of this book.

"DUNGEONS & DRAGONS AND WIZARDS OF THE COAST ARE REGISTERED TRADEMARKS OF WIZARDS OF THE COAST, AND ARE USED WITH PERMISSION."

'd20 System' and the d20 System logo are Trademarks owned by Wizards of the Coast and are used with permission.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com.

Open Game Content

All of the terms and material from the System Reference Document, including skill checks, stat blocks and other game mechanics are Open Game Content. All names of people, places, and references to the *The Hunt: Rise of Evil* campaign remain Product Identity of Mystic Eye Games. All items in a parchment box like this is open content.

Product Identity:

All names, story elements, character descriptions and references to *The Hunt: Rise of Evil* setting or other *Hunt: Rise of Evil* sourcebooks are considered product identity and are property of Mystic Eye Games.

TABLE OF CONTENTS:

Introduction.....	4	Naturalists' Guild.....	47
Of Guilds and Guildcraft.....	5	Sages' Guild.....	49
Prestige Class: The Guildsman.....	5	Sea Farers' Guild.....	51
NPC Class: The Guild Expert.....	6	Shipwrights' Guild.....	53
Adventurers' Guild.....	8	Smithies' Guild.....	55
Alchemist's Guild.....	10	Tailors' Guild.....	57
Apothecary Guild.....	12	Thieves' Guild.....	59
Armorcrafters' Guild.....	14	Torturers' Guild.....	62
Artificers' Guild.....	16	Usurers' Guild.....	66
Assassins' Guild.....	18	Viniculturists' Guild.....	69
Astrologers' Guild.....	21	Wainwrights' Guild.....	71
Beggars' Guild.....	22	Weaponcrafters' Guild.....	73
Brewers' Guild.....	25	Part two:Associations, Societies, and Specialty Guilds.....	76
Chirurgeons' Guild.....	27	Arrowhead Order.....	76
Cortesans' Guild.....	31	The Baile Street Market Urchin's Pod.....	87
Criers' Guild.....	33	Dreamcatchers.....	91
Entertainers' Guild.....	35	The Fraternum Arete.....	96
Hunters' & Trappers' Guild.....	37	Gothosian Guild of Cartographers.....	98
Jewelers' Guild.....	38	The Lottery.....	101
Mages' Guild.....	41	Salvagers' Guild.....	106
Masons' Guild.....	42	Second Fiddle.....	110
Merchants' Guild.....	45	The Severance.....	114
		The Travelers' Society of Gothos.....	120



GUILDS AND ADVENTURERS

Introduction:

Guilds and Adventurers is a unique book filled with organizations and opportunities for PCs to partake in, either through the use of guild associated henchmen or by joining a guild themselves. Many guilds and societies operate in the world of Gothos, some in the open, and some in the shadows. In either case, they are always seeking recruits and coin.

Many of these groups have goals that go deeper than money and are rooted in a cause or purpose only steadfast members may be aware of. These special societies and guilds will provide the source of many adventures for your PCs in Gothos and beyond. As characters become more deeply involved they may uncover dastardly plots or find themselves embroiled in the personal machinations of the organization they have decided to join. Worse yet, they may discover they are at odds with the mandates of their guild and need to tread carefully if they hope to survive. None wish to come under the assassin's blade.

So delve into the groups that make up many of the businesses and trades of Gothos or, if you choose, adapt these organizations to your own d20 game. Which ever you do, we are certain you will find intrigue and purpose in these pages that will fit your game and style of play.

How to use this book:

This book requires the *Players Handbook* by Wizards of the Coast. Other valuable books would be anything from Mystic Eye Games line of *The Hunt: Rise of Evil*, especially the *Worldbook*. A number of abilities and feats refer to *The Hunt: Rise of Evil*, published by Mystic Eye Games, and *Seas of Blood*, by Mongoose Publishing. However, the material covered in this book should be easily adaptable to any d20 fantasy setting. You will also need all the other things you need to make your game a success, such as dice and players. Of course, you knew that already!

Guilds and Adventurers is divided into two sections. The first is based around a prestige class called the guildsman and an NPC class called guild expert, which is a derivative of the expert NPC class.

Any PC may be an associate member of a guild and not need to take levels in the guildsman class. To truly gain the benefits and be on the inside of these guilds, the prestige class offers them a progression not available to associates of the guilds. For the NPC, this class represents a specialization in a craft. The guild expert class more clearly defines an NPC's role in a community.

When a PC takes the path of guildsman they must choose a specific guild and meet its requirements. Once done, each level in this class will give them access to skills, feats, and abilities only gained by members of the guild. The type of guild the PC wishes to join is totally up to the player, but the GM should approve the reasoning behind the PC joining the guild. For instance, why would a career soldier choose to become a guildsman of the Shipwrights? While there may be a very valid reason, it is ultimately up to the GM as to whether the guild will accept the character or not.

Once a PC becomes a member, the character is now involved in the politics and goals of the guild. At low levels, this has little meaning. At high levels this could put the character in a leadership role within the guild.

This means much the same thing for the NPC class, but it takes the NPC character significantly more time to achieve the goals of a PC guildsman.

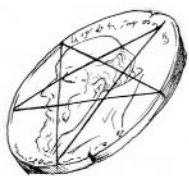
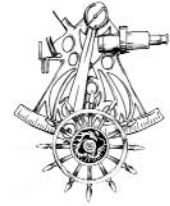
The second part of this book is dedicated to specialty guilds and societies. These require no prestige class for PCs or special class for NPCs. However, there are entry requirements and devotions that must be met in order to join. These range from the pragmatic Travelers Society to the cause-driven Arrowhead Order. Unlike standard guilds, any character who meets the requirements and makes the proper donations or efforts may join. This can range from actively taking up quests on the society's behalf to paying massive dues.

What this book is not:

This book, while providing many opportunities for adventures, only hints at the possibilities within each guild or society. We provide plot hooks and seeds to get the PCs involved but the development and evolution of these organizations is entirely left to you.

In the first section, the more common guilds are given structure but few specific details. The guilds are left flexible as possible for the GM and player alike.

The second section gives more details as to the specifics of the organization; who leads it, the structure, the cause, and purpose. This will help fuel



your imagination as to how to use the generic guilds and give you some societies that are fully fleshed out.

OF GUILDS AND GUILDCRAFT:

Characters who desire to be more than common adventurers will find these classes useful. While very few present true combat abilities, they do present fantastic abilities and roleplay elements to those who desire to do more than swing a sword or cast a spell. Only the diligent will attain the status of Guild Master, though the character will then have the full force and abilities of the guild behind them.

PRESTIGE CLASS: THE GUILDSMAN

Henry McDurmit watched closely as the master smith hammered away at the glowing red steel of a blade. Henry had long tried to achieve great things at the anvil, but his career as a sworn protector of the mage, Dellos, got in his way.

Henry looked at the chain displayed in a glass case on the wall. It was Hubert the Red's master's chain in the Weaponcrafters Guild. Of course, he could not wear it while at the forge but everyone, including Henry, had heard far and wide of the skill of Hubert the Red, so called for the red sweaty sheen of his body as he worked tirelessly over his forge.

Dellos told Henry months before that if he ever wanted to truly craft a great weapon, the guild was the way to go. They knew things none else knew about forging and folding steel, shaping a hammer's head, and balancing the perfect blade.

Dellos himself wanted to see great weapons forged. He was an enchanter, and had great ambitions of creating wondrous weapons powerful magic. Still, Henry was surprised when Dellos told him to seek out the Weaponcrafters Guild, join it and do whatever he needed to do. Dellos knew he would be vulnerable without Henry watching his back. Henry surmised it worth the risk. The secrets of the guild were many.

Hubert turned and plunged the hot steel into cold water with a hiss and giant cloud of steam. The master smith then held the metal close to his face and carefully examined his work. With a smile he set

the steel aside and took a towel to wipe the sweat off his brow.

It was time for Henry to approach Hubert. Henry knew the rules; he must be able to forge to Hubert's standards if he is to get into the guild, and he must pay hefty dues for his membership. Henry was confident he could do both.

The guildsman is a prestige class for characters wanting to hone their Craft and Profession skills to perfection. This class may also be used for prominent guild NPCs. The guilds offer many secrets, though only true members may learn them.

Note: When you take your first level the guildsman class you are entering a single, specific guild. If you want to join more than one guild it requires you begin the guildsman progression anew for the second guild. In the example above, when Henry joins the weapon crafters guild he starts at level one: guild rank apprentice. If Henry also wants to be a member of the Armorcrafters Guild he would have to join again at level one. When Henry advances in level he would have to choose which guild or class to rise in level.

Requirements:

The requirements are varied depending on the specific guild the character wished to join. However, all guilds are structured similarly.

Skills: See specific guild.

Feats: See specific guild.

Other: Guilds have individual requirements, and all of them have annual dues and entry fees.

Hit Die: d6

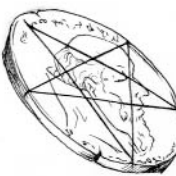
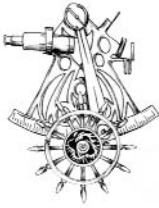
Skill Points: 4+Int bonus per level.

Class Skills: Each guild has its own set of class skills. Please refer to the specific guild for details.

Class Features:

All of the following are features of the guildsman class:

Weapon and Armor Proficiencies: All guildsmen are proficient in whatever weapons and



THE GUILDSMAN PRESTIGE CLASS

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Guild rank 1: Apprentice; Skill Focus
2	+1	+0	+0	+3	Guildsman ability 1
3	+2	+1	+1	+3	Guild rank 2: Journeyman
4	+3	+1	+1	+4	Guildsman ability 2
5	+4	+1	+1	+4	Guild rank 3: Expert
6	+5	+2	+2	+5	Guildsman ability 3
7	+6/+1	+2	+2	+5	Extra feat
8	+6/+1	+2	+2	+6	Guild rank 4: Master
9	+7/+2	+3	+3	+6	Guildsman ability 4
10	+8/+3	+3	+3	+7	Guild Rank 5: Grande Master

taken in place of the expert or used to multiclass an NPC. A character may have expert levels prior to becoming a guild expert. The guild expert, due to their focus on a craft, has slightly less hit dice and slightly worse saves than the expert. They make up for this in the guild abilities.

armor acquired from their previous classes.

Guild Rank: There are five levels of ranking within a guild with each grants additional abilities as it is obtained. Each guild rank has its own benefits and responsibilities.

Skill Focus: In addition to the guild rank, the new apprentice also gets the Skill Focus feat with the specific craft or profession skill that is the focus of the guild.

Guildsman Abilities: At 2nd, 4th, 6th, and 9th levels the guildsman can choose one ability from the list appropriate to his guild. The abilities may have additional prerequisites that must be met.

Extra Feat: At 7th level the guildsman may take one of the extra feats listed in the guild description. If they have all the feats listed, they may gain the Skill Focus feat in a class skill of their choice.

NPC CLASS: GUILD EXPERT

The guild expert is an NPC class that can be used to demonstrate character's focus on a guild and its abilities. NPCs progress in the guild in a similar fashion to the guildsman. This class would be

Hit Die: d4

Skill Points: 6+Int bonus per level

Class Skills: Each guild has its own set of class skills. Please refer to the specific guild for details.

Class Features:

Weapon and Armor proficiency: As the expert NPC class, described in the *DMG*, Chapter 2.

Starting Gear: 3d4 x 10gp worth of equipment

COMMON TO ALL GUILDS:

Ranks and Privilege: Rank is very important within the guild as it defines how the guild is structured. A Grande Master is given a district

to run, the size of which varies, and is ultimately up to the GM. A Grande Master who is settled in an area where over 100 miles is nothing but small towns and villages will likely cover the entire territory. The Grande Master makes their home in the Guildhall and has free quarters as long as they actively run the guild. Each Grande Master will have four to ten masters beneath them, depending on the size and scope of the district.

A master will have up to 20 experts beneath them,

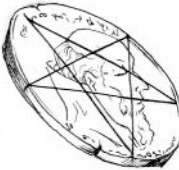
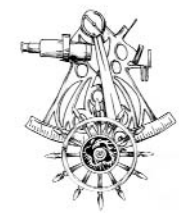


GUILD EXPERT

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+0	+0	+0	Guild Rank 1: Apprentice
2	+1	+0	+0	+0	
3	+2	+1	+1	+1	Skill Focus
4	+3	+1	+1	+1	Guildsman ability 1
5	+3	+1	+1	+1	
6	+4	+2	+2	+2	
7	+5	+2	+2	+2	Guild Rank 2: Journeyman
8	+6/+1	+2	+2	+2	Guildsman Ability 2
9	+6/+1	+3	+3	+3	
10	+7/+2	+3	+3	+3	Guild Rank 3: Expert
11	+8/+3	+3	+3	+3	
12	+9/+4	+4	+4	+4	Guildsman ability 3
13	+9/+4	+4	+4	+4	
14	+10/+5	+4	+4	+4	
15	+11/+6/+1	+5	+5	+5	Guild Rank 4: Master
16	+12/+7/+2	+5	+5	+5	
17	+12/+7/+2	+5	+5	+5	Guildsman Ability 4
18	+13/+8/+3	+6	+6	+6	Guild Rank 5: Grande Master
19	+14/+9/+4	+6	+6	+6	
20	+15/+10/+5	+6	+6	+6	Extra Feat

Duty: Aside from the requirements to train others, masters and Grande Masters are called together once a year to make decisions on the guild and how to best guide it. Grande Masters call small councils regularly for their masters, but there is only one annual council. All must attend unless they have good cause. The location will change each year, but is always hosted at a major guild site.

Grande Masters hold two votes and masters hold one vote when the council sits to vote on edicts.



though the average is closer to eight. A master will have a room within the guildhall, or they may get a small monthly stipend, up to 50gp, to put towards quarters within their district. Masters and Grande Masters no longer pay dues. Instead, they must contribute at least 90 days a year towards the instruction and training of those beneath them.

Experts, though, still pay dues. They must also agree to take on at least two journeymen. This requires at least one week a month be dedicated to training their journeymen. This time can be accumulated if the expert is an adventurer who travels often. In other words, the expert may opt spend six months traveling, as long as they spend six straight weeks training their journeymen afterward. However, experts should take care not to leave their journeymen with too much idle time.

Journeymen must be willing to take on two apprentices, with similar obligations. However, apprentices require a good deal of instruction, and should not be left alone for periods longer than a month.

Apprentices have no true benefits and are only obligated to pay their dues and learn. They are assigned to journeyman for their initial training.

These range from changes in the dues, where

Training time (Optional):

When a guildsman or guild expert wants to go up a level, they must spend one week per level training with their senior. In the case of an apprentice, this would be their assigned journeyman and so on. Only a Grande Master may study without aid but it still takes them a week per level to hone their craft. This is in addition to any other training time required by any other classes the character may have.

to make guild investments, and political issues in various communities. Additionally, the guild also votes which Grande Masters will hold the key positions of Guild Master, Guild Treasurer, and Guild Overseer. The Guild Master is effectively in charge that year, the treasurer manages the money and assets of the guild, and the overseer manages the scribes and staff of the guild. Each of these elected positions is quite coveted, though it is not uncommon to see the same people voted in year after year, as the





politics behind them are staggering. These three officers are allowed lieutenants to assist with their duties, with the understanding the lieutenants are being groomed to eventually step up to more independent leadership positions.

PCs are likely to never want one of these roles themselves, but it may become very important for them to vote for an ally or associate that will benefit them in the future.

Associate membership:

Any character may join a guild without being a member of the specific classes associated with the guilds. Being an associate member does have some privileges, but none of the guild's secrets will be made available. Guild secrets are any of the abilities gained from being a guildsman or guild expert.

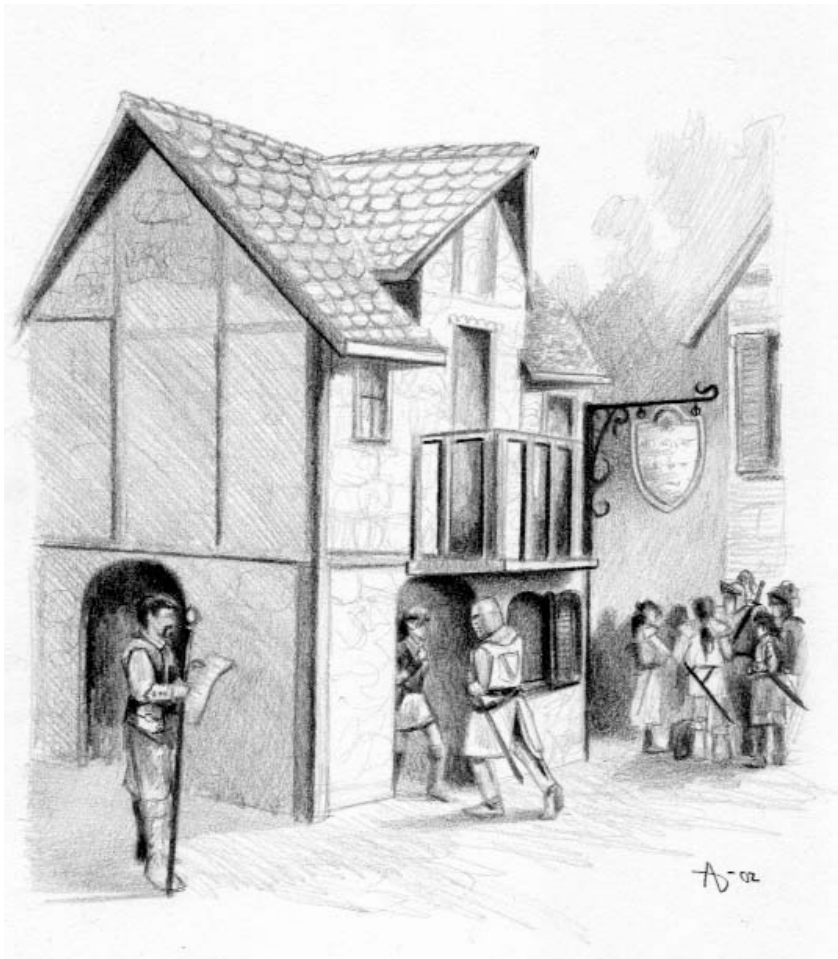
The List of Guilds:

Here are the list of the more common guilds and their features. Each guild will be structured as follows:

- Guild Title:* The name and aspect of the guild.
- Brief Description:* A brief description of the guild's functions.
- Guild Symbol:* The symbol that represents the guild.
- Guild Requirements:* The specific requirements for the guildsman.
- Associate Membership:* Members of the guild who are not guildsmen or guild experts.
- Guild Dues:* The annual costs of being a member of the guild.
- Guild Specialized Skill:* The guildsman gains his Skill Focus feat in this skill.
- Class Skills:* The class skills of the guildsman and guild expert.
- Guild Feats:* The extra feats available to guild members. These can be taken regularly by guild members (but not associate members).
- Guild Rank & Aptitude:* The guild ranks and the specific aptitudes associated with each

rank.

Guild Ability: The special abilities guildsmen and guild



experts can take. Unless specified otherwise, each ability can only be taken once.



ADVENTURER'S GUILD



Brief Description: This guild is dedicated to finding employment for adventurers. Almost every major community has an Adventurer's Guild in it. This should not be confused with a Mercenaries' Guild, which hires out professional soldiers. The Adventurer's Guild only takes highly specialized contracts. You will not find members of an Adventurer's Guild on the front line of an advancing army, but you are likely to find a group scouring an old temple for the relics of a wealthy family. It is wise for parties of regular adventurers to at least get an associate membership, as this can often prove the



best source of their next adventure.

Guild Symbol: A silver (or nickel) lion face mounted on a large wooden placard.

Guild Requirements: The character must have either the ability to cast 1st level arcane or divine spells or have a +1 BAB.

Associate Membership: Associate membership costs 50 gp annually. Associate members are allowed to enter an

Adventurer's Guild halls to find adventurers to employ or look through the postings of contracts. Each associate member is given a small minted token of silver with the lion's head on it.

Membership rosters are updated and circulated monthly. You must provide the token, your name and the password associated with your name to enter the guildhall past the front desk and gain its services.

Guild Dues: For regular guild members the dues are 40gp per guildsman class level (up to master level). Being a full member means you have all the access of associate members plus the extra abilities granted by the guildsman class.

Guild Specialized Skill: Knowledge (adventurers' guild).

Class Skills:

Adventurer guild class skills are the class skills of the character's primary class or prestige class. This is a unique aspect of the adventurers' guild.

Guild Feats: Alertness, Armor proficiency (Light or Heavy), *Battle Hardened**, Combat Casting, Combat Reflexes, *Drifter**, Endurance, Whirlwind Attack, Improved Critical, Leadership, *Soldiering**, Spell Focus, Weapon Focus, Weapon Finesse.

* From *The Hunt: Rise of Evil Worldbook*

Synergistic Advancement: When leveling in the

adventurer's guild, a character gains synergistic advancement with a previously possessed class every level. They gain all the rank aptitudes and class abilities of the adventurer guildsman class in addition to the hit points, BAB, saves, skill points, special abilities, caster level, and spells of the synergized class. Thus they never use the guildsman class hit die, BAB, saves, or skills points.

Synergistic Advancement: When a guild grants synergistic advancement with another class, though the character gains a level as a guildsman or guild expert, they gain the hit points, skill points, base attack increase, saving throw increase, special abilities, caster level, and spells of leveling in the other class. In addition, guild skills and feats act as class skills and feats for the new level, and the individual gains all the rank aptitudes or guild class abilities for that level as well. A character denotes this on their character sheet under their list of class abilities as:

Synergistic Advancement: (Class gained) + (number of synergistic levels)

For example, Gurn't is a 2nd level half-orc character, with one level in fighter and one level as an adventurer guildsman. When he advanced to his 2nd character level, he gained synergistic advancement in fighter. Thus, Gurn't gained 1d10 + his Constitution modifier in hit points, gained 2 + his Intelligence modifier in skills points, a +1 to his base attack bonus, a +1 to his Fortitude save (from the increase in his fighter saves), and an additional feat. The feat gained through the fighter special ability must be from the fighter feat list or the adventurer feat list. His skill points can be used for either fighter or adventurer skills. He is considered a 1st level adventurer for any adventurer class abilities that rely upon levels. Likewise, for any fighter abilities that rely on fighter levels, he is considered a 2nd level fighter. Note that he is still considered a 2nd level character. To show this on his character sheet he would write in the abilities section: **Synergistic Advancement:** Fighter + 1.

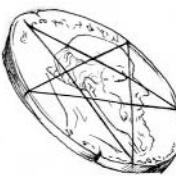
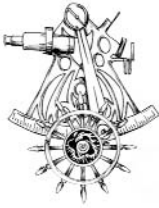
Guild Rank and Aptitude:

Apprentice: Apprentices gain a good number of minor contacts and a journeyman mentor to help them.

Journeyman: Journeyman gain access to higher paying assignments. In addition, they gain a +1 circumstance bonus when making Charisma checks to alter NPC attitudes when dealing with other adventurer guild members. A character may not advance to the journeymen level until they have completed

two assignments for the guild, and have done so in good standing.

Expert: Experts gain a +2 circumstance bonus to Charisma checks (instead of a +1) when dealing with NPC adventurer guild members. They gain the feat Alertness, Combat Reflexes, or Combat Casting for free. Expert guild members gain a 10% payment bonus on completion of any contract they take. A character may



not advance to the expert level until they have completed five total assignments for the guild and are in good standing.

Master: The knowledge skill (Adventurer's Guild) becomes a class skill and the master gains a +4 insight bonus to its checks. This allows them to make rolls to understand the ways of the guild and identify high-ranking members. Masters gain a 20% payment bonus upon completion of guild contracts. Masters are eligible for a guild stipend for renting property.

Grande Master: Grande Masters gain a +4 circumstance bonus to attitude checks (instead of +2) when dealing with NPC members of the adventurers guild, including associate members. Grande Masters get a 50% payment bonus to any contract they take within the guild and get a 50% discount when employing guild members under contract, with the guild making up the difference.

Guild Abilities:

+1 competence bonus to hit with a specific weapon type: *Prerequisite:* Martial Weapon Proficiency: A high ranking fellow guild member teaches you some good tactics with your chosen weapon.

Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to an Adventurer's Guild class skill.

Contract Negotiation: *Prerequisite:* Journeyman or higher; must have a positive Charisma bonus: When haggling over a guild contract you gain a +2 circumstance bonus due to your experience with guild contracts (see uses for other skills: Bluff (bartering) in *The Hunt: Rise of Evil Worldbook*).

Guild Favorite: *Prerequisite:* Must have completed at least three contracts successfully: You gain an additional +15% bonus to pay when you take a guild contract. There is, at the GMs discretion, a good chance that employers will ask for you by name. You gain a +1 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with guild members, associates of the guild, or potential clients.

Life of adventure: *Prerequisite:* Master or higher: You are well suited to adventure. You gain a +1 luck bonus to all saving throws made in pursuit of completing a contract for the guild.

Party Synergy: *Prerequisite:* Expert or higher: When adventuring with other guild members who are at least journeymen rank or better, each member in your party gets a +1 synergy bonus to hit when within 10 feet of you. If more than one member of the party has this ability, it can stack to a maximum of +3.

ALCHEMIST'S GUILD

Brief Description: Alchemists have long been a part of society on Gothos. Not as feared as wizards and sorcerers in some parts, not as revered in others, the alchemist works to create

potions and salves, using everything from simple herbs to exotic materials like troll's blood. The guild itself is spread far and wide. Most major cities will have an Alchemist's Guildhall in the industrial or mystical sections of town. Smaller communities are less likely to host such a guild as the equipment and materials costs are often quite high.

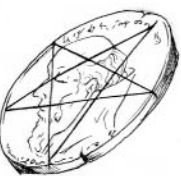
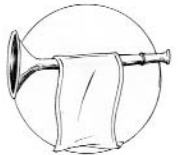
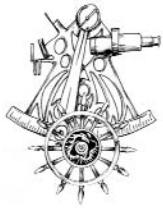
Guild Symbol: The Alchemist's Guild symbol is a mortar and pestle with a tall potion bottle behind it.

Guild Requirements: 4+ ranks in Alchemy and one additional Craft skill, such as jewelry making, gem cutting, glassblowing, or related craft.

Associate Membership: Associate members pay 35gp annually. The Alchemist's Guild issues a gold plated medallion to their members. This medallion is made with a strange compound that dissolves entirely after a year and a week. Only masters and Grande Masters are privy to the secret of the compounds used in the medallions. The medallions are treated with an agent that extends their life another year and week after the annual costs are paid.

An associate member gains access to the alchemist's library. In the library are books covering many common remedies and potions. Additionally, the character gains access to the alchemy lab within the guild as required. The rental costs for associate members are based on the lab quality. Each major guildhall will have three separate labs.

- Standard lab (1 gold per day, 70% chance of being available upon request) contains all the standard equipment needed for alchemical work.
- Superior lab (4 gp per day, 40% chance of being available upon request). This lab is far



better than the standard. (+2 circumstance bonus to Alchemy checks while in the lab).

- Masterwork lab (10 gp per day, 10% chance of being available upon request). All of the equipment is of masterwork quality, and the lab is designed for maximum efficiency. (+4 circumstance bonus to Alchemy checks while in the lab).

Note: The labs do not include the material components the alchemist might need.

Guild Dues: Regular members pay 100 gp annually. They get a gold plated medallion backed with silver and treated as above. There are no costs to use the labs but the availability noted above is still an issue. Members can also hire a runner at the cost of 1 silver a day to get the components an alchemist might need while working. The alchemist will still need to pay for the components, but the runner knows where to get all the common items required. If the item is rare, the runner has a 25% chance of finding it and it will take them 1d4+1 hours to return whether he succeeds or fails. Runners may only check once to find a rare item and must roll for each rare item they are seeking for the alchemist. Associate members do not get this extra service of the guild.

Guild Specialized Skill: Alchemy

Class Skills: Alchemy (Int), Appraise (Int), Concentrate (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

Guild Feats: Brew Potion, Skill Focus (Alchemy).

Guild Rank and Aptitude:

Apprentice: Apprentices gain the ability to create improved medicinals. This is done by creating poultices and salves (Alchemy check (DC 20) to create and 10 gp in materials for a batch). Each batch takes 1d4+1 hours to prepare in a lab, and an additional 2 hours if no lab is available. Each batch will yield 1d4+1 applications. Using the improved medicinals adds a +2 circumstance bonus to a character's Healing checks. Only two applications can be used on the same individual per day.

Journeyman: When an alchemist guildsman (or guild expert) becomes a journeyman, they gain two benefits. Firstly, the XP cost of creating potions using the Brew Potion feat is reduced by 10%. However, this increases the materials cost to create the potion by 50%.

Secondly, the alchemist, through quaffing special broth prepared for them by their master, gains a +1 circumstance bonus on saves versus poisons.

Expert: Expert alchemists are skilled at identifying substances and potions. They gain a +4 circumstance bonus to Alchemy checks when attempting to

identify a substance or potion. In addition, the alchemist receives further training in a craft and gains a +2 circumstance bonus to a craft skill of their choosing.

Master: A master alchemist gains two advantages in the craft. Firstly, the character gains the ability to brew potions as if their caster level were equal to their combined alchemist guildsman level and any spell caster levels they have attained. Thus, if the alchemist entered the guild as a 3rd level sorcerer and attained the rank of master, their effective caster level for brewing potions would be 11th level. Secondly, the master has refined the ability to find the correct ingredients to help in potion creation. The XP is still reduced by 10%, but the material costs are only increased by 25%.

Grande Master: The Grande Master alchemist is without equal in the craft. Before achieving the title (and abilities) of Grande Master, the character must have the maximum allowable ranks in the Alchemy skill.

A Grande Master always gets priority access to a masterwork lab at any Guildhall, increasing the availability to 90%.

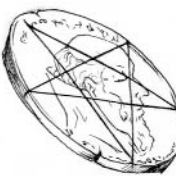
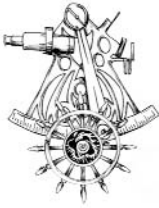
The Grande Master is less likely to ruin an alchemical item. If the alchemist makes a roll that would result in losing half the raw materials, the Grande Master can make a second roll versus the same DC it took to create the alchemical item. Success means the materials were salvaged. Failure means the materials were lost as normal.

The Grande Master's circumstance bonus versus all poisons increases to +2.

Lastly, the Grande Master is so skilled they can identify unknown substances and potions without the need to make a skill check.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to



two times.

Create appraisers oil: *Prerequisite:* Alchemy skill 6+; Brew Potion: This is a simple non-magical potion that when used on an object of metal, wood, or gemstone will allow for a better appraisal, offering a +4 circumstance bonus to the roll for appraise checks. This can only be taken once.

Caster level 0; Prerequisite: Alchemy 6+, Brew Potion, materials costing 10 gp per application of oil; *Market Price:* 45 gp.

Lead to Gold: *Prerequisite:* Alchemy 12+; Craft (goldsmithing) 4+: This is a terrible trick learned in secret by an unknown alchemist, but passed on through his students. Through the use of certain natural substances, the alchemist creates an oil that will make lead appear as gold for 24 hours. Only a goldsmith, miner, another alchemist, or a character with at least 8 ranks in the Alchemy or Appraise skill will be able to tell it is not real gold (Appraise or Alchemy DC 25). It takes the alchemist 1 hour to create the substance (Alchemy DC18), and costs 5 gp in materials. One application is enough to make 20 lead coins appear as gold. Alchemists who have been caught using this scam have often been killed, and the guild will deny ever teaching the alchemist such a terrible trick.

Mystical Connections: *Prerequisite:* Journeymen or higher, Brew Potion; You have a great resource in the guild for getting scrolls with the spells you need to brew a potion. Not only will any scroll you request be ready for you within a 24 hour period, your connection gets you a discount of 25% off the market value of the scroll.

Create Superior Potions: *Prerequisite:* Expert or higher, Brew Potion: You are able to create a potion that is superior to the standard. You can increase the market value by 10%, but there are no additional material costs. You can make one of the following adjustments to each potion created.

Time: You may add one step to the duration of a potion. For example, if the potion has a duration of one minute, increase it to two. If the potion lasts three hours, increase it to four. If it lasts 1 day it will now last 2 days, etc.

Effect: If the potion adds to a skill bonus or ability bonus, it adds an additional +4 to the skill or +1 to the ability.

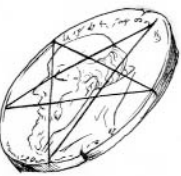
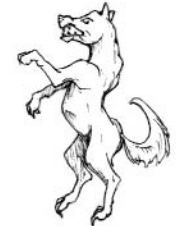
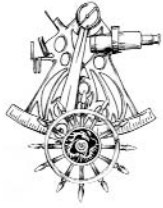
Increased potency: You may add +2 to the

effective DC to resist this potion, poison, etc.

Guild Master's Antitoxin: *Prerequisite:* Master or higher: It would be embarrassing to have one of the masters or Grande Masters of the guild die from poison. While guild members do get treated with special resistance concoctions as they advance, they may choose to take additional steps. Taking this ability confers an additional +2 circumstance bonus to all poison saves. This is a one-week treatment under the supervision of a Grande Master. The character undergoing the treatment will be ill for the duration and unable to do much more than lay around and recover.

Poison Use: *Prerequisite:* None: Alchemists are trained in the use of poison and never risk accidentally poisoning themselves. This is one of the other elements of the alchemist's training that is kept rather secret. The guild will deny any such training exists.

Guild Lore: *Prerequisite:* None: You gain special knowledge of how to combat the ill effects of potions. This ability does not apply to poisons in any way, but does confer a +4 circumstance bonus to saving throws versus any potion used against the alchemy guild member. You can take this ability up to two times.



APOTHECARY GUILD

Brief Description:

Apothecaries are an important part of everyday society in many areas of Gothos. They serve as healers, councilors, and veterinarians for the common folk who cannot afford magical aid or divine intervention. Apothecaries use herbs and other natural substances to heal wounds, halt the effects of poison, and cure disease.

Guild Symbol: A green sprig of all-heal against a light blue back ground.

Guild Requirements: Profession (herbalist), Heal, or Alchemy 2+

Associate Membership: The only way someone may become an associate member of the Apothecary Guild is to become involved in the growing or collection of the herbs and substances used by the guild. There is no fee for this, but it is by guild invitation



only and is extended only to reliable and skilled suppliers. Associate membership garnered in this manner guarantees the Apothecary Guild will purchase ones products.

Guild Dues: Guild dues are 20 gp annually.

Members receive the right to search through guild resources and recipes. Furthermore, they are able to buy herbs and other substances used in their art from the guild storehouses at 20% below the listed price. These caches may hold even the rarest materials.

Guild Specialized Skill: Profession (herbalist)

Class Skills: Alchemy (Int), Animal Empathy (Cha), Appraise (Int), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (herbalist) (Wis), Sense Motive (Wis).

Guild Feats: Brew Potion, Concentration, Forest Walker*, Iron Will, Skill Focus

* From *The Hunt: Rise of Evil Worldbook*

Guild Rank and Aptitude:

Apprentice: Apprentices are trained to properly identify herbs and to recognize the properties of herbs and other substances. They receive a +2 insight bonus on skill rolls associated with finding and using various healing herbs and substances, which can be applied to Heal, Knowledge (nature), or Profession (herbalist) checks.

Journeyman: Journeymen become increasingly trained in the use of specific herbs and salves to enhance their healing abilities. They gain an additional +2 competence bonus to all Heal, Knowledge (nature), or Profession (herbalist) checks. Additionally, their skills allow them to use herbs to increase the healing rates of their patients. If they have a healer's kit, they increase the healing rate of their long term care patients by +1 additional hit point per level, regardless of the activity of the patient.

Expert: Experts gain the right to open their own apothecary shop. The guild will help fund a new shop with an interest free loan that must be paid back in five years. Experts increase their competence bonus to all Heal, Knowledge (nature), or Profession (herbalist) checks to +4. Furthermore, they gain a +2 circumstance bonus to Diplomacy checks. If they possess a healer's tool kit when treating their patients, they gain an additional +4 circumstance bonus when treating poison or disease.

Master: Master's gain a free guild feat of their choice. Additionally, masters increase their competence bonus to all Heal, Knowledge (nature), or Profession (herbalist) checks to +6. Masters receive a stipend that will guarantee they are able to live in a middle class manner.

Grande Master: A Grande Master's knowledge of herb

and natural substance based healing is complete and you may take 20 on any such roll. Furthermore, a Grande Master gains an additional guild feat of their choice. Lastly, the Grande Master gains a stipend that will allow him to live in a wealthy manner.

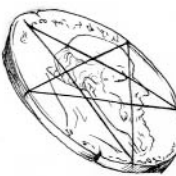
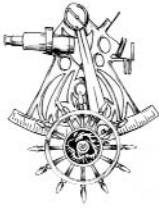
Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Minor Salve: *Prerequisite:* None: You gain the ability to create a salve that will heal 1d4+1 points of damage instantly. You must have access to at least four common healing ingredients, which are easily obtained from the guild storehouses, herb shops or apothecary shops. The total cost of these ingredients is 10 gp. If ingredients are not readily available they must be found, requiring two successive Knowledge (nature) or Wilderness Lore checks (DC 15). Once obtained, a successful Profession (Herbalist) skill check (DC 15) is required to make the salve. If the check is failed by 5 or more, the ingredients are destroyed.

Moderate Salve: *Prerequisite:* Journeyman or higher: This works as a minor salve but heals 2d4+2 points of damage. However, the herbs are more difficult to locate in the wild require a Knowledge (nature), or Wilderness Lore check (DC 18) to find them. The salve is also more difficult to make, requiring a Profession (herbalist) check of DC 18. Ingredients cost 30gp.

Major Salve: *Prerequisite:* Expert or higher: This works as a minor salve but heals 3d4+3 points of damage. The herbs are very rare and one must make a Knowledge (nature), or Wilderness Lore check (DC 20) to find them. The salve requires a Profession (herbalist) check (DC 20) to make. Ingredients cost



90gp.

Cure Poison: *Prerequisite:* Expert or higher: Taking this ability allows you to quickly concoct an elixir that will effectively neutralize poison (see cleric spell description), completely removing the effect of poison. Gathering ingredients requires a Knowledge (nature), or Wilderness Lore check (DC 18). Concocting the elixir requires a Profession (herbalist) check (DC 20). Ingredients for the elixir cost 100gp.

Greater Salve: *Prerequisite:* Master or higher: This works as minor salve, but heals 4d4+4 HP of damage. The herbs are extraordinarily rare and require a Knowledge (nature), or Wilderness Lore check (DC 22) to find. The salve requires a Profession (herbalist) check (DC 22) to make. Ingredients cost 180gp.

Cure Disease: *Prerequisite:* Master or higher: You are able to make a tonic that can cure disease (As the spell *remove disease*, described in the *Player's Handbook*, Chapter 11). You must buy or find the herbs.

Searching for the herbs requires two successive Knowledge (nature) or Wilderness Lore checks (DC22) to find. Formulating the tonic requires a successful Profession (herbalist) check (DC 24). Ingredients cost 150 gp.

Fast Healing Salve: *Prerequisite:* Expert or higher: This ointment is applied as a full round action. It grants the user fast healing (2) for 1d6 minutes. The herbs are rare and require three successful Knowledge (nature) or Wilderness Lore checks to find them (DC 23). Formulating the ointment requires a successful Heal check (DC 24). The ingredients cost 200 gp.

Armorsmiths' Guild has a close association with the Weaponcrafters' Guild. At one point, the Armorsmith and Weaponcrafter Guilds were one in the same. In some locations, such as in parts of Romanus and Nord, the guilds still combine to act as a single forging and crafting unit. Because of this, the fees and structure of the two guilds have a large number of parallels.

Guild Symbol: A full plate helm with oriental feathers rising from its sides.

Guild Requirements: Craft (armorsmithing) 4+, Craft (blacksmithing) 2+, and Craft (leatherworking) 2+.

Associate Membership: Associate guild members pay 50 gp annually. Associate membership in the Armorsmiths' Guild grants access to the guildhall (or forge if no hall is in the area) and general facilities. It also grants discounts on maintenance fees for the associate's armor and shields. Knights, adventurers, local law enforcement, or others who commonly have steep armor repair costs often purchase associate guild membership.

Guild Dues: Guild dues are 200 gp annually. Membership grants use of the guildhalls' forges, access to special crafting techniques, and contacts with metal and leather suppliers. In times of war, nations commonly pay the guild fees for ex-members or others they find with the ability to increase guild membership and product output.

Guild Specialized Skill: Craft (armorsmithing)

Class Skills: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (armorsmithing) (Int), Craft (leatherworking) (Int), Craft (blacksmithing) (Int), Craft (weaponsmithing) (Int), Profession (woodcutter) (Wis), Use Magic Device (Cha).

Guild Feats: Skill Focus (Craft (armorsmithing), Craft (carpentry), or Craft (leatherworking)), Craft Magic Arms and Armor.

Guild Rank and Aptitude:

Apprentice: Apprentices are taught the basics of how to produce and use all types of armor and shields. They gain a +2 competence bonus to their Craft (armorsmithing), Craft (carpentry), and Craft (leatherworking) checks. Armorsmith apprentice gain proficiency in all shield and armor types.

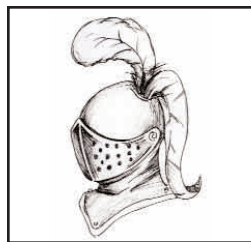
Journeyman: Journeymen armorsmiths tend to specialize in a chosen material—primarily metal, leather, or wooden items. They often travel abroad looking for new glazes, variations, or construction types for their armors. A journeyman's competence bonus increases to +3 in his area of focus. In order to improve their understanding of how to defend against weaponry, journeymen actively seek knowledge in the

ARMORCRAFTERS' GUILD

Brief Description:

Nearly every culture of Gothos makes use of armorsmiths. During military campaigns, armorsmiths' ability can determine the outcome of wars. Those

who most appreciate the efforts of the guild are those whose lives were saved by a well-crafted shield or paldron. The



use of weapons. They gain proficiency in one martial or exotic weapon of their choice. If they already have a proficiency in the weapon, they gain a +1 competence bonus to hit with it. Once per month a journeyman may construct a masterwork component for an armor type without need of a check. The production of the masterwork component requires one week of time.

Expert: Due to their refined understanding of alloys, leather treatments, and glazes, expert armorcrafters can create shields and armors with unique characteristics. Experts increase their competence modifier in their chosen specialty to +4. During construction, they may imbue armors or shields with one special property chosen from the below list. This results in a 50% increase in the overall material cost of the item. An item so imbued must be of masterwork quality.

Damage Resistant: The armor grants the wearer a damage resistance of 2 against certain types of weapon damage dependent on the armor's type.

- Bludgeoning damage: hide, leather, padded, splint mail, studded leather.
- Piercing damage: banded mail, scale mail
- Slashing damage: breastplate, chain-shirt, chain-mail, plate, half-plate, full plate.

Latched: The armor has a number of strategically placed latches, which assist the wearer when putting it on or taking it off. This reduces the number of rounds it requires to don or remove armor by one-half.

Light Weight: The item is 50% the weight of a normal set of armor or shield of its type.

Reflective Magicity: The armor or shield gains a +2 circumstance bonus to its saves versus magical attacks. This bonus is conferred to the armor, and does not apply to the wearer.

Tempered: The shield's hardness increases by +5 if constructed from metal and +2 if constructed from wood.

Master: Master armorcrafters make impressive suits of armor tailored for royalty or suitably high paying adventurers. Like their weaponcrafting brothers at the master level, they often work with special materials (mithril for a metal focus, dragon hide for a leather focus, magical hardwoods for a woodcraft focus, etc). Masters gain a +4 circumstance bonus to their skill checks when manufacturing masterwork components. Their competence bonus in their specialty material increases to a +5 and they may choose a secondary material specialty which gains a +3 com-

petence bonus. The guild allows master members access to the specialized forges which allow for the processing of mithril, adamantine, and other rare and difficult to work metals. They gain access to the below list of additional special properties they may bestow upon an item. These properties mimic some of the more common magic enhancements. Properties from this list increase the base cost to make a suit of armor by 1000 gp, and the armor must be of masterwork quality.

Bashing: A shield is custom-made with bashing in mind. No matter what size the attacker, a large bashing shield deals 1d8 points of damage and a small bashing shield deals 1d6 points of damage. The shield acts as a +1 magic weapon when used to bash.

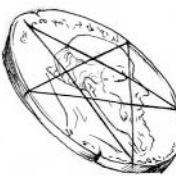
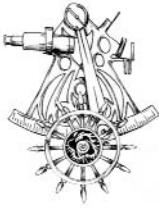
Fortification, Light: The suit is exceptionally well designed, granting a slight aid in preventing critical attacks. There is a 25% chance that any critical hit or sneak attack made against the wearer instead strikes for normal damage.

Ghost Touch: The armor or shield is made of an alloy that allows it to protect its wearer against incorporeal creatures.

Silent Moves: The armor is well oiled and constructed so as not to make excessive sound, in addition to slightly dampening sound around it. The armor negates the penalty to Move Silently checks and grants an additional +10 circumstance bonus to Move Silently checks.

Slick: Slick armor seems coated at all times with a slightly greasy substance that does not transfer to material with which it comes into contact. It adds a +10 circumstance bonus to its wearer's Escape Artist checks. The armor's check penalty still applies normally for other skill checks.

Grande Master: Grande Master armorsmiths are undeniably outstanding at their chosen craft. They gain the Craft Magical Arms and Armor feat without needing spellcasting requirements. When determining what special weapon properties they can infuse into a magical armor or shield, Grande Master armorsmiths may add their guild levels to their spellcasting



levels to meet the minimum item creation requirements. Grande Masters increase their competence bonus to +6 on skill checks related to their focus material. If willing to work with another enchanter, and the Grande Master is not the primary enchanter during the item creation process, the armorsmith can add half his level to the primary spellcaster's level to meet the minimum item creation requirements. This ability cannot negate any other prerequisites. They may only work collaboratively with one property per shield or set of armor to be enchanted.

Guild Abilities:

Filling the Gaps: *Prerequisite:* None: You can put additional time into the upkeep of armor, modifying it slightly to best fit the wearer and close any weak spots. Each day you may spend 30 minutes and make a Craft (armorsmithing) DC 20 check. A successful check grants the armor a 25% circumstance bonus of negating a sneak attack or critical hit on the user. This bonus stacks with any other critical strike or sneak attack negation percentage (such as that from light fortification). Filling the gap works until it prevents one such blow. The armorsmithing check can be used on as many items (or the same item multiple times) as the smith has time for each day. This bonus can not be granted to a specific piece of armor more than once at any given time.

Arms and Armor: *Prerequisite:* Romanus or Nord Guild member: You gain the apprentice aptitudes of a member of the Weaponcrafters' Guild. When taken a second time, this guild ability grants you the journeyman aptitudes of the Weaponcrafters' Guild. This guild ability may not be taken more than twice.

Matched Set: *Prerequisite:* Journeyman or higher: You develop a technique which improves the functionality of armor and shield. If you produce a metal shield and metal armor together specifically for this purpose, they grant a +1 circumstance bonus to the users AC when used in conjunction. This increases the materials cost of both pieces by 50%. If they are masterwork pieces, the masterwork component for each is also increased by 50% in cost.

Composite Alloys: *Prerequisite:* Master or higher: You may add up to a total of three special properties to a set of armor you create. Each special

property added increases the cost of the armor as noted in the master and expert sections. You may not imbue a set of forged armor with the same property more than once.

Endure the Forge: *Prerequisite:* None: Your constant work at the forge keeps you in amazing physical shape. Your Constitution increases by +1. You can take this ability up to two times.

Expert Craftsmanship: *Prerequisite:* Master or higher: Your talent allows you to create exceedingly impressive items. You may roll twice and take the higher result on any Craft or Profession check when creating a shield or a piece of armor.

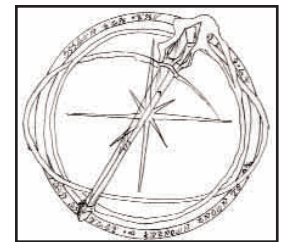
Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Feel the Forge: *Prerequisite:* Journeyman or higher: Your efforts at the forge have made you resistant to heat. You gain a fire resistance of 5.

Prototype: *Prerequisite:* None: You have a bit of good luck. As early as your apprenticeship, you may construct a single shield or a set of armor with a special property from the expert list for no additional cost. Once you become an expert, you may tweak your prototype shield or a set of armor to include a property from the master list for no cost. If the prototype is destroyed, you may construct a new one. However, you may only have one active prototype at a time. The prototype shield or set of armor must be made as a masterwork item during its creation.

ARTIFICERS' GUILD

Brief Description: The Artificers' Guild of Gothos has gathered incredible resources to use in its efforts to perfect the creation of magic items. The guild promotes competition within itself to develop the newest or most powerful items. This is a goal



that often blinds the makers to the evils their items can manifest. The guild often finds this to their advantage, for granting a tyrant a wand of creature summoning invariably brings adventurers to the guild looking for items to help defeat the menace.

Guild Symbol: A crystal wand with a white or green glowing tip on a purple background. In all but the lowliest of halls they animate the symbol to glow on the main sign of their guild.

Guild Requirements: Knowledge (arcana) 4+, ability to cast 1st level spells.

Associate Membership: Associate membership dues are 50 gp monthly, and grants access to the guildhall and its general facilities. This pays for none of the supplies needed in crafting items, it simply grants the use of the labs. No discounts are offered to associate members.

Guild Dues: Guild dues are 200 gp monthly or 2000 gp yearly. Guild membership grants use of the labs, residence in the guildhall during item creation, and the guild abilities listed below.

Guild Specialized Skill: Knowledge (arcana)

Class Skills: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (all) (Int), Knowledge (all) (Int), Profession (all) (Wis), Spellcraft (Int), Use Magic Device (Cha).

Guild Feats: All Item Creation feats.

Guild Rank and Aptitude:

Apprentice: Apprentices are taught how to use magic writings and minor magical items. They gain the Scribe Scroll feat if not already possessed.

Item Creation Enhancement: Artificers may add their guild levels +1 to their spellcasting levels to meet minimum item creation level requirements. This only changes their effective casting level for making items; it does not increase their casting level for purposes of effects and does not negate any other prerequisites for item creation.

Journeyman: Journeymen move beyond minor items and start work on more impressive constructs. They reduce the cost (financial, time and XP) of any item they make by 10% and gain an Item Creation feat of their choice. They may forgo the above journeyman advantages to instead gain synergistic advancement in the artificer prestige class*, ignoring its prerequi-

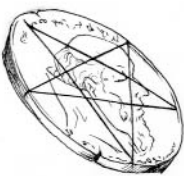
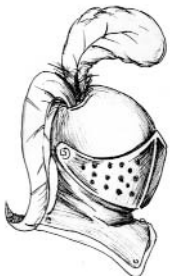
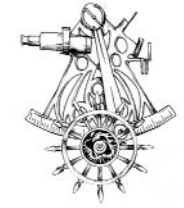


sites.

*See the *Artificer's Handbook*, published by Mystic Eye Games.

Expert: Expert guild artificers often get involved in competitions to produce the most impressive or original magic item. They reduce the cost (financial, time, and XP) of any item they make by 20%.

Spell Research: Experts may choose up to three spells from the bard, cleric, druid, sorcerer, or wizard spell lists for use in creating magic items, regardless of what classes the artificer has. These spells must be of equal or lower level than the highest spell level the artificer can currently cast. They may act as though they have these spells for purposes of what magic items they can create and use. For example, an artificer with 5 cleric levels could choose *barkskin*, *lightning bolt*, and *jump*. He could then make a *wand of lightning bolt*, a *ring of evasion*, etc. The artificer must meet all other prerequisites to make the items.



Master: Master artificers often spend years researching a new way of crafting an item or collecting components for a masterpiece. They reduce the cost (financial, time, and XP) of any item they make by 30% and they gain a Craft Item feat of their choice.

Grande Master: Grande Master artificers rarely interact with the public—instead they spend nearly all their time researching the mysteries of relics, attempting to reawaken the lost arts of how to create them. Thus far, none have succeeded, or at least, none which have been made public. They reduce the cost (financial, time, and XP) of any item they make by 40%. Finally, they gain three additional spells of their choice to use in item creation as per the expert aptitude, except these spells can be up to two levels higher than the Grande Master normally could cast.

Control Artifact: Grande Masters in possession of an artifact may ignore any negative effects produced by the artifact 50% of the time. This check is made each time the artifact is used or once per week if the artifact's power produces a constant effect.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher: Must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Research Ideas: *Prerequisite:* Expert or higher: You gain three additional spells you can use for item creation as per the expert aptitude; *Spell Research:* You may take this ability two times.

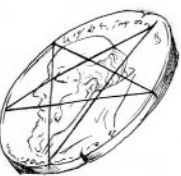
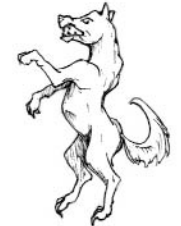
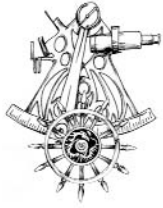
Efficient: *Prerequisite:* None: You reduce the cost (financial, time, and XP) of any item you make by and additional 10%.

Jury-Rig Device: *Prerequisite:* Journeyman or higher: You get the most out of items. Whenever you use a charged item that has more than two charges remaining, there is a 25% chance that no charge is expended. This is not use-

able on potions or scrolls. In addition, when you find a magic item whose command word or trigger is unknown, you have a 25% chance each time you attempt to use the item that it works. Once you get it to work, it will work 1d6 more times before going dormant again, requiring additional checks.

Craftsmen: *Prerequisite:* None: You gain 6 skill points to place into craft or profession skills. You may take this ability multiple times.

Manipulator: *Prerequisite:* Journeyman or higher: Whenever you use a scroll, potion, wand, or staff, you may apply a metamagic feat to its effect. The maximum spell level increase of the meta-magic feat is +1. You may take this multiple times, each time increasing the maximum spell level increase of the feat by +1. You may only use metamagic feats you possess.



ASSASSINS' GUILD

Brief Description: The Assassins' Guilds of Gothos have a home on every continent. Their place in society and the light in which they are viewed depends upon the country they operate in.

Unlike many of the other guilds, there is no nationwide or worldwide guild. Instead, there are hundreds of smaller guilds constantly competing for scores, status, and power. These guilds range in size from 5 to 5000 members and all tend to follow the standard guild structure described below. Many assassins decide to operate alone rather than joining a guild, but only the best of these loners survive for long.

Guild Symbol: The guild symbols vary from one location to the next. Most incorporate a mask or skull into their symbols in honor of the Whisper or Chargrond.

Guild Requirements: Evil alignment, Disguise 4+, Hide 8+, Move Silently, 8+. The aspirant must accept their first assignment without pay.

Associate Membership: Not many individuals seek to become associate members of an assassins' guild. This does not mean there are not hundreds of associate members throughout any given country. Associate members are generally "inducted" into the guild if they witness an assassination, have unpaid



debts to the guild, etc. They are used as informants or scapegoats. Once someone becomes an associate member of an assassins' guild, they generally cannot leave unless killed or the guild folds.

Guild Dues: The dues for most assassins' guilds are 10% of each member's take from all finished jobs plus one job per year at no cost to the guild. Due to the severe nature of repercussions for financial error when reporting income, accurate records within the guild are more common than one might expect.

Members often advance their standing within the guild by assassinating higher-ranking members. Due to this, it is often more risky to be a member of a guild than to be a lone operator.

Class Skills:

Alchemy (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha).

Guild Feats: Alertness, Combat Reflexes, Dodge, Lightning Reflexes, Skill Focus (Balance, Escape Artist, Hide, Tumble).

Guild Rank and Aptitudes:

Apprentice: Apprentice assassins are often given batch jobs where they must work together to score hits while setting up others to take the fall. Apprentices conduct their first few assignments under

the direct supervision of a superior guild member. Apprentice assassins are trained to work together.

Coordinated Flanking: When flanking with another guild assassin, they gain an additional +1d6 to their sneak attack damage rolls.

Cover for Another: Apprentices also learn how to help their partners move quickly and quietly. They may make

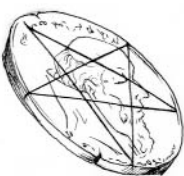
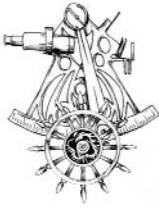
an assistance roll (as described in the *Player's Handbook*, Chapter 4) to help another's Hide and Move Silently skill checks. The assisted person must be within 5 feet of the assassin. Assisting another does not uncover or force any additional Move Silently or Hide checks for the assassin.

Journeyman:

When an assassin guild member becomes a journeyman, they gain the right to negotiate minor contracts for the guild. Journeymen are the ringleaders on large raids, and start to take

solo jobs for the guild. Due to the guild's network of resources, journeymen receive a 50% discount on poisons and 25% discount on any other black market goods to which the guild has access. Journeyman become adept at making use of the guild's contacts efficiently, gaining a +4 circumstance bonus to all Gather Information checks.

Expert: Expert assassins are frighteningly efficient killers. They have survived threats from inside and outside the guild. Experts gain a 50% discount on all black market items to which the



guild has access. Experts are also excellent at deception and detecting subterfuge. They gain a +2 competence bonus to any check in which they tell a lie or attempt to detect a lie. Experts are often thought to manage the guilds, due to the overt absence of the masters and Grande Masters.

Improved Death Attack: If they do not already have the ability, they gain the death attack ability of the assassin prestige class. If they have this ability already, they need only study the victim for 2 rounds before striking.

Master: A master assassin often moves away from the guild's "public" face, staying as quiet and out of the way as possible. They take major jobs and move in and out of the guild, often portraying themselves as apprentices. They possess real power however, and use the Guild for their own agenda, far in excess of what they do in return. Masters may claim up to 1000 gp worth of black market items from the Guild for free per month, in addition to their normal discounts. Masters add a +2 competence bonus to the DC of saves for their deadly attacks.

Stealth Mastery: Masters may re-roll up to three skill checks per day between the following skills: Bluff, Disguise, Hide, or Move Silently.

Grande Master: Grande Master assassins are true artists of the craft. Their resources allow them to do things few others can.

Shadow Spells: A Grande Master may cast one additional spell per day. This spell is cast as a free action and can be any of those listed on their assassin spell list.

Back Biter: In addition, once per day the Grand Master may make a sneak attack without the victim being flat-footed or flanked.

Decoy: Finally, a Grande Master has so much control over the guild they may use other assassins to act on their behalf. Anytime a Grande Master is "killed" there is a 50% chance that the slain assassin was a lackey sent in the Grande Master's place. The slain assassin has the abilities and powers of the Grande Master up until death, when the "disguise" is revealed.

Guild Abilities:

Cat Lives: *Prerequisite:* None: You have a knack for living through things which would kill those less lucky. When in negative hit points, you have a 40% chance to stabilize instead of 10%. Death occurs at -13 hp instead of -10 hp.

Sharing Sin: *Prerequisite:* None: When making any Dexterity or Strength based skill attempt within 15 ft. of another guild assassin, you may use their roll on any given check instead of your own. To use this ability both you and the other guild member must be attempting the same check in the same round.

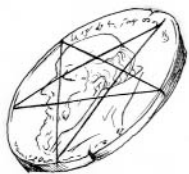
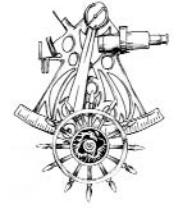
Guild Protected: *Prerequisite:* None: For whatever reason, no one in the guild ever attempts to assassinate you to advance or protect their position. You are never given suicide missions. The political reasons behind this are left to the player and GM. The advantages of this ability disappear if you assassinate another guild member, or become a Grande Master.

Flanker: *Prerequisite:* +3d6 sneak attack damage: You are exceptionally talented at making attacks while flanking. Your flanking bonus to attacks increases from +2 to +4. In addition, once per day a sneak attack deals an extra +1d6 points of damage. You may use this ability after an attack roll has been made, but before the total damage is determined.

Plant: *Prerequisite:* Journeyman or higher: You are very adept at assuming other identities. You gain the apprentice aptitudes of another guild. You must spend two weeks and 100 gp in supplies (for equipment and forged papers if needed) to assume the new aptitudes and identity. You may only have one given set of aptitudes from this ability at any given time.

Poison Resistance: *Prerequisite:* Expert or higher: You handle poisons and antidotes more often than most and have built up a resistance. You gain a +2 circumstance bonus to all saves versus poisons. When taking primary and secondary ability score damage from poison, reduce the ability score damage by 2 points per affected ability to a minimum of 1. This ability can be taken multiple times.

Assimilation: *Prerequisite:* Master or higher, Plant: You gain the journeyman aptitudes of another guild. You must spend another week and an additional 300 gp studying journeymen of the target guild and acquiring equipment and papers. If you change target guilds, you must begin again with the plant ability before you can assimilate the new journeyman aptitudes.



ASTROLOGERS' GUILD

Brief Description: The large number of divine sources of power grants the population of Gothos many different means to guide their choices in life. Commonly, folks find comfort in thinking they know what is to come. Here the Astrologers' Guild of Gothos finds its income. This very loosely organized group is more of a community with a common interest than a full guild. They charge few fees and hold votes very rarely. This lack of action fosters

charlatans who claim to be members of the guild. The guild has not taken offense to this yet, but most suggest it is simply waiting for the right time to present the truth. Others suggest there is no distinction between the fakes and the true members, that the "truth" one offers is no better than the other.

Guild Symbol: A field of stars. Each guild house has a different constellation presented.

Guild

Requirements:

Bluff 2+, Knowledge (astrology) 4+, and Perform 2+.

Associate

Membership: There is no associate membership to the astrologer's guild.

Guild Dues: Guild dues are 15 gp annually. This grants the use of the guild's name in the practice and on signs. Those who show true talent for the science are increased in status to journeyman and these indi-



viduals gain continuous training in the real arts.
Guild Specialized Skill: Knowledge (astrology)
Class Skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Knowledge (any) (Int), Perform (Cha), Pick Pocket (Dex), Read Lips (Int), Scry (Int), Sense Motive (Wis), Spellcraft (Int).
Guild Feats: Skill Focus (Bluff, Gather Information, and Knowledge (astrology)).

Guild Rank and Aptitudes:

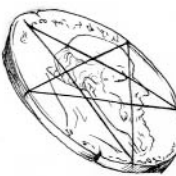
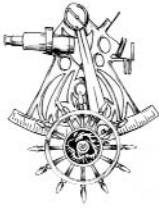
Apprentice: Apprentices learn how to best understand their clients and turn a profit more than developing the truth behind the arts. The more established members teach apprentices these lesser practices, carefully watching for actual talent before teaching any real abilities.

Apprentices gain 4 skill points to apply to their class skills. Additionally, they gain a +2 insight bonus to their Bluff and Gather Information checks.

Journeyman: Journeymen are the first rank of the Guild to develop the actual arts of astrology. They are also taught other mystic arts, especially Knowledge (runes)* and Knowledge (tarot)* in which they gain a +2 competence bonus.

Star Gazing: Each evening, the journeyman

may study the stars for 30 minutes and make a Knowledge (astrology) check. The following day, they can force a number of re-rolls for skill checks or attack rolls based on their success. Only



one re-roll may be forced on any given check or attack. With a DC 10 they may force one re-roll a day, with a DC 20 check, they may force two re-rolls a day, and with a DC 30 or higher, they may force three re-rolls in a day. These re-rolls can be applied to friends or foes, but the journeyman must be within line of sight of the individual.

Expert: Experts specialize in understanding the stars. Expert astrologers gain a +2 insight to their Knowledge (astrology) and one other Knowledge skill of their choice.

Prediction: Their knowledge of the stars allows them to make predictions regarding the future. Each day, they may make a prediction as a standard action. They may add or subtract up to half their class level to a roll during the predicted event. The predicted event need not be made on the day of the prediction, but only one prediction can be made towards any given event. For example, a dragonslayer asks an expert astrologer for advice on when they should strike a nearby dragon's lair. The astrologer takes a moment to ponder the question then notes: "On the winter solstice, you shall find your lance strikes true." Thus, the GM rules the first attack roll made by the slayer against the dragon gains a bonus to hit equal to half the expert astrologer's class level if made on the winter solstice. The GM has full control over how and when the bonus is applied.

Master: Masters in the guild often become reclusive, obsessed with the perfection of prediction. They may make two predictions a day as per the expert aptitude. They also may automatically force 1 additional re-roll (in addition to their nightly star gazing check).

Astrological Reading: Finally, they can, with a Knowledge (astrology) check (DC 20), perform an astrological reading for an individual, granting them a +1 or -1 prediction bonus to all their rolls and checks during the next day. They may only make one such reading a day.

Grande Master: Grande Masters can learn things about the future with a mere glimpse at the stars and their messages. They understand how the stars affect divine and arcane powers alike. They receive a +1 bonus to all their saving throws against spells.

Improved Astrological Reading: Each night a Grande Master may make a separate Knowledge (astrology)* check in lieu of his nightly

astrological reading. For every +5 DC of the check, he may add or subtract 1 from any roll he is witness to during the next day (including his own). He may make this adjustment after the roll is made. Finally Grande Masters gain two additional forced re-rolls (for a total of 3 bonus re-rolls in addition to those granted by his Knowledge (astrology) check).

*More information can be found on these skills in the book *Tarot Magic*, due out in 2003.

Guild Abilities:

Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to an Astrologer's Guild class skill.

Quick Glance: *Prerequisite:* None: You may make a Gather Information check on a subject just by spending one round looking at them (as a free action).

Scam Artist: *Prerequisite:* None: You gain a +2 competence bonus to your Bluff, Gather Information, and Pick Pocket skill checks.

Star Aligned: *Prerequisite:* Journeyman or higher: You may use your forced re-rolls on your own attack rolls or skill checks.

Divine Constellation: *Prerequisite:* Expert or higher: Your Wisdom is considered 2 higher for purposes of additional divine spells per day and determining the DC of those spells.

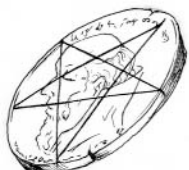
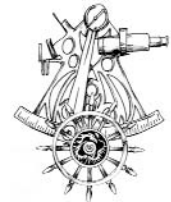
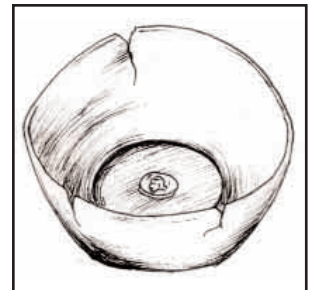
Arcane Constellation: *Prerequisite:* Expert or higher: Your Intelligence is considered 2 higher for purposes of additional arcane spells per day and determining the DC of those spells.

Predictionist: *Prerequisite:* Master or higher: You may make one additional prediction a day.

Crossed Signs: *Prerequisite:* Journeyman or higher: You can cause grief to others with your knowledge of the stars. You may cause a -5 circumstance bonus to a single roll of anyone within line of sight. Doing so reduces your total number of re-rolls you may force a day by one. You may use this ability as often as desired, as long as you have daily re-rolls to sacrifice.

BEGGARS' GUILD

Brief Description: Walk down any major city street and you will find beggars. Most are simply poor, but there is another



lot, those who are more swindler than truly down on their luck. Most respectable thieves will have little to do with the Beggar's Guild. The Beggar's Guild teaches many ways to part folks with their money and valuables, and to do it in such a way the beggar will not end up in prison. Some high-ranking members of the guild are so good at what they do they become wealthy, powerful figures, ruling over the dark underbelly of their city.

Many members of this organization truly believe they perform a valuable service by helping people to balance their sins by taking some of their coins, while others seek nothing more than to con as much gold as they possibly can from gullible citizens.

Masters and Grande Masters will work to establish a network of informants, panhandlers, and street children in a cities and large towns, where they will take up the duties of overseeing the guild. On occasion, two Grande Masters will settle in the same city. This can lead to a division of the region between them, which can be polite and civil, or a bloody war of daggers and poison.

Beggar's guilds are regional and unlike many other guilds, do not have official contact with guilds from other cities or regions. There is a sense of camaraderie amongst beggars from different regions, but it is a loose organization.

Guild Symbol: The guild symbol is a simple bowl with a coin lying at its center.

Guild Requirements: Disguise 4+, Perform 2+, sneak attack +1d6.

Associate Membership: All beggars in the controlling region of a Beggar's Guild are considered at least associate members by default. Collectors for the guild will hit up all non-guild members begging in their area. Their goal is to get at least 2 gold over a month from each beggar that works an area. Many beggars do not make even close to this amount. The collectors will come by once a day and take half the associate's profit for using prime begging areas.

Guild Dues: For regular members, dues are hard to monitor. Beggars are, after all, transient and members move about from city to city, town to town. There is a simple sign language that is taught by the beggars' guild that allows them to denote they are a member and the rank. Rank is communicated using this language and the sign for the new rank is only taught once the new rank is achieved. When a member of the Beggar's Guild feels he has reached the skill level to qualify for a new rank, he seeks out a guild member who can get them in front of a local Grande Master. After a series of questions, displaying the aspirant's skill, wit, and guile, the beggar is given new duties and responsibilities.

Like associate members, guild members are approached while plying their trade, though guild members are only asked to pay five silver pieces. Should a member be caught cheating the guild, other guild beggars will hunt the cheater down and beat him. The dues are kept small, but daily collections add up quickly. A good beggar should have no problem duping commoners and aristocrats alike out of

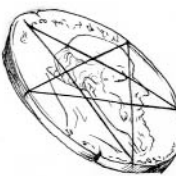
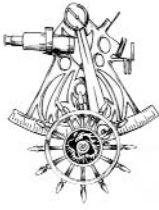
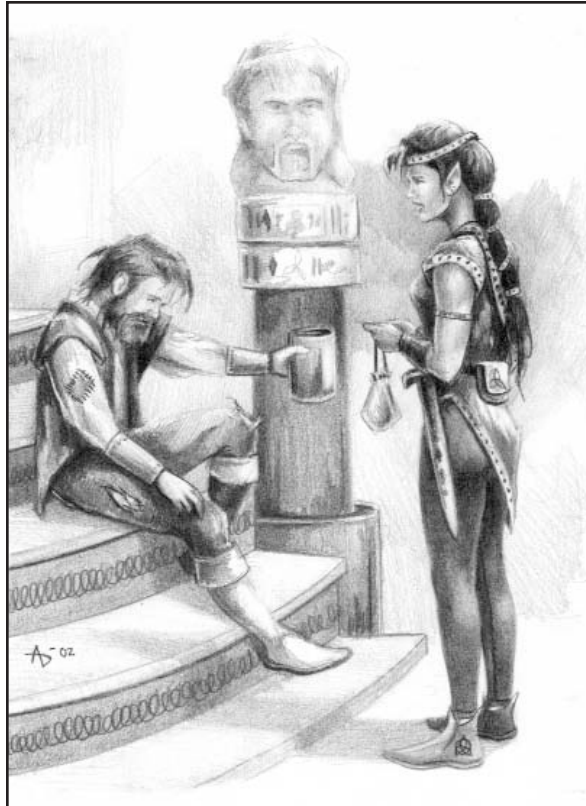
their hard-earned wealth.

Guild Specialized Skill: Pick Pockets.

Class Skills: Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pockets (Dex), Profession (beggar, see below), Read Lips (Dex), Sense Motive (Wis), Speak Language: Beggars' Signs (Int), Spot (Wis).

Guild Feats: Skill Focus (Appraise, Bluff, Gather Information)

Extra Skill Points: Beggars gain 2 additional skill points a level to place into beggar class skills.



Guild Rank and Aptitudes:

Apprentice: An apprentice gains a +2 competence bonus in Profession (beggar) and Speak Language (Beggars' Signs). An apprentice is not allowed to gather "dues" from "associate" members of the guild. If they are caught doing so, they will be ejected from the city. If they are caught collecting such dues and keeping them they will be beaten and possibly slain. Beggar apprentices gain a +2 competence bonus to their Gather Information, and Hide checks while in the city.

Journeyman: A journeyman's circumstance bonus to Gather Information and Hide checks extends to anywhere (not just the city).

Convincing Cripple: The beggar is able to appear crippled in some way so as to play on sympathy of those with fat purses. A character using this ability gains a +4 circumstance bonus to Disguise checks if the disguise used includes a crippling effect such as missing legs, hunchback, or any other malady the character can come up with.

Journeyman are not allowed to collect guild dues, as noted above.

Expert: Experts of the Beggar's Guild have spent long hours on the streets, and have learned many hard lessons. At this level, the guildsman's competence bonus to Gather Information checks increases to +4, and he gains a +2 competence bonus to initiative rolls in urban settings. They become aware of the flows of city streets, the methods of gangs and thugs, and develop a keen eye for sudden danger.

Experts are often given a writ by the Grande Master to collect the dues from "associates" and junior guild members. When performing this service, they are allowed to keep 10% for themselves. If caught cheating the guild, they will be tracked down and beaten to death.

Master: It is difficult for non-guild members to spot a master of the Beggar's Guild. After all, they all look like unkempt vagrants, and masters even more so. Masters have one aptitude that sets them apart from experts.

Rally Beggars: As a full round action, on any crowded city street, a master beggar can rally others from the guild for immediate assistance. The master can gather, in one round, his or her levels worth of guild beggars, though none can be higher than half the level of the master. They will help the master

to accomplish one task or to defend the master from harm. This ability can be used one time a day and can only be performed on a crowded city street. The master uses a quick sign to denote his status and need.

Grande Master: A Grande Master of beggars is a rare person to find. Being a "King" of beggars is not prestigious position, though it is staggering to consider what an intelligent Beggar King can do with the amount of sensitive information his beggar network can gather.

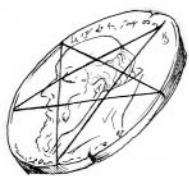
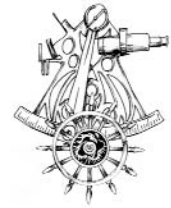
Create a Mob: Like the rally aptitude, the Grande Master can, once per day as a full round action, create a massive mob of beggars that will swarm his chosen targets. This can only be done on a crowded city street, and the begging mob will not attempt to harm any one, just beg for money. This grants the Grande Master a +4 circumstance bonus to the *off the streets* ability, described below, and adds an additional +2d6 to a sneak attack if the Grande Master does it from within the swarming mob. While the Grande Master is within the mob, he also gains a +4 circumstance bonus the Hide checks.

Guild Abilities:

Enhanced Convincing Cripple: *Prerequisite:* Expert or higher: This adds a +4 competence bonus to Perform checks while disguised as a cripple.

Sob Story: *Prerequisite:* None: You have telling terrible sob stories down to an art. When begging, or trying to get out of a tight spot (like being caught thieving), you can spin a tale of how terrible your life is. This confers a +2 circumstance bonus on Charisma checks to alter an NPC's attitude. For instance, if a beggar is caught picking a merchant's pocket, the beggar can tell the merchant about his sick daughter, crippled mother, and hungry baby. Using the +2 bonus, the character could adjust the attitude check and maybe convince the merchant to help out a fellow in need. This ability can be taken multiple times.

Unobtrusiveness: *Prerequisite:* Hide 4+: With this ability you can use your Hide skill to hide in plain sight, by slipping into a crowd and blending in. This only works in a place where a large number of people are gathered. A successful check means the character gains the same benefits of being hidden but is making no real attempt to hide at all. Many beggars use this to spy or to evade the law. Some noteworthy assassins have joined this guild after hearing of this amazing ability. If you do anything, such as attack or perform an action that would draw attention



to yourself, you reveal your presence and are no longer hidden.

Informant: *Prerequisite:* Gather Information 6+: You are known to be a good informant. This ability has two effects. The first is a +2 insight bonus to all Gather Information checks, and the second is a relationship with a contact who wants your information. The nature of this contact is up to the GM, but it should be someone who will often need information not easily gained. Every time this ability is taken you add another +2 insight bonus to Gather Information checks and gain another notable contact.

Enhanced Disease Immunities: *Prerequisite:* Journeyman or higher: Each time this ability is taken, you gain a +2 circumstance bonus to saving throws made to resist any natural disease. The ability does not work on supernatural maladies. This ability is gained from being amongst the poor of a large city where disease and sickness proliferate.

Alley Fighter: *Prerequisite:* Journeyman or higher: You have been trained by guild masters to fight effectively when cornered. You may use this ability if you are caught in a cramped space, no wider than 5 feet, and it only applies to small weapons no longer than a short sword or cudgel. While cornered, you gain a +2 competence bonus to hit with any small weapon and receive a +2 Dodge bonus to AC.

Play Dead: *Prerequisite:* Perform 6+: With this ability, you can play dead using the Perform skill with a +4 competence bonus. If the skill check (opposed or not) is a success, you will appear dead to any observer. This ability, of course, cannot fool arcane or divine ways of detecting life, but is effective in most mundane situations.

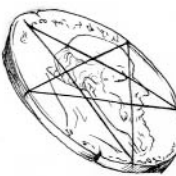
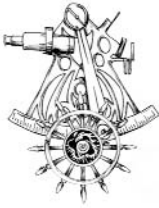
Spot Thievish Activity: *Prerequisite:* Expert or higher: You gain a +4 circumstance bonus to Spot checks should a rogue be plying his trade within your sight. Anything the GM would consider "thievish" would apply, such as picking pockets, picking locks, hiding, moving silently, preparing for an assassination, etc. You must be actively looking for thievish activity in the area for this ability to work.

Fein Illness: *Prerequisite:* Perform 6+, Disguise 4+: You can feign most natural illnesses, pretending to have a terrible fit, the pox, or some dreaded disease. When attempting to convince someone of an illness, you can adjust any attitude checks by +4 or -4. This ability can only be taken one time, though it can be used with convincing cripple and the sob story abilities.

Off the Streets: *Prerequisite:* Expert or higher: You know the streets well and are always prepared for a quick retreat. If you are attempting to flee in any urban setting, you get one great chance to completely

lose your pursuer. You need to make an opposed Hide check with a +4 circumstance bonus. If successful, you have managed to "get off the streets." This ability is useable once per day.

Thieves Contacts: *Prerequisite:* Journeyman or higher: You have a number of contacts, equal to your Charisma bonus (minimum 1), amongst the local thieves guild. The contacts will never be higher level than you are, and you get a +6 circumstance bonus to any attitude checks when dealing with these individuals. The contacts will remain loyal as a friend and ally as long as you do nothing to betray their trust.



BREWERS' GUILD

Brief Description:

This guild is dedicated to the brewing and distribution of beers and ales to any who want them. The brewers

are active in maintaining the legality of alcohol and fair prices for beers and ales. The Brewers' Guild is often at odds with the Viniculturists' Guild, due to competition with the wine makers and the air of superiority the wine venders and aficionados have with regards to the beer makers and drinkers.

Guild Symbol: A bronze placard with an engraved tankard of beer with foam spilling over the side.

Guild Requirements: Profession (brewer) 4+.

Associate Membership: Associate membership is 20 gp annually. . The associate member receives a copper coin with the overflowing tankard engraved along with the date stamped into the face. Each year that the associate membership is renewed, the associate receives a new coin. Associate membership allows the member to post notices and hire the guild's crier to advertise his or her beer. In addition, the member may attend lectures and seminars given by famous brewmasters on new brewing and storage techniques.

Guild Dues: For regular members the dues are 30 gp



annually. Membership grants all of the privileges of the associate member and the training to learn the special abilities granted by the guildsman class.

Guild Specialized Skill: Profession (brewer).

Class Skills: Appraise (Int), Craft (brewing) (Int) Craft (cooking) (Int), Diplomacy (Cha), Knowledge (beer) (Int), Profession (brewery) (Int)

Guild Feats: Brew Premium Beer and Ale:

This feat allows the brewer to brew beers and ales that have special, almost medicinal qualities; Skill Focus (Craft (Brewing)):

Guild Rank & Aptitudes:

Apprentice: Apprentices gain the first secrets of proper beer making. When attempting to craft a beer (DC is determined by the GM, depending on the beer type), the apprentice receives a +2 competence bonus. If successful, the beer has a taste that is pleasing and can be marked up 1.5 times the normal value. Apprentices gain the Brew Premium Ale and Beer feat. In addition, apprentices work the bars and alehouses run by the guild, selling beer made by more experienced guild members. This interaction grants apprentices a +2 competence bonus to their Bluff checks made when bartering.

Journeyman: Once an individual has reached the rank of journeyman, he or she has built up a tolerance to the effects of alcohol. This tolerance grants a circumstance bonus of +2 to Fortitude saves. This bonus increases to a +4 to avoid the effects of drunkenness if the journeyman so desires. While intoxicated, a journeyman gains a +2 luck bonus to their Strength and Constitution (including hit point gain), regardless of level of intoxication.

Expert: Expert brewers gain the powerful backing of the guild to produce and sell their goods. An expert may learn more of the secrets of the brew masters. This corresponds to a +4 competence bonus to Craft (brewing) checks. These beverages produced can be sold for twice (2x) the normal value because of the superior quality. Experts have great understanding of the effects of intoxication. They automatically halve the negative effects of intoxication on themselves. In addition,

they gain a +2 insight bonus to their checks, attacks, and damage rolls against intoxicated individuals. With a Craft (brewing) check (DC 20), they may

make brews which cause no hangovers.

Master: Master brewers have a hardy constitution that enables them to withstand the pungent fumes of the brewing process and tolerate the effects of the alcohol. This corresponds to their bonus to Fortitude checks against the effects of alcohol increasing to +8. The heightened constitution also increases their circumstance bonus to Fortitude saves to +4 versus poisons and other mundane substances that attack the body. Masters can make impressive brews naturally. They may choose two special brews of their choice to add to their list. If they choose a brew they already have, they can make it especially potent, doubling its duration and effects.

Grande Master: To become a Grande Master, the individual must have the maximum allowed ranks in Craft (brewing), Knowledge (beer) and Profession (brewery) for their level. Also, any guildhall can only have three Grande Masters. If a character has enough experience to increase the guildsman rank, but there are already three Grande Masters, she must wait for one of the three to step down, or open a new guildhall. Depending on the size of a city, there may be more than one Brewers' Guild. The Grande Master has the entire power of the guild behind him or her. This corresponds to their competence bonus to crafting superior beers and ales increasing to +6. These beverages can be sold for four times the normal price. In addition, the Grande Master receives first choice of distributors.

Guild Abilities:

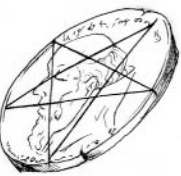
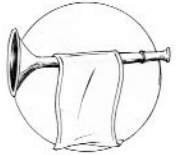
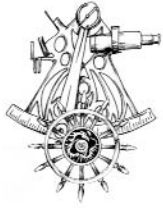
Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to a Brewer's Guild class skill.

Supplier Advantage: *Prerequisite:* Journeyman or higher: You learn how to negotiate with suppliers, inns and taverns. This corresponds to a +2 circumstance bonus to Profession checks when determining the wealth earned in a week.

Candy is Dandy, but Liquor is Quicker:

Prerequisite: Craft (cooking) 5+: You can imbue the effects of your special brews into muffins, meats, and other foods you cook with a Craft (cooking) DC (equal to that of the brew). The food only lasts for 1 day per brewer's guild level. The article of food must be fully consumed for the effects.

Master Brew Crafter: *Prerequisite:* Master or higher: You have achieved the highest status of your guild. The other brewers and those who know and respect the guild will treat you with great respect. This conveys a circumstance bonus of +4 to any attitude check when dealing with an NPC guild member,



INTOXICATION:

As a character drinks alcohol, he has a greater and greater chance of becoming intoxicated. While intoxicated, most of a character's ability scores are reduced much in the same manner as poisons. When an individual who has been drinking first attempts to make an action, other than having another drink, the character makes a Fortitude save at DC 10 + X, where X is listed below, according to the drink he is enjoying. These effects are cumulative for each drink they have in a 4 hour period.

Alcohol	DC 10 + X per drink	Alcohol	DC increase per drink
Watered Down Beer	+1 per 3 beers	Sangria	+1 per 2 drinks
Light Beer or Ale	+1 per 2 drinks	Glass of Wine	+1 per drink
Standard Beer or Ale	+1 per drink	Most Liquors	+1 per shot
Stout Beer of Ale	+2 per drink	Strong Liquor	+2 per shot
Mead	+2 per drink	Dwarven Ale	+3 per drink
Dunreth Brew	+3 per drink	Elven wine	+3 per drink *
Bottom of the Barrel	+4 per drink	Gnomish Spirits	+5 per shot
Dragon's Breath	+10 per drink	Ithganin's Fury	+8 per shot **

*Elves only have a +1 DC per drink with this liquor.

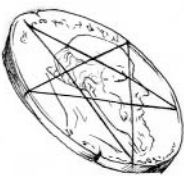
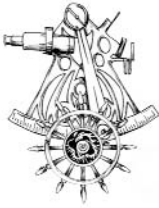
**Fiends and half-fiends only have +3 DC per drink with this liquor.

After the save is made, consult the below table for the character's level of intoxication. The first column denotes the level of intoxication if the character fails their save against a given DC. The second column denotes their level of intoxication if their save succeeds by +1 to +9. The third column denotes their level of intoxication if they make their save by +10 or more. The GM should force a save each time the individual takes an action after having another drink. For example, a character makes a successful save by 10 or more against a DC 15 and suffers no effect. He then drinks a pint of mead before getting involved in a brawl. He now must save against DC 17, even though he shrugged off the earlier effects. The character is considered to be at the highest level of intoxication they have rolled. Thus if one check makes someone buzzed and another results in a relaxed state, they are buzzed.

Cumulative Alcohol DC	Intoxication Level Failure	Intoxication Level	
		Rolled DC +1-+9	Rolled DC+10 or more
10-14	Relaxed	No Effect	No Effect
15-19	Buzzed	Relaxed	No Effect
20-24	Drunk	Buzzed	Relaxed
25-29	Blitzed	Drunk	Buzzed
30-34	Goner	Blitzed	Drunk
35+	Passed Out	Goner	Blitzed

Alcohol's Effect	Ability Adjustments	
	Con	Dex, Int, Wis, Cha
Relaxed	+1	-1
Buzzed	+2	-2
Drunk	+4	-4
Blitzed	+2	-8
Goner	+1	-16
Passed Out	N/A	N/A

The effects last for 8 hours, after which the character faces a second Fortitude save (DC 20) or be hungover, spending the next 8 hours with the Dex, Int, Wis, and Cha ability adjustments for the next lower intoxication level.



associate and devotee to the brew crafter's art.

Special Brews: These are special brews the guild brewers are able to make. When a drinker imbibes a full mug (pint) of one of these brews, he receives a bonus. A brewer must take the Special Brews ability once for each brew. A batch takes a number of days to ferment, and the brewer must succeed in a Craft check. While the batch is fermenting, it must be stored in a safe, cool and dark location. Each batch will make enough beer for 2d6 mugs. Once made, the batch will remain potent for 1 month + 1 day per brewer's guild level. After that, the batch loses all powers.

Loquacious Lager: *Prerequisite:* Brew Premium Beer and Ale. *Cost to brew:* 20 gp. *Cost to buy:* 100 gp per mug. *Fermentation Time:* 3 weeks; *DC:* 15; *Effect:* When an individual drinks a pint of this brew, he receives a bonus of +2 to Charisma checks for 3 hours.

Agile Amber: *Prerequisite:* Brew Premium Beer and Ale. *Cost to brew:* 20 gp. *Cost to buy:* 100 gp per mug. *Fermentation Time:* 2 weeks; *DC:* 15; *Effect:* When an individual drinks a pint of this brew, he receives a bonus of +2 to Dexterity checks and Reflex saves for 3 hours.

Strange Brew: *Prerequisite:* Brew Premium Beer and Ale. *Cost to brew:* 20 gp. *Cost to buy:* 250 gp per mug. *Fermentation Time:* 4 weeks; *DC:* 16; *Effect:* Imbuer can not become intoxicated for 6 hours.

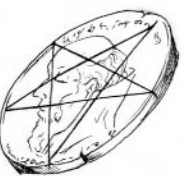
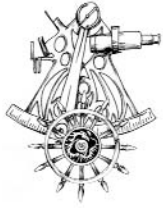
Damning Draught: *Prerequisite:* Brew Premium Beer and Ale. *Cost to brew:* 20 gp. *Cost to buy:* 250 gp per mug. *Fermentation Time:* 12 weeks; *DC:* 19; *Effect:* This can be brewed to look as any other beer or ale. The drinker becomes effected as per the *curse* spell (randomly determine the effect) if they fail a Fortitude save equal to 10+ the brewer's level.

Herbert's Buff Bock: *Prerequisite:* Brew Premium Beer and Ale. *Cost to brew:* 20 gp. *Cost to buy:* 200 gp per mug. *Fermentation Time:* 10 weeks; *DC:* 18; *Effect:* When an individual drinks a pint of this brew, he receives a bonus of +2 to Constitution checks and Fortitude saves for 3 hours.

Bull's Strength Bitter: *Prerequisite:* Must have the Brew Premium Beer and Ale feat. *Cost to brew:* 20 gp. *Cost to buy:* 100 gp per mug. *Fermentation Time:* 2 weeks *DC:* 15; *Effect:* When an individual drinks a pint of this brew, he receives a bonus of +2 to

Strength checks for 3 hours.

Stout Heart: *Prerequisite:* Brew Premium Beer and Ale, Herbert's Buff Bock, Bull's Strength Bitter. *Cost to brew:* 20 gp. *Cost to buy:* 250 gp per mug. *Fermentation Time:* 2 weeks; *DC:* 20; *Effect:* When an individual drinks a pint of this brew, he receives a +2 bonus to Constitution and Strength checks and Fortitude saves for 3 hours.



CHIRURGEONS' GUILD

Brief Description: The art and practice of chirurgery are new to the world of Gothos.

Unlike the intuitive approach taken by those who heal with herbs and salves, those calling themselves chirurgeons make a science of studying, dissecting, and altering the body in an attempt to heal wounds, cure disease, and even enhance the physical attributes. Many of those in the guild harbor arcane powers. Some of the secrets the guild has uncovered have great beneficial potential, while others cause right-thinking individuals to gasp in horror. The guild attracts many with values and ideas that deviate from what most would call wholesome. In some places, due to past experiences with Chirurgeon's Guild, the guild is considered evil. As such they are a close knit and secretive group.

Guild Symbol: The chirurgeon's are represented by the healer's chevron.

Guild Requirements: Heal 4+, neutral component to alignment.

Associate Membership: Chirurgeons constantly conduct experiments on both living and dead subjects, documenting their work and theories, and making detailed drawings of their anatomical delving. They amass a considerable volume of work. The guild is willing to grant access to this compiled information to those willing to pay a steep fee of 500 gp per week of study. Even so, many guild members share experimental results only with a select group, if at all.

Guild Dues: Dues are 100 gp annually. Members have full access to the guild libraries. Furthermore, they have access to guild-sponsored craftsmen who fashion tools for their dissection and healing work. Members also gain access to rare reagents and tools of the trade, such as embalming fluids, preserving



jars, cadavers etc...

Guild Specialized Skill: Heal

Class Skills: Appraise, Concentration, Diplomacy, Heal, Knowledge (anatomy), Profession (herbalist), Knowledge (nature), Vivisection*

*See sidebar and below.

Guild Feats: Skill Focus (Heal, Vivisection)

Guild Rank and Aptitudes:

Apprentice: Apprentices are granted access to the exclusive skills of Knowledge (anatomy) and Vivisection. These skills are virtually unheard of outside the guild. Much of their early training is applicable to healing and first aid, and apprentices receive a +2 competence bonus to their Heal checks. Their skills are such that they automatically succeed at any stabilization checks or Heal checks to stop bleeding, as from *wounding* weapons.

Minor Surgery: If an apprentice has 5 or more ranks in Knowledge (anatomy), they can spend 5 minutes examining and helping a patient. At the end of this time, they may make a Heal check (DC 15). Success allows the surgeon to heal 1d8 hit points. Apprentices may use this ability once per day per patient.

Journeyman: Journeymen are immersed in literature and training focused on humanoid anatomy. They receive a +2 competence bonus to their Knowledge (anatomy) skill checks. Their skills allow them to help individuals more effectively than most healers. If their Heal check during minor surgery is 20 or higher, the hit points returned increases to 2d8. When stabilizing an individual who is dying, the patient automatically gains enough hit points to become conscious.

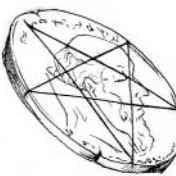
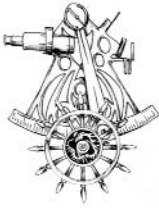
Expert: Now skilled in the dissection and exploration of both living and dead bodies, expert surgeons receive an honorary set of masterwork vivisection tools from her Grande Master instructor. If their Heal check during minor surgery is 25 or higher, the hit

points returned increases to 3d8.

Vivisection Healing: Experts have the ability to perform surgery on a living humanoid creature (size Small to Large) and repair ability score loss. In order to heal this damage the surgeon must have a proper set of tools and make a Vivisection check (DC 20 + 1 per ability point attempting to be repaired). They may heal a maximum of their class level in points in any given check. If the check is successful, the patient must rest for 3 full days after the surgery while the cure takes affect. If the check fails, the damage will be forever incurable using these means, and the patient must still rest for 3 days.

Master: Masters gain an additional Skill Focus feat. Their studies extend beyond humanoid anatomy. They may use their healing abilities on two additional creature types of their choice and gain 1 Knowledge skill of their choice as a class skill. If their heal check from minor surgery is a DC 30 or higher, their healing from this is increased to 4d8. Their skills at healing are such that when they stabilize an individual, that individual regains hit points equal to the surgeons class level.

Grande Master: Their knowledge of anatomy and vivisection are complete. They can take 20 when attempting Vivisection and Heal DC checks except for when creating golems. If their heal check from minor surgery is a DC 35 or higher, the hit points returned increases to 5d8. Grande Master's can retry their Vivisection checks with no penalties.



Chirurgion's Tools

These tools include scalpels, tweezers, pincers, and other implements used in surgery. A chirurgion is ill advised to be without them. Price: 200 gp.

New Skill: Knowledge (anatomy) (Int)

Knowledge in anatomy relates to how humanoid bodies function, both inside and out. Though this skill is seldom required while adventuring, it is integral to the chirurgion's aptitudes and abilities. It is used as other Knowledge skills.

New Skill: Vivisection (Int)

You are skilled at the dissection and internal exploration of living and dead subjects. This skill is often called upon while a chirurgion practices his art.

Check: See Guild Abilities

Retry: No

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; Must have a positive Charisma bonus: You are well known and thought of within the guild. It is easy for you to request favors. If you do anything to disgrace the guild, you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma check to alter NPC attitudes when dealing with guild members or associates of the guild. You can take this ability up to two times.

Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to a Chirurgion's Guild class skill.

Golem Secrets: *Prerequisites:* Expert or higher, Knowledge (anatomy) 8+: This ability grants you unique benefits during the creation of flesh golems. Firstly, you do not need the Craft Wondrous Items or Craft Magic Arms and Armor feats, as your knowledge in the working of the humanoid body more than compensates for the lack of these. Secondly, you receive a +4 insight bonus on all checks associated with attempting to assemble the golem. Thirdly, the material costs are reduced to from 50,000 gp to 30,000 gp. Lastly, you need only be of tenth level, rather than fourteenth level as is

normally required. This ability cannot be used to fashion any other type of golem, and you must fulfill all the other requirements, as detailed under the Flesh Golem entry in the *Monster Manual*.

Undead Reinforcement: *Prerequisites:* Knowledge (anatomy) 5+: This knowledge grants you the ability to reinforce animated corporeal undead. If you take 1 hour per Hit Die preparing the corpse you can, with a Knowledge (anatomy) check (DC 20+1 per HD), increase the undead's hit points by +1 per Hit Die.

Golem Enhancement: *Prerequisites:* Master or higher, Golem Secrets: This ability allows you to further enhance any flesh golem you create. The enhancement requires a successful Vivisection check (DC 20) and the expenditure of 5,000 gp worth of raw materials. If successful, you can enhance a flesh golem with one of following abilities. If the roll fails the material costs are consumed and the golem may not be enhanced with that particular ability, though the creator can try again with a different enhancement. A golem may only be enhanced once.

Increase damage: The flesh golem increases its slam attack to 3d8+5 points of damage

Increased damage reduction: The flesh golem's DR increases to 15/+2.

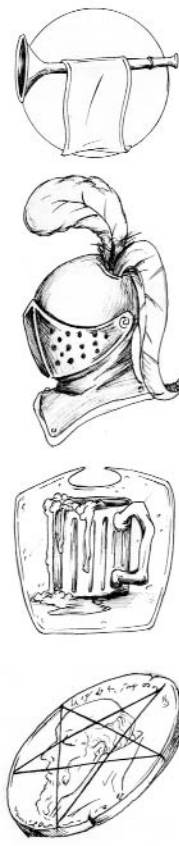
Increased Speed: The flesh golem can move 40 ft per round.

Increased Hit Dice: The flesh golem HD increases by +2HD.

Graft Limb: *Prerequisite:* Master, Knowledge (anatomy) 10+, Vivisection 10+: A Grande Master can graft functioning limbs back on to living humanoids, or increase the number of limbs such a creature has. To successfully graft a limb, you must make two successive skill checks; first a Vivisection (DC 20), and then a Heal check (DC 25). The process also requires 5,000 gp in materials. If both rolls succeed, the patient must rest for one full week but afterwards has a fully functional limb. The limb will behave just as the original. If an additional limb has been added, it always behaves as an 'off-hand' limb. If either roll fails, the patient loses 1d4 Con permanently.

This ability can be used to add limbs to unintelligent undead and flesh golems as well, though these patients to do not suffer Constitution loss of a check is failed. If a check fails, the chirurgion can not attach a limb to that undead or construct.

Negative Energy Healing: *Prerequisite:* Expert or higher, Knowledge (the planes) 5+: You may use your vivisection healing ability to heal energy drain damage. The check is DC 20+ 5 per level drained to be repaired.



COURTESANS' GUILD

Brief Description: Love in Gothos is often hard to find, though for those with a bit of money, satisfying the more carnal urges is easy. The Courtesans' Guilds in most countries are little more than individual houses or small sects. However, in Sheena and Ithganin there are nation-wide groups operating openly. Courtesans are professional escorts. In the best of circumstances, they rise in status to that of the courtier, servicing the rich and powerful. In the worst, they work in the seediest portions of society, doing what is needed to survive. Those who join this guild most often find their status increased and their lives made more comfortable than when they worked the streets alone. Many experienced courtesans become spies, working for like-minded political forces in support of their guild or organization.



Guild Symbol: Each house and guild has its own symbol. Most incorporate the colors red and black. The Sheena guild has a black silhouette of a naked woman on a red background, left leg lifted in an engaging pose. The Ithganin guild has a pair of ruby red lips on a black background.

Guild Requirements: Charisma 12+. Bluff 2+, Perform 4+.

Associate Membership: There are no formal associate memberships in a courtesan guild. For the more sinister guilds, associate membership is often forced upon unwilling or downtrodden women. The fees are generally whatever wealth the individual has upon them when the masters come to collect. Associates generally never rise to full members; instead they are used to service those who members have no desire to deal with. A few guilds have no members at all; they are instead slave houses whose "associates" are only used to make a profit.

Guild Dues: Guild members are expected to give from 10% to 90% of the profits for each contract they conclude. Those who become courtiers make individual arrangements with their guild, often exchanging favors for fees. Guild membership provides the members with consistent contracts, protections, and connections. In some of the more professional guilds, it also provides medical care.

Guild Specialized Skill: Perform
Class Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Listen (Wis), Perform (Cha), Sense Motive (Wis).

Guild Feats: Ambidexterity, Lightning Reflexes, Skill Focus (Bluff, Diplomacy, Perform, Sense Motive)

Guild Rank and Aptitudes:

Apprentice: Apprentices are trained in seduction and sensual arts. They gain a +2 competence bonus to all Charisma checks when dealing with being who could find them attractive. These are most commonly members of the opposite sex and of similar race. They need not be specifically interested in the courtesan; they only need to find them attractive.

Inspiration: Courtesans have a positive effect on those they service. They may grant their clients a +2 bonus to the client's choice of a single roll within 24 hours of the interaction due to this inspiration. This bonus is not cumulative.

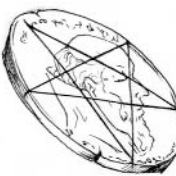
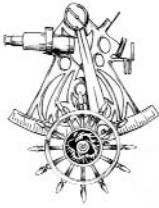
Wile: Should the courtesans find themselves in battle, their wiles tend to protect them from harm. Enemies who might find them attractive must make a Will save (DC 10+ Charisma bonus + class level of the courtesan) to attack if the courtesan has not attacked them or their allies. They must an additional check to perform a *coup de grace* or attack a helpless courtesan, even if the courtesan attacked them or was otherwise hostile.

Journeyman: Journeyman courtesans move past the simple pleasures and into building contacts and developing their talents of persuasion. They gain 4 additional skill points to place into Bluff, Diplomacy, Innuendo, or Sense Motive.

Charming: Journeyman courtesans may force any client to make a Will save (DC 10+ Charisma bonus + class level) or act as under the effects of a *charm person* spell. This effect lasts for one day per class level of the courtesan.

Encourage Chivalry: They inspire others to defend them. Any ally who uses the aid other action in combat to increase the AC of the courtesan increases it by +4 instead of +2.

Expert: Expert courtesans tend to specialize in espionage or "special interest" clients. They generally



have either a large client base or a few well-to-do customers. Their competence bonus to Charisma checks increases to +4.

Seduce Information: With a successful opposed Diplomacy check (against Sense Motive or Diplomacy), they may "ask" one question to anyone who might find them attractive. If the check is successful, the question must be answered truthfully. The courtesan can also attempt to get this information without the individual knowing about it. In this case the person opposing the courtesan's roll gains a +5 circumstance bonus to their roll and the courtesan uses their Innuendo skill for the check instead of Diplomacy.

Master: Master courtesans are prized among their wealthy clients more than their weight in gold, a trait they use to their advantage. Masters gain a +10 circumstance bonus to the first opposed roll they make against a former client. The inspiration bonus increases to a +4, and the client can wait as long as a week before using it.

Influence: Lastly, master courtesans inspire those attracted to them. Any being within sight of the courtesan and who might be attracted to the courtesan can, at the option of the courtesan, be granted a +1 or -1 circumstance bonus to any check or attack roll. This can be used as often as the courtesan wishes, but only once each round. Due to this "muse-like" influence, master courtesans are prized among many councils and courts, giving their attentive clients that extra edge.

Grande Master: Grande Master courtesans are a great asset to any group they wish to promote or work for; if they don't just work for themselves. Their appeal bonus to Charisma checks increases to +6. They may make up to three re-rolls

a day on any Bluff, Diplomacy, or Perform check.

Allure: Their allure is so impressive it takes on an almost supernatural effect. If they have one minute to interact with an individual who might find the Grande Master attractive, they may use their allure to enthrall that person as if the courtesan had cast *charm person*, with a DC of 10 + Charisma bonus + courtesan level to resist.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert rank or higher; Must have a positive Charisma bonus: You are well known and thought of within the guild. It is easy

for you to request favors. If you do anything to disgrace the guild, you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma check to alter NPC attitudes when dealing with guild members or associates of the guild. You can take this ability up to two times.

Kinky: *Prerequisite:* Expert or higher: You and your clients enjoy more exotic pleasures. You gain

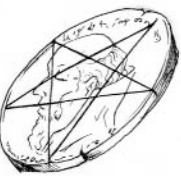
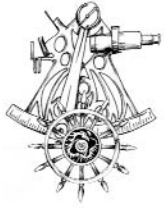
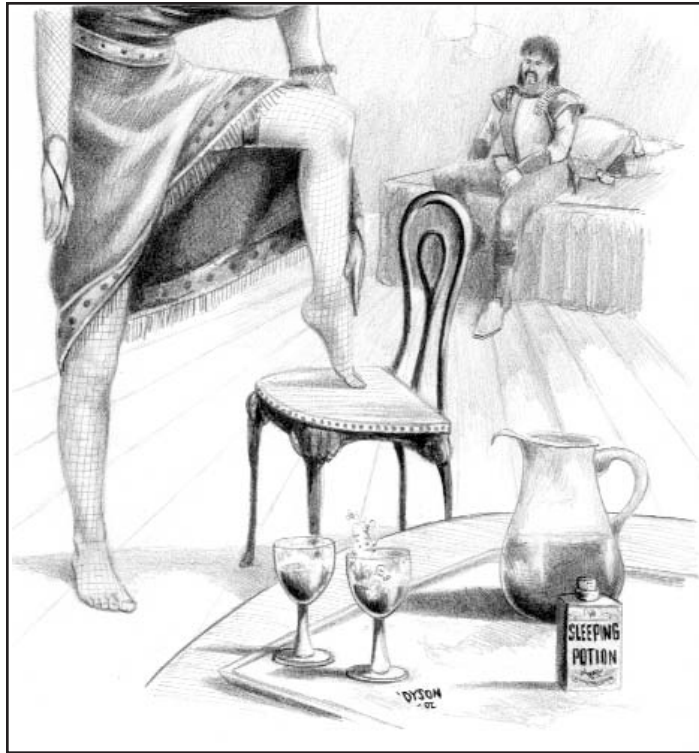
Escape Artist, Tumble, and Use Rope as class skills.

Muse: *Prerequisite:* Journeyman or higher: Your splendor is made easily apparent as you inspire others. You may grant the inspiration bonus normally given for servicing a client with a simple kiss. If you do service the client, the client may use the bonus twice in the given time frame.

True Inspiration: *Prerequisite:* Charisma 18+: Any inspiration bonus you grant may be applied to the roll after the roll is made, rather than before.

Mole: *Prerequisite:* None: You are an informant or worker for a special interest group. You gain Forgery, Search, and Spot as class skills.

Dominatrix: *Prerequisite:* Master or higher: By servicing a client, you can enthrall them as if you had cast



dominate person, with a DC 10 + Charisma bonus +courtesan level. This lasts for one day per class level of the courtesan.

Playful: *Prerequisite:* Expert or higher: You cater to the special interests of clients who wish unique fantasies played out. You gain Disguise as a class skill and gain a +2 competence bonus when using it.

More the Meets the Eye: *Prerequisite:* None: Your beauty runs to the fiber of your being. Your Charisma increases by +1. You may take this ability up to two times.

Enthralled Client: *Prerequisite:* Journeyman or higher: You gain a client who has fallen completely for you. You receive a +4 circumstance bonus on any checks regarding them. They act as though permanently under the influence of a *charm person* spell. The full effects of this are left to the imagination of the DM.

Song and Dance: *Prerequisite:* Ithganin native: You are a geisha for the fiendish noble, who requires you to dance and sing for her clients. You gain Knowledge (the planes) as a class skill and a +2 insight bonus to your Balance and Perform checks.



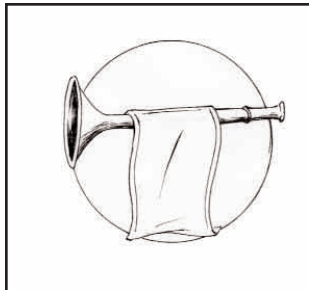
CRISERS' GUILD

Brief Description: Criers are of critical importance to the daily life of most civilized communities in Gothos. In areas where paper is scarce or not commonly used, criers serve as the primary form of mass communication. In more civilized areas they serve to warn, announce, and otherwise gather the populace's attention. When a crier is not informing the people of current events, they are gathering information to return to the guildhall. Information gathering can take many forms, such as scouting from a tower, talking with a shady informant, or waiting at the gates for an imperial decree. Some guilds release papers that contain important news to the local area. They generally charge for these papers, though this practice is restricted to large cities.

Guild Symbol: Trumpet with a white bell banner on a blue background.

Guild Requirements: Gather Information 2+, Knowledge (local) 2+, Perform 2+, Charisma 12+.

Associate Membership: Associate members pay 20 gp annually. Associate membership in the Criers'



Guild is often bought by farmers or innkeepers in remote locations, for themselves or as representatives for their community. Membership guarantees the community will receive current information of a critical nature and allows their representative access to the local Criers' Guild library where old announcements are archived. In times of chaos, it pays to be informed of approaching dangers.

Guild Dues: Guild members pay 400 gp annually. This hefty fee is commonly paid by a community or a public official directly to the Criers' Guild, which in turn takes the sponsored individual into their network. In addition, the newly sponsored crier receives a salary from the community for their continued efforts—commonly 10 to 1000 gp per year depending on the crier's skill and the size of the area. Members are granted rights to search through guild resources and inquire at any other guild house about any and all information they possess. They are expected to issue any and all public decrees to their assigned area and must share information when it is requested. Failure to do so constitutes grounds for dismissal.

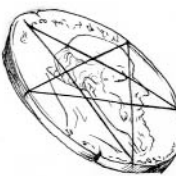
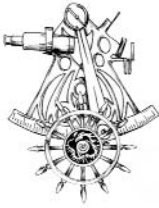
Guild Specialized Skill: Perform (Cha).

Class Skills: Bluff (Cha), Craft (calligraphy), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis).

Guild Feats: Alertness, Lightning Reflexes, Run, Skill Focus (Diplomacy, Knowledge (local), or Ride).

Guild Rank and Aptitudes:

Apprentice: Apprentices are trained in riding, watching, and public speaking. They travel through their designated areas making public announcements or watching for danger from tall watchtowers. They receive a +4 competence bonus when making Spot and Listen rolls from a location in which they are stationary for five or more minutes. They can move about slowly within this area. The area may be no larger than the criers' class level x 10 ft. in radius. When making an announcement, all those listening are granted a +2 circumstance bonus to Listen checks, to understand what the crier



is saying at distance or through noisy conditions. Finally, they may add their guild level as a circumstance bonus to their horse's Constitution checks made while running.

Journeyman: Journeymen become responsible for the gathering and dispersal of correct information through the means of their apprentices. They receive a +2 circumstance bonus to all their Gather Information checks. In their home area, town, or city this circumstance bonus increases to +4.

Journalism: In addition, the journeyman has the ability to precisely recite or write down any material spoken to him with a Listen or Craft (calligraphy) check (DC 15). This information can be up to one day old per crier guild level.

Expert: Expert criers generally have gained a grasp on the mundane world through their time spent as apprentices and journeymen and now choose to focus on such areas as political subversion or the supernatural. They tend to travel the world gathering specialized information for the Guild, their personal announcing skills reserved for royalty and other dignitaries. Experts gain a +2 competence bonus to Sense Motive when specifically checking for lies and a +2 insight bonus to Innuendo checks.

Surrounding Awareness: Finally, experts act as though their sight and hearing had double the normal range when using a Spot, Search, or Listen check to detect the presence

of others.

Master: Masters generally control large central guild-halls in cities where royalty or nobility require criers for a variety of uses. Master criers have the ability to both sense when something is about to occur and choose how best to present that information to those who must make decisions on such matters. They typically

are called upon to relay critical matters to large crowds whose reaction could play an important role in the outcome of the situation. Masters receive a +2 insight bonus to their Diplomacy and Perform checks. These increase to +4 if used in public speaking situations.

Grande Master: The Grande Master is a virtuoso at gathering and relaying information. His abilities are such that they have become supernatural in nature.

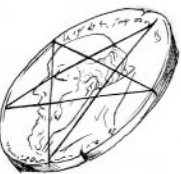
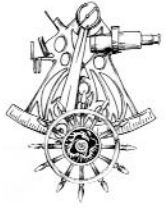
Message: A Grande Master may relay information as per the spell *message*, up to 3 times a day to any other crier as a supernatural ability. However, the spell has a range of 10 miles per guild level and lasts for 60 minutes. This ability may be used to

communicate with someone not in the guild, but doing so reduces the range of the effect to 1 mile.

Supernatural Foresight: In addition, the Grande Master may act as though the *clairvoyance* spell is in effect upon him for up to an hour a day with a 1-mile restriction on the range. This is a supernatural ability.

Guild Abilities:

Announcer: *Prerequisite:* None: Your ability to capture peoples' attention is second to none. When you officially announce an individual to a group, you may raise or lower that person's effective Charisma to all who hear the announcement by +/- 4. This takes a full round action per individual, and those listening must be able to understand what you are saying. This effect lasts for the remainder of the day and affects any interaction checks the individual makes



with those who heard the announcement. It does not affect those who know the announced individual on a friendly, personal level. The individual gains a temporary +2 circumstance bonus to Charisma for enchantment school spell DCs, Diplomacy, and Perform checks.

Midnarian Sense*: *Prerequisite:* Expert or higher: This grants you the feat without needing the listed prerequisite. Non-criers sometimes possess this ability, but it is so heavily sought after by the guild those who have it are often brought into the guild. Thus, Midnarian Sense is much more common within the Criers' Guild than without.

*From *The Hunt: Rise of Evil Worldbook*

Push Mount: *Prerequisite:* Ride 5+: Your mount may run its Constitution in minutes instead of rounds before making Constitution checks. The mount makes a check to stop running each minute instead of every round. In addition, you may double your horse's overland movement without penalty for the duration of one day for every two class levels in the Crier's Guild you possess.

Random Facts: *Prerequisite:* None: You recognize key pieces of information from your conversations and remember the hundreds of things you overhear. The GM is encouraged to inform you of random pieces of information of any nature they choose on a regular basis. Additionally, you gain a +2 luck bonus to Knowledge or Gather Information checks.

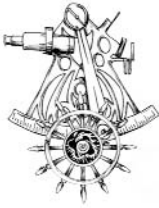
Relay: *Prerequisite:* Master or higher: You may relay information, as per the spell *message*, up to 3 times a day to any other crier. However, the spell has a range of 10 miles per guild level and lasts for 60 minutes. You may use this ability to communicate with someone not in the Guild, but doing so reduces the range of the effect to 1 mile. This is a supernatural ability. This is cumulative with the Grande Master's ability.

Vocal Control: *Prerequisite:* Journeyman or higher: When you speak publicly, you may make your voice travel twice as far as normal while still remaining clear and understandable. In addition, you can influence others to take action with your calls. Once a day you may grant a +4 morale bonus to a group's next morale or fear check, and with a successful Perform check (DC 15), grant them each a +2 morale bonus to their next skill check or attack roll. These rolls must be made within one hour of your call.



ENTERTAINERS' GUILD

Brief Description: The Entertainers of Gothos are an eclectic group with a strange sense of camaraderie and competition.



The guild is divided into three different groups; theater companies which work in a set location, traveling groups which roam about displaying their most recent show, and loners, who work to gather new stories through adventuring or otherwise play in smaller locations. Regardless of their location, most strive to become members of the Lorindwar Bards or the celebrity actor's company of their nation.

Guild Symbol: White Masks, one happy, one sad, on black background.

Guild Requirements: Perform 4+

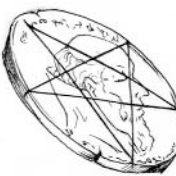
Associate Membership: Associate membership costs 20 gp annually and is offered to all Lorindwar Bards for no charge. The associate member may book times at guild-owned theaters and access most shows for free. A number of wealthy citizens, especially those in Dunreth, like to donate additional money to the theaters as a sign of their wealth and prestige. The guild often gives the donator's family and friends free associate membership as well.

Guild Dues: Guild dues are 40 gp annually. Members get a small cloth-covered wooden amulet with an embroidered symbol of the guild. The dues allow the member free booking at local theaters and an increased percentage of the profits for performances. For traveling groups, every member of the troop must be a full member or the troop gets none of the advantages.

Guild Specialized Skill: Perform

Class Skills: Bluff (Cha), Concentration (Con), Disguise (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (nobility) (Int), Listen (Wis), Listen (Wis), Perform (Cha), Speak Language.

Guild Feats: Skill Focus (Bluff, Diplomacy, or Perform).



Guild Rank and Aptitudes:

Apprentice: Apprentices are taught how to perform in front of an audience. As they develop specialized skills in their niche area, they gain five skills of their choice to become class skills. Their ability to inspire allows them to mentally prepare before any performance.

Jovial: Apprentices gain the advantages of any morale effect they grant their allies through a performance.

Journeyman: Journeymen are required to travel at least half the year. Most join traveling theater troops. While studying abroad, they gain further experience at performing in front of large groups. This grants them a +2 competence bonus to their Perform checks. Their additional studies also grant them one additional language of their choice and 5 additional skill points to place into class skills of their choice.

Improved Morale: Any morale effect a journeyman creates has its duration increased by 3 rounds.

Expert: Experts are commonly troop leaders or head performers for the guild's companies. They can inspire their troupe members to perform above and beyond the call of duty. Their interaction skills are honed to such a level their Charisma is increased permanently by +1.

Bolster Spirits: The mere presence of an expert entertainer inspires his allies. The expert grants his companions a +1 circumstance bonus to all skill checks and attack rolls (this does not include himself). Allies must be within 30 feet of the expert in order to gain this bonus.

Improve Performance: When the expert makes a Perform check over DC 20, others performing (using the Perform skill) in the same effort gain a +2 circumstance bonus to their checks.

Master: Masters become renowned celebrities in their home realm. Their influence allows them to roll twice on any Bluff or Diplomacy roll in their home country, taking the higher of the two. The GM may negate this ability if the master is dealing with foreigners or others who would not know him. Additionally, masters increase any morale bonus they convey, regardless of the source, by +1. Lastly, their abilities at acting are so exceptional they gain

a +4 insight bonus to their Disguise checks.

Grande Master: Grande Masters are most commonly

the head of major theaters. Their Charisma is again increased by +1 due to their exceptional presence. The circumstance bonus a Grande Master grants to fellow performers increases to +4, when working toward the same goal. Finally, as a crowning achievement of their abilities, they gain synergistic advancement (See the sidebar at the beginning of this chapter) with bard or Lorindwar bard, if they have at least one level in the prestige class.

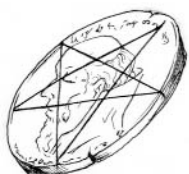
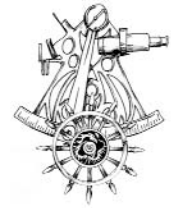
Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Harmony: *Prerequisite:* Journeyman or higher, Perform 3+: When a bard allied with you starts to use the *inspire courage* or *inspire greatness* ability, you may sing with them. As long as one of the two of you continues to sing, the inspiring song does not end. Once either of you takes an action that would normally end the song, that individual can not resume singing. If you have the *inspire courage* and/or *inspire greatness* ability, this does not count towards your daily limit. If you normally increase the morale bonus of effects you create, you increase the morale bonus of your ally's song as well.

Crescendo: *Prerequisite:* Journeyman or higher; must have the *inspire courage* ability: When using *inspire courage*, you may increase the morale bonus by +1 for one round. This reduces the number of rounds the effect remains after singing ends by 1 (from 5 to 4 rounds). If you take this a second time, your morale bonus increases to +1 then +2 on the following round. This further reduces the number of rounds the effect remains after you stop singing by 2 (from 4 to 2 rounds).

Gaffer: *Prerequisite:* Knowledge (arcana) 5+: Your abilities with light, illusion, and magical electricity allow you to light and help stage performances. You gain the ability to cast *light* and *silent image* each two times a day. These arcane spells are cast as a caster of your guild level. In addition, as a standard action you may apply the Extend Spell, Enlarge Spell, or Silent Spell feat to the next spell with an electricity or light descriptor, or a spell from the illusion school, cast by yourself or an ally within 30 feet of you within



one round of the action. This ability can be used 3 times per day, though multiple feats can not augment the same spell. The spell so improved must be cast by the end of the round following the use of this ability. You need not have these feats previous to gaining this ability to make use of them. They do not count as virtual feats for other prerequisites.

Actor: *Prerequisite:* None: You gain a +2 circumstance bonus to your Bluff, Disguise, and Perform (Acting) checks.

True Celebrity: *Prerequisite:* Master or higher: Your celebrity status extends beyond your home realm. Your ability to re-roll Bluff and Diplomacy checks is extended world-wide and has a 25% chance of working even in cultures that would not normally know of you.

Eccentric: *Prerequisite:* None: You gain 3 additional skills of your choice as class skills. You may take this ability multiple times.



HUNTERS' & TRAPPERS' GUILD

Brief Description: While most hunters and trappers are loners, in Dunreth

there is a very large hunter & trapper guild that follows the precepts of Ardinn. This guild regulates itself and other hunters and trapper in the area, preventing over-hunting of the region. This practice has since expanded to other regions of Gothos.

Guild Symbol: Rampant centaur with stag horns, with bow drawn.

Guild Requirements: Tracking, Wilderness Lore 6+.

Associate Membership: Associate members pay 25 gp annually. Membership is offered to all trappers and hunters in Dunreth, and allows access to the guild hall for skinning and tanning supplies.

Additionally, associate members help regulate the forests' resources.

Guild Dues: Guild dues are 50 gp annually. This grants the member the advantages of associate membership as well as the abilities listed below.

Guild Specialized Skill: Wilderness Lore.

Class Skills: Climb (Str), Craft (bowmaking) (Int), Craft (trapmaking) (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature), Listen (Wis), Move Silently (Dex), Profession



(guide) (Wis), Profession (herbalist) (Wis), Profession (tanner) (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis).

Guild Feats: Improved Initiative, Point Blank Shot, Far shot, Precise Shot, Rapid Shot, Shot on the Run, Skill Focus (Wilderness Lore), Tracking.

Guild Rank and Aptitudes:

Apprentice: Apprentices are taught how to move in the wilderness and not give away their position. They gain a +2 competence bonus to Hide and Move Silently checks while outdoors. In addition, they gain 4 additional skill points with each guild level to place into class skills. They also gain proficiency in the long bow or, if they are already proficient, they gain a +1 competence bonus to hit with the weapon.

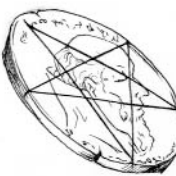
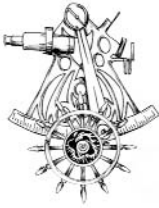
Journeyman: Journeymen become leaders for small hunts. They are exceptional at trapping and tracking. The DC to find a trap set by a journeyman increases by +5. If tracking with other guild members, journeymen each gain a synergy bonus of +1 for each additional tracker, up to a maximum bonus equal to their guild level. This makes groups of hunters of the guild perhaps the best trackers in the land.

Expert: Experts often coordinate large hunts, but spend the majority of their time honing their ranged weapon skills. They gain a single combat feat of their choice, as long as the feat pertains directly to their skill with the bow. Point Blank Shot, Rapid Shot, or Weapon Focus (long bow) are examples. The journeyman must satisfy any feat prerequisites.

Extended Threat Range: Experts double the threat range of their ranged weapons. This stacks with other feats and spells that increase the threat range of these weapons.

Master: Masters are renowned for their tracking and hunting abilities.

Death Strike: If they study an animal, beast, or magical beast for three rounds from hiding and strike it with a bow from short range, they can make a death strike. On a successful hit, the creature must make a Fortitude save (DC 10+guild level of hunter) or die. The DC required to find a trap set by a master hunter increases by +10.





Improved Overland Movement: With a successful Wilderness Lore check (DC 20), they ignore terrain penalties to overland movement through wooded areas. With a higher check (DC 25), master trackers may ignore the terrain penalties to overland movement in other terrains as well. They may only may one such check a day.

Grande Master: Grande Masters are said to run with Ardinn himself. They coordinate the guild, making sure any given portion of land is not over trapped or hunted. They gain Diplomacy as a class skill and the Leadership feat, if not already possessed.

Nature's Favor: Their divine favor with the nature gods grants them the ability to cast three druidic spells of 5th level or less each day. They do not gain additional spells for high wisdom. They may forgo the three spells a day to instead cast one spell as a free action. All spells are cast as a druid of two levels higher than the guild level of the Grande Master.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild.

You can take this ability up to two times.

Trapper: *Prerequisite:* Trapmaking 5+: Your traps gain an additional +5 to their Spot and Search DC, and deal +1 damage per die when sprung. This ability can be taken multiple times.

Blessing of the Moon: *Prerequisite:* Journeyman or higher, human follower of Ardinn or Gwen, Lady of Twilight: You gain lowlight vision and see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions.

Blessing of the Stag: *Prerequisite:* Expert or higher, Follower of Ardinn or Vertana: You gain a +10 bonus to your movement if in medium or lighter armor.

Bowman: *Prerequisite:* Proficiency with a long bow: You gain a +1 competence bonus to hit and damage with a long bow. You can take this ability up to two times.

Aim for the Heart: *Prerequisite:* Master or higher: Your death strike DC is increased by +2.

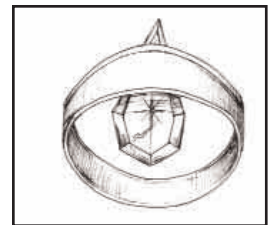
From Deer to Man: *Prerequisite:* Master or higher: Your ability to take down creatures with your death strike ability extends to humanoids as well.

Walker of the Woods: *Prerequisite:* Journeyman or higher, Wisdom 12+: You may cast three 1st level druid spells a day. In addition you may *pass without trace* as the spell once per day. The caster level for these spells is equal to your class level.



JEWELERS' GUILD

Brief Description: Gems are a prized currency in Gothos, though the majority of the gemstone mines are in the southern nations of Ithganin and Warkistan. The Jewelers' Guild of Gothos is a tightly controlled and rigid cartel. They have a near monopoly on newly jeweled items. Those who defy them by practicing without membership are often given an ultimatum, which the guild can back up with its many ties to assassins' guilds. Though its major halls are in two warring nations, members maintain a surprising amount of communication. There are still occasional spats between the various factions, and they often end in a quick and bloody fashion.



Gem cutting (Expanded): When using the gem cutting skill, the GM determines the value of the gem when properly cut (by rolling random on *Table 7-5: Gems* in the *DMG*, Chapter 7, or by simply setting the value). The DC determines the time and cost to properly cut and polish the gem. If any check is failed by 5 or more, the maximum quality of the gem is reduced to average cost (if it was higher). If two or more checks fail by 5 or more, the gem is ruined.

Determining a gem's worth: If both checks succeed, assume half of the dice used to determine the gem's worth are at their maximum value. If one check fails, assume half of the dice used to determine the gem's value are at their minimum value.

Quality DC	Easy	Average	Hard	Difficult	Very Difficult
	10	15	20	25	30

Easy Cuts and Polishes: Any Gemstone of 50 gp average or less.

Average Cuts and Polishes: Any Gemstone of 250 gp average or less,

Hard Cuts and Polishes: Any Gemstone of 500 gp average or less

Difficult Cuts and Polishes: Any Gemstone of 1000 average gp or less

Very Difficult Cuts and Polishes: Any Gemstone of 1000 average gp or more.

For example, a bloodstone has an average value of 50 gp. The jeweler must make two checks, one to cut and one to polish, both at DC 10 to finish the gem. If he fails by 5 or more on his first check, the bloodstone could never be worth more than 50 gp (average for the gem). Thus, the bloodstone's worth would be $1+1d4 \times 100gp$. This would also reduce the polishing DC by -5.

Thus, if the jeweler above succeeded both checks, the gem's value would be $4+1d4 \times 100 gp$.

The Artificer's Handbook due out in 2003 has a large list of gems and their uses.

Guild Symbol: A gold ring with a star ruby in a teardrop cut (to appear as a drop of blood falling like rain).

Guild Requirements: Craft (gem cutting) 4+.

Associate Membership: All members must donate 25% of their annual sales of jeweled items. Associate membership is as full membership, except associates get no votes in the guild. You are automatically an associate member if you hold a rank less than master and reside in any nation other than Ithganin or Warkistan.

Guild Dues: Guild dues are 25% of their annual sales of jeweled items. Masters and Grande Masters outside of Ithganin and Warkistan still must pay yearly dues of 25% and 10% of profits respectively. Masters and Grande Masters outside of the above countries are as experts and masters respectively when determining the number of votes they have on the council.

Guild Specialized Skill: Craft (gem cutting)

Class Skills: Alchemy (Int), Appraise (Int), Bluff (Cha), Craft (gem cutting) (Int), Diplomacy (Cha), Innuendo (Wis), Sense Motive (Wis), Use Magic Device (Cha).

Guild Feats: Skill Focus (Craft (gem cutting))

Guild Rank and Aptitudes:

Apprentice:

Apprentices are taught the basics of facets, clarity, color, and carat. They also learn information regarding polishing and insetting. They gain a +2 competence bonus to their Craft (gem cutting) and Alchemy skill checks.

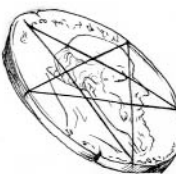
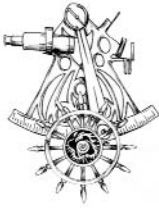
Apprentices are not sold raw gems above 50 gp average in value (this price is the expected value after they are properly cut).

Apprentice jewelers earns 1/3 the final price for any gem they cut for the guild.

Precision: These teachings also lead to expert precision skills. This precision grants the apprentice a +1 competence bonus to the following skills, if known: Disable Device, Forgery, Heal, Open Lock, Pick Pocket, Scry, Use Magic Device, and Use Rope.

Journeyman: Journeymen are taught about proper cutting and lathing techniques as well as how to determine worth of the gems. They gain a +2 insight bonus to their Appraise checks. On gemstones of 100 gp average value or less, they may take 10 on crafting checks. They also gain access to gemstones of up to 500 gp in value through the guild.

Expert: Expert jewelers are so skilled in their craft they can improve the quality of the gems they work on. Their competence bonus to Craft (gem cutting) and Alchemy rises to +4. They may increase the worth of a gem by up to 25%. The DC increases by +5 in order to cut a gem and increase its value. They may take 10 on crafting checks with gems of 500 gp average value or less. Lastly, they gain access to gems worth up to 1000 gp average value from the



guild warehouses.

Master: Masters craft jeweled crowns and royal engagement rings. They work with the finest gems and have access to whatever special supplies the Guild might provide. They may increase the value of a gem by up to 50%. The DC increases by +10 in order to cut a gem and increase its value. Masters gain access to gems

worth up to 5000 gp average value from the guild's warehouses. Finally, their competence bonus increases to +2 for the following skills, if known: Disable Device, Forgery, Heal, Open Lock, Pick Pocket, Scry, Use Magic Device, and Use Rope.

Grande Master: Grande Masters can attempt to make truly impressive items from even the worst of gemstones. They often work gems for magical items and heirlooms for only the wealthiest of beings. Grande Masters increase their competence bonus to Craft (gem cutting) to +6. They may attempt to increase the worth of any gem by up to 100%. The DC increases by +15 in order to cut a gem and increase its value. They gain access to any gem they can find in the guild warehouses.

Guild Abilities:

Insider: *Prerequisite:* Expert rank or higher; resides in Warkistan or Ithganin; must have a positive Charisma bonus: You are well known and thought of within the Guild. It is easier for you to request favors. If you do anything to disgrace the Guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance

bonus to any reaction roll from a guild member or associate of the guild. You can take this ability up to

two times.

Sky's the Limit: *Prerequisite:* Master or higher: You may increase the value of a gem by up to an additional 100%. Using this ability increases the crafting DC by +5 for every +25% increase in value desired. Using this ability destroys the gem on a single failed attempt during crafting.

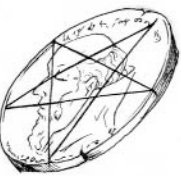
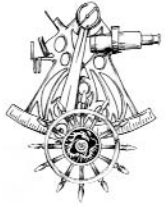
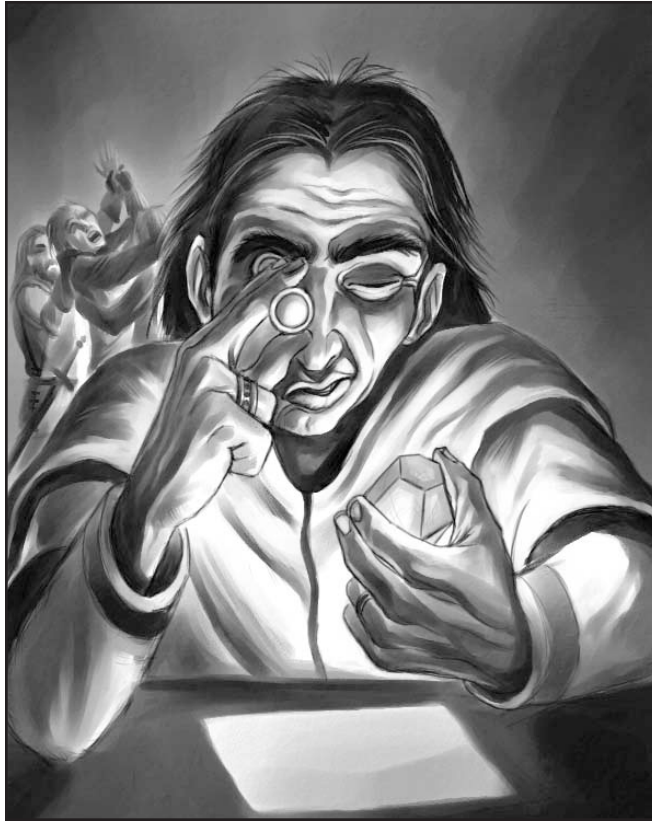
Luck of the Draw: *Prerequisite:* None: The GM rolls for the potential value of the rough stones you are to work twice. You choose which roll to take.

Eye for Perfection: *Prerequisite:* Journeyman rank or higher: You have an eye for finding flaws. You may make Appraise checks in one round instead of one minute. In addition, you ignore the chance to reduce the value of a gem on a Craft (gem cutting) skill check on your first failed check for each gem. If this is combined with the Sky's the Limit ability, this ability takes precedence.

Ranged Precision: *Prerequisite:* None: Your sure hands have use beyond the lathing lab. Your competence bonus to skill checks extends to ranged attacks.

Dark Ties: *Prerequisite:* Expert or higher: You know how to contact one of the local assassins' guilds and gain a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with them.

Enchanted Rings: *Prerequisite:* Expert rank or higher, ability to cast 1st level spells: You are considered to have the Craft Wondrous Item and Forge Ring feats for purposes of making rings, necklaces (with gems in them), and magic gems. You may add your jeweler guild level to your spellcasting class level to determine your caster level when meeting the minimum item creation requirements. In addition, you may research special components that can take the place of spell requirements for the items. The component costs 1000 gp per level of the spell it is replacing. These components inevitably come from a magical source, and the GM may require a special quest to find them (in-lieu of purchasing them). This



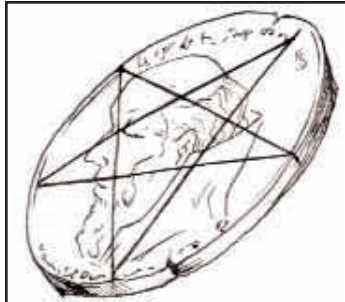
special component cost is added to the total cost of the item for purposes of financial burden, experience point cost, and time to build.



MAGES' GUILD

Brief Description:

The Mages' Guild was originally formed by a group of mages who chose to collaborate on their research towards new spells and arcane knowledge. Instead of returning to the great schools and universities of arcane sciences, the founders decided to



work with a small number of carefully selected fellow mages. The Mages' Guild has since created a several laboratories where members can experiment and craft magic items. Since its founding the guild has gained power, both economic and political, because of the value it offers to the rich and powerful.

Guild Symbol: Platinum coin with an etched pentagram.

Guild Requirements: Must be able to cast 2nd level arcane spells and must have at least one of the following feats: Spell Focus, any Item Creation feat, any metamagic feat, or Spell Mastery.

Associate Membership: Associate membership costs 100 gp annually. The Mages' Guild offers a very few associate memberships. The Mages' Guild is an exclusive society and even admittance as an associate is difficult. In order to become an associate, the individual must meet the requirements for full membership and must make a Charisma check (DC 15), though this hazing can be dealt with through roleplay as well. Once an individual is admitted as an associate, they gain access to the guild's library (+4 circumstance bonus to Knowledge checks for arcane lore and monster lore, +2 to all other Knowledge checks). The libraries also contain the spellbooks of dead members and descriptions of spells that the members can use to add to their spellbooks (the GM may need to monitor this so that a character does not take too much advantage. If the GM feels a character is abusing the library, the guild can strip the character of his privileges, or require some form of payment, from hazardous assignments to gold). In addition, the associate may use the guild's many laboratories to

craft magic items. Associates must collect their own components and do not receive any discount in prices.

Guild Dues: For a regular membership, the cost is also 100 gp annually. In addition, the member must spend a total of 30 days per year at a guildhall assisting with research.

Guild Specialized Skill: Spellcraft

Class Skills: Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (any) (Int), Profession (any) (Wis), Scry (Int), and Spellcraft (Int).

Guild Feats: All meta-magic feats.

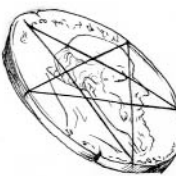
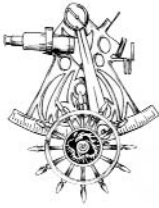
Synergistic Advancement: When leveling in the Mages' guild, a character gains synergistic advancement with a previously possessed arcane casting class at every level. They gain *all* the rank aptitudes and class abilities of the Mages' guildsman class in addition to the hit points, BAB, saves, skill points, special abilities, caster level, and spells of the synergized class. Thus they never use the guildsman class hit die, BAB, saves, or skills points. See the **Synergistic Advancement Sidebar** at the beginning of this chapter.

Guild Rank & Aptitudes:

Apprentice: Because an apprentice is required to help a higher ranked member, even if the apprentice has more levels of experience than the other, apprentices become talented in preparing material spell components. They reduce the cost of their spell components by 25%. Also, if the GM requires a DC roll to finish the crafting of the magic item, the apprentice receives a +2 circumstance bonus to the check. Due to the time spent doing research in the library, wizard apprentices gain one additional spell of their choice to add to their spell books. This spell must be of a level they can cast.

Journeyman: The journeyman is the first ranking member in the guild who has a vote in the direction the guild takes. A journeyman receives a single vote. In addition, journeymen have become very skilled at helping other guild members. They may make Spellcraft checks to aid other wizards in learning new spells. Journeymen gain one additional spell they can add to their spellbooks or list of spells known. This spell must be of a level they can cast.

Expert: Experts receive two votes in the guild. After working to catalog spells and analyze the various



schools of magic, the expert becomes familiar with the major magical theories. Wizard experts gain two additional spells of their choice to add to their spell books. This spell must be of a level they can cast.

Improved Meta-Magic: Once a day they can reduce the spell level increase of a meta-magic feat by 1 or, if using a sorcerer or bard magic, may use a meta-magic feat as a standard action instead of a full round action.

Master: Masters receive four votes. The master is even more adept at understanding arcane mysteries, and gain two additional spells to add to their wizard's spell book, or one spell to their list of spells known if a sorcerer or bard. This spell must be of a level they can cast.

Grande Master: The Grande Master is the most respected and influential member of the guild. He receives ten votes and may cancel any vote cast by the journeymen, as these members have yet to fully prove themselves to the guild. Wizards gain two additional spells to add to their spellbook. They may use their improved meta-magic ability up to three times a day.

Guild Abilities:

Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to a Mage's Guild class skill.

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Component Resources: *Prerequisite:* None: Members of the mages' guild have an awesome collection of spell components. In campaigns that use components, the Mages' Guild and apothecaries are the most likely places to find such items. The Mages' Guild will sell the components to any who ask, though there

may be a substantial mark up for rare and hard-to-get components. Members who take this ability get an

additional discount, depending on their rank: Apprentice 5% (30% total), Journeyman 10% (35% total), Expert 15% (40% total), Master 20% (45% total) and Grande Master 25% (50% total).

Linking: *Prerequisite:* Master or higher: With this ability you are able to combine the powers of other guild members to fuel ritual magic. In game terms, this ability allows you to tap the experience points of willing participants to create magic items. This ability turns the spell into a ritual and takes a minimum of 1 hour to perform. The experience point loss is divided equally among the participants, with any remaining points taken from the original caster. You may link a maximum of 1 additional mage for every 5 full levels of experience.

Magecraft: *Prerequisite:* Expert or higher: This ability allows you to specialize in one of the magical creation feats. You can now create items as if you were 2 levels higher. For example, a mage must be at least 10th level to enchant a weapon with the *flaming* effect, but an 8th level mage with Magecraft could achieve the same effect. This feat can be taken multiple times, and each time a different specialization must be chosen. You must meet all other requirements for making the item.



MASON'S GUILD

Brief Description:

Masons are the architects and builders of any society. Their structures can provide simple shelter, a house for a god, or fort to withstand an assault by enemy forces. Guild masons have access to extensive plans for structures and supplier contacts. They have a guildhall in most every major city of Gothos.

Guild Symbol: Bare truss frame house with a castle behind it, often with two flags sticking out of the parapets of the castle. These flags have the heraldry of the nation or noble the guild house is affiliated with upon them.

Guild Requirements: Craft (carpentry) 2+, Craft (stonemasonry) 2+.

Associate Membership: Associates pay 35 gp annually, and the Mason's Guild grants them access to the guildhall. Within the guildhall, customers post their needs and masons post their needs for assistants. It



also allows the associate members to take contracts within the hall.

Guild Dues: Guild dues are 70 gp annually. This grants the member access to the library, the right to look for assistants within the guildhall, and contract rights with the guild suppliers.

Guild Specialized Skill: Craft (stonemasonry).

Class Skills: Appraise (Int), Concentration (Con), Craft (carpentry) (Int), Craft (painting) (Int), Craft (sculpture) (Int), Craft (stonemasonry) (Int), Knowledge (architecture) (Int), Profession (siege engineer) (Wis), Profession (woodcutter) (Wis).

Guild Feats: Skill Focus (Craft (carpentry)), Craft (stonemasonry), or Profession (siege engineer).

Guild Rank and Aptitudes:

Apprentice: Apprentices are trained in carpentry, wood cutting, and stonemasonry. This grants them a +2 competence bonus to their Craft checks in these skills.

Find Fault: In addition, their eye for finding faults and understanding structures allows them to use their Craft skills in place of Search for finding secret doors (any), wooden (carpentry or wood cutting) or stone (stonemasonry) traps, and any other check to find an alteration or fault in a wood, earth, or stone structure.

Journeyman: Journeymen often become leaders of large projects of a non-military nature and are encouraged to take projects in distant locals to learn the building practices of other nations. They also learn the guild secrets of reinforcement.

Assess Structure: Their stone structures gain +2 extra hit points per inch of thickness and increase their hardness by +5, though at a 50% increase in time and cost to build. They may also use this construction technique on wooden structures, but doing so only grants +1 extra hit point per inch and an increase of +2 to hardness. Additionally, their knowledge of construction lends itself easily to destruction. They reduce the hardness of any wooden or stone item by -2 when they attack it by weapon or siege weapon. If they take a full round action, they may convey this bonus to a number of allies equal to their class level. Finally, journeymen gain a +2 circumstance bonus to any check made to open any

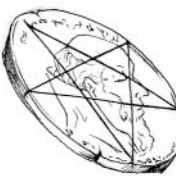
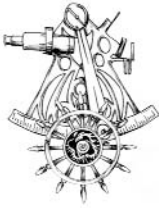


wood or stone door, portcullis, or chest.

Expert: Expert masons take their journeyman knowledge and use it to add special properties to their constructs. They often build fortified structures and are sometimes hired as war engineers to build bridges or repair forts while in combat. Their competence bonuses to their carpentry and stonemasonry Craft skills increase to +4. The DC to break any of structure they make increases by +2. They may include one of the following qualities on each of their constructs.

Secrets: The building is designed with a number of secret niches, places, and other special items such as escape tunnels. The builder may design three secret items (such as a secret door, tunnel, or niche) into the building at no additional cost.

Battle-hardened: The building receives an additional +1 hit point per inch and +2 to its hardness. This includes its windows (if any) and other non-stone materials used in its construction.



Comfortable: The outside temperature has little effect on the interior of the building. It stays as close to 75 degrees as possible. It ignores the first 30 degrees of temperature differentiation from the outside. It then moves on a one to one degree relationship with the outside temperature. For example if the temperature were 40 degrees outside, the interior of a comfortable house would be 70 degrees. Additional heat or cooling sources may alter the interior of the building as normal.

Magic Resistant: The shape and nature of the building materials make the structure resistant to magical effects. The walls gain a +2 bonus to saves versus magical effects.

Fire Resistant: The materials and processes used in the construction of the building reduce its risk of catching on fire. The walls gain a fire resistance of 10.

Master: Master masons make exotic temples, castles and royal palaces. They often design new and unique places and are rewarded handsomely for their efforts. Their stone structures gain +4 extra hit points per inch of thickness and increase their hardness by +10, though with a 50% increase in time and price to build. They may also use this construction technique on wooden structures, but doing so only grants +2 extra hit points per inch and a hardness increase of +5. They may reduce the cost of any construction project they supervise by 25%. Finally, their ability to detect problems and faults allows them to passively search for secret doors, faults, and traps in stone and wooden structures. If they pass within five feet of one such, they are entitled to a Craft (stonemasonry) check to detect it. This can allow them to spot or find a flawed column in a temple that could later cause its collapse.

Grande Master: Grande Master masons are often a ruler's personal designer. They can bend the laws of physics in their constructs. They often help wizards develop impossibly tall towers, or built potent walled castles. Grande Masters use strange materials in their designs such as walls of glass or crystal without penalty. The DC to break a structure (doors, walls, windows, etc.) they create increase by +4. They also gain a +4 competence bonus to breaking down or opening

stone or wooden doors, portcullis, and chests. Finally, their techniques are so honed that their structures

gain two rolls for saving throws and take the better of the two.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus; You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Observant: *Prerequisite:* None: Your skill to spot imperfections extends beyond your stonemasonry. You gain a +1 insight bonus to all opposed rolls if not flatfooted. In addition, you gain a +1 insight bonus to hit and damage when attacking a creature wearing armor or with a natural armor value of 1 or greater.

Inspector: *Prerequisite:* Journeyman or higher; must have the *observant* ability: Your skill to spot imperfection greatens. Your insight bonuses from the *observant* ability increase to +2.

Sturdy Construction: *Prerequisite:* Journeyman or higher: Your wood and stone structures gain an additional +2 and +4 hit points per inch respectively due to your understanding of reinforcement and material selection.

Field Engineer: *Prerequisite:* Journeyman or higher: You may reduce the time it takes to make or repair a structure from 7 days per check to as low as 1 day. For every day in reduction it requires 1 additional person helping and increases the DC for success by +2. If you are using days instead of weeks for your check (copper cost instead of silver cost), you may reduce the time from 8 hours a check down to 1 hour a check. For each hour of reduction it requires 1 additional person helping and increases the DC for success by +2.

Divinely Attunement/Shelter: *Prerequisite:* Expert or higher; Knowledge Religion 5+: The building is designed with blessed materials and specially shaped to attune them to a god. The building must be attuned to a specific god or the whole pantheon. Most major faiths require this to be done for their temples. Spells cast within these temples gain a +2 bonus to their DCs and the casters are considered one level higher when determining spell effects. Alternately, the location can be designed to cause the reverse effects on individuals devoted to a specific god (-2 to DCs and -1 effective level for effects of spells).



Mindar Resistant/Attuned: *Prerequisite:* Expert or higher; Knowledge (history) 5+: The building has been designed to minimize the effects of Mindar on it and those within. Any nightmare or character with dream points or dream feats receives a -2 circumstance modifier to all rolls while within the building. In addition, nightmares can not manifest directly within the walls. Alternately, the building can be attuned to grant a +2 circumstance modifier to all rolls for those beings who are linked to Mindar. In this case, there is a much more likely possibility of manifestation with the building.

Master Craftsmanship: *Prerequisite:* Master or higher: Your individual talent allows you to create the most impressive of structures. You may roll twice and take the higher result on any Craft or Profession check when creating a building or siege weapon. To use this ability, you may not use the master aptitude to reduce the cost of the item.

Demolitionist: *Prerequisite:* None: You are keenly aware of how to take down structures. Any siege equipment you use gains a +2 bonus to damage. In addition, you gain a +4 insight bonus to checks to break down or open wooden or stone doors, portcullis, or chests.

Associate Membership: Associate members pay 50 gp annually. Associate membership allows the use of money changing and contract specialists in the guildhalls and in the temples of Josea. These specialists must still be paid for their services—generally there is a charge of 50 gp per contract. Associate membership is free to all priests of Josea.

Guild Dues: Apprentice guild member dues are 300 gp per year in addition to 10% of yearly profits. Journeyman guild member dues are 500 gp per year in addition to 5% of yearly profits. Expert guild member dues are 750 gp per year in addition to 1% of yearly profits. Membership in the guild allows for all the advantages listed below, use of the moneychangers at the guildhalls with a 50% discount in fees, use of the contract experts of the guild, and protection of your business. "Donations" to Josea temples often earn discounts to guild membership fees. The local guild leader determines the amount of this discount.

Guild Specialized Skill: Appraise.

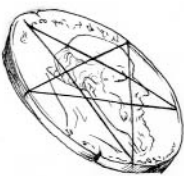
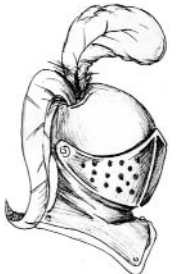
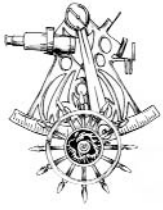
Class Skills: Appraise (Int), Bluff (Cha), Craft (all) (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Profession (all) (Wis), Sense Motive (Wis), Spot (Wis).

Guild Feats: Alertness, Iron Will, Skill Focus (Appraise, Bluff, Diplomacy, Sense Motive, or Spot).

Guild Rank and Aptitudes:

Apprentice: Apprentices are trained in the fundamentals of making a deal and contacting suppliers, as well as in the skills required to make the goods they sell. They gain a +2 insight bonus to their Appraisal checks. They gain three skills of their choice, which become bonus class skills. Bonus skills must relate to the primary goods or services the apprentice sells. For example, a lock merchant could take Disable Device, Open Locks, and Craft (locksmithing). Knowledge of general salesmanship grants the apprentice a +1 enhancement bonus to Charisma.

Journeyman: Journeymen gain improved access to the guildhall's resources, and often join caravans and travel abroad. The guild grants journeymen the services of a professional barrister to negotiate contracts. Journeymen may use this service freely once a week. Due to excellent money and inventory management (along with the guild's help), journeymen



MERCHANTS' GUILD

Brief Description: If soldiers are the hands of a nation and the ruler the head, then merchants could be seen as the blood. Merchants keep the economy of Gothos healthy. The Merchant Guild of Gothos is said to have as much power as any ruler. Some say it is simply an arm of the church of Josea, but any ties the heads of the guild have with the church are not known. In most nations, the guild sets standard pricing and determines what will and will not be sold. While many merchants are not members of the Guild, most fear the repercussions of straying too far from its precepts and guidelines. Only in Nord, Rylonia, and Ithganin are the Merchants' Guild mandates openly ignored.

Guild Symbol: Three gold coins falling into a small pouch. Major halls often replace the gold coins with platinum coins or gems.

Guild Requirements: Appraisal 4+.



gain a 10% increase in monthly net profits.

Journeyman may make one additional skill a class skill. This marks the exploration of other market options and does not necessarily relate to general business practices.

Expert: Experts often gain exclusive "rights" to market a specialized product. Others guild members do not attempt to under-cut their price. Experts can

increase the price of the item by up to 25% without breaking this contract.

The use of the guild-supplied barrister no longer carries any charge. Experts may make one additional skill a class skill or gain a +2 insight bonus to a skill that is already a class skill. This skill must relate to a product or service the expert commonly sells.

Master: Master merchants are free any fees associated with the Guild. They are well versed in the ways of moneymaking and do not commonly find themselves on the weaker side of any deal. Masters receive a

25% increase in monthly profits due to their excellent contacts and money management. Their exceptional ability at dealing with people is reflected in a +2 enhancement bonus to their Charisma. They gain 6 additional skill points to distribute as they choose among their Bluff, Diplomacy, Innuendo, and Sense Motive skills.

Grande Master: Grande Masters no longer have the need to personally sell anything. They take up shop behind the scenes and have their protégés do their work for them. Grande Master merchants lead comfortable

lives. A Grande Master, in most cases, rises to the level of aristocrat or noble in the society he resides in. Grande Masters gain three re-rolls a day

on any skill checks involving deals or negotiations.

Guild Abilities:

Synergistic Advancement: *Prerequisite:* None: You gain synergistic advancement in the merchant* class. (See the **Synergistic Advancement Sidebar** at the beginning of this chapter.) This ability can be taken multiple times.

*The merchant primary class appears in *The Hunt: Rise of Evil Worldbook*

Favored of the Guild:

Prerequisite: Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.



Bargaining: *Prerequisites:* None: You know how to find things not normally found in the area and typically find the lowest priced items which are available. In addition, you gain a +4 competence bonus to your Bluff (barter) checks when negotiating on a price to sell or buy any item.

Skilled: *Prerequisites:* None: You gain +1 skill point to place in a class skill every time you level as a guild merchant (including this level).

Windfall: *Prerequisite:* None: A particularly good investment pays off. Gain 1000 gp per your current class level at the time you take this advantage.

Guild Schooling: *Prerequisite:* Journeyman or higher: You spend considerable time practicing skills in the guildhall. You gain a feat of your choice from the list



the level of aristocrat or noble in the society he resides in. Grande Masters gain three re-rolls a day

of guild feats and 2 additional skill points. You may take this ability multiple times.

Once in a Lifetime Trade: *Prerequisite:*

Journeyman or higher: You gain a magical item worth roughly 500 gp per your class level. You may choose the item type, but the GM determines the specifics of the item.

Supplier Advantage: *Prerequisite:* Journeyman or higher: You learn how to negotiate with suppliers. This corresponds to a +2 competence bonus to Profession rolls when determining the wealth earned in a week.

Exclusive Sale: *Prerequisites:* Master or higher: You gain an additional exclusive sale of an item. Others in the guild do not attempt to under-cut your price. You can increase the cost of the item by up to 25% without breaking this contract.



Naturalists' Guild

Brief Description: One of the smaller guilds of the nations of Gothos, the naturalists pride themselves on their ability to train and enhance domestic and wild animals and beasts, and even magical beasts. To farmers, the naturalists provide trained mules and oxen for tilling fields. In times of war they provide training for the warhorses that carry knights into battle. To royalty, they provide pigeons for messenger services and falcons for hunting. Indeed, the Naturalists' Guild serves an important function for all walks of people, regardless of status.

Guild Symbol: Wolf rampant sinister (facing left), mirrored by a house facing right.

Guild Requirements: Handle Animal 2+ and Knowledge (nature) 2+.

Associate Membership: Associate members pay 20 gp annually. Associate membership entitles members to discounted services and veterinary medicines of the guild. Ranch owners and farmers often purchase associate membership.

Guild Dues: Guild members pay 50 gp annually. The greatest advantage membership offers is access to veterinary medicines and ancient guild practices involving non-magical training. Long ago, naturalists focused completely on non-magical training methods. Recently, a conclave of druids has gained power with



in the guild. A heated internal struggle exists between those who believe magic taints the training process and those who feel magic enhance it. It now boosts magical training in some areas, but practice of these arts can garner the user some resentment from other, more conservative guildsmen.

Guild Specialized Skill: Handle Animal.

Class Skills: Animal Empathy (Cha), Balance (Dex), Craft (leatherworking) (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Profession (all) (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Use Rope (Dex), Wilderness Lore (Wis).

Guild Feats: Alertness, Combat Reflexes, Mounted Combat, Skill Focus (Animal Empathy, Handle Animal, Ride),

Guild Rank and Aptitudes:

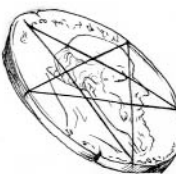
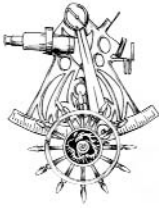
Apprentice: Apprentices are taught the basics of how to train and read the behavioral intents of animals. They commonly work with domestic animals. Apprentices gain a +2 competence bonus to their Animal Empathy and Handle Animal checks.

Train Animal: Apprentices can use their own Perform skill for their trained animal's performance checks. They may make one attempt to retry a failed skill check to train a domestic animal. Animals reared by apprentices always have at least the average hit points for their breed. Apprentices receive a +2 competence bonus to Healing checks made for animal injuries.

Journeyman: Journeymen learn to rear wild beasts and frequently spend time in the wilds developing their skills. They may retry a failed attempt to train or rear animals and beasts.

Feat Training: Journeymen can make a Handle Animal check to endow an animal they have spent time training with a feat of their choice (DC 20+ HD of animal). The animal must meet all the prerequisites for the feat. The journeyman may grant one feat to each animal they train using this ability. The journeyman may not retry a missed skill check—failure means the creature cannot learn the feat.

Expert: Expert trainers have developed the skills necessary to significantly enhance the animals they train. Their competence bonus is increased to +4 for any Animal Empathy or Handle Animal check. They receive a 50% discount on vet-



erinary medicines and training supplies sold by the guild.

Improved Animal Training: They may also train domestic animals for two general purposes instead of one; however the second purpose requires a +5 increase to all DC checks. All animals trained or reared by an expert gain a +2 bonus to their Intelligence. An expert who rears or trains an animal from its birth can guarantee it gains at least 75% of its maximum hit points upon reaching adulthood, assuming they take the time and spend the money to condition the animal properly. Conditioning costs are 5 gp per month for small or tiny animals, 15 gp per month for medium animals, 30 gp per month for large creatures, and 60 gp per month for huge creatures.

Master: Masters generally reserve their considerable abilities for training special war mounts, magical beasts, and running the major guildhalls. Masters gain a +4 competence bonus to their Heal checks when treating domestic animals, and a +2 competence bonus when treating beasts and magical beasts.

Train Magical Beasts: They may train and rear magical beasts but with a +5 DC increase to any check regarding the creature. Masters may retry two failed attempts to train or rear animals and beasts. Masters can train a domestic animal in up to two feats—a failure on the first check does not prevent him teaching the animal the second feat. The skill check for the second feat has a Handle Animal DC of 25+HD of the animal. Additionally, a master may teach a beast or magical beast one feat, though magical beasts had a training DC of 20 + (2 x HD).

Grande Master: Grande Masters can tame even the wildest of beasts. They have no limit on the number of retries for any Handle Animal or Animal Empathy skill check with animals. Grande Masters have a +6 competence bonus for their Animal Empathy and Handle Animal checks. All domestic animals trained or reared by a Grande Master gain a +4 bonus Intelligence—all beasts and magical beasts trained or reared gain a +2 bonus to their Intelligence.

Maximize Health: Grande Master who rears or trains an animal from its birth can guarantee it gains 100% of its maximum hit points upon reaching adulthood, assuming they take the

time and spend the money to condition the animal properly. Conditioning costs are 10 gp per month for small or tiny animals, 25 gp per month for medium animals, 50 gp per month for large creatures, and 100 gp per month for huge creatures. They may teach beasts and magical beasts two feats each. The second feat has a DC of 30+HD for beasts, and 30+2 x HD for magical beasts.

Guild Abilities:

Choosing a Side: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. If you have the ability to cast druidic or ranger spells, your bonus automatically applies to guild members who favor magical enhancement as a training method. Otherwise, you may choose which side favors you. You can take this guild ability up to two times, but it must always be with the same side of the internal debate.

Complex Tasks: *Prerequisite:* None: The animals you train gain an additional +2 bonus to their Intelligence. They may be given complex instructions, and if their Intelligence increases to 6 or higher, they gain the ability to understand one language fluently.

Favored Creature: *Prerequisite:* None: You gain a +4 insight bonus to skill checks with a type of animal, beast, or magical beast of your choice. This guild ability can be taken multiple times, with either the same (in which case it stacks) or a different creature.

Increase Companionship: *Prerequisite:* Ability to cast *animal friendship*: You may add your guild level to your caster level for purposes of determining the total HD of animal friends you can have at any one time. You may also befriend beasts and magical beasts with the spell. Magical beasts are considered double their HD for purposes of maximum HD for the spell.

Conditioning: *Prerequisite:* Journeyman or higher: When rearing a creature, your efforts cause it to be physically better than normal. By spending week of training per HD of the creature, you may make a Handle Animal check (DC 20+ HD of the creature) to grant it a +1 competence bonus to their attack, damage, and save rolls, and +1 HD. This bonus can only be granted once per creature.

Continued Development: *Prerequisite:* Journeyman



or higher: You may attempt to grant an additional feat to any creature to which you can normally train feats. The Handle Animal DC for this training is 30 + HD of the creature to be trained (30 + 2 x HD for magical beasts).

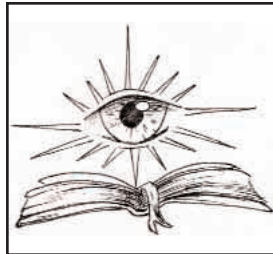
Druidic Pursuits: *Prerequisite:* Expert or higher; minimum one level in druid: You gain the abilities of a druid as though you went up two levels. This only applies to spells and abilities. This cannot increase your effective druidic level to higher than your character level minus two.

Animal Domain: *Prerequisites:* Master or higher; minimum one level in druid, Knowledge (nature) 10+: You gain access to the clerical Animal domain, including its additional spell per spell level and its special ability. The maximum spell level and spell effects are determined by your druid casting level.



SAGES' GUILD

Brief Description: The Sages' Guild of Gothos is pervasive. They have a close association with both the Criers' and Adventurers' Guilds and in lands where freedom of information is suppressed, its members still operate in secret despite the dangers. The Sages' Guild prizes knowledge above all else and often looks to the past to predict the future.



Guild Symbol: An open book under a radiant sun-like eye.

Guild Requirements: One Knowledge skill 4+ and two other Knowledge skills 2+.

Associate Membership: Associate members pay 100 gp annually. Associate membership allows access to the guild libraries designated for public use. A single day's access to a public library costs non-members 5 gp. All inks and paper used to copy material from the libraries must be purchased from the Sages' Guild. In Kirkland, Mirak, and Romanus, the church of Euphernas sponsors all their clerics and acolytes with associate Sages' Guild membership.

Guild Dues: Guild dues are 200 gp for apprentices, 250 gp for journeyman, and 300 gp for expert Sages. These dues allow members to use both the public and restricted guild libraries and grants them complimentary materials for notes and transcription. It also gives them the right to employ the skills of other

sages of lower rank without charge for their services. Guild members are expected to offer their expertise to other members upon request. Higher-level members may charge a fee of their choice for each question asked of them from lower ranked guild members.

Guild Specialized Skill: Knowledge (any).

Class Skills: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Gather Information (Cha), Innuendo (Wis), Knowledge (any) (Int), Profession (any) (Wis), Scry (Int), Speak Language, Spellcraft (Int), Use Magic Device (Cha).

Guild Feats: Skill Focus (Concentration, Knowledge (any), Scry)

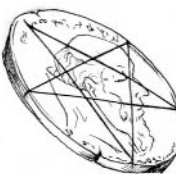
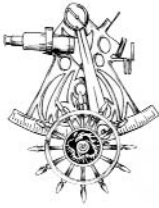
Guild Rank and Aptitudes:

Apprentice: Apprentices are trained in a variety of languages and facts. They receive a free language of their choice for their efforts. They are considered 1 level higher for purposes of their maximum rank in Knowledge skills. Thus, an apprentice sage may have 9 ranks in any Knowledge skill at 5th level. Apprentices gain 4 additional skill points to place into Knowledge skills of their choice.

Identify: They may cast the spell *identify* as a wizard of the same level as their class level once a day.

Journeyman: Journeymen are expected to adopt a specialty area of knowledge, and often take an active role searching the world for information regarding their chosen subject. They may choose one Knowledge, Craft, or Profession in which to receive a +2 insight bonus to their skill checks. They are considered two levels higher for purposes of maximum rank in all their Knowledge skills. Additionally, they are expected to broaden their horizons during their journeys and learn skills they might otherwise have no interest in. As a result, journeymen receive 4 additional skill points, which can go into any skill they wish. All skills may be considered class skills for purposes of distributing these 4 points.

Expert: Expert sages become true masters of their chosen field, rivaling their arcane cousins, the loremasters. They spend considerable amounts of time talking amongst themselves and researching abstract leads or theories. The insight bonus in their chosen specialty skill increases to +4. They are considered three levels higher for purposes of maximum rank in their



Knowledge skills. They gain the ability to use magic items of one chosen class as though they had 1 level of the class. Finally, they may find two properties of an item instead of one when using the *identify* spell.

Master: Master sages have access to hidden sources of knowledge few others know. Their knowledge in a subject often is considered supernatural in nature. The insight bonus in their chosen specialty skill increases to +6. They are considered 4 levels higher for purposes of maximum rank in their Knowledge skills and they receive 4 additional skill points to place into any Craft, Knowledge, or Profession skills they choose.

Incredible Insight: Their amazing skills can simulate the spell *divination* 3 times per day as if cast by a 15th level cleric. This supernatural ability takes 10 minutes worth of concentration to achieve. It can be used on other people's actions and can allow the Sage to see into the future according to the sage's character level in days.

Grande Master: Grande Masters are privy to all the scrolls and books the guild keeps. The insight bonus in their chosen specialty skill increases to +8. They are considered 5 levels higher for purposes of maximum rank in their Knowledge skills.

They have such an understanding of the way of things they gain insight from even the most insignificant information. They may find up to three properties of an item when using the *identify* spell. Grande Masters have such a great knowledge pool, their player can make two guesses

on any riddle or puzzles answer with the GM taking the more correct of the two. In addition, they may make a re-roll of any three Intelligence based skill checks or divination spells rolls each day.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the

GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Bookish: *Prerequisite:* Minimum of one level in wizard: Your study grants you additional spells. You learn one additional wizard spell at this level, and every time you level as a Sage Guild member. These spells must be of a level you can cast as a wizard.

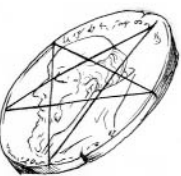
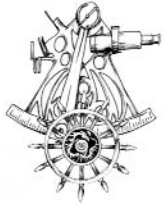
Research & Study: *Prerequisite:* None:

You gain 6 extra skill points. You may only use these extra skill points to increase Knowledge skills.

Savant: *Prerequisite:* None: One skill of your choice increases to 10 ranks. You may not increase its rank again until your character level is 8th level or greater.

Hands-on Experience: *Prerequisite:* Journeyman or higher: One skill of your choice can have its maximum rank increased as though it were a Knowledge skill.

Random Facts: *Prerequisite:* Journeyman or higher: You recognize key pieces of information from your



conversations and remember the hundreds of things you overhear. The GM will inform you of random pieces of information of any nature they choose on a regular basis. Additionally, whenever you make Gather Information rolls, you gain a +2 luck bonus to your roll.

Arcane Pursuits: *Prerequisites:* Expert or higher, minimum of one level in wizard: You gain the abilities of the wizard class as though you went up two levels. This only applies to spells and abilities. This guild ability cannot increase your effective wizard level to higher than your character level minus two.

Dabbler: *Prerequisite:* Expert or higher. You may use any non-weapon/non-armor/non-shield magical device regardless of regular class restrictions.

Diviner: *Prerequisite:* Expert or higher, follower of Euphernas: You gain access to the clerical Knowledge domain spells and the special ability (i.e. you cast divinations at +1 caster level and gain 1 spell of each level). Your guildsman level acts as your clerical level for purposes effects and of what level spells you may cast.

Extraordinary Contacts: *Prerequisite:* Master or higher: You have incredible contacts. This guild ability simulates casting *contact other plane* once per day. There is no chance of an Intelligence/Charisma decrease. Instead, failure of the Intelligence check means this ability may not be used again for 1 week per point by which the Intelligence check was missed. Additionally, you gain 2 additional skill points to place into any Knowledge skill of your choice.

Second Specialty: *Prerequisite:* Master or higher: You may choose one additional Knowledge, Craft, or Profession which receives the sage's specialty insight bonus to skill checks (+6 at master and +8 at Grande Master).

rules and regulations. Unfortunately, the chaotic nature of the sea cannot be circumvented by those whose fate is intertwined with it. The guild is constantly in flux, at times lawful and honest, at other times corrupt and deceitful. To compound this situation, the members are often at odds over guild leadership and authority.

Grande Masters must forcibly secure a claim to maintain control of an area and local overseers tend to interpret the rules to meet their individual needs or morals. Regardless of the guild's organizational issues, most regular seafarers still find membership a necessity.

Guild Symbol: A golden ship's wheel on a royal blue background with small white stars on the background's upper half. In the background is the navigators compass. A flag with the guild's symbol is often flown under the main flag of any seafarers' ship.

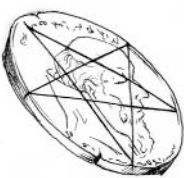
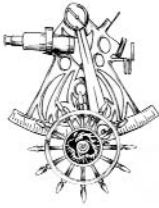
Guild Requirements: Knowledge (seamanship) 4+, or Profession (boater) 4+, or Profession (sailor) 4+.

Associate Membership: There is no *official* associate membership. However, in many places the local guildhall offers "associate" membership to travelers who wish to use guild member's ships. It is also offered to captains of non-Guild ships who want "protection" from the dangers of the sea, especially those dangers that might befall them as they move through Guild-controlled ports. These fees range from 5 gp per person to 1000 gp per boat. Most local guildhalls honor "associate" memberships from other halls as a courtesy—even though the guildhalls may have a current conflict between them. This is commonly done to give the Seafarers' Guild as a whole a more uniform appearance to outsiders.

Guild Dues: Members pay 50 gp annually per individual and 25 gp for every 10 ft of ship. Guild membership allows access to the guild abilities below as well as a 50% reduction in tariffs, duties, and other port fees in most major locations. Seafarers' Guild members are often "given a chance" by pirates if they surrender (depending on local arrangements made by the guild). They also are given first priority for ship passage for themselves and their cargo. Members gain access to special magical protections such as potions of *water breathing* or *water walking* at select guildhalls.

Guild Specialized Skill: Knowledge (seamanship), Profession (navigator).

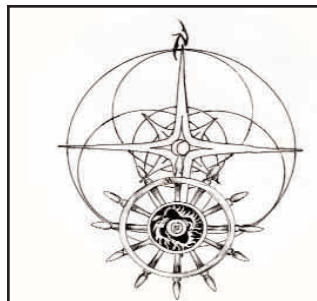
Class Skills: Balance (Dex), Climb (Dex), Craft (ship-



SEAFARERS' GUILD

Brief Description: On the high seas, chaos reigns supreme. Seafarers of Gothos are at the mercy of Issh-Shih, storms, pirates, and forced conscriptions.

To defend against these many dangers, the Seafarers' Guild was formed. A council located at the main guildhall in Triton dictates the Guild's primary set of



making) (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (seamanship) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (boater) (Wis), Profession (navigator) (Wis), Profession (sailor) (Wis), Read Lips (Int), Spot (Wis), Swim (Str), Use Rope (Dex).

Guild Feats: Alertness, Lightning Reflexes, Seafarer[†], Sea Legs[†], Skill Focus (Craft (shipmaker), Jump, Profession (boater), Profession (sailor)).

[†] From *The Hunt: Rise of Evil Worldbook*

¹ These feats can be taken without the regional prerequisites.

Guild Rank and Aptitudes

Apprentice: Apprentices are taught the basics of living at sea, running a boat, and working as part of a crew. Their training at surviving in the water grants them a competence bonus to the number of rounds they may stay underwater before needing to make Constitution checks equal to their guild class level. They gain a +2 competence bonus to their Knowledge (seamanship) checks. Finally, apprentices gain a +1 circumstance bonus to any skill check, saving throw, and attack roll they make while on a ship at sea.

Journeyman: Journeymen are better acquainted with the basics of shipboard navigation and often travel far and wide gaining experience with other regions and cultures. Journeymen gain a +2 competence bonus to their Profession (navigator) checks, a bonus language of their choice, and a bonus feat of their choice from the guild feats list.

Expert: Expert seafarers have become fully versed in the ways of the ocean. They often navigate or captain ships. Their circumstance bonus to skill checks, saving throws, or attack rolls they make while on a ship at sea increases to +2. Their continuous life at sea grants them up to three re-rolls a day on any Knowledge (seamanship) or Profession (navigator) check.

Improved Piloting: They may increase the maneuverability* by 1 and maximum speed by 10 feet of any ship they helm.

Sea Combat Expert: Any crew with one or more expert Seafarers' Guild member gains a damage reduction of 2 when using the optional Open Mass Crew combat system*.

*As outlined in the *Seas of Blood* sourcebook.

Master: Masters generally lead fleets from flagships or head local guildhalls in minor ports. Masters increase their competence bonus for Profession (navigator) checks to +4. They also gain the Leadership feat, if not already possessed, and add a +4 leadership bonus to the morale rolls of their crew. The turn rate* of ships helmed by masters is decreased by 20 feet through their improved piloting. Lastly, a crew led by a master seafarer recovers +25% of their crew hit points whenever they would normally get the opportunity to recover using the optional Open Mass Crew combat system*.

*As outlined in the *Seas of Blood* sourcebook.

Grande Master: Grande Masters often are the "overseers" of large areas of sea or are leaders of major port guilds. They are monstrously effective on the high seas, and their circumstance bonus to any skill check, saving throw, or attack roll they make while on a ship at sea increases to +4. Their crews are paid an additional 50% of their wages by the guild, and Grande Masters only sail with the best. Their navigation skills reduce the risk of random encounters on the high seas by 5% (to a minimum of 1%). Finally, ships helmed by Grande Masters increase their maneuverability by 2, increase their maximum speed by 20 feet, and gain +2 to their AC* using their improved piloting aptitude..

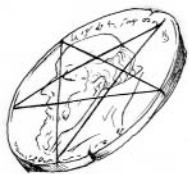
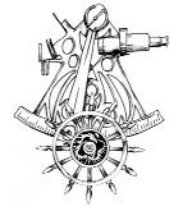
* As outlined in the *Seas of Blood* sourcebook.

Guild Abilities:

Favored by a Grande Master: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times. Each time you take this ability, you must choose a Grande Master with which you ally yourself. The reactions of the Grande Master's enemies within the guild will be negative instead of positive (-2 circumstance bonus). If it is taken with an enemy of a previously allied Grande Master, the bonuses and penalties cancel out.

Cultural Adaptation: *Prerequisite:* None: You may take a regional feat from a country you have visited without needing to have been born there. You may take this ability multiple times.

Aquatic Nature: *Prerequisite:* Swim 5+: You reduce the penalty for functioning underwater by -1 and you



reduce the penalty for underwater pressure effects by -1. You also gain a +4 competence bonus to your Swim checks and can hold your breath 10 extra rounds before requiring Constitution checks.

Swashbuckling: *Prerequisite:* None: You are endeavoring to become a Swashbuckler*. You gain Climb, Escape Artist, and Tumble as class skills and 6 skills points to distribute among these skills as you choose.

*This prestige class is described in *The Hunt: Rise of Evil World Book*

Scaffold Monkey: *Prerequisite:* Journeyman or higher: You are at home climbing about in the scaffolding of a ship. You gain a +4 competence bonus to your Climb checks and may re-roll any Climb check once a day. You do not take circumstance penalties for fighting on vertical surfaces or in scaffolding.

Stargazer: *Prerequisite:* Journeyman or higher: You gain an additional +4 insight bonus to your Profession (navigation) checks. In addition, your understanding of the stars grants you some insight into astrological forecasting. You may make one re-roll a day on any attack roll, save roll, or skill check.

Salty Dog: *Prerequisite:* Expert or higher: You have eaten rats and lemon rinds, and have drunk beer mixed with seawater for most of your professional career. You gain a +4 circumstance bonus to any poison or disease saving throws. You may re-roll once any save regarding an ingested substance.

Ship Weapon Master: *Prerequisite:* Master or higher: You increase all your ship's weapons' attack and damage rolls with a +2 competence bonus.

many ship-makers are not members of the larger worldwide guild, those who join find the many secrets of quality ship making and resources worth the investment.

Guild Symbol: Ornate ship-front with a bow maiden holding a hammer in one hand, and a saw in the other.

Guild Requirements: Craft (shipbuilding) 2+, Profession (sailor) 2+.

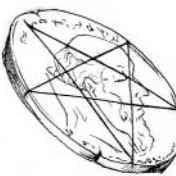
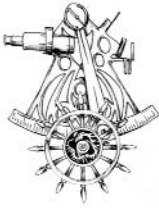
Associate Membership: The shipwrights tend to have large crews helping them on their projects, making it difficult to keep guild processes and techniques secret. They offer each of their helpers a "free" associate membership, which grants these people discounted passage on ships captained or navigated by members of the Seafarer's Guild. In return, the names of these associates are recorded, and they are expected to keep any secrets they learn to themselves. Loose tongues lead to loss of job in Gildor, or to a hanging noose in Mirak. No other associate memberships are offered, and entry into the guild is by invitation only, commonly through a shipbuilding contest held once a year, each year in a different major town.

Guild Dues: Guild dues are 150 gp a year plus 5% of your annual profits from ships built and sold. There is wide variation in how well these profits are reported. However, the Seafarers' Guild gains a portion of these "taxes" and those shipwright members who get a reputation for not coming forward often find their business squeezed thin by lack of new contacts, or their customers getting more "pirate" encounters than others report. Guild dues grant the member access to the ship building plans at any shipwright port house and allow higher ranking members access to the elaborate processes to make large ships seaworthy.

Special: Though there is no official presence of the Shipwrights' Guild in Sheena, a large percentage of the population has knowledge of these skills and the confederation has its own version of the guild. The Sheena guild has no fees associated with it.

Guild Specialized Skill: Craft (shipmaking).

Class Skills: Alchemy (Int), Craft (carpentry) (Int), Craft (leatherworking) (Int), Craft (painting) (Int), Craft (shipmaking) (Int), Intuit Direction (Wis), Knowledge (seamanship) (Int), Profession (boater) (Wis), Profession (fisher) (Wis), Profession (sailor) (Wis),

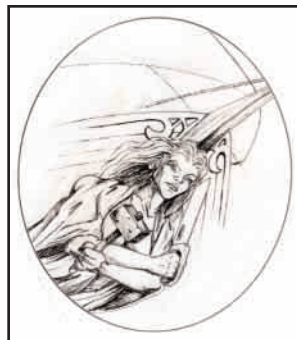


SHIPWRIGHTS' GUILD

Brief Description:

Shipwrights are the premier artisans of many cultures. In Nord it is one of the few professions that men can gather respect in within the matriarchal society.

These shipbuilders have a pervasive presence along most every civilized coast of Gothos. Most 40-foot long or larger ships are made at large shipyards in major seaside towns, with a disproportionate made in the larger coast cities of Gildor. Smaller ships are made in coastal villages. While



Profession (woodcutter) (Wis), Swim (Str).

Guild Feats: Seafarer*¹, Sea Legs*¹, Skill Focus (Craft (carpentry), Craft (shipmaker), Profession (boater), Profession (sailor).

*From *The Hunt: Rise of Evil Worldbook*
†As outlined in the *Seas of Blood* sourcebook

¹These feats can be taken without the regional prerequisites.

Guild Rank and Aptitudes:

Apprentice: Apprentices are trained carpentry, wood cutting, and the basics of shipbuilding.

Apprentices gain enough knowledge that they can build, even without help, small ships (30 ft long or less).

They gain an additional +4 competence bonus to their shipmaking checks when building craft of 30 feet or less.

Assistant: They are also trained to be able helpers. Whenever they make a craft or profession check to assist another, they gain competence bonuses of +1 on a DC 5, +2 on a DC 10, +3 on a DC 15, and a +4 on a DC 20 check.

Journeyman: Journeymen are often made to take voyages on a variety of sea craft to learn more about what the crafts experience. When they are in the shipyards building, they are assigned to merchant ships and low-end private vessels. Their +4 competence bonus to shipmaking checks applies to making craft of 75 feet or less in length. In addition, journeymen gain a +2

circumstance bonus to their Profession (boater or sailor) and Constitution-based checks when at sea.

Expert: Experts are in charge of building all but the most custom of ships. Their +4 competence bonus extends to all craft less than 140 feet in length. Experts understand the process well enough to reinforce and better construct their vessels.

Reinforce Ship: They may increase the effective hardness of the wood they use for their ships. For a 50% increase in time and money they may increase a ships hit points by +1 point per inch (+1 structural hit points per Hit Die if using the *Sea of Blood*†), and its overall hardness by +2.

Master: Master shipwrights spend most of their time coordinating the efforts of large shipyards in the construction of fleets. They are masters of the ship

building process, and each vessel they spend time carry the master's unique touch. Their +4 competence bonus extends to all craft constructed under their personal supervision. They may use alternate materials for ship construction other than wood and animal skin without penalty. In addition, they may instill one of the following enhancements on ships they construct for no cost (additional enhancements may be designed with GM's approval):

Buoyant: The ship can withstand a far greater amount of damage before sinking. The ship can take on 50%

more water than others of its type and remain afloat. The ship can get to -20 structural points before sinking instead of -10.

Fire Resistant: The vehicle is resistant to fire. Its deck and hull gain a fire resistance of 10.

Ice Breaker: The ship is particularly effective at moving through ice. It ignores the first 10



feet of speed reduction from moving through ice topped waters. In addition, its hull gains a cold resistance of 10.

Maneuverable: The ship's forward movement required before turning is reduced by 5 feet. If this reduces the speed to turn to 0, the ship can spin on its axis. This also grants a +1 bonus to maneuverability if using the *Sea of Blood* combat system[†].

Swift: The ship's speed is increased 5 feet plus 5 feet for every 50 feet of base speed it has.

Grande Master: Grande Masters control multiple shipyards, and often coordinate them to utilize the best places for the best processes. The few ships they draft themselves tend to be for royalty or flagships for navies. Their ships receive +2 extra hit points per inch (+2 structural points per Hit Die if using the *Sea of Blood*[†] combat system) and have their hardness increased by +5 when they spend 50% more time and money making them. Due to their ability to coordinate their crews, Grande Masters may roll twice for any Craft (carpentry) or Craft (shipmaking) and take the better of the two rolls when making ships.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Helper: *Prerequisite:* None: Your training as an apprentice has translated well to the rest of your life. You may use your assist rolls (see the *assistant* aptitude, above) on any check you make to aid another character.

Seen the World: *Prerequisite:* Journeyman or higher: During your voyages as a journeyman you developed a great deal of world knowledge. You add Knowledge (nature), Knowledge (history), Knowledge (geography), and Knowledge (local) to your class skills and gain 4 skill points to distribute amongst these as you wish.

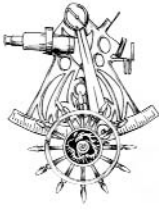
Exotic Processes: *Prerequisite:* Journeyman or higher: You've picked up an understanding of a rare process for improving your boats. Your boats receive a +2 insight bonus to their seaworthiness checks.* This can be taken twice to increase their bonus to +4.

*As outlined in the *Seas of Blood* sourcebook.

Quick Builder: *Prerequisite:* Expert or higher: You are exceptionally skilled at building ships quickly. You may reduce your ship's construction times by 25%. In addition, you may make repairs on ships at sea with a +4 competence bonus to your rolls.

Supplier Ties: *Prerequisite:* Expert or higher: You have wonderful ties with your shipyard suppliers. You may reduce the cost of building ships by 25%.

Composite Construction: *Prerequisite:* Master or higher: You may add up to two additional enhancements to the ships you build. The additional enhancements increase 50% of the base cost to construct to the total cost. You may not add the same enhancement twice.



SMITHIES' GUILD

Brief Description:

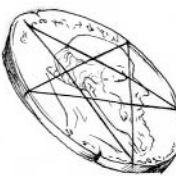
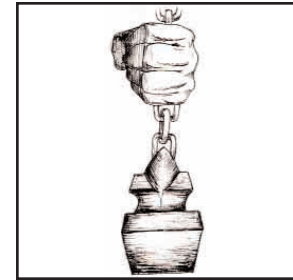
This guild was first founded to protect its customers from unfair price gouging by unscrupulous smithies. After creating a fair-price-for-work policy, which members enforced vigorously, the guild began to explore new and better methods of forging and shaping metal.

Guild Symbol: Tiny anvil on a chain

Guild Requirements: To become a full member, a smith needs to have at 5 skill ranks in one of the smith crafts (armorsmithing, blacksmithing, and weaponsmithing) and at least 3 ranks in a profession.

Associate Membership: Associate membership costs 50 gp annually. Associates are allowed to use the guild foundries, forges and work shops, but do not receive any of the advanced training that full members enjoy. Most guild smiths have their own anvils, tools and forge, but the guild's forge is used to demonstrate new techniques to guild members.

Guild Dues: Membership costs 75 gp annually. The



membership grants the smith full use of the guildhall and the training necessary to gain the guild's special abilities.

Guild Specialized

Skill: Knowledge (smithing).

Class Skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Knowledge (smithing) (Int).

Guild Feats: Arms of Steel, Fire Hardened, Skill focus (Craft (armorsmithing, tool-smithing, or weapon-smithing)).

Guild Rank & Aptitudes:

Very Skilled: Smithies gain 2 additional skill points to place into class skills each guild level.

Apprentice: An apprentice must serve under a higher-ranked member for a minimum of 3 months. This service may be interrupted, but must add to the required time. During this service, the apprentice is taught to craft and shape metal objects. When the apprentice gains enough experience and has served for the required time, he must craft an object for the guild in order to move into the journeyman rank. The GM should devise this test, but a reasonable difficulty (DC 15) should suffice to pass.

Journeyman: As the name implies, a journeyman is given free rein to travel and ply her trade. Journeymen are able to craft superior items than those normally fashioned by unaffiliated smiths. The guild member can, with a successful Diplomacy check, charge 15% more than normal value of the item. In addition, this is the first rank where a guild member may take the Arms of Steel feat. Journeymen often leave the guild at this time to pursue a specialization in weapons or armor or at least dabble in them.

Journeymen gain the apprentice abilities of either the armorsmithing or weaponsmithing guilds.

Expert: Expert smiths are required to spend at least one month per year (this can be divided in separate weeks) training the journeymen and apprentices.

When an expert fashions items for the public, they can charge, with a successful Diplomacy check, an additional 35% of normal value of the item. Also, an expert smith requires only 80% of the normal time it would take to complete an item. Roll normally to determine the time taken and then reduce it appropriately.

Master: Master smiths are highly skilled and highly sought out. The master can, with a successful Diplomacy check, charge an additional 50% of the normal value of the item.

Grande Master: The talents and renown of a Grande Master are such that he or she can charge up to two times or more the normal value for an item. Many

nobles and persons of "high" society will seek out the skills of the Grande Master and may pay even more for the metal-working talents to show to their peers that "only the best and most expensive will suffice." In game terms, if the smith successfully makes a Diplomacy check, or whatever check the Game Master requires, the value of the item is multiplied by 2-5, (1+1d4).

Guild Ability:

Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to a Smithy Guild class skill.

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild.

NEW FEATS

Fire Hardened [General]

Due to the constant exposure to the heat of the forge and the handling of white-hot iron, the smith gains a special bonus to save verses fire, both mundane and magical.

Prerequisite: Great Fortitude.

Benefits: This feat grants the smith a +3 bonus to saves against the effects of fire and heat. If an exceptional roll is made (i.e. a natural 20) on the saving throw, the smith takes no damage from the fire or heat.

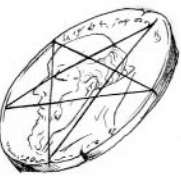
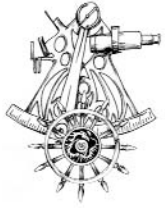
Arms of Steel [General]

The daily use of heavy hammers builds the muscles in the your arms, granting you great strength

Prerequisite: Smithies' Guild

Journeyman or higher

Benefit: The smith who takes this feat is given a bonus of +2 to his or her Strength ability score.



You can take this ability up to two times.

Expert Craftsmanship:

Prerequisite: Master or higher: Your talent allows you to create exceedingly impressive items. You may roll twice and take the higher result on any Craft or Profession check when creating metal-worked item.

Masterwork Training:

Prerequisite: Craft (any) 7+: This training allows you to craft masterwork items with more ease and greater speed. The difficulty to create a masterwork item is reduced to DC 18 and the value is considered 75% of its normal cost for both money and time.

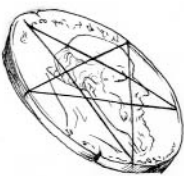
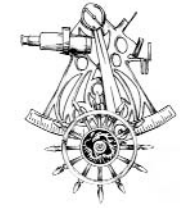
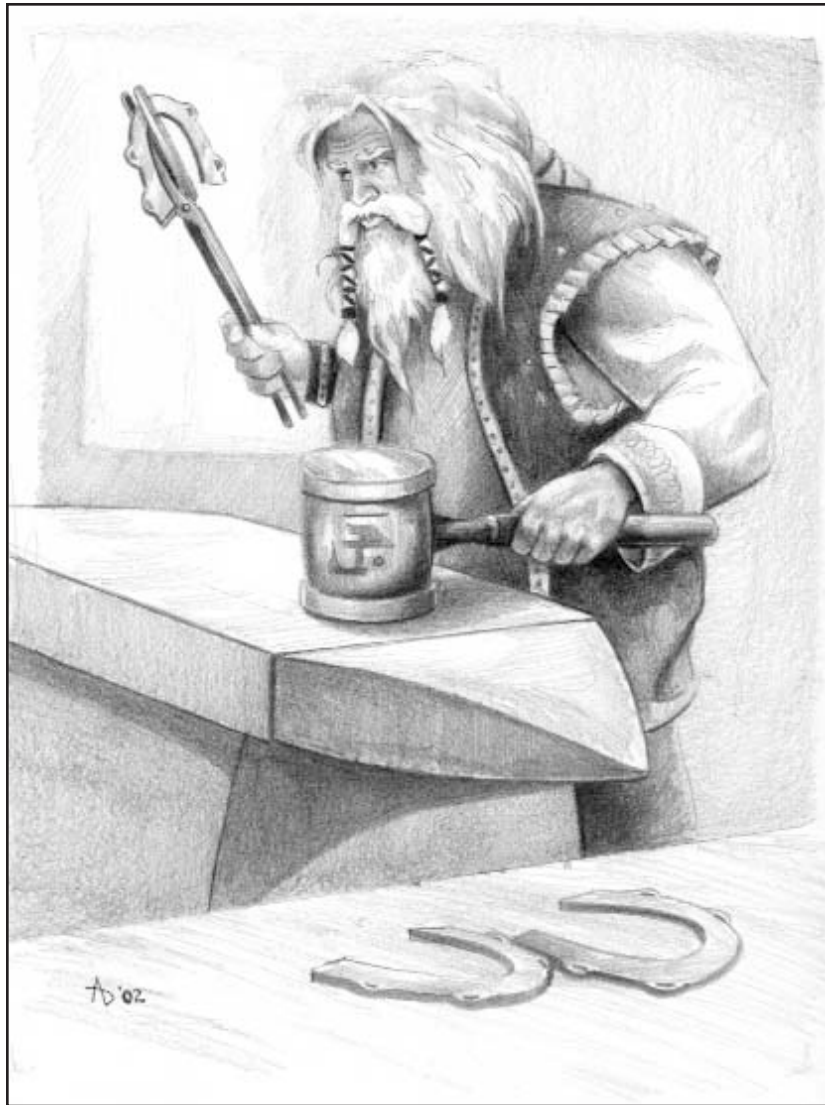
Chief Supplier: *Prerequisite:*

Expert or higher: You are the chief supplier of excellent metal tools or parts for another smith, stabler, or other individual. In return, you receive a 50% discount on services from this character.

Exquisite-Work Training:

Prerequisite: Masterwork Training, Craft (any) 9+: You must select one area of craftsmanship (armorsmithing, toolsmithing, or weaponsmithing). Armorsmithing allows you to fashion fine metal armor, toolsmithing covers the general utility items, grappling hooks, manacles, etc., and metal tools, such as thieves' tools, and weaponsmithing allows you to construct metal weapons. To construct an exquisite item, the item is first constructed as a masterwork item then a final exquisite component is added. The check for the exquisite component is DC 22. An exquisite weapon gives the user a non-magical bonus of +2 to attacks and a +1 bonus to damage. Exquisite armors grant a non-magical +1 bonus to AC, and a -2 reduction to their armor check penalties. These bonuses do not stack with any enhancement bonuses. Non-weapon exquisite items (tools, thieves' tools, etc.) add a +3 bonus to skill rolls when using the item to perform a skill.

Exquisite items cost double the value of their masterwork counterparts. For example, an exquisite longsword would cost 15+300 (masterwork) +300 (exquisite) = 615 gp. An exquisite set of thieves' tools would cost 200 gp.



TAILOR'S GUILD

Brief Description:

Tailors exist in every major culture of Gothos, working with hide, silk, cloth and dye. In Rylonia they provide functional protection, while in Romanus they spend extensive time making

new fashions to match the beauty of their wearer's gem hued eyes. The Tailor's Guild promotes trends across nations in attire.

Guild Symbol: A tailor's bust with a white silk shirt.

This is covered with a purple cloak with golden



embroidery edging it. In less formal locations, a golden knot on purple serves as the symbol.

Guild Requirements: Profession (tailoring) 4+.

Associate Membership: Associate members pay 10 gp annually. It grants first picks to old bolts of fabric and a 10% discount on supplies and repairs.

Guild Dues: Guild dues are 25 gp annually. This grants the member access to training and guild supplies. Tailors in the guild cherish the votes they have, for it is in secret meetings that these votes often decide fashion trends for the following year.

Guild Specialized Skill: Profession (tailoring).

Class Skills: Alchemy (Int), Bluff (Cha), Craft (Cobbling) (Int), Craft (leatherworking) (Int), Diplomacy (Cha), Disguise (Cha), Profession (tailor) (Wis), Profession (tanner) (Wis), Use Magic Device (Cha).

Guild Feats: Skill Focus (Profession (tailor), Craft (leatherworking)).

Guild Rank and Aptitudes:

Apprentice: Apprentices are taught the basics of sewing, stitching, and tanning. They work extensively with toxic substances to dye and cure their materials. Apprentices gain a +2 competence bonus to their Profession (tailor) and Profession (tanner) checks. They receive 2 additional skill points, which must be placed into class skills. Lastly, their constant exposure to toxic materials grants them a +2 competence bonus to Alchemy checks.

Journeyman: Journeymen tailors are required to spend some of their time traveling, looking for new fashions and attire. While traveling, they sell their wares and get acquainted with the public. Journeymen get a +2 competence bonus to Bluff and Diplomacy checks.

Masterwork Clothing: Their knowledge of fashion and appearance allow them to make clothing with a "masterwork" component. This component costs 300 gp, and the check to make it is independent of the tailoring of the item. This component grants the wearer of the item a +1 circumstance bonus to a specific Charisma-based skill, which is chosen when the item is made.

Expert: Expert tailors make suits for adventurers, costumes for entertainers, and ladies' dresses.

Their competence bonus to their Profession (tailor)

checks increases to +4 and they gain a +2 competence bonus to Profession (leatherworking). Their masterwork components now grant a +2 circumstance bonus to a single Charisma-based skill. Their craftsmanship is so good that once a month they may automatically make a masterwork component for a tailored piece in one week without need of a check. **Master:** Masters in the guild make items for nobles and royalty. They may incorporate two Charisma-based skill bonuses into a single item. For example, a master tailor could make a royal noble's outfit which gives a diplomat a +2 circumstance bonus to both Bluff and Diplomacy checks. Each component must be made separately. Masters work with rare dyes and materials, and their knowledge of how and where to get these grants them Knowledge (nature) as a class skill. Finally, their royal clientele grants them Knowledge (nobility) as a class skill.

Grande Master: Grande Master tailors reserve their efforts for kings, queens, and others who will pay extravagant prices to look their best. They may add a special 1000 gp masterwork component to their pieces. This component allows the item to bestow a +4 circumstance bonus to a specific Charisma-based skill. They can not combine this with any other masterwork component. Their competence bonuses to Profession (tailor) and Profession (leatherworker) increase to +6 and +4 respectively.

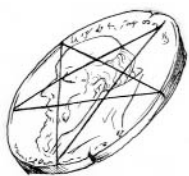
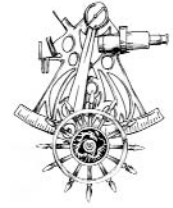
Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Expert Craftsmanship: *Prerequisite:* Master or higher: Your talent allows you to create the most impressive clothing. You may roll twice and take the higher result on any craft or profession check when creating a piece of clothing, cloak, or leather item.

Trend Setter: *Prerequisite:* Master or higher: You are often the trend setter for the region you live in. People who wear items made by you in the last 3 months gain a +2 circumstance bonus to their Diplomacy and Gather Information checks. The GM may rule this bonus does not function when dealing with those who do not know much of fashion.

Cloak and Shadow: *Prerequisite:* Expert or higher;



ability to cast 1st level spells: You are considered to have the Craft Wondrous Item feat for purposes of making magical cloaks, carpets, boots, slippers, vests, and capes. You may add your tailor guild level to your spellcasting class level for purposes of caster level requirements for making these items. In addition, you may research a special component that can take the place of the spell requirement for the items. This item costs 1000 gp per level of the spell it is replacing. These components inevitably come from a magical source, and the GM may require a special quest to find it (in lieu of purchasing). This special component cost is added to the total cost of the item for purposes of financial burden, experience cost, and time to build.

Inspired Attire: *Prerequisite:* None: You have a blessed moment of inspiration and craft a truly original piece. Its masterwork component grants a +2 inspiration bonus to all Charisma-based skills. You may only have one of these pieces in existence at one time. If you are a Grande Master, the bonus can be increased to +4 with a month of work.

Supplier Advantage: *Prerequisite:* Journeyman or higher: You learn how to negotiate with suppliers. This corresponds to a +2 bonus to Profession rolls when determining the wealth earned in a week.

Exotic Materials: *Prerequisite:* Journeyman or higher: You gain access to a supplier who can get a rare silk or hide for you on a consistent basis. As the only local individual with this contact, you receive a 25% increase in monthly profits from its sales. The hide or material gained through this ability is left to the GM's discretion.



THIEVES' GUILD

Brief Description:

Thieves first started to band together as a way to protect their interests in a locale and to establish a network of safe hide-aways. This brotherhood of thieves knew there was safety in numbers and that some of the more complex capers they wanted to commit required more individuals. Instead of trusting their lives to untrained crooks, the thieves began to train the newly acquired members in the "shadow" arts. Soon, the guild was



training and employing many thieves to steal, not only monetary riches, but also information on the rich and powerful members of society. As the idea of a guild spread and became more entrenched within the cities, their power and influence of local politics also began to increase.

Because of the nature of their business, thieves' guilds must protect their secrecy and their locations. Only those who have proven themselves trustworthy know of the headquarters of a local guild, and even then they may only be aware of a limited number of the guild's safe houses.

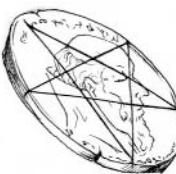
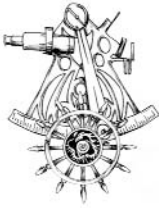
A typical thieves' guild has three main branches, each controlled by a Grande Master.

Capers: This is where the planning of significant missions occurs. This body is also the first step in the approval process. If Capers approves of a mission, it will present it to the voting body for consideration. The voting body is made up of masters and Grande Masters from all three wings of operations. The guild frowns on even a simple cutpurse who may rouse the suspicions in an area that is a target of a greater caper. For this reason, the guild carefully dictates where, how and when any crime will happen in a specified area. Many unaffiliated thieves have run afoul of the guild because they practiced their trade without clearance.

Intelligence: This branch is the eyes and ears of the guild, and supply Capers with information on potential targets as well as the current state of law or military activity within an area of interest. This wing of the guild also maintains contacts with the various authorities and powerful members of society, and attempts to bribe or coerce them into ignoring, or even abetting, the thieves' guild.

Training: Each guild has its own school to train apprentices and teach members new techniques. The "academy" offers advanced training in pick pocketing, climbing, street fighting, lock picking, stealth and other areas of interest for the successful thief.

Guild Symbol: There is no official guild symbol. In order to protect itself from prosecution, each guild devises a symbol or unique clothing



item to distinguish its members.

Guild Requirements: In order to enter the guild, the individual must have at least 3 ranks in at least one of the following: Disable Device, Disguise, Open Lock, or Pick Pocket. In addition, there is an initiation in which the prospective thief must prove himself to the guild. The challenge varies from guild to guild, but it should convince the guild of the aspirant's skill and loyalty.

Associate Membership: If a non-member thief wishes to safely ply his trade within an area claimed by the guild, a protection fee of 25 gp per week is required. If a thief does not pay the fee, he will be firmly warned to leave or killed outright depending on the nature of the guild. Paying the protection fee does not grant the thief any knowledge of the guild; it is merely to avoid upsetting the guild.

The guild does not appreciate more than petty theft without its involvement. Any more than this will result in a visit from the guild's cleaners.

Guild Dues: There are no annual dues, but for any guild-sanctioned activity the thief must pay the guild 40% of the take. This value is reduced as the thief moves through the higher ranks in the guild.

Guild Specialized Skill: Pick Pocket.

Class Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pockets (Dex), Profession (Wis), Read Lips (Int), Search (Int), Street Fighting† (Int), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Guild Feats: Hazard Awareness*, Improved Initiative.

*See sidebar

Synergistic Advancement: When leveling in the Thieves' guild, a character gains synergistic advancement with the rogue class at every level. They gain *all* the rank aptitude and class abilities of the thieves' guildsman class in addition to the hit points, BAB, saves, skill points, special

abilities, caster level, and spells of the synergized class. Thus they never use the guildsman class hit die, BAB, saves, or skills points. See the Synergistic Advancement Sidebar at the beginning of this chapter for more details.

Guild Rank & Aptitudes:

Apprentice: The apprentice is the foot soldier of the thieves' guild. He is a courier, a go-between and, if needed, a scapegoat. Each month an individual is an apprentice and is a member in good standing (GM's discretion based on past performances), he will be given enough capers to earn 2d10 gp per guild level. The thief must then pay 40% of the take as a cut to the guild. The GM can roleplay these capers or determine a DC for the caper and require a check using the most appropriate skill. Depending on the amount by which the character succeeds or fails the check,

the mission can be a rousing success with additional riches, or it can be a disaster placing the thief's life or freedom in jeopardy. **Journeyman:** It is the responsibility of the journeymen to watch the apprentices during missions and to be on the lookout for any unauthorized crime. The journeyman is also trusted with assignments. As long as the journeyman is in good standing, he will receive

missions that can earn 4d10 gp per guild level. The journeyman must pay the guild 30% of the take. **Expert:** Experts begin to propose and plan capers. Lower ranking members who wish to propose a caper must go through an expert. If the guild approves the plan (through roleplay or a Diplomacy check) it will allow the expert to proceed and may even allocate resources, such as apprentices or journeymen, bribes for guards, or current intelligence on the caper's target. Player-devised capers should be run as short adventures, with appropriate treasure and experience. The expert should collect at least 75% of the take. The rest is divided among the others involved with the crime, those who stood watch, those who delayed the local constable, those who accompanied the expert, etc. The expert must then give 20% of his profit to the guild.

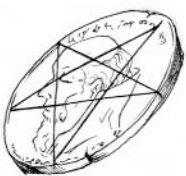
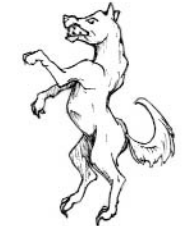
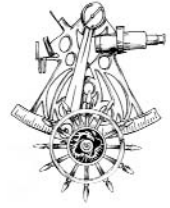
Master: Masters are in charge running the "academy"

NEW FEAT

Hazard Awareness [General]

You have an acute awareness of potential hazards.

Benefit: If you take a full round to stop and check your surroundings, you receive a +3 bonus to Spot and Listen checks. This does not stack with Alertness. If a character has both feats, the Alertness functions, but Hazard Awareness takes precedence if the character stops and listens.



and maintaining order within the guild. If it is discovered that a thief has betrayed the guild, it falls upon the masters to deliver any punishment that the guild determines. Masters and Grande Masters make up the voting body of the guild. It is this body that approves or denies capers, admits new members and determines any punishment to be meted out for indiscretions. Masters who plan and complete missions

are allowed at least 80% of the profit and only pay the guild 10% of their take to the guild.

Grande Master: Once an individual has risen to the rank of Grande Master within the guild, he is given free rein to plan and execute any caper, though it is considered good form to discuss any plans with the voting body. The Grande Master may keep 90% of all profits and does not have to pay the guild any fees. He may award any member or members who were particularly helpful

during a caper. Many journeymen and apprentices dread having to accompany a greedy Grande Master, as their profits can be much less than when working with a master.

Guild Abilities:

Sneak Attack: *Prerequisite:* Expert or higher: Any time your target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), or when you flank the target, you gain an additional +1d6 to his damage. Ranged attacks can only count as sneak attacks if the target is within 30 feet. This stacks with the sneak attack ability from other classes.

Skill training: *Prerequisite:* None: Can only be

applied to an existing skill, not a new one: The guild offers its members extra training. The guild has an academy where you can practice the arts of pick pocketing, climbing, moving silently, street fighting, opening locks and many more. This training grants you 2 skill points that can be used for class skills. This ability can be taken multiple times as long as it does not violate the maximum rank of a particular skill.

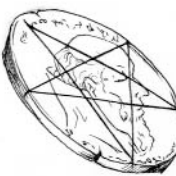
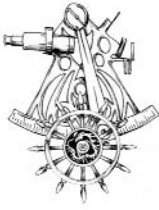
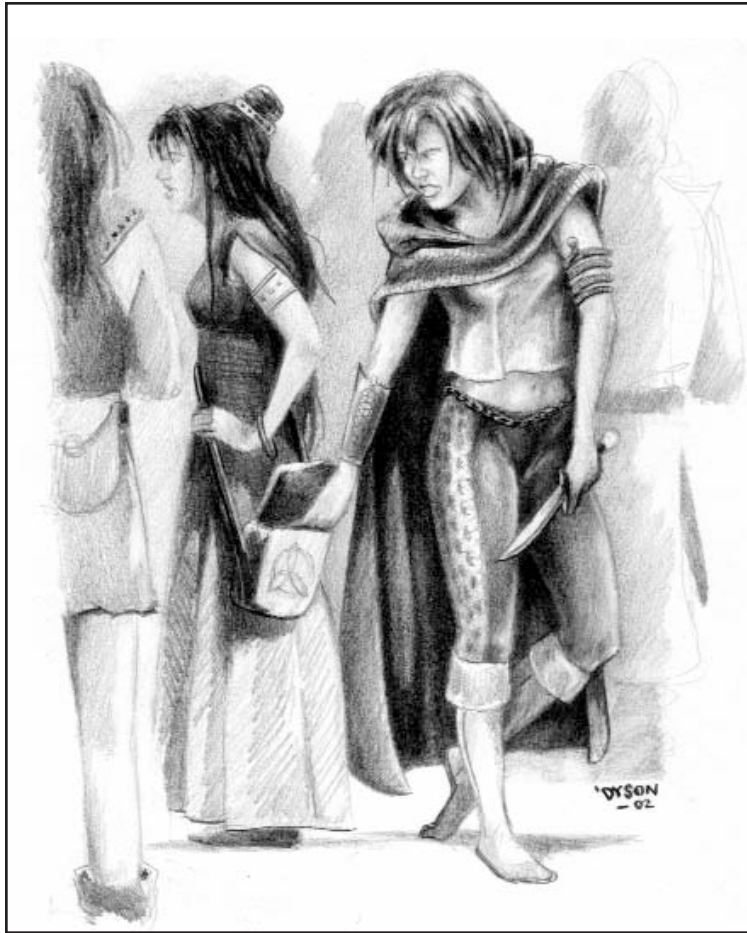
Special Equipment:

Prerequisite: None: You can select special items that help you perform certain skills. These items include masterwork lockpicks, climbing gloves and boots, masterwork grappling hook and rope, or clothes with many pockets that helps to conceal small objects. While most of these items could be purchased, in some areas they may be illegal to own or sell. You can select one such item for free each time he or she takes this ability.

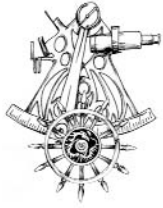
Street Fighting

(Int): *Prerequisite:* None: This is a skill-based special ability. Once taken, you gain

Street Fighting as a class skill and learn to fight with anything at hand; gravel, chairs, clothes hanging to dry, mugs of ale, fruit and vegetables on display; the list is endless. When you are in a combat situation, you can make a Street Fighting check (DC 15) to spot unlikely weapons to use against a foe. You then make a normal attack with the object, using the appropriate attack (melee or ranged) or Street Fighting skill, whichever is higher. Sometimes brains are better than brawn. The GM determines the effects of the attack. Dirt, sand or other blinding attacks should temporarily blind or at least obscure the opponent's vision (25-50% miss chance). Chairs



or other heavy object might act as a club or dagger depending on whether it is used to bash, slash or pierce. Entangling weapons (clothes, tapestries, etc) use the tripping rules much like a whip.



TORTURERS' GUILD

Brief Description:

A thug may intimidate a peasant into "donating" a few coins, or a group of adventurers might bully an orc into revealing the location of his cave. This is akin to jumping in the air and calling it flight when compared to the skill of a seasoned torturer. Torture is most often about extraction of information, though at times it is used simply to punish. Those of the Torturers' Guild devote their lives to the study of mind and body and how best to break both. They often take their time, developing a grisly rapport with their subjects, and the best of them can have their victims begging for forgiveness for sins they did not commit. Most think torturers work only for the most wicked and evil of societies; however most every major nation and organization employs the torturer's services when required, though often with the pseudonym of interrogator or investigator.

Guild Symbol: A half-open Iron Maiden

Guild Requirements: Gather Information 4+, Intimidate 6+.

Associate Membership: Associate membership is generally offered to executioners and officials who wish to watch the process for various subjects. It is completely an exercise in voyeurism. The Torturer's Guild requires 20 gp annually for an associate membership

Guild Dues: Guild dues are 50 gp annually and are most often negotiated by the torturer into his pay from the organization he works for. Guild membership grants training in the secret arts of torture, pain, and information

extraction. Additionally, the guild provides contacts for potential organizations that might use the tortur-

er's services. The guild is very careful when giving this information out, and goes to lengths to ensure the torturers and interrogators it provides are well trained in the guild's strict codes of confidentiality. The guild is not particular with who it will work for, however. It has been said they offer their skills to anyone willing to pay the price, even orcs or other humanoid tribes. It is common for a torturer to work for the same group his whole career. This helps protect the sensitive information uncovered by the torturer.

Guild Specialized Skill: Profession (torturer) (see sidebar)

Class Skills: Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (carpentry) (Int), Craft (leatherworking) (Int), Craft (locksmithing) (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Knowledge (Anatomy) (Int), Knowledge (Local) (Int), Perform (actor) (Cha), Craft (torture) (Wis), Pick Pocket (Dex), Read Lips (Int), Sense Motive (Wis), Use Rope (Dex).

Guild Feats: Skill Focus (Intimidate, Profession (torturer)).

Guild Rank and Aptitudes:

Apprentice: Apprentices have the dubious position of being practice fodder other apprentices and lab rats for more experienced interrogators. They are rarely killed, but each must endure three such sessions before being promoted to journeyman. These sessions fortify the apprentice's inner reserves and ability to handle pain.

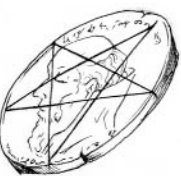
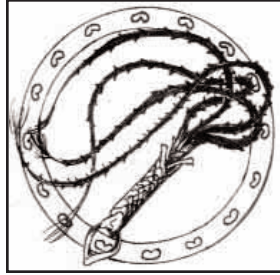
Ignore Pain: Thus, they gain a +2 insight bonus to Will saves, and with a successful Will save (DC 15 each round), they can stay conscious when in negative hit points (-1 to -9 hit points).

Between sessions, they are taught the basics of intimidation and coercion. Apprentices gain a +2 insight bonus to their Intimidate checks.

Journeyman: Journeymen are the first rank of torturers who have interaction with "clients". The guild begins to give its aspirants contacts who employ the journeymen for initial interrogations. The guild also uses journeymen as collectors, to coerce past employers who are behind on their fees. Journeymen gain a +2 insight bonus to their Profession (torturer) checks. In addition, they may make two checks if their victim is on a torture device, taking the higher of the two.

Expert: Experts begin to explore new methods of extraction and manipulation.

Break Victim: They can attempt to "break" a victim, making them lose control of their minds and



souls. This requires 3 consecutive prolonged Profession (torturer) checks (see sidebar). If the victim fails three opposed rolls, the torturer may do make the following alterations to the victim's psyche (only one effect per victim):

Mute: The victim loses the ability to speak and needs a *heal* spell or greater magic to regain speech.

Forgetful: The victim becomes forgetful. When attempting to remember any specific fact, there is a flat 50% chance the victim does not remember it and can not attempt to remember it again for one week. This requires a

heal spell or greater magic to correct. This affects skills but not feats, attacks, spells, or saves.

Receptive: The victim becomes affected as per the *charm person* spell, fixated on a specific individual. This individual is often the torturer, who manipulates the victim into believing he is sympathetic with the victim. This lasts for

1 hour per class level of the torturer.

Master: Masters are artisans of their craft. They can not only extract information, but fully change a man. Their insight bonus to Profession (torturer) increases to +4. They add the following to the list of alterations they can make to a broken individual, but these require four consecutive prolonged torture opposed rolls instead of three.

Shifted: The victim's alignment shifts one step. They may affect the law versus chaos, or good versus evil. Requires a *heal* or

greater magic to negate the change.

Feebleminded: As the spell of the same name.

Trigger: The master can place a trigger into the mind of his victim. When the event or condition occurs, the victim does a specific action as though under the effects of a *dominate person* spell. The effects of the trigger can last more than 1 hour. The trigger must be specific. General things like "during the daylight you do X" are not acceptable. The actual lim-

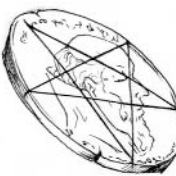
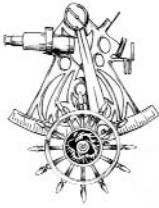
its of this are left to the DM.

Grande Master: Grande Masters are deft manipulators and can twist a man's mind with words alone. When a Grande Master breaks a victim, he can recreate their psyche in his own image. With five successive prolonged torture opposed rolls, the Grande Master can make the following alterations to his victim:

Dominate: The individual is affected as per the *dominate person* spell with the torturer and up to two other individuals able to control him. If given conflicting orders, the victim

follows the most recent. Only a *heal* or greater magic breaks this effect.

Infusion: The torturer can infuse the personality of a willing outsider into the body of the subject, whose personality is permanently lost. Only a *limited wish* or greater magic can alter this. The body of the outsider is also "infused" into the being. This is a supernatural ability, which costs the torturer 500 XP each time it is used.



Complete Turn Around: The victim becomes a trusted ally and member of the torturer's camp. He acts as though he was always supportive of the torturer, and does not remember his former life.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Manipulator: *Prerequisite:* Master or higher: You may break a person twice, instilling two different effects into the individual. The second alteration requires a new set of Profession (torturer) checks against the victim's opposed rolls.

Death's Friend: *Prerequisite:* None: The torture you endured during your apprenticeship has left you dulled to pain and suffering. You do lose consciousness when at negative hit points. In addition, you gain a +2 circumstance bonus against fear effects.

Extractor: *Prerequisite:* Journeyman or higher: You are keenly effective at extracting information. When attempting to gain information from a victim you gain a +5 insight bonus on your Profession (torturer) checks. You may not use this ability when attempting to break a victim.

Torturer's Hands: *Prerequisite:* Expert or higher: You are effective at simulating the effects of the torture devices with your own hands. With a Profession (torturer) check you may simulate

the effects of torture devices in the field.

The time it takes to establish this effect is described in the table below. Once established, the victim begins to suffer as if he were actually in the device.

Inside their Heads: *Prerequisite:* Expert or higher: You can attempt to get a piece of information from a victim without them actually knowing you asked for it. With a successful Bluff check (opposed by sense motive) you can make one Profession (torturer) check against the victim without them knowing you did it. Functionally, this does not change the check, but can deceive the victim into believing they are stronger than they really are. This can be taken multiple times. Each time increases the number of times this can be tried on each victim.

Tough: *Prerequisite:* None: Intense and painful conditioning as an apprentice grants you the Toughness feat. This can be taken multiple times.

Common Torture Devices:

There are many forms of torture, ranging from applied force, to water torture, to immersions into vats of insects or rats. However, there are a number of devices which can have a substantial impact on the torturer's abilities. Some examples of these devices include:

The Rack: common cost: 350 gp: This device is a table with a crank on one or both sides. The victim is stretched over the table with hands and feet tied to the cranks. As the cranks are turned, the victims limb start to pull out of their sockets. The cranks can be left in one position for a long time allowing for prolonged torture.

Effects: Increases the DC of Will saves for target by +1. The prolonged checks gain a +1 cumulative increase in Will saves to a maximum increase of +5.

The Iron Maiden: common cost: 750 gp: This device is an upright coffin. There is often a slot in coffin at eye level. On the inside of the coffin are small spikes which stick into the victim when the lid is closed upon then. The spikes can be placed at different levels of penetration, causing anything from minor flesh wounds to instant death. For simple torture purposes, they initially do not touch the victim when the lid is closed. For each hour the victim does not provide information, the spikes are pushed in a notch. Often time is given for the victim's wounds to heal, the spikes still imbedded in them.

Effects: This item allows for up to 3 prolonged checks a day, as close as an hour apart. If used to kill someone in front of a current victim, the victim's Will save DC is increased by +2.

Device	Torturers Hands DC	Time
Bird Cage	15	20 minutes
Box	15	10 minutes
Hood	20	50 minutes
Iron Maiden	25	75 minutes
Rack	25	35 minutes

THE TORTURER PROFESSION

Profession (torturer) (Wis) (trained only, class exclusive skill): This profession deals in the extraction of information through the use of pain and mental manipulation. The skill has a variety of ways it can be used, though they all work in the same manner. The torturer makes a skill check opposed by the target's Will save. The target gets a bonus to their Will save equal to their hit dice. This is further modified by what information the torturer is trying to extract, and what type of torture he is applying as listed below. Having 5 or more ranks in Intimidate grants the torturer a +2 synergy bonus to their Profession (torturer) checks

Type of Torture: Cursory (Mental)

Modifier to Torturer's opposed roll: -10

Retry?: Yes, after 24 hours.

Description: Target is not restrained and in no immediate danger (such as a discussion in a public place), conversation of 1-10 minutes.

Type of Torture: Preliminary

Modifier to Torturer's opposed roll: -5

Retry?: No

Description: Target is restrained and in danger of pain or death. Conversation of 10 minutes or less.

Type of Torture: Standard

Modifier to Torturer's opposed roll: 0

Retry?: No, however, using different devices count as different checks.

Description: The torturer has had an hour or more with the target. The target has been subjected to pain or mental suffering.

Type of Torture: Extreme

Modifier to Torturer's opposed roll: +5

Retry?: No, but different major extremes are considered different checks.

Description: This check can only be made after one standard check has been made (regardless of success of that check). It presents the target with a choice, often between giving up information or losing a body part, or watching an ally suffer. This check comes after an additional hour of torturing.

Type of Torture: Prolonged

Modifier to Torturer's opposed roll: +1 per 24 hours.

Retry?: The check is made every 24 hours the target remains in this condition. Some devices can shorten the time between checks.

Description: This check occurs when the target is placed in an uncomfortable position for a prolonged period of time. The position can be physical or mental.

The amount of information desired has different modifiers to Profession (torturer) checks.

Type of information Asked DC modifier (to the torturers skill roll)

The torturer wants a scream or acknowledgement of pain. +10

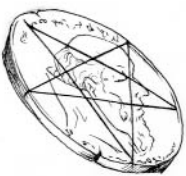
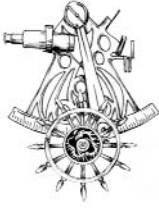
Common knowledge information (What color is the sky, how many fingers am I holding up). +5

Relevant pieces of information which do not directly threaten any of the target's personal interests.

(What is the password for entry into the mages guild? When does the caravan leave town? Where does the mayor for dinner?) None

Specific information which could endanger the interests or friends of the target. (Where are your allies hiding? What is the next target of your thieving friends?) -5

Critical information the subject was specifically told or trained not to reveal. (What is the secret to releasing the demon you were guarding?) GM's Discretion, generally -5 to -15.



The Box: common cost: 100 gp: This is a simply a small box which forces the victim into a cramped condition, such as having his arms forced forward because it is too thin, or his legs curled under because it is too short.

Effect: The box allows prolonged checks every 12 instead of 24 hours.

The Birdcage: common cost: 200 gp: This is an iron cage shaped in the silhouette of a humanoid being. Spikes are placed in various locations such that as long as the victim remains alert and tense, they do not come in contact with the spikes. If the victim tries to sleep or relax, the spikes dig into their flesh. These are often hung up with the victim naked on display. Adding to the horror, many nations use this device as a form of capital punishment.

Effect: After a number of hours equal to the target's Constitution (+2 if the Endurance feat is possessed), the torturer can make a prolonged check. Afterwards, a prolonged check may be made every 4 hours.

The Hood: common cost: 500 gp: This horrid device places an iron mask over the head of the victim attached to a hose and pump. The mask is clamps into their shoulders and sealed on with grease. The pump is then rotated, removing the air from the mask. This causes excruciating pain to the victim, and can cause permanent blindness and deafness. Generally, after a few moments, the pump is released, allowing air back into the hood so the victim has a brief respite and the process can be repeated.

Effects: This can be used up to three times in a single day. Each time it is used, the torturer and victim make their opposed rolls. Additionally, each time the victim must make a Fortitude save (DC 13) or go blind or deaf (50% chance of either).

USURERS' GUILD

Brief Description:

Since the time when more than two people had a tradable commodity, there has been a business of lending and collecting. As soci-



NEW SPELL: COIN VERMIN

Conjuration (Creation)

Level: Brd 2, Clr 2, Trickery 2

Components: V, S, M, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. / 2 levels)

Targets: Ten unattended coins per caster level

Duration: 12 hours

Saving Throw: None (Object) (Harmless)

Spell Resistance: No (Object)

This spell creates 10 gold pieces per caster level for each coin used in the casting. But this is not ordinary currency. For the duration of the spell, the caster can speak a command word that turns these coins into diminutively-sized spiders. The coins sprout six legs but do not possess mouths for bite attacks. They will radiate magic if detected for. The sole purpose of each spider coin is to seek out the closest real coin (range of 10 feet per caster level for this detection) and climb on top of it. Once perched, the spider coin's magic *teleports* the real coin to a location determined by the caster when casting. Each spider coin is capable of transporting up to 10 coins in this manner. When this limit is reached, the spider coin vanishes into nothingness.

Spider-coin: HD ¼d8; hp 1; Spd 5 ft., climb 5 ft.; AC 17 (+4 size, +3 Dex); Face/Reach 1 in. by 1 in./0 ft.; SQ Teleport coin, vermin (no poison); SV Fort +2, Ref +3, Will +0; Str 1, Dex 17, Con -, Int -, Wis -, Cha -.

Material Component: One gold piece per caster level, each of which becomes 10 spider coins after the spell is cast.

eties grew and even the local authorities had need to borrow large amounts of money in order to pay armies or bribe enemies, the usurers, or moneylenders, became a despised yet influential part of society. The moneylenders soon discovered they must band together to protect themselves and their profits.

Since its creation, the guild has become one of the most powerful and wealthy organizations in the civilized world. When nations and states battle for territory and pride, the usurers lend money to either side, often encouraging conflict to ensure profits. Of course, such manipulations are kept secret, and many overly curious mercenaries have paid with their lives to ensure they remain secret. Each guild house has a standing army of guards and collectors. It has been said that if all of the usurer guildhalls were to combine their forces, they would rival the armies of the most powerful nations. The usurers make no claim

either way.

The guild provides safe rooms and hideaways for those who do not wish to be seen they are asking for a loan. Also, the guild maintains a discreet list of potential clients, many of whom are not aware they are even on the list. While the guild does not require a member make a certain percentage on each loan, the standard practice is to charge a 10-20% fee, with pay-out terms to be established by the usurer. Typically, as the guild member rises in power, the amount of interest charged on the loan increases.

Guild Symbol: Large gold coin with an engraving of a stack of coins resting on a table.

Guild Requirements: Profession (Usury) 4+ (see sidebar).

Associate Membership: If an individual wishes to use some of the resources of the guild but does not want to become a full member, the guild charges a 100 gp fee per loan made and then collects a fee of 15% of the profits. If the guild determines that an unaffiliated moneylender is operating within one of its zones of control, the moneylender will be warned once. If there are further violations, the moneylender will be dealt with and his fortunes added to the guild's treasure stores.

Guild Dues: There are no formal dues. However, the aspirant must pay an initial membership fee of 1,000 gp, and have an addi-

NEW FEAT AND SKILL:

New Feat: Business Acumen [General]

You have a shrewd mind for business matters.
Prerequisite: Int 13+, Iron Will, Profession (any) 6+
Benefit: When you are involved in business dealings, you receive a +2 bonus to opposed checks to achieve the best deal possible. This corresponds to a price difference of 20%, either in savings when purchasing items, or in profit when selling a product. For the usurer, the product is normally a loan of money. This feat works well with skills such as Bluff, Diplomacy and Intimidate.

New Skill: Profession (Usury) (Wis; Trained Only)

Money lending is first about dealing with people. Knowing whether the person across the table from you is going to make good on a contract is something the lender gets a "feel" for after awhile. Thus having 5 or more ranks in this skill provides a +2 synergy bonus to Sense Motive checks. The second focus of the skill is in knowing "the market." Is a given business venture is likely to succeed? What are the current needs and surpluses in today's businesses? How much money does a given class of person make in a month or year? These topics are the meat and potatoes of this profession and this skill provides the answers.



tional 1,000 gp to be used for lending. The guild collects 10% of the annual profits of each moneylender. The guild keeps careful records and any evidence of cheating or deception is harshly punished.

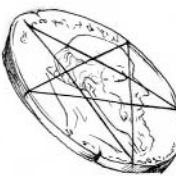
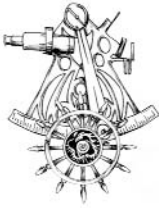
Guild Specialized Skill: Profession (Usury).

Class Skills: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (areas and politics) (Int), Profession (Usury) (Int), Sense Motive (Wis).

Guild Feats: Business Acumen, Skill Focus (any class skill), Weapon Focus.

Guild Rank & Aptitudes:

Apprentice: (Typical interest charged on loan: 10%, maximum loan: 500 gp). The guild uses the talents of the apprentices as accountants and bookkeepers. Each apprentice guild member must spend at least two months per year working on the accounts and records for the guild. An apprentice not need to spend the entire period at once, but must work for at least a full week at any one stretch. While the apprentice is working for the guild, meals and lodging are supplied as well as a stipend of 5 gp per week. Apprentices are limited to one goon, if they are able to hire one (see below).



Journeyman: (Typical interest charged on loan:

12%, maximum loan: 1000 gp).

Journeyman are required to train with and instruct the mercenaries who guard the guild houses. To reflect this, the journeyman can take the Weapon Focus feat.

However, the journeyman must spend at least one month per year working with the mercenaries. The journeyman does not need to spend the entire period at once, but must work for at least a full week at any one stretch.

Journeyman can hire up to three goons with the hire goon ability.

Expert: (Typical interest charged on loan: 15%, maximum loan: 5000 gp).

Experts keep tabs on local politics and important occurrences.

Experts are encouraged to travel and engage in dealings with the powerful elite of the region. It is during this stage that usurers begin to build fame or notoriety.

Experts can hire up to five goons if

they have chosen the hire goon ability.

Master: (Typical interest charged on loan: 18%, maxi-

NEW ITEM

Ring of Siphoning

The *ring of siphoning* takes unwanted magical energy from an item and dumps it into its own reservoir for later use. Unlike a *rod of absorption*, the siphon can only remove magic power from items the wearer touches and is not limited to the number of uses. The ring can hold up to 100 spell levels worth of power safely. The stored energy can be used to power the spells of the wearer (like a *rod of absorption*) but can also be used to recharge other magic items. Each spell level equals one charge when used in this way. The siphon wearer must hold the item receiving the energy, which is replenished at the rate of 1 charge/round. An item cannot be given more charges than it had upon creation. Recharging does require some concentration by the wearer of the ring. It is a move-equivalent action that provokes an attack of opportunity. This ring is a prototype item made by a mage from the Iron Tower. Specially commissioned by Lahka, only a handful of people even know of the item's existence.

While the siphon's capacity is limited to 100 spell levels, it is unwise to store more than 50 spell levels. For each spell level over this amount that is stored there is a 2% chance that the siphon will succumb to the massive amount of energy inside it and explode. All creatures within 20 feet of such a detonation suffer an amount of damage equaling the number of spell levels inside the ring (Reflex save for half damage, DC20). The wearer is not killed, but rather transformed by the magic into an altogether different entity.

The unique energies permeating Gothos cause a brief rift to appear at the detonation spot that open into the Negative Energy Plane. The sudden influx of negative power turns the siphon wearer into an insane 14 HD spectre. Anyone else slain in the blast become regular spectres under the command of the siphon holder (the item is useless at this point but remains affixed to the spectre's finger).

Caster level: 15th; **Prerequisites:** Forge Ring, *imbue with spell ability*, *spell turning*, creator must have 15 ranks of the Knowledge (arcana) skill; **Market Price:** 214,000 gp.

mum loan: 10000 gp). This is the first rank that allows members to make decisions regarding the direction of the guild. Each guild as a "Circle of Masters" that gathers once per month to chart new business deals and decide on actions the guild needs to take in regards to defaulted loans or theft of service. The Circle makes recommendations to the "Board of Grande Masters". A master can hire up to 10 goons if he has the hire goon ability.

Grande Master: (Typical interest charged on loan: 20-25%, maximum loan: Any amount). The Grande Masters, many claim, are the most powerful and influential members of civilized society. While kings and nobles age and die and the power of the churches rise and wane, the Usury Guild remains. Each guild has a "Board of Grande Masters". It is typical to have three to five permanent members on the board, though there is no required minimum. A Grande Master can hire an unlimited number of goons, as long as they have the resources and the guild has enough goon.

Guild Abilities:

Hire Goon: While not an ability, this is one of the special privileges that a member can take. This allows you to hire private guards from the pool of trusted and loyal mercenaries. The mercenaries range from 1st level to 10th level warriors. The GM should determine what level is

most appropriate for the campaign and the character's experience. These mercenaries are very loyal to



the guild and its members and receive a +4 morale bonus to skill checks to avoid betraying the usurer and a +2 morale bonus to attacks, damage, skills, and saves when defending their charge. The goons are used to protect the usurer as well as to collect on defaulted loans.

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Resources: *Prerequisites:* None: You have established a secure and relatively inexpensive source of money that he or she can turn around and use to loan to others. The GM can choose one of the two methods described below. This ability can be taken multiple times.

Method 1: Each time you take this ability, you can get up to 1,000 gp per usurer level. You must repay the amount + 5% interest within one year.

Method 2: You need only to take this ability once. Each time (maximum of once per month) you need to borrow money there is a 50% chance that up to 1,000 gp/level will be available. You must repay the amount + 5% interest within one year. If you default on any of these loans, you lose this ability until it is chosen again.

The first method limits the amount of money available to the usurer while the second method will keep the usurer caught between owing and earning money. Both can offer intriguing role-playing potential.

VINICULTURISTS' GUILD

Brief Description: This guild sprang out of the need for the growers of grapes and the wine producers to protect their livelihood. As more and more people began to drink beers and ales, the wine manufacturers knew they needed to band together to ensure the



continued production of a quality wine. The viniculturists are at odds with two factions; the brewers' guild despises the air of superiority that some wine makers have, and the elven wine crafters refuse to join the guild. Any elf character who wishes to join the guild will first undergo an intensive interrogation period and then, if determined that the character is sincere, will be warmly welcomed to the guild in hopes that they can divulge some of the secrets of fine elven wine.

The Viniculturists' Guild is composed of two separate entities; the viniculturists, those who grow the wine grapes, and the vintners, those who produce the wine from the grapes.

Most guilds are very private clubs where guild members and select, powerful members of society can retreat. The guild's cellar is the envy of even the most wealth wine enthusiast. Only the guild members can enter restricted areas, but the guild makes its

NEW FEAT

Superior Demeanor [General]

Your inflated opinion of yourself grants you a certain inner strength.

Benefit: Many guild members have an air of superiority that is so strong and so highly developed that they themselves begin to believe it. This feat gives you a +2 bonus to Will saves. However, the character also receives a -3 penalty to Charisma-based checks and checks mad to adjust an NPC's attitudes when dealing with individuals of a lower status. This bonus stacks with the Iron Will feat.

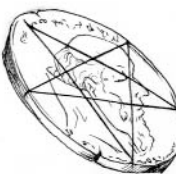
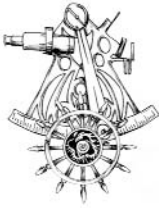
visitors feel as comfortable as possible. There are private rooms where members can share their wares as well as trade recipes and ideas for improving harvests. In all, the guild creates a pleasing ambience for both members and guests.

Guild Symbol: Members receive a platinum coin with an engraving of a wineglass that is three quarters full.

Guild Requirements: Craft (vintner) 3+ or Profession (viniculture) 3+.

Associate Membership: The viniculturists do not accept associate members.

Guild Dues: 100 gp annually. In addition, each



member must supply to the guild cellar 10 bottles per year of the finest vintage they has produced.

Guild Specialized Skill: Craft (vintner) or Profession (viniculture).

Class Skills: Craft (vintner) (Int), Diplomacy (Cha), Knowledge (Wines) (Int), Knowledge (Grapes) (Int), Profession (viniculture) (Wis).

Guild Feats: Skill Focus (Craft (vintner) or Profession (viniculture)), Superior Demeanor (see sidebar).

Guild Rank & Aptitudes:

Apprentice: Apprentices must serve at least two months per year at a guildhall. The apprentice does not have to serve the entire two months consecutively, but a minimum of a week must be served at a time. When the apprentice is serving at the guildhall, they are there to serve the other members and the private guests. During apprenticeship the member learns the basics of winemaking. They gain a +2 competence bonus to their Craft (vintner) and Profession (viniculture) skill checks. Their movement within the higher echelons of society grants them Knowledge (nobility) as a class skill and a +2 insight bonus to Gather Information and Knowledge (nobility) checks.

Journeyman: The journeyman is the most common representative of the guild outside the elite circles of society. Journeymen are responsible for distributing the guild's products to the inns and bars. Journeymen gain Bluff (bartering) as a class skill. Their developing tastes allow them a +2 insight bonus to any check to determining the properties of a substance they ingest. Finally, their knowledge of sales allows them to choose one ability of their choice from the Merchants Guild. They must meet all requirements of the ability, and are considered to be a journeyman in that guild for these purposes.

Expert: Once a member becomes an expert, they are required to spend one month per year teaching the fine techniques and etiquette of wine crafting. The expert does not have to serve the entire month at once, but a minimum of a week must be served at a time. Their competence bonus to Craft (vintner) or Profession (viniculture) increases to +4. In addition, their understanding of etiquette grants them a +2 insight bonus to Diplomacy checks. Their tastes become impeccable. This grants them a +1 circumstance bonus to all checks when

dealing with anyone who respects good taste (as determined by the GM), especially nobility.

Master: Masters are often seen at the guildhall mixing with elite members of society. Masters may gain fame for their outstanding achievements in wine making (see Fame ability below). Famous or not, their skills cannot be questioned. They may re-roll any Craft (vintner) or Profession (viniculture) check, though they must take the second roll. Masters and Grande Masters are responsible for charting the direction of the guild, from the introduction of any new techniques to growing and harvesting grapes, to producing fine wines. They also gain a percentage of the guild's profits as a stipend, and up to three servants who cater to them hand and foot. This translates to a 1d10x100 gp income each month in addition to their other sales, and three 1st level commoners who do as the master wishes. Twice a year, the masters and Grande Masters assemble to discuss any important activity within the guild.

Grande Master: During the meetings between the Masters and Grande Masters, only the Grande Masters have a true vote. The masters may attempt to inform or persuade, but the Grande Master make the final decisions. Grande Masters automatically gain the fame ability (see below) in Romanus, even if they do not reside there. If they already had this ability, it doubles in Romanus. Their understanding of the finer things allows them to appraise any object with only one round of inspection. In addition, they gain a +5 insight bonus to Alchemy checks when determining the effects and type of a substance they smell or taste.

Guild Abilities:

Fame: *Prerequisite:* Master or higher: You are known and well liked by the rich and powerful and by those who aspire to greatness. When dealing with NPCs who value reputation and celebrity, you receive a +5 circumstance bonus to Charisma-based checks and checks made to alter NPC attitudes.

Supplier Advantage: *Prerequisite:* Journeyman or higher: You learn how to negotiate with suppliers, inns and taverns. This corresponds to a +2 competence bonus to Profession (viniculturist) rolls when determining wealth earned in a week.

Vintage: *Prerequisite:* Expert or higher: You have learned to create fine wines specific to various palates. If you can make a Craft (Vintner) check (DC 15), you can charge more for your wine due to its superior quality. Normally this translates to 25% increase for each 5 points by which the check succeeded. For example, if Martin the Vintner attempts to create a fine table wine (normally valued at 10 gp



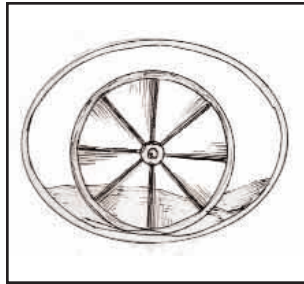
per bottle), he makes a Craft check. With a total of 24, Martin can charge 50% more, or about 15 gp for each bottle of wine. If he rolls a 25, he can charge 75% more for the product.

Additional Skill Focus: *Prerequisite:* None: When this ability is taken you receive the benefits of the Skill Focus feat. It must be applied to a Smithy Guild class skill.

Wainwright's Guild

Brief Description:

Wainwrights are an important but often overlooked organization. As masters of the wheel, these specialists create the main sources of land transportation for goods and services all over Gothos. Most woodworkers can make a



wheel, but the spoked wheel design employed by the guild gives them a near monopoly on wagon making. Their dedication to precision and consistency has garnered the respect of other organizations, particularly monasteries such as the Monks of the Enlightened Path in Mirak, who often choose new members from the wainwright's ranks. Many siege weapon makers start out as wainwrights, and during times of war the guild is employed to augment the army's abilities.

Guild Symbol: Wooden spoked wheel rolling on a green surface with an azure background.

Guild Requirements: Craft (carpentry) 2+, Profession (driver) 2+.

Associate Membership: There is no associate membership for the guild. Wainwrights often have carpenters work with them on the development of their wagons, but the secrets of proper wheel making are well guarded. Most recruits, outside of family apprenticeships, must first learn carpentry and then be tested in their talent and focus. Introduction into the guild is by invitation only.

Guild Dues: Guild dues are 50 gp annually. This grants the wagon makers the right to use the guild's name on documents and to use their processes in wheel making. Wainwrights spend a good deal of their time developing constancy and perfection of their craft. As one old wainwright noted, "A sword will strike some 1000 times in its lifetime, a wheel deals with impacts some thousand fold more."

Wainwrights know that if their wheels are not perfectly round, the wagon's integrity will be ruined in a short time. If it is not resilient, it will fail even sooner. Being a member of the guild means you agree to such high standards and in return the customers see the guild crest as a sign of quality.

Guild Specialized Skill: Craft (carpentry).
Class Skills: Animal Handling (Wis), Appraise (Int), Concentration (Con), Craft (carpentry) (Int), Craft (painting) (Int), Handle Animal (Cha), Profession (driver) (Wis), Profession (porter) (Wis), Profession (siege engineer) (Wis), Profession (wood cutter) (Wis).

Guild Feats: Skill Focus (Craft (carpentry)), Profession (driver), Profession (siege engineer).

Guild Rank and Aptitudes:

Apprentice: Apprentices are trained carpentry, wood cutting, and above all, consistency. A wheel which is not perfectly round is not functional for long, and apprentices learn the value of practice. They gain a +2 competence bonus to Craft (carpentry) and (woodcutting) checks.

Consistency: Apprentices gain a +2 circumstance bonus to any check when they take 10 or 20 due to their focus.

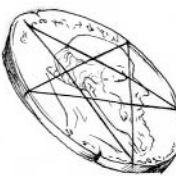
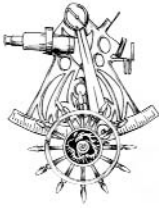
Journeyman: Journeymen look to improve the functionality of their vehicles. They design wagons and more elaborate items such as Romani chariots.

Improved Vehicle Crafting:

Journeymen have developed their building skills such that with a 50% increase in time and money, the hardness of any mobile wooden contraption is increased by +2, and its hit points are increased by +1 per inch.

Improved Consistency: In addition, his steady consistency allows him to take 10 a number of times per day equal to his class level, during moments when other characters might feel undue pressure. He must have 5 or more ranks in the skill to use this ability. He still gets his +2 circumstance bonus (or +4 circumstance bonus if an expert) to the "roll".

Expert: Expert wainwrights make elaborate wagons for nobility, war chariots for commanders, and even siege weapons. They have an affinity for developing vehicles which suit their client's needs. Their wheels never break under normal conditions and the durability of their wagons is renowned. Whenever they



take 10 or 20 on a skill check, they receive a +4 circumstance bonus to the check.

Reinforce Vehicle: Vehicles and siege equipment designed and built by experts receive two rolls on all saving throws, taking the better of the two, and wear at half the normal rate.

Master: Master wainwrights can make royal carriages and strengthened war wagons.

Masters halve the cost of their construction, up to a maximum reduction of 1000 gp pieces. Should a master spend 50% more time on a vehicle, the vehicle receives +2 extra hit points per inch and a hardness increase of +5.

Grande Master: Grande Master's are maestros of land vehicle construction. Grande Masters only work with the best materials, and generally supervise during construction instead of doing it themselves. Their shops are often filled with magical woods and finishes which further enhance their works. Their wagons, carts, and other vehicles are so well made, the load upon them is considered 75% of its actual weight in regards to pushing or pulling it. In addition, they may confer one of the following enhancements to each vehicle at no cost. This is an extraordinary ability. Additional enhancements may be designed with DM's approval.

Fire Resistant: The vehicle is resistant to fire. It gains a fire resistance of 10.

Glide: These wheels roll across the ground so effortlessly they seem to glide. Virtual load weights on the vehicles 75% of the actual total for purposes of pulling or pushing the vehicle.

Hardened: The vehicle gains magical damage resistance. Mundane weapons cause it no harm. Magical weapons or energy dam-

age is required to damage the vehicle.

Massive damage, such as being hit with a siege weapon, ignores this enhancement.

Rugged: The vehicle is designed to move over unstable terrain. The vehicle ignores the first 10-feet in speed reduction due to terrain and environmental conditions.

Unremarkable: This can only be placed on wagons and carts. These vehicles are coated with resins and glazes designed to ward off non-humanoid predators and other beasts. Reduce the chance of random encounters while traveling with these vehicles by 25%. This is not cumulative with multiple vehicles, and does not work if any other vehicle in the caravan is not enchanted in the same manner.

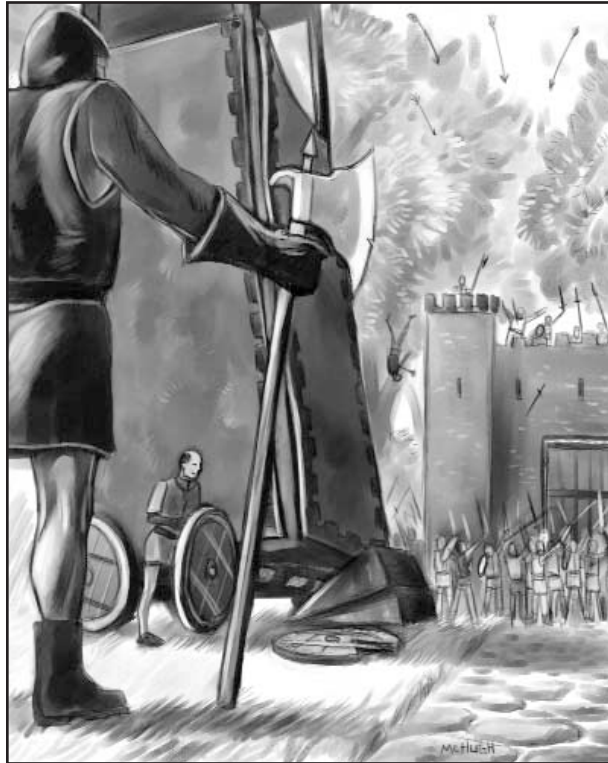
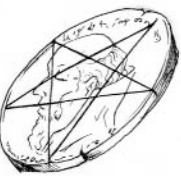
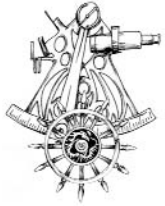
Guild Abilities:

Favored of the Guild:

Prerequisite: Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this

guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Resilient Wheels: **Prerequisite:** Alchemy 2+, Carpentry 4+: You understand the procedure to make wheels particularly resilient. This grants the wheels a +4 circumstance bonus to all saving throws. In addition, if you have 2 or more ranks in a weaponcrafting skill, you can use the same processes in your wooden weapons. This grants the weapon a +4 circumstance bonus to its saving throws and the user a +4 circumstance to her opposed rolled rolls for defending against a sundering attack. If you have 2 or more ranks in armorcrafting, the process can be used for shields. The process is not efficient enough to be used on large bulky wooden structures such as doors, wagon chassis, etc.



Combat Engineer: *Prerequisite:* Journeyman or higher: You can apply your journeyman ability to take 10 when you normally could not and apply it to your attack rolls. Doing so constitutes one use of the ability. The guild circumstance bonus normally applied to taking 10 for skill checks does not apply to attack rolls.

In Motion: *Prerequisite:* Journeyman or higher: You have a strong understanding of how to use the machines you make. You may add a +1 to your Profession (driver) checks and siege weapon attack rolls for every two levels of wainwright you possess, to a maximum of +5.

Enhancement: *Prerequisite:* Expert or higher: You may use the Grande Master ability to enhance vehicles. If you are a Grande Master, you may enhance a vehicle or siege weapon with two effects.

Expert Craftsmanship: *Prerequisite:* Master or higher: Your talent allows you to create extraordinary vehicles. You may roll twice and take the higher result on any craft or profession check when creating a vehicle or siege weapon. You may not use the master rank aptitude to reduce the cost of the item in conjunction with this ability.

Practice Makes Perfect: *Prerequisite:* One level in monk: You may add your guild level +1 to your monk levels when determining your monk abilities and unarmed damage.



WEAPONCRAFTER'S GUILD

Brief Description: Wherever there are adventurers, organized law enforcement groups, wizards who wish to procure items for enchantment, or wars, there is a need for weapons. Thus, there is always a need for professional weaponcrafters in the dangerous world of Gothos. The Weaponcrafter's Guild is widespread and often under the jurisdiction of the local government. At first the guild was exclusively specialized in the production of metal weapons, but in time wooden and bone equipment also started to be crafted. Today the guild makes all sorts of items of destruction—everything from glaives, to swords, to bows, to more exotic weaponry.

Guild Symbol: An anvil with a vertical sword rising behind it on a black background.



Guild Requirements: Craft (bowmaking) 4+, or Craft (blacksmithing) 2+ and Craft (weaponsmithing) 2+.

Associate Membership: Associate guild members pay 50 gp annually. Associate membership in the Weaponcrafter's Guild grants access to the guildhall (or forge if no hall is in the area) and general facilities. Adventurers who wish to keep their equipment in top shape often take this membership.

Guild Dues: Guild dues are 200 gp annually. To increase the number of active members during times of war, governments commonly pay the guild fees for those with the skill and ability to warrant it. Others, such as Mirak and Ithganin, inform the Guild they will be using their services and membership will be free for those the government chooses. Guild membership allows use of the forges and other weapon crafting tools.

Guild Specialized Skill: Craft (bowmaking) or Craft (weaponsmithing).

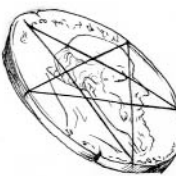
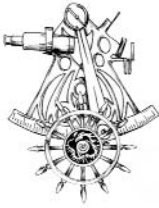
Class Skills: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (armorsmithing) (Int), Craft (bowmaking) (Int), Craft (blacksmithing) (Int), Craft (weaponsmithing) (Int), Profession (woodcutter) (Wis), Use Magic Device (Cha).

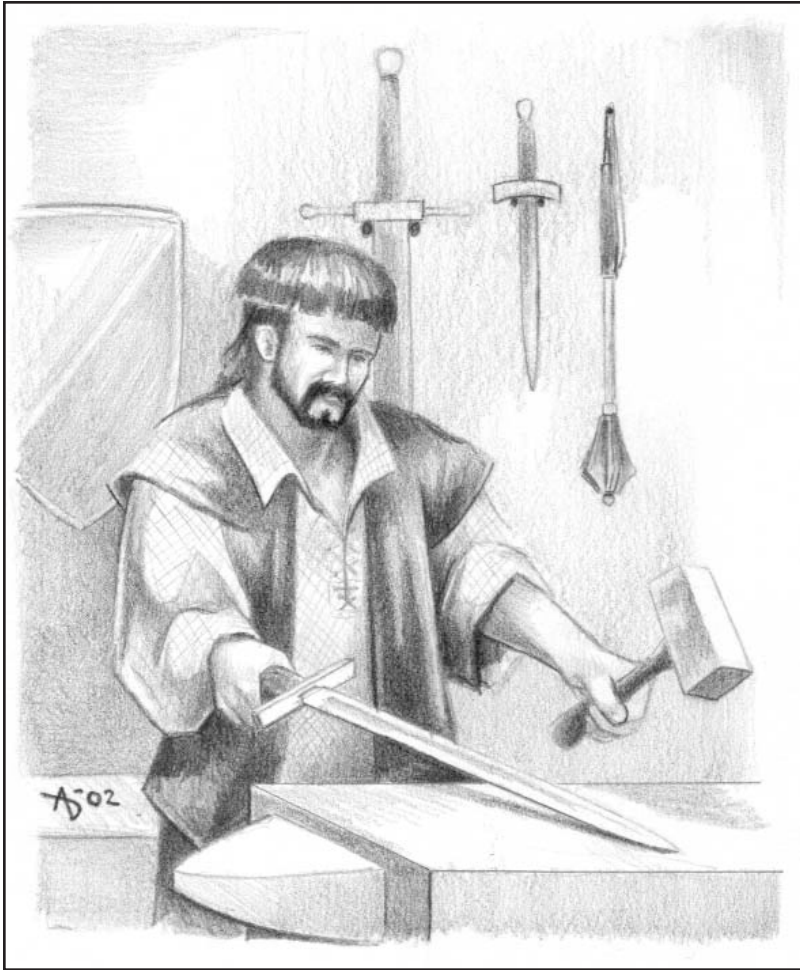
Guild Feats: Skill Focus (Craft (bowmaking), Craft (weaponsmithing)), Craft Magic Arms and Armor.

Guild Rank and Aptitudes:

Apprentice: Apprentices are taught the basics of how to produce all martial and simple weapons. In ethnic regions, this includes production of the exotic weapons common to the area. They also are educated the basics of how to use these weapons. Apprentices gain a +2 competence bonus to their Craft (weaponsmithing) and (bowmaking) checks. They also gain proficiency in one martial or exotic weapon of their choice. If they already have a proficiency in the weapon, they gain a +1 circumstance bonus to hit with it.

Journeyman: Journeymen weaponcrafters tend to specialize either in metal or wooden weapons. They travel looking for new and exciting weapons, properties, or forging techniques. Journeymen's competence bonus to Craft (weaponsmithing) or (bowmaking) checks increases to +3. They gain proficiency in one exotic weapon. If they already have a proficiency in the weapon, they gain a +1 circumstance





bonus to hit with it. Once per month, a journeyman may construct a masterwork component for a weapon without need of a check. The production of the masterwork component requires one week of time.

Expert: Due to their refined understanding of alloys, woodworking, and the weapon making processes, expert weaponcrafters can create weapons with unique characteristics. Experts increase their competence bonus in their chosen specialty (weaponsmithing or bowmaking) to a +4. During construction, an expert may imbue weapons with one special property chosen from the list below. This results in a 50% increase in the overall cost of the item's creation, including the cost of the masterwork component. All weapons made with these enhancements must be masterwork.

Light Weight: The weapon is 50% the weight of a normal weapon if its size.

Precise: The weapon gains a +4 circumstance bonus to hit when resolving a critical threat. If it is a ranged weapon, the total

range penalty for any given shot is decreased by 1.

Razor-edged: Weapon gains a +1 bonus to damage against living creatures with a combined natural and normal armor bonus of +5 or less.

Reflective Magicivity: The weapon gains a +2 circumstance bonus to saves made against magical effects.

Tempered: The weapon gains +5 hardness if metal and +2 if wood or bone.

Master: Master weaponcrafters build specialized equipment for royals, nobility, and magic-users who wish to procure items for future enchantment. They often construct weapons using special materials such as mithril or adamantite. Masters gain a +4 insight bonus to their checks when manufacturing masterwork components. Their competence bonus in their specialty area (weaponsmithing or bowmaking) increases to +5 and their competence bonus in their secondary skill increases from +2 to +3. The guild allows master members access to specialized forges, which allow for the processing of mithril, adamantite, and other rare and difficult to work metals. They gain access to

the below list of additional special properties, which they may bestow upon an item as per the expert aptitude. Properties from this list increase the base cost to make a weapon by 1000 gold pieces and mimic the more common magical enhancements:

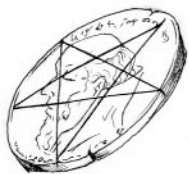
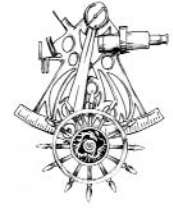
Distance: This property may only be placed on a ranged weapon. The range increment of the weapon is doubled.

Ghost Touch: The weapon is made of an alloy that allows it to strike incorporeal creatures, regardless of the magical bonus normally required. The 50% miss chance for incorporeal creatures does not apply to attacks made by the weapon.

Keen: The weapon's threat range is doubled.

Mighty Cleaving: The weapon allows for one additional cleave attempt per round when used by a character with the Cleave feat.

Throwing: This can only be placed on a melee weapon. The weapon gains a range increment of 10 feet and can be thrown by a wielder who is proficient in its normal use.



Grande Master: Grande master weaponsmiths are considered a treasure in whatever country they reside. They gain access to the "Book of Weapon Mastery," which is copied and given to each new Grande Master as he is promoted. When determining what special weapon properties they can infuse into a magic weapon, Grande Master weaponsmiths may add their guild levels to their spellcasting levels to meet the minimum item creation requirements. Grande Masters increase their competence bonus to +6 on checks related to their primary specialization. If willing to work with another enchanter, the weaponsmith can add one-half his guild levels to that of the spellcaster to meet minimum caster requirements. This ability cannot negate any other prerequisites needed for any given special property. They may only cooperate in such a manner on one property per weapon to be enchanted.

Guild Abilities:

Favored of the Guild: *Prerequisite:* Expert or higher; must have a positive Charisma bonus: You are well known and thought of within the guild. It is easier for you to request favors. If you do anything to disgrace the guild you may lose this bonus at the GM's discretion. Favor once lost cannot be regained or replaced. Each time this guild ability is taken, it confers a +2 circumstance bonus to any Charisma-based check or checks to alter NPC attitudes when dealing with a guild member or associate of the guild. You can take this ability up to two times.

Arms and Armor: *Prerequisite:* Romanus or Nord Guild member: You gain the apprentice aptitudes of a member of the Armorcrafters' Guild. When taken a second time, this guild ability grants you the journeyman aptitudes of the Armorcrafters' Guild. This guild ability may not be taken more than twice.

Composite Alloys: *Prerequisite:* Master or higher: You may add up three special properties to a weapon. Each special property increases the cost of the weapon as noted. You may not imbue a weapon with the same property more than once.

Dual Specialty: *Prerequisite:* Journeyman or higher: Your primary competence bonus works for both Craft (bowmaking) and (weaponsmithing).

Expert Craftsmanship: *Prerequisite:* Master or higher: Your talent allows you to create extraordinary weapons. You may roll twice and take the higher result on any Craft or Profession check when creating a weapon.

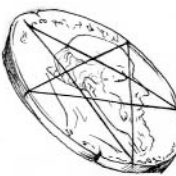
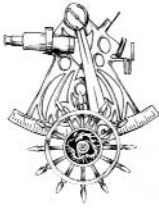
Feel the Forge: *Prerequisite:* Journeyman or higher: Your efforts at the forge have made you resistant to heat. You gain a fire resistance of 5.

Field Maintenance: *Prerequisite:* Journeyman or higher: You are adept at keeping weapons in superior

condition. Provided you spend at least one hour a day cleaning and inspecting a weapon, you may make a Craft (weaponsmithing) or (bowmaking) check (DC 20) (depending on your specialization). With a successful check, the cleaned weapon acts as a masterwork item for the day. If a cleaned weapon is a masterwork or magical item, it gains a +1 bonus to damage for the day. You may impart this bonus to a number of weapons equal to your guild level for each hour spent doing Field Maintenance.

Pounding of the Anvil: *Prerequisite:* None: Your constant physical efforts have increased your Strength by +1. This ability can be taken twice.

Prototype: *Prerequisite:* None: You have a bit of good luck. As early as your apprenticeship, you may construct a single weapon with a special property from the expert list for no additional cost. Once you become an expert, you may tweak your prototype weapon to include a property from the master list for no cost. If the prototype is destroyed, you may construct a new one. However, you may only have one active prototype at a time. The prototype weapon must be made as a masterwork item during its creation.



PART TWO:

ASSOCIATIONS, SOCIETIES, AND SPECIALTY GUILDS

These are examples of highly specialized guilds, societies, and adventurers' associations. These do not require the character to be a guildsman to join, but they do have specific entry requirements and structures.

ARROWHEAD ORDER

Brief Description: This organization of druids, rangers, and their allies inhabits the expansive Stillmirth Swamp. The Arrowhead Order is dedicated to ridding the territory of evil and maintaining the delicate natural balance. The unforgiving environment in which they operate has forged a hardy band of man, skilled at surviving the malarial swamp and taking the fight to the enemy: pirates, goblins, swamp driders, and ettercaps.

As if sentient foes were not enough, the Stillmirth itself is alive and predatory, its vegetation as hungry as any fell beast and infinitely more innocuous. Adapting their tactics and shaping the ambient power of the land in new ways to face this threat, the Order had for centuries managed to keep the hordes of shambling mounds, assassin vines, and other vegetation monstrosities at bay. Recently however, the tide has inexplicably swung against the Order as a new enemy in the form of moss and algae encrusted zombies, known as mossborn, has entered the fray. An evil agenda is behind this developing threat, of that the Order are certain, and they have vowed to root out and destroy it.

Where it Fits: The Arrowhead Order is designed for Gothos' Stillmirth Swamp, a setting not unlike the

Everglades or primordial swamps of Burma. The Stillmirth is located in Mirak along Midossa Bay, just south of Fangora Forest.

It should be relatively easy to simply incorporate the organization into a swamp located in a homebrew campaign or another commercial setting. With more significant alterations, the Arrowhead Order can find itself within a forest or jungle home. Keep in mind that much of the current impetus behind their actions is based around the threat of the mossborn hordes, and this element should not be compromised by changes you may make. If the mossborn are exchanged for another foe, significant aspects of the entry, not the least of which is the nature of the heron councilor prestige class, will no longer be appropriate.

Requirements

Beyond the core books *Nightmares and Dreams II*, which describes mossborn, no resources are required to utilize the Arrowhead Order. GMs may also wish to reference the adventure "Condemned to Live" from the *Places Most Foul* anthology, as it has some details on the Stillmirth Swamp.

Group Symbols

The identifying symbol is the arrowhead, a wild flower that commonly grows in wetlands. It is a tall plant (1-4 feet tall), with white flowers in whorls of three at the end of rigid stalks. The arrowhead is considered a symbol of fertility and the Earth Mother, as its rhizomes produce edible tubers widely consumed by humanoids, muskrat, and ducks.

The arrowhead symbol can be found on shields or the elaborately carved torques that all members wear around their necks.

The more militant members of the order have begun leaving iron arrowheads (the weapon, not the flowers) at the site of their victories as a warning to their enemies. The Heron Council frowns upon such shows of flamboyance, preferring to keep a low profile and to eschew overtly self-aggrandizing behavior.

History

History recalls a time when the Stillmirth Swamp was actually far smaller and traveling through it was far less deadly. Slowly, almost imperceptibly, the waters began to expand and the foul creatures inhabiting it became more numerous. The first druid to notice the unsettling change, Varon the Hobbled, dedicated his life to holding back the tide of evil swelling within the

Stillmirth. He forged a lasting alliance with the embattled lizardmen tribes of the swamp and urged other druids to join his crusade. Thus was born the Arrowhead Order, named after a beautiful swamp flower endangered by the predatory advances of the fell foliage that was taking root in the swamp.

Varon soon recognized that dedicated though his followers may be, their skills and tactics, honed and perfected in sylvan woodlands, were insufficient in this new environment. He therefore focused his efforts on tapping into the nascent ambient power of the swamp, learning about the ways of the native tribes, and studying the area's unique flora and fauna. The most troubling threat, as Varon saw it, were not the goblins, ettercaps, or even driders that proliferated within the swamp, but rather the twisted and clearly unnatural plant life that was relentlessly choking out other species and preying upon animal and man alike. Before dying, Varon imparted this knowledge to his most trusted followers, who collectively became known as the Heron Council, the Order's ruling clique.

Unbeknownst to the Arrowhead Order, under the brackish waters and hidden behind the moss-draped branches of ancient gnarled oaks lay the remnants of a vanished civilization that had slowly begun to reassert itself. The Polyp are sentient plants, unerringly evil and bent on reclaiming their lost empire. Witnessing the ease in which the Arrowhead Order was able to control and manipulate plant life, including their servitor creations, the Polyp feel justifiably threatened; such abilities could easily be used upon them. While slowly escalating their subversive efforts against the Arrowhead Order and its allies, the Polyp sought a weapon that would turn the tide of battle. As a fusion of flesh and fiber, the mossborn is both plant and undead, making it extremely difficult to be turned by either druid or cleric. With this new weapon, they have been able to hand the Order several stinging defeats in recent years.

After suffering setbacks of late, the Order is trying to maintain its fragmentary holdings in the Stillmirth and extend its influence deeper into the swamp.

Motivation and Goals

The Arrowhead Order seeks to redress the shifting balance within the swamp. They recognize that, like dominoes, if one ecosystem falls others will soon follow. To that end, they attempt to preserve what few portions of the swamp not yet overwhelmed by the hungry vegetation and attempt to take the battle to the enemy deep within the swamp.

Enemies of the Order are likely to come up against druids or rangers who have staged perfect ambushes, having been informed with exacting detail about the composition and location of the target by their network of spies that goes beyond allied humanoids to include animals and plants. Few pirates, ettercaps, goblins, or driders are able to fight the Order on equal footing, and these skirmishes are usually bloody and one-sided.

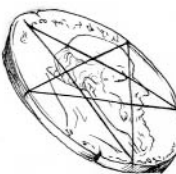
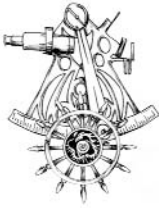
The organization does not conduct raids within the swamp to root out the lairs of these humanoids, however. Not only does the Heron Council deem the Order insufficient to such a task, they have philosophical barriers that prevent them from endorsing what could be considered a policy of genocide against other sentient, if decidedly evil races. Though they are at war, the Council never loses sight of the fact that upsetting the natural order, which includes evil creatures in its equilibrium, would make them as culpable as the enemy whom they fight.

There are those within the Order who question this judgment as naïve and unsettling. They believe that by binding themselves to such a restrictive policy, the Council handicaps their own ability to win the fight. To succeed, these members believe a degree of ruthlessness is necessary. Once the enemy is vanquished, the Order can focus its attention upon restoring any damage to the balance. While the voices of these dissidents, led by Rith Newtspawn, are drowned out by the consensus, the time may well come when circumstances dictate a change in philosophy.

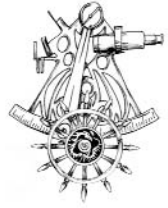
Entry Requirements

As arbiters of natural balance, members of the Arrowhead Order must be dispassionate and embrace the dichotomies of nature—life and death, peace and violence, predator and prey. As a result, all members must be neutral in some way. However, seeing firsthand the destructiveness of evil as it takes root and dominates an ecosystem, they are more proactive in their approach than are most druids and thus most are neutral good.

All classes are accepted into the Order, though naturally rangers and druids dominate. Humans and



Lizardmen are the races represented most strongly, followed closely by halflings (known locally as the Kiwah) and elves who seek to destroy the water drider enclaves known to exist within the swamp. Dwarves are not accepted, as their damming projects along the Stillmirth watershed are widely blamed for the ever-growing size of the grim swamp (though others claim the swamp grows of its own accord, like a cancer spreading through a victim).



The unforgiving nature of the environment means that only those savvy in the ways of wilderness lore are accepted, lest the member actually be a liability. Potential recruits always have Wilderness Lore +3 or more, and most have at least one rank in Swim.

Beyond that, all members of the Arrowhead Order take a solemn vow to serve unflinchingly when the natural balance of the Stillmirth is threatened.

Accepting payment for services in this regard is frowned upon, and any rewards should be invested in local projects, whether it be purchasing new fishing nets to replace those damaged by rampaging mossborn or constructing a watchtower to warn locals of approaching pirates.

Obligations

The member must first and foremost swear to devote his life's energies towards throwing back the dark forces taking root in the Stillmirth Swamp. On the eve of the new moon, the Heron Council convenes to discuss pressing issues, share information, and assign tasks. Members are encouraged to attend, and while a reprimand is rarely issued for missing one, prolonged absence is cause for deep concern. After all, initiates pledged to devote themselves to the Order and its ideals; endemic failure to attend these meetings calls into question the dedication of the character.

While missing a monthly council can be forgiven, one must under no circumstance fail to attend the annual

winter solstice assembly. It is at this time members reaffirm their ties with their spirit guardians. A member who does not return for this ceremony will find himself out of touch with his guardian and unable to call upon its blessings.

Beyond that, he must live by his sworn oath of secrecy and loyalty. This is vital to the survival of the Order, as their numbers are few. Those who fail to live up to his obligations may be cast out of the Order by the Heron Council. Those who betray the order are hunted remorselessly, and rarely live long. If the members are incapable of serving justice, they may always turn to the lizardfolk and their cottonmouth assassins for assistance. Not once in their long and shadowed history have these dreaded killers failed to complete a contract.

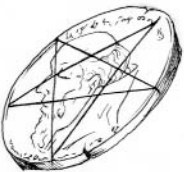
Goods and Services

The Arrowhead Order cannot provide much in the way of material aid to its members. Simply put, they have no physical infrastructure or financial resources. Perhaps the most a character could hope to get are herbs collected by member druids, and then only rarely.

An extremely tight knit organization, members can expect to get the full support of their fellows in critical circumstances, but because the swamp is so large and there is no centralized organization, simply finding another member on short notice is problematic. That said, the Order maintains extremely cordial relations with the lizardfolk and Kiwah (halfling) communities, and can expect to be well received by them (all Diplomacy skill checks

receive a +2 circumstance bonus). Hospitality is freely given, and such aid as is possible is made available upon request. This generally amounts to a guide, provisions, a boat, and such.

Because the inhabitants of the swamp are poor and the goodwill of these communities is so vital to the success of the Order's fight, any PC who abuses his position and privileges will be reprimanded by his fel-



SPIRITS OF THE MARSH

Many inhabitants of the Stillmirth revere and respect the animal spirits that reside within the swamp. The Arrowhead Order is no different, viewing them as children of the Earth Mother, and therefore corollaries of herself. Each member of the Order is granted a guardian spirit, which is said to guide and watch over them, and from which magical abilities can be drawn.

A character can use a blessing granted by her guardian spirit once per week, while druidic characters are also able to tap into a granted power once per week. As characters rise in ability, they can take advantage of these offerings more often, gaining another usage every three levels. These abilities can be stacked; a sixth level character that has Frog as his guardian spirit may use up all of his blessings for the week in a single Perform roll at a +2 bonus, for example. However, if the character transgresses the ideals of her guardian, they will have angered the spirit and will therefore be cut off from powers or blessings until the new moon.

Frog

Frog is a talkative, even noisy spirit with a cheerful disposition. It loves to join in chorus, croaking raucously and proudly. Frog is also wise and thoughtful.

Granted Blessings: +1 circumstance bonus to Perform (singing or other verbal art), +1 circumstance bonus to Swim, +1 circumstance bonus to any Knowledge skill, +1 circumstance bonus to Jump.

Geas: The character must never turn down the opportunity to boast of his deeds, engage in a debate, or sing a lively tune.

Granted Powers: Dodge feat, negate silence spells, jump (as per the spell).

Muskrat

Muskrat is a creator, having brought up mud from the bottom of the primeval waters to create the earth. Despite this achievement, Muskrat is shy and modest.

Granted Blessing: +1 circumstance bonus to Craft skills, +1 circumstance bonus to Swim, +1 circumstance bonus to Hide.

Geas: The character may never boast of his achievements, no matter how impressive.

Granted Powers: Evasion (as monk), *mending* spell, +5 circumstance bonus to any Craft skill.

Turtle

Turtle is cautious and deliberate. Not a fighter, it relies on the protection afforded by its shell and its ability to camouflage itself amongst the reeds. Turtle is favored by lizardfolk.

Granted Blessing: +1 AC for one combat (suffers -1 Initiative at the same time), +1 circumstance bonus to Hide, +1 circumstance bonus to Swim, +1 circumstance bonus to Concentration.

Geas: The character must never demonstrate recklessness or haste.

Granted Powers: Mage armor (as the spell), invisibility to animals (as the spell), Speak Draconic.

Duck

Duck is a mediator between the sky and the water, and is at home in both settings. It is a skilled diplomat and never lies, and does not like to resort to violence.

Granted Blessing: +1 circumstance bonus to Diplomacy, +1 circumstance bonus to Sense Motive, +1 circumstance bonus to Swim.

Geas: Never lie, never pass up an opportunity to mediate a dispute, and always attempt a negotiated settlement before resorting to violence.

Granted Powers: Fly (as the spell), charm person (as the spell), +5 circumstance bonus to Diplomacy.

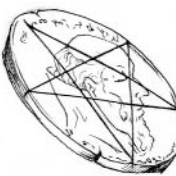
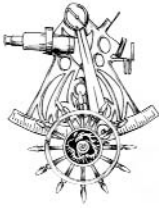
Heron

Heron is the wisest of the spirits, and the most discrete, as it rarely speaks. Heron is calm and slow to rile, a contemplative spirit. It is the only spirit that does not swim, preferring to wade.

Granted Blessing: +1 circumstance bonus to Knowledge skills, +1 circumstance bonus Move Silently, +1 circumstance bonus to Will saves.

Geas: Speak only when you have something profound to offer, be discrete at all times, and take a moment to attempt to find an inventive solution to violent situations before rushing into combat.

Granted Powers: Water walking (as the spell), bardic knowledge, message (as the spell)



BLIGHT POD — NEW MONSTER

Small Magical Plant

Hit Dice: 1d8+1 (5hp)

Initiative: -1 (-1 Dex)

Speed: 0 ft

AC: 11 (+1 size)

Attacks: Slam + 1 melee

Damage: Slam 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Horrid wilting

Special Qualities: Blind sight

Saves: Fort +3, Ref +0, Will +2

Abilities: Str 12, Dex 8, Con 13, Int -, Wis 10, Cha 10

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: See below

Blight pods are gastropod-like plants cultivated by the Polyp to drain the terrain of its life and facilitate the transformation of the ecosystem to their own liking. Blight pods begin life small, but grow in size as they voraciously feed upon the life essence of the earth. They cannot move, but have several whip-like tentacles that they can use to defend themselves.

Combat

While an ancient blight pod would be an awesome foe indeed, most are small and relatively vulnerable. As such, they are generally protected by guardians (often mossborn) assigned by the Polyp to ensure their safety.

Horrid Wilting (Su): These insidious plants literally drain the nutrients from the soil, strangulating all other vegetation. Each day, it causes 1d8 points of damage to all creatures within 400 feet. Plant creatures get a saving throw against this attack, but at a -2 penalty. Every week after the first, the radius expands by 40 feet as it grows in size and its hunger increases to match. Every week beyond the first that the Blight Pod is actively growing (they go dormant during cold winter months, for example) it gains an additional HP; after 8 weeks, it advances to the next HD.

Blindsight (Ex): Blight pods have no visual organs but can ascertain all foes within 30 feet using vibration, scent, and sound.



lows and might find himself cut off from the favour of his guardian spirit.

The final advantage is the relative safety in numbers that a character achieves by joining. This is particularly true of druids, who are repressed with significant vigor by the state machinery and find relatively few safe havens within Mirak.

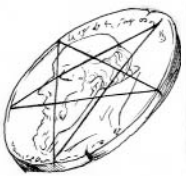
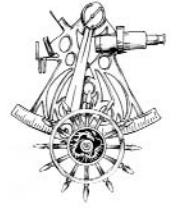
Organization

The Arrowhead Order is quite loose and informal, and members are generally granted carte blanche to carry out their

fight as they see fit. Only irregularly do they meet as an organization, generally only at the monthly court, and it is at this time that specific tasks may be assigned by the Heron Council. Despite this informality, they guard their secrets carefully and are bound by solemn oaths not to reveal the location of their hidden grove, the sacred site where all meetings are held.

There are perhaps 100 members of the Order, ranging from relatively minor rangers to the 14 Heron Councilors who form the core of the organization. They can call upon up to 300 informants and agents; among them are riverboat captains, lizardmen warriors, kiwah fishermen, hermits, smugglers, and even a staff member at the notorious Freebooters Arms' Inn.

The Heron Council is the decision-making apparatus of the organization. They meet monthly to chart the direction of the Order and to coordinate activities, though occasionally will convene more frequently if there is need. To be granted a seat on the council, a character must become a Heron Councilor (see the prestige class, below), at which time they are extended an invitation to sit with their peers. The number of seats on the Council is fluid and changes as members are invited in, or perish in service.



Adventures and Plotoooks

Domain of Evil

The Arrowhead Order has lost contact with a lizard-folk village and, even more ominously, members sense a blight in the natural order; the spirits cry out in anguish at some unspeakable evil done to the land. Investigating, the PCs find the area around the village desolated; all plant life is withered and rotting and absolutely no animal life is to be found. The only plant that seems to be thriving is the knotted and gnarly assassin vines, which attack any creature within reach. Simply proceeding through the mass of assassin vines should be a challenge.

Upon reaching the village, the PCs will find several knots of mangled corpses, lying where they died while defending their homes. Druids and rangers may recognize the telltale wounds of a shambling mound, but there are also vicious bite wounds that even the most skilled outdoorsmen will be unable to recognize (from the maws of a Polyp). Of course, the village is not entirely "lifeless"; the Polyp have raised several of the deceased as mossborn, to protect their investment.

A standing stone is the heart of the village, representing a key node in the ley lines that form the mystic lifeblood of the Stillmirth. A black gastropod-like plant (a "Blight Pod", see sidebar for details) lays flesh against the stone, quite clearly defiling the site and spreading a cancer through the surrounding land. This creature must be destroyed before the blight spreads further.

This adventure works best as an introduction to the Palustris and their minions, foreshadowing the nature of the conflict ahead.

Refuge

The PCs are being stalked by overwhelming numbers of mossborn. Night begins to fall and the heroes begin to tire; a safe refuge for the night is required. In a stroke of luck, the heroes stumble upon a ramshackle cabin built on stilts to protect against floods, the most suitable place they've seen in which to hole up for the evening.

Its owner is a haggled old crone, with black rotting teeth, long wisps of tangled green hair, and putrid breath. She is none too pleased with the intrusion, and will only offer hospitality grudgingly (Diplomacy DC 20) if the PCs offer her a token of goodwill (she likes pretty baubles, like jeweled rings and such). However, she is not particularly gracious and requires

the heroes perform a host of menial tasks (fetching water, building the fire, and so on). Worse, as the mossborn attack during the evening, she becomes quite agitated and violent, wanting the players to leave in order to save her home.

PCs may be tempted to kill her out of annoyance. That would be unfortunate, because if the characters look closely (DC 25 Spot) they may find a festering, gangrenous wound on her back. If the damage is healed, the hag will transform into a beautiful maiden; she is actually the sorceress Kithren, a member of the Order who disappeared years ago. She won't let anyone touch her, so the PCs will have the dual challenge of immobilizing her while fending off mossborn assaults. The wound was inflicted by a powerful drider sorcerer, depriving Kithren of her identity and legendary beauty; a suitable punishment for her interferences, so the drider thought.

If they slay the hag, the morning sun she transforms back into the lovely Kithren, leaving the PCs with a dead hero of the Arrowhead Order. Healed however, the sorceress will make a powerful ally in the fight against evil.

Important Characters

Rith Newtspawn

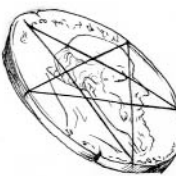
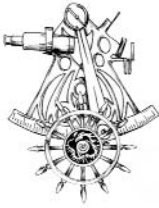
Female Half-Bullywug Druid 9th; HD 9d8; hp 48; Init +0; Spd 30ft; AC 15 (+3 Dex, +2 Ring of Protection); Atk +8/+3 melee (1d6+1, Sickle), +9/+3 ranged (1d4, sling); SA-; SQ Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Allure, Wild Shape (3/day), Venom Immunity; AL LG; SV Fort +6, Ref +6, Will +7; Str 11, Dex 17, Con 10, Int 8, Wis 13, Cha 12

Skills: Animal Empathy +3, Gather Information +2, Heal +1, Hide +3, Intimidate +2, Intuit Direction +2, Knowledge (nature) +4, Sense Motive +2, Swim +4, Wilderness Lore +6.

Feats: Combat Reflexes, Improved Critical, Track, Weapon Focus (Sickle)

Possessions: +1 sickle, sling, bag of holding II, ring of protection +2.

Spells per day: 6/5/4/3/2/1: 0-level: create water,



cure minor wounds, flare x2, light, resistance x2; 1st Level: cure light wounds, entangle, faerie fire, magic fang, obscuring mist; 2nd level: barkskin, heat metal, hold animal, summon swarm; 3rd level: combust plants, spike growth; 4th level: summon natures ally IV.

Description: A laconic member of the Arrowhead Order, Rith is a half-bullywug female of unknown origin; she's not talking about her background, and most people are wise enough not to ask. Unusually cocky and self-assured for a druid, Newtspawn is something of a maverick and has an inflated view of her importance.

Whereas most druids are dispassionate observers, only intervening when a delicate balance is altered, she often takes it upon herself to solve other people's problems, even when her aid is not requested or desired.

This, and the fact that she prefers the most direct option to any problem, which usually amounts to violence, has put her at odds with the Heron Council.

Rith defends her actions with the same arrogance, pointing out with cold precision that to win a war involves firm and decisive action, and that freedoms must occasionally be infringed upon. To her thinking, the Order dithers when it should be acting. This is a matter of debate, but some members of

Arrowhead Order, and indeed the Council, see a sliver of logic in her position.

While her slightly moist skin, rounded eyes and bald head betray her amphibian ancestry, Rith Newtspawn is in fact a handsome woman. She wears a flowing sarong that barely conceals the lithe suppleness of her slender body, nor does it mask the flawless beauty of her gypsum-smooth skin. Yet, there is a barely restrained fury about Rith that tends to disturb those around her.

Motives/Goals: While her philosophical approach may differ from many of her fellows in the Order, her goal is the same. She wishes to defeat whatever evil that threatens to engulf the entire Stillmirth (and perhaps beyond) in darkness. The balance she perceives is also slightly different than that espoused by most

druids; to her, the proper balance is one where good is in ascendancy and evil cowers in the recesses of the world. To achieve this, Newtspawn believes a coldly efficient campaign of annihilation must be waged against the enemy. Thus far, few members of the Order have proven willing to take that leap of logic, but with each hard fought battle in which allies and friends are slain, more and more begin to waver as they question their previously held notions. Newtspawn may one day be the most influential person in the Order.

Combat Tactics: Rith Newtspawn eschews diplomacy and negotiation ("appeasement", as she refers to it, "the purview

of cowards and bureaucrats"), preferring a direct solution to any problem. Her confident approach borders on recklessness, but she has the wherewithal to back up her impulses. She seamlessly blends her spell casting ability into her plan of action, filling her spell slots with a blend of offensive and defensive spells. She views mercy as a sign of weakness and a luxury one cannot afford in these dark times, and so rarely leaves defeated foes alive.

NEW SPELL

Combust Plant

Level: Druid 3

Components: V, S, DF

Casting Time: 1 action

Target: Creature touched

Duration: Instantaneous

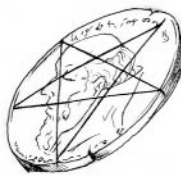
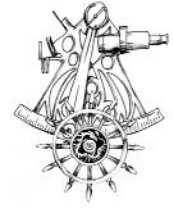
Saving Throw: No

Spell Resistance: Yes

This spell makes any plant, even if moist, burst into flame. Initial damage is 2d8 points of fire damage +1 per level of the caster. The creature must make a Reflex save (DC 15) to avoid catching fire. If the plant catches on fire, it takes 1d6 points of damage per round until it is consumed or the flames are somehow put out.

The druid must either be in contact with the target or strike it with a wooden conduit, such as a cudgel or staff.

Material components of this spell include ashes and a seed, representing the circle of life; the druid must not take without given back. Both are consumed by the spell.



Sole Benoth

Male Human Ranger 6th; HD 6d10; hp 44; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30ft; AC 18 (+3 Dex, +5 chain mail); Atk +6/+1 melee (1d4, whip), +13/+8 or +13/+13/+8 (when using Rapid Shot) ranged (1d8, longbow); SA Favored Enemy (Abominations, Goblinoids); SQ Track; AL LG; SV Fort +4, Ref +5, Will +4; Str 10, Dex 16, Con 11, Int 13, Wis 14, Cha 10

Skills: Animal Empathy +4, Climb +3, Diplomacy +12, Hide +5, Intuit Direction +4, Jump +4, Knowledge (nature) +5, Listen +8, Move Silently +4, Search +7, Spot +7, Swim +7

Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: Whip, longbow with blunt arrows only, *potion of invisibility*, +5 chainmail.

Description: Sole represents something of a rarity among the Order in that he tolerates, if not altogether welcomes, the "evil" humanoid races of the Stillmirth. He believes they are as much a victim of the evil growing within the swamp as are the lizardmen, humans, and kiwah. Indeed, he believes it is the pressure being exerted upon these beings that is driving them from their lairs and into confrontation with the Order. While others are extremely dubious of this view, Benoth points out that no one has bothered to broach the subject with these races, and he seeks to open a dialogue with the goal of forming an axis against the greater threat.

Sole Benoth denies himself all earthly pleasures in an attempt to make him a pure vessel through which the spirits can work. He leads an austere and flawless life, as chaste as the purest nun and as charitable as the most devout priest. For past transgressions of his youth, Benoth punishes himself with moonlit flagellation, literally bleeding his sins away.

A few other members of the Order have taken up his preachings, joining in self-flagellation and leading what can only be considered a pacifistic way of life. This is causing growing unease in the Heron Council. The council opposes flagellation on moral grounds and views it as a barbaric practice. Perhaps more importantly, they worry that the fighting edge of

the Order will be dulled if Benoth's beliefs gain wider acceptance, undermining their ability to win the struggle.

He looks much older than his 40 years, a result of the privations and abuse he subjects himself to. His skin is drawn, his wide shoulders sag as if under some heavy strain, and his whole body radiates weariness. Yet, there is a calm determination about him, as evidenced by the granite set of his jaw. When meeting new people, his eyes lock upon them unwaveringly as he bores into their inner

being to uncover their motives. He moves slowly and warily, consciously drinking in every detail of his surroundings.

Motivation/Goals: Once one of the Order's most valued crusaders, a warrior who took the fight to the enemy and was responsible for the successful completion of many critical missions, Sole is now a shadow of his former self. When

his wife died at the hands of a goblin warband something snapped, causing him to doubt the value of his efforts. Memories of all the goblin tribes, men and women both, that he had orchestrated the destruction of flooded into mind, and he began to question whether there was any difference between him and a grieving goblin who lost his wife to members of the Order.

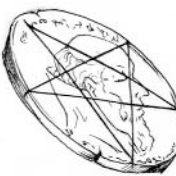
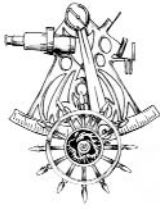
While no less dedicated to the ends, he questions the means by which the Arrowhead Order fights their war. He is concerned that valuable resources are being wasted fighting the humanoid tribes, which Sole is confident are a secondary threat. He proposes an end to centuries of unremitting conflict with these tribes and an alliance with them against the greater threat that emanates from the deepest reaches of the Stillmirth.

Combat: Sole Benoth will not take a life, even if it is to save his own. He is at peace with the possi-

NEW ITEM**Blunt Arrows**

These missiles have blunt metal heads in place of the piercing tips of standard arrows. As such, they do bludgeoning damage and are ideal for those attempting to subdue rather than slay an opponent. The loss of streamlined aerodynamics results in a loss of some range (Range Increments drop by 20 ft), an unavoidable side effect of the weapons unique nature. Blunt arrows deal subdual damage with no attack penalties.

Cost: 2gp; Weight: 4lbs for 20; Type: Bludgeoning.



bility of dying for his convictions, and quietly believes this may be his divinely inspired destiny. If a martyr will lead to victory, he will gladly offer up his mortal being.

Indeed, he will not even raise a weapon to defend himself. The only circumstances under which he will fight is in defense of the innocent, and even then he will merely intercede to disarm the combatants with his whip congruent to letting diplomacy works its course. As a result, the Order has lost the martial services of man who was once one of its most skilled warriors.

Special

NEW PRESTIGE CLASS: HERON COUNCILOR

Members of the Arrowhead Order dedicate their lives to ridding the Stillmirth of evil, but the heaviest burden must surely fall upon the shoulders of those who lead these stalwart crusaders. Those who have served in good stead and demonstrate leadership ability may be invited to join the ruling Heron Council.

Heron councillors are masters of their environment, and their specialized skills reflect a deeper understanding of the intricate ways of swamps and wetlands that set them apart from other druids or rangers. Heron councillors are skilled combatants to be sure, but more, they are ambassadors, healers, and guides.

Requirements:

Base Attack

Bonus: 3+

Skills: Diplomacy 2+, Knowledge (nature) 8+, Swim 2+, Wilderness Lore 8+.

Feats: Track

Spellcasting Ability: Must be able to cast 1st level spells

Other: Must have served with distinction in the Order for some length of time (generally equivalent to several levels)

Hit Die: d8

Skill Points: 2+Int bonus per level.

Class Skills: Animal Empathy, Craft (basket weaving, boatbuilding, netting, or trap making), Hide, Intuit Direction, Knowledge (local, nature), Listen, Move Silently, Spot, Swim, Wilderness Lore.

Speak Draconic: At 1st level, heron councilors learn to speak Draconic, a reflection of the importance of lizardfolk within the Order and the swamp as a whole.

Nature Sense: As the druidic ability.

Placate Plant: A heron councilor has the supernatural ability to force plant life to recoil by channeling power of the Earth Mother, just as a cleric turns undead. This ability can be used a number of times per day equal to three plus her Charisma modifier. For more details on how this ability operates, see "Turn and Rebuke Undead" in the *Player's Handbook*, Chapter 8.

The mossborn are a unique amalgam of living and undead, and thus is much more difficult for either a cleric or a druid to turn. For purposes of turning, they are considered to have an additional +3 HD.

Marsh Stride: Starting at 2nd level, a heron coun-

HERON COUNCILOR PROGRESSION CHART

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Speak Draconic, Nature Sense, Placate Plant
2	+1	+0	+0	+3	Marsh Stride, Swamp Lore
3	+1	+1	+1	+3	Favored Enemies, Resist Toxins/Spores
4	+2	+1	+1	+4	Track, Call Upon Spirits
5	+2	+1	+1	+4	Walk on Water
6	+3	+2	+2	+5	Tap Ambient Power
7	+3	+2	+2	+5	Blessed
8	+4	+2	+2	+6	Call Upon Spirits x2
9	+4	+3	+3	+6	Plant Dominion
10	+5	+3	+3	+7	Walk on Water x2

cilor may move through swampy terrain at her normal speed and without suffering any impairment.

Swamp Lore: By 2nd level, a heron councilor's innate knowledge of swamps is such that she can almost feel its rhythms and nuances. All Animal Empathy, Intuit Direction, and Wilderness Lore skill checks gain a +1 circumstance bonus when made in a

wetland. This raises by +1 every 3 levels, so at 8th level she would have a +3 circumstance bonus to such skill checks.

Favored Enemies: At 3rd level, and every 3 levels beyond, a heron councilor gains a favored enemy as per the ranger class, selected from the following list: beasts, driders, ettercaps, goblins, mossborn, and plants. Note that the favored enemies are in some cases more specific than those available to rangers, a reflection of the unique nature of the Stillmirth Swamp and the mandate of the Order.

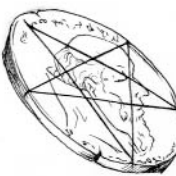
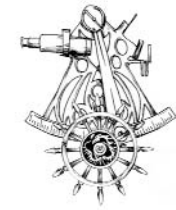
Resist Toxins/Spores (Ex): Starting at 3rd level, heron councilors build up immunities to plant-based poisons and spores, gaining +1 to Fortitude saves. Every three levels, the character gains another bonus to Fortitude saves; thus, a 9th level heron councilor would enjoy +3 to their Fortitude saves against the toxins and spores of plants.

Track (Ex): A heron councilor gains Track as a bonus feat. She gains +2 circumstance bonus when operating within the confines of a swamp or marsh, but suffers a -2 penalty when in any other terrain. Characters who already have the feat simply get a +2 circumstance bonus when in their wetlands element.

Call Upon Spirits (Su): At 4th level, the heron councilor can call upon all swamp spirits, though her guardian spirit remains closest to her heart. Once per week, a heron councilor can call upon a swamp spirit to provide a granted power or blessing; at 8th level, she may make this appeal twice per week.

Walk on Water (Su): At 5th level, a heron councilor gains the supernatural ability to water on walk once per day. This ability functions exactly as per the spell, as if cast by a 1st level character. At 10th level, she may cast the spell twice per day at 2nd level of ability.

Tap Ambient Power (Sp): With familiarity, a heron councilor becomes increasingly in tune with the ambient power unique to swamps. As a result, when among wetlands the characters' heron councilor level is added to the class level of her prior spell caster level for determining caster level. Thus, a 6th level druid/3rd level Heron Councilor casts spells as a 9th level druid.



Blessed by Guardian Spirit (Su): Because of the deeds performed to preserve the delicate balance of the swamp, her guardian spirit blesses the heron councilor. As a result, she may utilize granted blessings at will and as many times as she wishes.

Plant Dominion (Sp): By 8th level, the heron councilor has gained almost complete mastery over plant life. As a result, she casts all spells from the Plant domain at an additional level of caster ability. This stacks with other spell-casting bonuses where applicable, such as that attained with the feat Tap Ambient Power.



POLYP—NEW MONSTER

Medium-Sized Humanoid

Hit Dice: 3d8+3 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 13 (+1 Dex, +2 Natural)

Attacks: 2 maws +4

Damage: 1d6+1

Face/Reach: 5 ft. by 5ft./5ft

Special Attacks: Improved grapple, constrict

Special Qualities: Spell-like abilities

Saves: Fort +2, Ref +5, Will +6

Abilities: Str 13, Dex 12, Con 12, Int 10, Wis 14, Cha 8

Skills: Hide +8, Listen +2, Move Silently +4, Spot +4, Wilderness Lore +5

Feats: Blind-Fight

Climate/Terrain: Any swamp or underground.

Organization: Single, pair, clumps (2-5), pods (5-20)

Challenge Rating: 2

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

The Polyp are an ancient race of depraved plant people who, at one point in pre-history, ruled a massive empire that centered on a malarial swamp that stretched for hundreds of leagues in all directions. All that remains of this wetland is the Stillmirth, which hides the last vestiges of this near-dead civilization.

Polyps are hunched humanoids that appear to be covered in moss and tightly wound fibrous vines. They are green in color, though if ill they will turn yellow or brown. Bipedal, their two "arms" are long, tentacle-like appendages that end in hungry maws that rip at food and suck it in. For fine manipulation, they utilize the root-like digits that extend from their stumpy feet.

Being aquatic, they cannot stray far from water and therefore seek to expand the swamp to facilitate territorial expansion. As plant life, they also require sunlight and cannot go without it, or the phosphorous facsimile that pervades in their lairs, for more than a week. If Polyp go without water for more than a day or sunlight for more than a week, they begin to lose one point of Constitution per day.

They reproduce through parthenogenesis, forming seeds when triggered by climatic conditions (generally summer or early autumn). Corpses of other slain creatures are used as a growing medium for the seed; they are planted directly in the stomach and feed on the rotting and decomposing tissue as they sprout roots and cautiously poke through the skin t. It takes several weeks for a seed to germinate, and several more beyond that before the young Polyp are able to separate themselves from the corpse and move freely about.

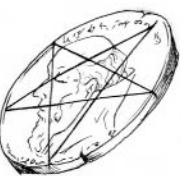
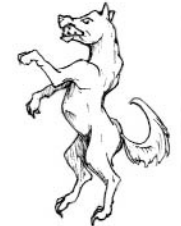
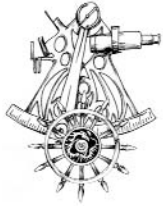
Combat

Polyps greatly enjoy physical combat, as they so despise other life forms. However, they are also cognizant of their precarious position and the need for stealth and guile. Therefore, they attempt whenever possible to fight their enemies through proxies.

Improved Grab: Their two long, tentacle-like arms can grapple a foe with surprising strength. If a Polyp hits with both, it gets a hold and can constrict.

Constrict: The creature delivers 1d3+1 points of damage upon creatures Medium-sized or smaller with a successful grapple check. In addition, the polyp's maw attacks both automatically hit. Because polyp instinctively target the neck in order to strangle the target, those constricted by a polyp cannot speak or cast spells with a verbal component.

Spell-Like Abilities: Polyps can cast *entangle* 4 times per day as a 3rd level druid. In addition, they can cast spells from the Plant domain at 3rd level of ability.



THE BAILE STREET MARKET URCHINS' POD

Brief Description: Street urchins are common in large cities, much to the annoyance of city guards and bazaar merchants alike. Children who take to the streets often form close-knit bands of pickpockets, beggars, and petty thieves who depend on their quick wits and quicker feet for food and protection. More traditional thieves' guilds and beggar guilds refer to these gangs as "pods" and use the kids as a near-invisible network of spies and messengers. The Baile Street Market pod is one of the larger urchin pods located in Gildor's capital of Triton.

Where it fits: The Baile Street Market pod can act as a model for an urchin guild in any large urban city with its share of homeless or orphaned children. While most of these kids are cared for through charities and orphanages, many still take to the streets. They gang together and form tighter bonds with their fellow urchins than they ever had with the caretakers they left behind. Urchins have always been a part of any large merchant fair or bazaar, as these hectic areas provide them with ripe opportunities to steal food, small baubles, or coin purses off of busy shoppers. Urchins are less prominent in wealthy residential areas or regions more heavily patrolled by city guards.

Group Symbol: The Baile Street Market urchins carry no signet rings or identifying tattoos. The quick gleam in each other's eye is all that is needed when two urchins meet. The hardships of growing up on the streets marks each in a way other urchins rarely fail to recognize. The Baile Street Market pod, like most pods, is named after the area they predate.

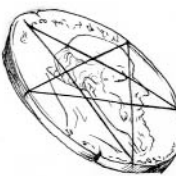
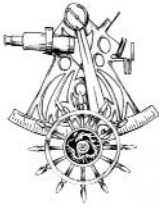
History: Favored stories Baile urchin "elders" pass on to younger kids are often about an urchin who "made it big," by being recruited by the local thieves' guild or becoming a successful rogue as part of an adventuring party. Common tales also speak of grand heists such as the theft of a food-laden wagon or fantastic chases through alleyways and across rooftops, as nimble-footed urchins outwit the local constabulary. Each pod has its own local heroes and stories.

For example, Tucker, the current leader of the pod, is said to have stolen thirty blueberry pies from the Kedge Bakery in as many days. A noteworthy feat, as to the ledge where Old Man Kedge cooled his pies was on the second floor of a building that housed a guard post for the market. Tucker himself tells a bawdy story of an urchin who once led a romp through the red-light district of Triton stealing silken gowns and nightshirts and stuffing them with stolen cotton to make beds and pillows for the other Baile Street urchins.

Not all the tales are of outsmarting merchants and guards. Some are cautionary tales of urchins getting caught, thrown in prison, beaten by guards, or even killed. These teach them to be wary of adults, untrustworthy of the law, and suspicious of anyone they don't know.

The pod's history is shared around hot bowls of pilfered stew and steaming sweetbreads. The tales are a way of sharing street lore and urban skills with fellow urchins and form a foundation for the street urchin subculture.

Motivations and Goals: The ultimate goal of any urchin is to survive until adulthood. Beyond this, each urchin dreams of making it big... being one of the few who rise above the street and become successful. While many urchins grow up to become little more than thugs and gangsters, others develop a mutual trust



with a shopkeeper or craftsman, eventually apprenticing themselves. The master who takes an urchin in often was once an urchin themselves and feels a moral duty to help out when given the chance.

The thieves' guilds of Triton keep a close eye on pod leaders, looking for a collection of skills, wits, and courage that could be molded into a successful rogue. The beggars' guilds also watch for those urchins with charisma and guile necessary to charm the wealthy out of their gold.

Baile Street Urchins can apply their hard-won street-sense to any number of professions, if they have the will to do so. Numerous urban rangers, city guides, cat burglars, entertainers, and adventurers started out stealing rolls and candies

Entry Requirements: Entry into the pod is a tricky thing. Young children are accepted immediately, as the older kids who have been through adolescence on the streets will watch out for them. Older kids are carefully watched and tested before being accepted into an established pod. The urchins have grown up together, worked together, and developed a sense of trust and camaraderie that does not easily accept outsiders. Most often the test will involve the theft of some food or a trinket from the middle of a bazaar and a merry chase through the streets. If the aspirant can avoid the merchants, guards, and watchmen the urchins will *begin* to consider him a potential member. There are always many additional tests of loyalty and skill before the new member is fully accepted and trusted.

The Baile Street Urchins, and most other urchin pods, are slow to trust adults, especially ones offering aid and not asking for anything in return. They understand bartering and exchange of services but do not trust charity. Repeated offers and extensions of good will must be made before the urchins will accept benevolence for what it is. Once an adult gains the trust of an urchin pod he may use their services as spies and messengers. However, all it takes is one mistake or betrayal for the urchins to turn on him. Trust once lost can never be regained and the urchins will actually seek to gain some sort of revenge on the hated traitor.

Benefits: Street urchins have a number of things going for them. Their small stature and intimate knowledge of their area allows them to move through crowds, gaps in chained gates, and broken fences like ghosts. They know all the regular shoppers, craftsmen, storekeepers, and passersby that live in or move through their chosen marketplace. On their home turf, urchins gain a circumstance bonus to Hide, Pick Pockets, Gather Information, and Knowledge (local) equal to the number of years they have worked the region, to a maximum of +10.

As stated above, urchins will develop cautious relationships with trusted shopkeepers and craftsmen. When in need, an urchin can call on this patron for aid. It takes a crisis of monumental proportions to drive an urchin to ask for such help and the patron understands this. As such, the patron is often willing to go much farther to aid the urchin than he might otherwise. Additionally, a relationship with such a patron might result in an apprenticeship, once the urchin decides he doesn't want to live on the streets the rest of his life.

Urchins band together in times of need, regardless of regional affiliations. This leads the Baile Street Pod to often team up with other pods when a particularly harsh guard captain or other threat presents itself. Street urchins know hiding places, shortcuts, and spy holes never dreamt of by adults. If a safe place is ever needed, an urchin can call upon his brethren and simply disappear.

Lastly, due to the services urchins provide to thieves and beggars (see below), urchins often have a professional relationship with members of these guilds. This relationship is based on barter and exchange of favors. Protection is the most common favor street urchins ask of their contacts. If a guard or shopkeeper gets too rough with an urchin, he might find himself mugged, vandalized, or worse. The more a thief likes the urchin, the worse the penalty for whoever roughed the kid up.

Obligations: The Baile Street Market urchins feel a strong obligation to the welfare of their pod members. They look out for each other by sharing food, coins, and sleeping space. If any urchin is ever in need, all will band together to help him out.

Because trust is so important to members of the pod, betraying that trust, even once, will result in expulsion. This same emphasis on trust is applied to the relationships urchins have with adults. If the urchin wants something from an adult, she will try to perform an equitable service in exchange. The most valuable coin street urchins have is information. They know when a shopkeeper's shipment is coming in,



what is being held in local warehouses, and which guardsman is on the take. Anything that goes on in a pod's region its members know or can find out. They are careful with this information because its value lessens the more it spreads.

The pod maintains relations with local beggars' and thieves' guild operatives. If a trusted operative asks for aid, the urchins do what they can to help out. Such aid is expected to be reciprocated in some fashion.

Those adults who were once Baile Street Market urchins themselves often feel compelled to give what aid they can to urchins in need. This can be as simple as a basket of freshly baked buns placed on an unwatched window sill, or a handful of coins "accidentally" dropped near an alley entrance. An herbalist might leave medicinal packs unattended or a warehouse owner might leave an empty storage shed unused for the winter. A more active role in aiding urchins would be to take one in and teach them to read and write, or apprentice them to a trade craft.

Services: Baile Street Market urchins can provide a number of services for those willing to work with them. If the request is coming from someone they don't know, the pod leader requires payment up front. Urchins do not accept gold, as gold coins bring about too many questions and are confiscated by guards or watchmen. They will accept copper and silver, or any other items or services the pod needs, appropriate to the job they are asked to do.

Thievery: Urchins are adept at stealing small baubles, trinkets, and papers. While they cannot gain access to the inner offices of merchant princes or guard captains (without a lot of lying, at any rate), they can steal pretty much anything they can get their hands on. Larger jobs might require some cooperation, as some members of the pod create a distraction while others make off with the goods.

Pickpockets: Related to thievery, urchins are skilled at lifting purses, jewelry, and other items off of people as they push their way through the crowded marketplace. Urchins' size and speed make them hard to notice and even harder to catch. If someone wants a key snatched off the belt of a guard on duty, a small group of urchins can get it.

Spies: Because they are so proficient at blending in, adults will have entire conversations without even realizing an urchin is underfoot, eavesdropping. Anything that can be overheard is. Urchin's small stature affords them hiding places or pathways inac-

cessible to searching watchmen. A pod of urchins can learn nearly anything about the goings on in their home turf.

Messengers: Due to their intimate knowledge of their area and the people who reside in it, street urchins make excellent messengers. While not used as royal couriers or for sensitive legal documents, urchins often run messages for both the thieves' and beggars' guilds and are known to relay information between shopkeepers on busy days. If someone needs to find somebody in the urchin's territory, the urchin knows how.

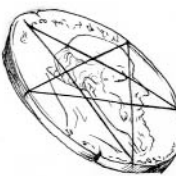
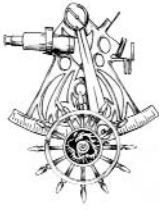
Adventure Hooks and Plot Developments:

It is unlikely the PCs will play street urchins. However, if the PCs are in a city-based adventure or campaign, it is very likely they will have extensive dealings with one or more urchin pods. Additionally, PCs may want to incorporate membership in an urchin pod as part of their personal history, which can add depth and character to their role-playing.

Street urchin NPCs are typically 1st level commoners or experts, with reduced stats to account for their age. Rarely there might be one with the skills necessary to take levels in rogue as they grow older.

- When visiting the city, an urchin approaches a PC with a private message. The letter is from an old friend, a member of the same urchin pod the PC grew up in so many years ago. The old friend is gathering what survivors he can find and is planning to avenge the pod against the machinations and treachery of a guard captain, now a general, who betrayed and killed several members more than fifteen years past.

- While shopping at the Baile Street Market, a PC is swarmed with small street urchins who cling to him and shout "Uncle! Uncle!" The kids gently yet persistently heard the PC off into an alley, where Tucker, the pod leader, waits to talk to him.



• One of the PC's allies calls in a favor. The ally has with him a young girl of about fourteen. The PC's friend wishes to apprentice the urchin to the PC as a page and attendant. A high ranking thief has taken more than a casual interest in the girl and the PC's friend wants her to take the urchin out of the thief's reach. The thief, however, has different ideas...

• Through misinformation and misunderstanding the PC party has greatly angered several urchin pods. They all desire retribution and decide their street smarts and greater numbers should be enough to bring the PCs down. Waiting in the shadows is a powerful assassin ready to lend a hand to the kids if needed.

Important Characters:

Kane Sinclair

Male human Rog2/Clr5: CR 7; Medium-sized; HD 2d6+4 + 5d8+10; hp 41; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (+3 Dex, *bracers of armor* +2); Attack +7 melee (+2 *keen dagger*, 1d4+3; 17-20/x2), or +7 ranged; SA sneak attack +1d6; SV Fort +6, Ref +7, Will +8; AL CG; Str 12, Dex 16, Con 15, Int 13, Wis 18, Cha 13.

Skills: Bluff +7, Forgery +3, Gather Information +8, Heal +11, Hide +8, Innuendo +7, Intimidate +7, Knowledge (local) +9, Knowledge (religion) +7, Listen +6, Move silently +6, Pick Pocket +6, Profession (cook) +6, Scry +4, Search +6, Sense motive +9, Spellcraft +7, Spot +9.

Special: In the Baile Street Market area, Kane gains a +5 bonus to Hide, Gather Information, Knowledge (local), and Pick Pockets. It was once +10, but he has been off the streets for many years.

Feats: Alertness, Brew Potion, Empower Spell, Improved Initiative, Scribe Scroll.

Possessions: +2 *keen dagger*, *bracers of armor* +2, *potion of bull's strength*, 3x *potion of cure minor wounds*.

Cleric Domains: Good, Luck.

Cleric Spells Per Day: 5/4+1/3+1/2+1: 0th – *create water*, *detect poison*, *mending* x 2, *purify food and drink*; 1st – *command*, *comprehend languages*,

random action, *remove fear*, *entropic shield**; 2nd – *aid*, *bull's strength*, *make whole*, *aid**; 3rd – *create food and water*, *summon monster III*, *protection from elements**

*Domain spells

Description: Kane Sinclair is a light-hearted man whose spry form belies his middle age. Now a cleric, he was once the leader of the Baile Street Market urchin pod. When Kane was five years old his parents died from one of the many diseases that ravage the dense slums. Alone and frightened, he lived for a week with their corpses before hunger drove him out of the small hovel. On the streets with no one to look after him Kane should have been easy prey. However his small size and quick feet made him a desirable recruit to the Baile Street urchins who took him in and taught him to snatch food off vender carts.

Kane's better than average wisdom eventually lead him to lead his urchin pod. Under his leadership the Baile Street urchins severed their connections with the local thieves' guild and began a relationship with several of the more charitable vendors and shopkeepers. In particular, Kane spent a great deal of time with a story teller known as Small Change. It was at Small Change's feet that Kane first learned of the Pantheon and the clerics who carried out the will of the gods. When it came time for Kane to leave his childhood behind he cautiously entered a Pantheon Temple to ask a priest about service and never regretted it.

Motivation/goals: When Kane made the decision to live a life devoted to a higher power, he gravitated to Lan, the Uncle*. Kane now runs a small church and food kitchen in one of the poorest neighborhoods in Triton, near the Baile Street Market. He tends to the physical and spiritual needs of all who come to him, and is not above playing a few tricks on guards or shopkeepers who aren't as generous as Kane thinks they should be.

* Lan's description can be found in *The Hunt: Rise of Evil Worldbook*, or in *Pantheons and Pagan Faiths*.

The most important project Kane has is Tucker. Kane has known Tucker since the boy started in with the Baile Street urchins and has always felt a fatherly fondness for him. When Tucker began running messages for the thieves' guild Kane knew it wouldn't be long before the boy was spying and lifting gate keys for them. Kane fears Tucker is developing a taste for the danger and thrills of thievery and knows the thief Gilcrest is trying to mold the boy into a willing and eager recruit.

Combat tactics: When pressed, Kane falls back on his urchin ways. If cornered he does not back down and he still remains quick and nimble. Though he has a full compliment of clerical spells at his command he also carries a barbed dagger in a sheath at his back. He will try to calm those who confront him subtly positioning himself for a quick strike or escape if things do not turn out. Kane always prepares at least one *summon monster III* spell and uses a dire badger to flank his opponents. Other commonly prepared spells are *bull's strength*, *make whole*, *create food and water*, *remove disease*, and *comprehend languages*, most of which he uses on a daily basis in his soup kitchen.

Tucker

Male human Rog1: CR 1; Medium-sized ; HD 1d6; hp 6; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +1 melee (dagger 1d4 19-20/x2) or +2 ranged (sling 1d4); SV Fort +0, Ref +3, Will -1; AL CN; Str 10, Dex 14, Con 11, Int 12, Wis 8, Cha 13.

Skills: Bluff +5, Climb +4, Diplomacy +5, Escape Artist +4, Gather Information +5, Hide +6, Knowledge (local) +5, Listen +5, Pick Pocket +6, Spot +5

Special: In the Baile Street Market area, Tucker gains a +10 bonus to Hide, Gather Information, Knowledge (local), and Pick Pockets.

Feats: Alertness, Dodge

Possessions: Dagger, urchin robes, small leather pouch

Description: Tucker is the bastard son of a street whore. His mother abandoned him at an early age and he was left at an orphanage. Soon after, Dunger, the leader of the Baile Street pod effectively kidnapped Tucker away from the orphanage and taught the young boy how to pilfer food and coin in the bustling market streets. Tucker quickly rose in the ranks of the Baile Street pod and became Dunger's top pickpocket. Gilcrest, a thief who frequents the market and makes use of the urchin pod, brought Dunger into the thieves' guild leaving Tucker as leader of the pod. Dunger died on his first assignment, gored by a guardsman's pike.

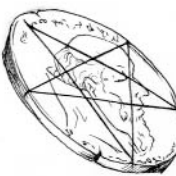
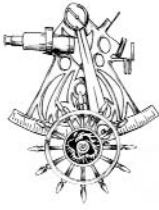
Tucker is a wiry teenager. He loves the attention and adoration the younger kids give him but his leadership is reckless and without direction. He grabs at any opportunity to make a bit of coin or gather favors, but the chances he takes often puts his life and the lives of the kids under him in danger. The

bigger the risk or payoff, the more likely Tucker is to try the action.

Motivation and Goals: Tucker is a boy on the cusp of becoming a young man. He knows it is time to leave his pod and realizes there is more to life than leading a gang of children. Gilcrest has been using Tucker's desire to belong to a strong family to entice the boy away from Kane Sinclair's more benevolent influence. Unbeknownst to Kane, Gilcrest has offered Tucker a one-way ticket into the upper echelons of the thieves' guild. Small Change has been leaking too much information about guild activities to the authorities and Gilcrest has instructed Tucker to kill Small Change, using the old man's own knife. If Tucker will do this, Gilcrest has promised Tucker a spot in the guild's academy.

Tucker is torn between his friendship with Kane and his love of risk and desire to belong to a greater whole. He sees a chance for a life he never dreamed of in the thieves' guild but is fearful of disappointing the only adult in his life whose opinion he ever valued.

Combat tactics: Tucker is a scrapper. His love of risk-taking has gotten him into more trouble than many adults twice his age. Tucker has learned to recognize when things have gotten out of control and is not averse to running when danger threatens. He has come to depend on Gilcrest for muscle and Kane for introspection. Without either of these adults to influence him, he is rash, impulsive, and unpredictable.



DREAMCATCHERS

Brief description: Headquartered in Romanus, this organization is run by independent adventurers and spans the whole of central Gothos. Both full and part-time adventurers are hired to seek out and capture creatures for study and display. Dreamcatchers has capture teams in almost every nation. One notable exception is Dunreth, where the seizing of any being against its will, no matter the reason, is against the morals of the resident fey folk. The general EL for meeting the group members



in combat is 8 or 9. This reflects the honed abilities of these teams that must capture beasts without slaying them.

Where it fits: The city of Atara in Romanus is the home base of the organization, but capture teams can show up anywhere in any campaign setting.

Special Requirements: The GM should own a copy of *The Hunt: Rise of Evil*

Worldbook and *Nightmares & Dreams*, both by Mystic Eye Games. A monster called the phenomid is especially sought after by Dreamcatchers and all capture teams have a rough description of these creatures. They are instructed to capture any they encounter, no matter the cost.

Group symbol/identifier: A net descending upon a three-headed butterfly.

History: During the twelve-year war with the drow, Romanus was thrown into chaos. Separate battles sprung up around the country and it was up to the people to fight the enemy if the centurions of Roma were otherwise occupied. Once such a battle began outside Atara, when allies of the drow caused undead beasts to rise out of the sea and march inland. Seeing the undead group was headed straight for the capital, a rich ex-adventurer named Arturis Claudium gathered warriors to halt the monsters. The undead proved too powerful for a head-to-head confrontation, so Arturis split his force up into teams and used guerilla tactics

he had learned as an adventurer to pick at the undead little by little.

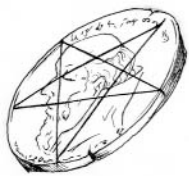
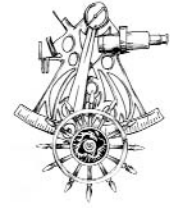
The mob left devastation in its wake and all who were slain rose up to join their slayers in the march on Roma. It was not until weeks later, with the capital a scant 10 miles away, that Arturis' teams managed to slay the last of them. The long days spent as leader and tactician for his impromptu forces caused a surge of nostalgia to swell in the old adventurer's breast. A centurion himself for some time, he

left the service to strike out on his own. The power of a real command was never his until this emergency and he did not want it to end.

After weeks of training and working together, the men and women were already used to each other and Arturis depended on this camaraderie when he asked these warriors to enlist in a group he had been considering for some time—the Dreamcatchers. The idea of a monster-capturing organization was not new, but the previous incarnations were always small and spurred primarily by a threat to a particular area or the need for a spell component. Once the special need passed, the group always dis-

banded. Arturis' concept for was more global and his ultimate goal was to improve relations with other beings so terrible wars (such as the one Romanus was fighting against the drow) would not occur. At least, this was the reason Arturis gave them.

While promoting peace and furthering the understanding of monsters is something Arturis wanted, there was an ulterior motive. He was a Child of the Waking Dream and knew of Midnar's channeling



of nightmares into Gothos. The nightmares were physical beings and the ex-adventurer hoped that studies of such creatures might increase the understanding of Midnar and the Dream Rifts. But the war was still on, so Arturis proposed the idea but said to the assembled "troops" that they did not have to decide until the drow conflict had passed. When that time came in 695 3C, dozens of people flooded into Atara and joined the new group which Arturis said referred to the bizarre, dream-inspired qualities of Gothos' more unusual beasts.

But the Romani that came to Atara were not strictly from those people he commanded months before. Most had heard of his venture secondhand and had not seen much combat during the drow war. They were young, came from all walks of life, and believed they had something to contribute to Romanus (for post-war nationalism was still in high swing). Arturis originally paid the members as if he were running a business. He absorbed the costs in sending many overseas to establish compounds in Dreamcatchers name. Each group was termed a "capture team" and they were responsible for capturing the more unusual monsters in a greater area around the compound.

But like the monster-capturing groups of the past, the fascination and apparent usefulness with the whole process waned and, even though it was a paid position, membership fell to attrition over time. Arturis had since died and the new Commander (the official title of the organization's leader, referring to the affinity of its founder with the military) decided to make Dreamcatchers a pay-by-capture organization. Many compounds were closed down and capture teams disbanded. The headquarters in Atara, called Dreamcatcher Command, was kept in operation to correspond with the more rural and, consequently, more active compounds. Needless to say, Dreamcatchers was not a well-known organization.

That all changed 10 years ago when the current Commander, a Romani named Barabus Gitaius, took control of the organization. Barabus is a direct descendant of the founder Arturis and also a bonded Child of the Waking Dream. The man's advanced learning in the arcane arts was more than enough to coax the former Commander into giving up his position. Today, Dreamcatchers is again a strong organization. All compounds are open if only minimally staffed. The capture teams can come and go as they like unless called to action by the headquarters to track a creature in their area.

Dreamcatchers has moved from hunting and killing to hunting and capturing. The more hostile, evil specimens are turned over to Atara's gladiatorial

arena, where beasts are fought for the populace's entertainment. Like his ancestor, Barabus hopes that studies of these nightmarish creatures will yield some deep meaning or connection to Midnar. "The great rift of dreams is coming," Barabus once remarked to a colleague, "and there is much to learn before we sleep."

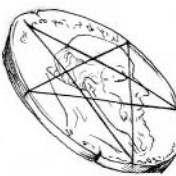
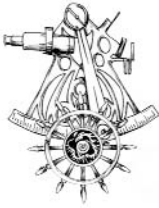
Motivation and Goals: The public motivation of Dreamcatchers is to keep the land safe from the increasing amount of unusual and dangerous monsters. The not-so-public goal is to protect as many folk as possible when the next Dream Rift occurs. If the Pantheon were ever to discover this activity the group would soon be out of business in a hurry, since Children of the Waking Dream are seen as heretics. The Commander would not stand a chance of redemption as he is very close to the Pantheon's home in Roma. The fact that some creatures are sent to the arena puts Dreamcatchers at odds with another group—the fey folk to Romanus' north. Unfortunately for the group, neither these nature worshippers nor the folk of the Dunn-Ardinn are fooled by the innocent-sounding label and they harass anyone involved in the Dreamcatchers organization.

Entry Requirements:

To become a Dreamcatcher you must pay an entry fee of 250 gp. Once this is paid, you are registered with the closest compound in your area.

Benefits: The connections of the Dreamcatchers organization run far and deep. A member will find it easy and expedient to contact someone in a distant location, even overseas. Another advantage in membership is the favor of the common man. Remaining a member for over 6 months means the character has attained a kind of cult status in the eyes of those who reside in his home area. Dedication to making the land safer for all is something highly regarded by those who cannot do so themselves. The members in this case might receive trinkets from people or perhaps even a donation to keep fighting the good fight.

Obligations: Members of Dreamcatchers are required to attend the social meetings hosted by the local compound four times each year.



Communication is important to any team and getting to know the teammates in a friendly environment helps a great deal. Members have the chance to meet other capture teams that report to the compound. The other aspect to a good organization, espoused by the Commander, is loyalty. Should a member not attend a social without good reason, he is ejected from Dreamcatchers. No excuses will be heard. To not send word that you won't be attending a social means you are either dead or have no interest in continuing with the group.

Much like Romanus' centurions, a Dreamcatchers member can be called to duty at any time. They must go where needed as soon as possible or risk expulsion from the group. It is this kind of inflexibility that discourages many people from becoming a member. Typical members are adventurers, as they more than likely have much free time as well as experience in the field.

Goods and services: For nonmembers, the area around a Dreamcatchers' compound possesses a much lower monster population than it might otherwise. This is an obvious boon for those residents. Another advantage for those who attend Romanus' Rovasum displays are the dangerous beasts shipped directly to the arenas for the population's pleasure.

While belonging to Dreamcatchers is still not a full-time paid position, there is still money involved. While a capture team is on a hunt, each member receives 50 gold pieces per day for their time. The treasure carried by the monsters being captured is of little concern to Dreamcatcher Command and is considered the property of the capture team to be divided as they see fit. Members also receive free transport on ships and with caravans owned by Dreamcatchers.

Adventure hooks and plot developments:

To effectively use Dreamcatchers, it is helpful to know where the prominent capture teams are located in each nation. As stated previously, Dunreth is without a capture team due to hostilities from the fey folk. This, not to mention the Ice Queen's presence in Nord, has prevented a team from forming north of that country as well. Similarly, Ithganin's iron grip on its lands keeps out anyone even

remotely interested in setting up a compound. Below are listed the nations where the more prominent cap-

ture teams can be found.

- **Kirkland:** The team is scattered, having occupations besides membership duties. This group of five has successfully captured over a dozen creatures and is currently keeping an eye on any happenings around the Monster's Mouth area.

- **Romanus:** A compound is located nearby Deamartus. The capture team resides here and is especially alert for nocturnal activities around the region's caves. This four-dwarf team hails from the same clan and enjoy being part of the Dreamcatchers (even if they do not care for the name). Ten creatures have been successfully captured and sent to Atara by this team. And while it doesn't count against their value, the dwarves have slain three of their intended targets instead of capturing them.

- **Gildor:** A low-level team maintains a swampy camp a few miles downstream of Fort Bevimoore. Each one is selfish and has questionable morals, but membership is not based on alignment. Members of this team are snubbed at the socials by its peers, but they do not care. Only four creatures have been captured by this team and two have gotten away before delivery could be made to the compound. Each member blames the others. The leader is a human woman who obsesses more with her hair than a given mission. The team's scout is a half-orc who can supposedly track creatures by scent.

- **Rylonia:** The best capture team on Dreamcatchers' roster. This trio is comprised of half-elven brothers who live in the compound on the southwestern shore of Lake Caval. Literally hordes of creatures erupt periodically from the Fang Mountains and the deep Dunn-Ardinn. Besides the team's normal duties, the half-elves have also been charged with brokering an arrangement with the nearby Dog Clan for safe passage through their territory. Dreamcatcher Command wants this team to get as close as possible to the Heart Stone and uncover its importance and powers.

As members, the PCs might be assigned to aid one of these groups. This hook provides the GM with a plausible reason to introduce the party to different parts of Gothos (or whatever world they are using Dreamcatchers in). The compounds themselves provide adventure nuggets for a party. Scattered



about the lands, these independent walled forts provide succor to passing adventurers, since many Dreamcatchers members are of the same calling. While inside, the PCs can learn about the organization and perhaps defend it should a group of monsters retaliate against the compound for their "atrocities."

- The threat does not have to come from the outside, especially if many monsters are within the compound itself. Should evil beings take control of the compound, the monsters can spread terror throughout the area with impunity.
- The party witnesses the capture team going after a gentle beast. It does not put up much of a fight and instead, it calls to the PCs for assistance. The adventurers are pitted against the team and Dreamcatchers itself in an attempt to free the innocent creature from bondage, which Dreamcatcher Command wants in Atara in one week's time.
- The PCs are captured by enraged fey folk who blame *them* for the death of a unicorn, recently slain by a Dreamcatcher team. A trial ensues at the faerie court and the folk in attendance are eager to see someone punished for the crimes committed by Dreamcatchers.

Important characters:

Commander Barabus Gitaius

Male human (Romanus) Ftr2/Wiz8/Lrm3; CR 14; Medium-size human; HD 2d10+2 plus 8d4+8 plus 3d4+3; hp 55; Init +1 (+1 Dex); Spd 30 ft.; AC 14; Atk +11/+6 melee (1d6+3, +2 *shock whip*), +9/+4 ranged (1d6+1, +1 *distance shortbow*); SA Spells, weapon trick (lore master secret); SQ Dream points (23), Romanus racial traits, secrets of inner strength (lore master secret), spells; SR 23; AL NG; SV Fort +6, Ref +4, Will +10; Str 10, Dex 12, Con 13, Int 16, Wis 11, Cha 12.

Skills: Climb +6, Concentration +15, Gather Information +8, Handle Animal +8, Knowledge (arcana) +16, Knowledge (geography-Romanus) +13, Knowledge (Midnar) +13, Knowledge (religion-pagan) +10, Listen +2, Ride +6, Search +4, Spellcraft +14, Spot +2.

Feats: Bond*, Craft Wand, Craft Wondrous Item, Expertise, Improved Initiative, Midnarian Sense*, Nightmare Ward*, Scribe Scroll, Skill Focus (Knowledge-arcana).

*These feats can be found in *The Hunt: Rise of Evil*

Worldbook

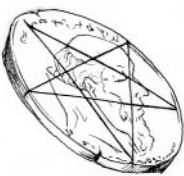
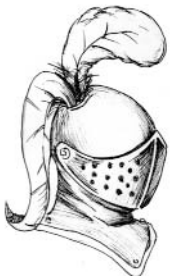
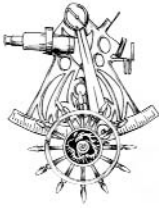
Possessions: +2 *shock whip*, +1 *distance shortbow*, 20 arrows, masterwork dagger, +1 *leather armor*, *chime of opening* (19 uses remaining), *ring of warmth*, *scroll of charm monster*, *scroll of hold monster*, *potion of cure light wounds* (2), 41 gp.

Spells Prepared (4/5/5/5/3/2/1): 0—*daze*, *detect magic*, *detect poison*, *read magic*; 1st—*alarm*, *comprehend languages*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd—*invisibility*, *levitate*, *see invisible*, *scare*, *web*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *flame arrow*, *phantom steed*, *water breathing*; 4th—*detect scrying*, *locate creature*, *stoneskin*; 5th—*prying eyes*, *wall of stone*; 6th—*analyze dweomer*.

Description: Oily skin and a parchment-thin layer of white hair tell everyone Barabus meets he is Romani. He keeps his hair short so time isn't wasted on grooming. While the Commander does not always don his armor, his magical whip is always on his person. He is almost never without rolled up maps and scrolls that are read as mood or inspiration strike. (The maps are used to triangulate probable dream rift locations when Barabus has a mental breakthrough.)

Motives: Barabus is more sensitive to everything and everyone he encounters after realizing and exploring his special bond. He finds the Pantheon quite distasteful in their apparent lack of concern over the upcoming disasters in the form of Midnar's funneled nightmares. Barabus uses capture teams as scouts to aid his personal agenda, often journeying to the team's location himself when an especially unusual beast is discovered.

A startling encounter with a phenomid first turned the former warrior onto the path of a Child of the Waking Dream. The veritable inquisition by the creature about things and places Barabus had never heard of prompted him to learn more. The Commander is very "hands on" and does not keep an excessive staff around the Dreamcatchers headquarters, preferring to perform even menial tasks on his own. He spends much time in places of learning, even the respected Tower of Iron when business takes him to Roma. He is constantly aware that his



bond as well as his plans would be more than enough cause to be visited by Inquisitors. He keeps his guard up at all times, but especially so when visiting the capital.

Tactics: Barabus always attempts to disarm an opponent or otherwise incapacitate him before turning to physical assaults. The Commander's whip lashes out at foes while monsters might face a *wall of stone* or more likely a sticky *web* to defuse their hostile intent.

Subrias Napin

Male half-elf Rgr14; CR 14; Medium-size humanoid (half-elf); HD 14d10; hp 81; Init +1 (+1 Dex); Spd 30 ft.; AC 17; Atk +19/+14/+9 melee (1d8+1d6+5 (15-20/x2), +1 *flaming keen longsword*), +16/+11/+6 ranged (1d8+4, masterwork mighty composite longbow); SQ Favored enemy (aberration +1, devils +2, magical beasts +3), half-elf racial traits; AL LN; SV Fort +9, Ref +4, Will +4; Str 18, Dex 12, Con 10, Int 10, Wis 10, Cha 14.

Skills: Animal Empathy +14, Climb +6, Handle Animal +14, Hide +4, Intuit Direction +3, Knowledge (nature) +14, Listen +3, Move Silently +4, Search +4, Spot +4, Wilderness Lore +9. *Feats:* Cleave, Great Cleave, Improved Critical (longsword), Power Attack, Sunder, Track.

Possessions: +1 *flaming keen longsword*, masterwork mighty composite longbow, 20 arrows, +1 *dagger*, +2 *leather armor*, *ring of protection* +2, *boots of speed*, *potion of cure serious wounds* (2), *potion of heroism* (2).

Description: This 5 ft. 3 in. tall half-elf is nothing but solid muscle. His size belies this strength and Subrias uses this to best advantage. Leather breeches and a long-sleeved shirt cover his brawny frame. At 169 years, he is the eldest of the trio of brothers that make up Rylonia's capture team. Blond hair of varying shades cascades down his head and back. Subrias does not speak much, but when he does everyone listens.

Motives: Subrias is the acknowledged leader of the sibling capture team. His brothers seem to know what he wants just by looking at him. This subdued persona is the opposite of the inner turmoil he feels. Subrias was raised with his brothers in southeast Kirkland. The sons of an

elven female and a human male, the trio grew up fatherless when the human was slain in a bandit ambush. They were raised in the elven ways but, like all half-breeds, did not feel quite at home. The trio left Kirkland when they were of the age and experience to do so. It wasn't long before their combat abilities and knowledge of the natural world brought them to the attention of Dreamcatchers.

Subrias, at the time, leapt at the chance to belong to a group of people who did not look at the brothers and think "outsiders." Today, the elder sibling regrets taking the job offered them, though he would never admit it out loud. The half-elf longs to return to Kirkland and immerse himself in the elven family he left behind those many years ago. He regrets leaving the community, realizing he and his brothers had always been welcome there as family. Since his epiphany, Subrias has venerated Shar-Riel in the hopes that, should he be killed on the field of battle, he and his kin will be granted an elven afterlife.

Tactics: Subrias takes his inner rage out in combat. The more enemies the better as he wades into a melee, longsword flying. He is at the head of every charge and defends the rear of every ally's retreat.

THE FRATERNUM ARETE

Description: The Fraternum Arete, or Brotherhood of Excellence, is a guild whose members are exclusively arcane spellcasters and whose focus is on adventuring. Members of the Fraternum believe the true path to magical knowledge lies in exploring the world around them. All members swear to uphold the Three Excellences: courage, virtue, and wisdom, when they join. The guild's leader, Vashallia Voradin, believes the best way for a spellcaster to uphold these ideas is by using magical power to protect the good people of the land from evil. At any given time, the Fraternum has seven to ten members (not counting Vashallia herself), most of whom are wizards or sorcerers. The Fraternum's members are typically young, idealistic, and not well liked by their peers.

Location: The Fraternum Guild House is located near the intellectual centers of a city, but far from any other established mage guild. Other arcane societies consider the Fraternum a bunch of naive upstarts out to save the world, and shun their company.

Symbol: The Fraternum's symbol hangs above the Guild House's main entrance. The symbol is a circle containing a flame, heart, and star. These three objects represent the Three Excellences of the Fraternum: Courage, Virtue, and Wisdom respectively.

History: The Fraternum has only been founded recently. Two years ago, Vashallia Voradin's adventuring party retired from the trade. Each member, save for Vashallia, felt they were making little headway in their campaign against evil. Moreover, they were tired of Vashallia's spells doing more damage to them than to their foes. Vashallia was deeply hurt by her friends' decision and their cruel words. Therefore, she founded the Fraternum to show them that anyone, even the "worst mage in the land" could make a difference. The first wizard to join the guild was a recent graduate of the local wizard college, who graduated at the bottom of the class. Several other wizards joined in the first few months, each of which shared Vashallia's idealism and her lack of respect in the magical community. The group enjoyed a modicum of success in their first year, with its highlight being the extermination of a troll lair. In the following year, Vashallia extended to the wizard who graduated last from the wizard's college an invitation to join the guild with no entry fee, and declared this standard Fraternum recruitment policy henceforth.

Goals: It may seem like the Fraternum is a "bad wizards' club." Although the Fraternum is shunned by more established, they are dedicated to the ideas of adventuring and fighting evil. The Three Excellences drive the guild members in their assignments (referred to simply as jobs) and in their magical studies. It is Vashallia's goal to make the Fraternum feared by the forces of evil, accepted by the public, and if nothing else, respected by other wizards.

Entry requirements: All prospective members must have at least one level in an arcane spellcasting class. Vashallia realized early on that her potential guild members would likely be young mages with little money. Therefore, the entry fee for the guild is only 10 gold pieces initially, and 5 gold pieces per year thereafter. However, a member must perform no fewer than four guild assignments per year. Failure to meet either requirement results in a one-month suspension, after which the member can pay the initial fee again and be reinstated.

Benefits: Guild members are assigned to jobs in groups of one or two. For those wishing to hire a

Fraternum member, the service fee is 5 gold pieces per member character level per day. No job is too small, unless someone requests Vashallia's own services. In that case, the bigger the job, the better. Anyone who requests a job for 3 or more Fraternum members will have to make special arrangements regarding payment, as Vashallia wouldn't risk that many members on one job lightly. After a job is complete, guild members are required to pay 10% of their share of the treasure to the guild. Members receive free lodging at the guild house (they may bring up to four guests, but Vashallia charges 1 copper per night for each guest). Those who want to risk a bad stomachache may ask Vashallia to cook, and she'll do so free of charge. Most guild members, however, would rather face down a pack of trolls than risk a plate of her stew. On a more positive note, Vashallia has connections with the local library, allowing Fraternum members to obtain free (nonmagical) services there.

Obligations: Rules regarding payment of fees are described above. In addition, a member can be banned from the Fraternum for failure to uphold its ideals. A member who supports an evil organization or group, is convicted of a serious crime, or who willingly changes to an evil alignment has all membership benefits revoked and can never rejoin the guild.

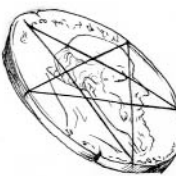
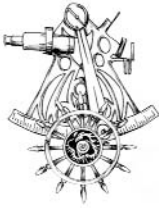
Adventure hooks:

- A "respectable" mage guild is trying to discredit the Fraternum by linking them to an evil cult. This movement is spearheaded by an evil mage who has secretly infiltrated the guild and has had his plans for takeover sidetracked by Fraternum members.

- The Fraternum is blamed for a fire at the wizards' college. Only the PCs can prove they weren't to blame.

- No one believes the Fraternum's evidence that a city official is actually a gelugon in disguise. Vashallia asks the PCs to help her prove it.

- A Fraternum member on an assignment wakes up one morning to find his clients dead!



The member, and the Fraternum, has a lot of explaining to do.

Important Characters

Vashallia Voradin, founder of the Fraternum Arete:

Female wizard 8 (invoker); CR 8; Medium-size human; HD 8d4+16 (38 hp); Init +7 (+3 Dex, +4 Improved Initiative); Sp 30 ft; AC 15 (+3 Dex, *bracers of armor* +2); Atk +7 melee (1d4+3/19-20 x2, +1d6 electricity, +2 *shocking dagger*), +8 ranged (1d8 masterwork heavy crossbow); AL NG; SV Fort +5, Ref +6, Will +10; Str 12, Dex 16, Con 14, Int 19, Wis 13, Cha 15.

Skills: Concentration +13, Diplomacy +9, Gather Information +7, Knowledge (arcane) +15, Scry +15, Sense Motive +6, Spellcraft +15.

Feats: Combat Casting, Extend Spell, Heighten Spell, Improved Initiative, Iron Will, Scribe Scroll.

Possessions: *Bracers of armor* +2, *cloak of resistance* +1, masterwork light crossbow, +2 *shocking dagger*, spell component pouch, 10 bolts.

Spells prepared (barred school: conjuration) (5/5/4/4/3): 0-daze, flare, light, prestidigitation, resistance; 1st-change self, jump, 2 x magic missile, shield; 2nd- cat's grace, detect thoughts, flaming sphere, resist fire; 3rd- dispel magic, fireball, magic circle against evil, slow; 4th- confusion, ice storm, improved invisibility.

Description: Vashallia is a petite and very attractive young woman of 25 years. She typically wears a grey dress, low-cut and trimmed with silver. She has black hair, which she wears short, and wears large eyeglasses which she says bring out her eyes. When adventuring, she also wears her bulky backpack, overfilled with books, scrolls, and material components.

Vashallia was born to a merchant family with as much money as any noble house, but none of the social status. The money, however, allowed her to attend the wizards' college. Although she was a quick study, Vashallia was hopelessly inept

when it came to performing magic. She was the cause of many "accidents" during her years at the school, the most famous of which sent a live snake slithering up the headmistresses' dress. Vashallia was not punished for this, but by this time she had already earned the scorn and disrespect of her teachers and students alike. At 18, Vashallia graduated at the bottom of her class and set out with a local adventuring party to find her fortune. She had learned to control her abilities somewhat, but her comrades became quite annoyed with her for having the wrong spells memorized for the wrong situations, and especially for blunders involving offensive spells. Although a specialist with evocation spells, she'd often stumble on an incantation, and wind up placing a fireball spell right in front of her instead of chasing after raging trolls. Two years ago, her comrades decided they had had enough, and split up. Vashallia, still eager for adventure, and distraught by her former associates' sudden departure, founded the Fraternum to continue her adventuring ways.

GOTHOSIAN GUILD OF CARTOGRAPHERS

Brief description: People are traveling, and maps should be an integral part of the journey. At least, this is what the Gothosian Guild of Cartographers believes. This disheveled collection of scholars is linked only by annual correspondence. The guild produces maps of the finest quality and detail and needs more members to properly chart Gothos' ever-changing landscape. Though, cartographers focus themselves and exploration, each is adequately trained to safeguard both himself and his work from minor foes.

Where it fits: A regional cartographer's office can be found inside any moderately-sized urban area. However, the need for constant updates keeps the guild member in the field for the better part of any given month. The guild headquarters is located in Kirkland, more specifically the city of Kirkunwald, and is known as Focal Point.

Group symbol/identifier: The double compass—a drawing compass with its base resting atop a directional compass.

History: Much like the Dreamcatchers organization

(which the Cartographer's Guild has regular correspondence with), this guild was founded by a bonded individual. This eccentric human, known simply as Ishinfrel, felt compelled to chart his own world of Gothos after learning of alternate world through his bond. An understanding of Gothos' geography and when it changes most might be beneficial in comprehending Midnar's strength over time. In fact, the first maps of central Gothos helped to form the core knowledge the Children of the Waking Dream possess about dream rift locations. As mapping proceeded for the known lands, Ishinfrel took it upon himself to map the region now known as Avara-Usta. He never returned and, to this day, none are sure what became of him.

Following Ishinfrel's disappearance, succeeding generations of cartographers fell away from noting the dream rifts. Today's guild delights in mapping, checking, and revising the landscape, which changes almost on a regular basis. Up to date maps are in high demand and the malleable geography of Gothos keeps the guild quite busy. The successors to Ishinfrel, while heads of the Cartographer's Guild, felt such a collection of people should rule themselves. The guildmaster position still exists, but really has power only in Kirkunwald.

Besides conventional maps, the guild is currently developing a number of new map-related lines. One is called "Living History," and these maps display famous places both past and present (including ancient battle sites and ruins). Another line concentrates on replicating the cityscapes of national capitals and larger towns. Each building is reproduced in as exact detail as possible and then the entire reproduction is *reduced* for transport to the city commissioning the work. Individual city blocks are fashioned and sent to a city as a sample product, thus enticing the city ruler to have their entire area reproduced for posterity.

Motivation and Goals: Survey and exploration of the unknown (also called "the uncharted") are prime motivators for guild members. They enjoy the challenge and attention to detail required for this profession. Many cartographers are adventurers, the exploration part of their personas being second nature. The most up to date maps are kept in the scriptorium. This giant chamber inside Focal Point is divided into different categories. Besides the obvious terrain and region maps, they can display various categories within the regions. For example, one map of Gildor shows the geography while the next shows only the flora of the country. No other marks are present except for the major communities there. Yet another

map is coded for different animal populations. Any land that can be entered, no matter the danger, is subject to a cartographer's visit. There are a few areas that continue to defy the guild's charting. Many members have acquired items to chart the terrain of the ocean depths, but none have succeeded, primarily due to a secretive evil race known as the ichthyoids.

Some cartographers provide a more ideological view of the world and mark areas with the prominent religion they espouse—be it Pantheon, monotheistic, fey, or other. These maps are few since most Gothosians know what is worshipped and where.

Entry Requirements:

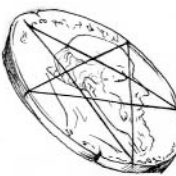
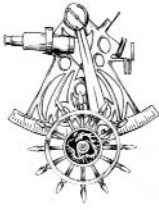
Required skills: Concentration 7+, Craft (map making) 7+.

Test: Before becoming an official member, each cartographer must pass a mapping test. Held in Kirkunwald, the test involves mapping the inside of a randomly chosen building. Not only is there a time limit constraint, but distractions such as greased floors and wandering illusionary monsters are also present. Failing a test, the prospective guild member can retake it after 6 months have passed.

Benefits: Members have free access to Focal Point in Kirkunwald. They are also admired by those who travel extensively, as good maps are something every traveler uses.

Obligations: Guild members must chart whatever region, city, or building they are assigned. Areas are reexamined once every few years to reflect natural (or even magical) changes in the geography. Maps and appropriate updates are sent back to the headquarters via courier. There are virtually no personal notes made on these maps, except where necessary. The guild knows which member has sent a map not so much by what is depicted, but rather by the ornamentation used in the map's borders. Each cartographer has a personalized map border that he adopts after gaining his membership. The guild uses these unique styles to keep fake maps out of the records. The borders are registered with the guild and must always be used by the members.

Goods and services: Nonmembers have access to the map room at Focal Point but must pay 3



gp to gain admittance to them for the day. Members are given free lodging in their assigned region as well as free travel on all Cartographer's Guild and Dreamcatchers vessels and caravans while holding membership.

Adventure hooks and plot developments:

- Two cartographers have gone missing, in as many months. The region they were mapping is rife with plague-ridden beasts and quicksand. The Cartographers ask the PCs to help them find the missing mappers, and recover any maps or field notes they might have left behind.

- The guildmaster (see below) believes there is more to the Bleakness in Gildor than meets the eye. Only a survey mission will determine this for sure, and he hires the party for protection. His theory is that the Bleakness has areas of safety, like oases in the desert, where rest and comfort can be found.

- The Cartographers hear of the PCs' exploits and invite them to join the guild. However, as a test of their skills as a team, they are asked to map out a series of caves, tunnels, and underground lakes recently discovered in the Fang Mountains. There are rumors of a lost civilization below the ground, and the PCs are to establish a living history.

- The party is hired to safeguard the delivery of a three-dimensional map to its destination. En route, a magical storm sweeps through the area and the *reduce* spell cast on the city replica snares the adventurers and they are transported into it, along with a host of insects and other vermin.

Important characters

Machessin Pamer

Male gnome Rog11; CR 11; Small humanoid; HD 11d6+11; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16; Atk +10/+5 melee (1d6+1, +1 *short sword*), +11/+6 ranged (+1 *frost hand crossbow*); SA sneak attack +5d6; SQ evasion, gnome racial traits, slippery mind, uncanny dodge (Dex bonus to AC, cannot be flanked, +1 against traps); AL CG; SV Fort +4, Ref +9, Will +4; Str 10, Dex 14, Con 12, Int 15, Wis 12, Cha 12.

Skills: Alchemy +6, Appraise +8, Balance +8, Climb +4, Concentration +9, Craft (map making) +16,

Decipher Script +6, Disable Device +8, Gather Information +5, Hide +14, Intuit Direction +7, Listen +9, Move Silently +10, Open Lock +12, Search +12, Spot +13, Tumble +10, Use Magic Device +13; *Feats:* Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot.

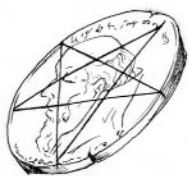
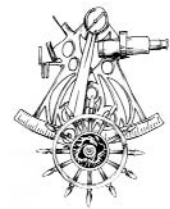
Possessions: +1 *short sword*, +1 *frost hand crossbow*, 10 bolts, +3 *leather armor*, *wand of detect magic* (39 charges), *potion of levitate*, *feather token* (bird), backpack, masterwork thieves' tools, ink pen (2), 3 vials of ink (black, blue, and red), map case, sheets of paper (5), 8 gp, 8 sp.

Description: Late into his eighth decade of life, Machessin has worked hard to achieve his current status. Despite a life of action, the gnome maintains the soft cherubic facial features of a gnome half his age. Light linen pants and a wool shirt make the gnome quite comfortable. He is all of 3 foot 5 inches tall and weighs in at 45 pounds.

Motives: Machessin has always loved to draw. Youthful wanderlust caused the gnome to travel extensively, his drive to see new things overtaking the good sense to stay home and follow his family's illusionist tradition. He sketched many buildings and landscapes during his journeys. These loves of travel and artistry drew Machessin to the Gothosian Guild of Cartographers. The thieving skills the gnome developed to survive on the road came in handy when he needed to map a place he was not allowed access to by its residents.

And when Machessin recently entertained thoughts of retiring from the hectic cartography schedule, the master position at Focal Point opened up. The chance to stay at home while still being able to keep a hand in cartography affairs was too great to resist. He became the first gnome to hold the Cartographer's Guild master position six years ago and hasn't regretted it since. He is currently involved in mapping Kirkunwald's sewer system.

Tactics: Compared to most races, gnomes do not fare well in toe-to-toe combats. A favorite tactic of Machessin's is to distract his foe with one of his innate cantrips and then tumble backwards and draw his hand crossbow. As the opponent closes the distance, Machessin takes aim at a vulnerable spot and fires. With luck, the rogue can escape to find allies to aid him should the foe give chase.



DMG.

THE LOTTERY

Brief description: This guild offers its “patrons” a convenient outlet for putting a hated foe onto a kill list. Anyone wishing another’s death has only to find a contact for the Lottery, give the person’s name, location, and provide whatever monetary compensation he feels is appropriate (or, in some cases, can afford). The named individual is registered with the Lottery, the “donation” is sent to the contact’s superior. If already on the Lottery listing, the money will be added to the payoff, possibly moving the target up the ranks. There is no minimum amount a patron must pay to register a name, but it is likely that a contact will keep the money for himself and not forward the name should the amount be under 100 gp.

Adventurers encountering any part of the Lottery will probably do so as targets. In this case, the group will be attacked by an assassin of higher level (EL=average party level +3). Lottery assassins attacking NPCs will be of equal level to the NPC or one higher. This is detailed on the table below.

Where it fits: The Lottery can surface anywhere. While the group is highly secretive, many rumors can lead interested persons to a Lottery contact within an urban setting. But many targets of the Lottery can also be found living in rural areas, and no area is exempt from some kind of guild presence. The guild’s base of operations is in the city of Per-Mirak.

Special requirements: To judge where a given PC or NPC might be ranked in the Lottery, it is necessary to have each group’s “Wealth by Level” tables in the

Group symbol: A dagger casting a shadow behind it. Within the shadow is the number “1”, indicating the Lottery rank that all assassins aspire to murder.

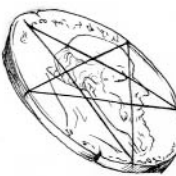
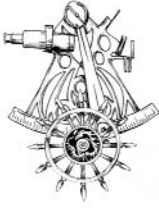
History: The Lottery was founded by Mirak’s Ministry of Commerce in 589 3C. This ministry of Miraquis possessed both the money and espionage agents necessary for a guild like the Lottery to flourish on a worldly scale. At the behest of the Ministry of Foreign Expansion, Commerce began including a spy with the merchant delegations during the

Fourth Republic. The Lottery was the creation of Commerce alone, as the ministry saw the possible profits of such a venture. The spy network was a perfect tool for relaying of the coin and information the fledgling guild needed. Foreign Expansion originally disapproved of the Lottery, but soon realized the advantage to be had in freelance assassins targeting other countries’ noteworthy residents.

Today, the Lottery is a great source of income for the Ministry of Commerce. The appeal of the near-anonymous guild prompts many to give up their gold without the fear that their murderous desires can

be traced. Money given to the Lottery is not marked in any way as to where or who it came from.

Motivation and goals: As plans to conquer Gothos begin to really take root in Mirak, the Lottery becomes more and more important. This guild is the perfect tool for the disruption of foreign stability (Miraquis on the Lottery list are





removed by the guildmaster) by seemingly random assassins brings no repercussions back onto the country. The assassins are found locally in whichever region the Lottery contact is in. These individuals are not affiliated with the Fifth Republic and so do not bring undue attention to the nation.

Similarly, the lack of guild cohesion (in a geographical sense) stupefies law enforcement types that attempt to find a motive behind a Lottery slaying. Since the law has no idea who is on the list, the slaying of an individual can seem random and pointless. Discovery of the assassin becomes quite difficult, much less discovery of the Lottery itself. The ultimate goal, however, is not to disrupt foreign peace, but to make money. Every fifth coin that is given to the Lottery is immediately put into guild coffers. The group finds the number of people willing to pay for another's death rather astonishing.

The fees collected by the Lottery total well over one million in gold. This does not include the payoff monies available to assassins who kill their Lottery targets. So much money cannot be kept in one area without raising suspicions, so each contact's superior (a Miraqui called a Blade) keeps the local donations hidden away within their home regions. There are 15 Blades in central Gothos and each retains about 6 trustworthy contacts (at least as trustworthy as someone in this business can be).

Observers wonder how the Lottery system does not buckle under the loose method of registration. The key factors working for the system are secrecy and consistency. Not many people outside of the underworld have even heard of the Lottery. This guild does not surface among common street-talk and can only be found through determined searching (assuming a contact even wants to reveal himself to the searcher). The consistency factor is in reference to the actual targets on the Lottery list. Multiple registrations for one person are the norm and explain the ever-changing state of the Lottery list as well as the fluctuating payoff values.

Entry requirements:

Alignment: Any evil.

Official Kill: Whoever the assassin has slain prior to petitioning for guild membership is irrelevant. To become a Lottery assassin, the applicant randomly

selects a target from among the winnowing pool (the unlisted ranks list from 91 to 100; see below). The kill must take place within one week after the name is drawn. The assassin is given a black dagger to leave in or near the target. The winnowing pool is composed of the multiple entries on the bottom of the Lottery list, and represent folk who have not angered enough people to earn a real Lottery bounty. Slaying someone in the pool nets the assassin 200 gp and an official status with the guild.

Ongoing requirement: A Lottery assassin must play the lottery at least once per year or face inclusion in it as a target of appropriate rank (see chart). It isn't too difficult to join the guild, but leaving is only accomplished by death.

Benefits: Assassins who slay their Lottery target have their name (or handle) placed on the official list next to the target's number. This gives the assassin bragging rights over anyone whose name is under his. The list, as well as the Lottery target listing, is available for perusal at the regional headquarters under direct supervision of the Blade.

Obligations: To maintain his guild status, the assassin must play the Lottery once per year. To play, the assassin meets with the local contact who then forwards the assassin's request to a Blade. The Blade chooses randomly among the 5 ranks matching the assassin's level of experience (in game terms, the Blade knows the assassin is level X, and since there are 5 ranks per assassin level, he selects from one of these). The result is sent back to the contact in the form of two items. One is a document listing the Lottery rank and the pertinent information for the target holding that ranking. The second is a black dagger etched with the target's rank number. These items are delivered to the assassin.

Failure to slay the target within one month results in termination of the assassin's membership, and the assassin's name is placed on the Lottery list. As a lesson to other members, the guild registers the failed assassin for an additional 1,000 gp per level of the assassin, raising his rank even further.

When hunting a Lottery target, the assassin must carry the black dagger engraved with the target's rank. The dagger must be left either stuck in the body or placed prominently nearby after the kill is complete. Even if multiple assassins team up on the same target (any teams must be approved by the Blade and the payoff is divided between the assassins), only one numbered dagger is provided. Before the target is slain, the assassin is required to say, "[Number X], your number is up." Assassins never



use a target's name in public, only referring to them by their Lottery number.

Goods and services: Members receive gold or an approximate compensation in the form of gems or magic items for successful Lottery kills. At any time, a guild assassin can check the "numbers only" listing his contact possesses. This document displays the ranks from 1 to 90 and the current payoff for each. Seasoned assassins know what the approximate rank a Lottery drawing will yield, and can guess how tough such a target will be.

Non-members may make further donations, in hopes of expediting a person's death without fear of being discovered. Even though the slaying may not be in the near future, the petitioner is assured his victim's name is somewhere on the Lottery list, waiting for the time when their number will be up.

Adventure hooks and plot developments

- A spree of do-gooding has placed the party's names in the Lottery. Depending on the PCs' level, they will receive a visit sooner (at low levels, the might face an aspiring assassin petitioning for entry) or later (when a higher level PC's number is chosen during a drawing). GMs can determine the level of the Lottery assassin by finding a PC's wealth (see DMG) and cross-referencing it on the Lottery chart. For example, if a PC is level 6, he is worth 16,000 gp and falls around Lottery rank 55 on the chart. This means that the party will be attacked by a 9th or 10th level assassin.
- A stranger approaches the party, after over-hearing lamentations about an escaped foe. The stranger offers to help find and "deal" with the fled rival, for a small fee. All he requires is a few minor details, and a small down payment...

Alternative Hook: The Lottery contact is actually an unscrupulous undercover agent, and is trying to frame the party for conspiracy to commit murder. The Lottery sniffs him out however, and when the PCs meet with him again, they find him dead, with a black dagger rammed through his temple. As they leave the scene, the contact's legitimate superior arrives, with guardsmen backing her up.

- The party witnesses a fight from a distance. Should they arrive in time to stop the assassination, the killer accidentally drops a black dagger on the ground as he *teleports* away. The dagger has the number "3" etched into it.

Important characters

Guildmaster Anshel Takims

Male Mer10*/Asn6; CR 16; Medium-size human; HD 10d6 plus 6d6; hp 58; Init +2 (+2 Dex); Spd 30 ft.; AC 15; Atk +14/+9/+4 melee (1d6+3, +2 *brilliant energy short sword*), +13/+8/+3 ranged (1d4+1, dart); SA Death attack, poison use, sneak attack, spells; SQ Detect magic 4/day, detect thievery, instant appraisal, lie convincingly, spells, uncanny dodge; AL LE; SV Fort +5, Ref +12, Will +7; Str 12, Dex 14, Con 11, Int 15, Wis 11, Cha 12.

Skills: Appraise +15, Balance +9, Bluff [barter] +16, Concentration +11, Decipher Script +9, Diplomacy +16, Gather Information +14, Hide +9, Innuendo +15, Intimidate +9, Knowledge (arcane) +15, Listen +11, Move Silently +9, Scry +8, Search +9, Sense Motive +11, Spellcraft +8, Spot +7, Use Magic Device +14;

Feats: Dodge, Ministry Guild (Uber Commander)*, Mobility, Spring Attack.

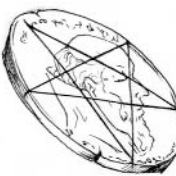
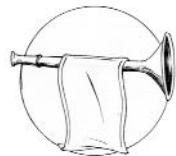
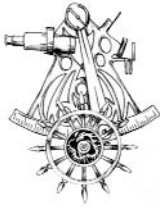
Possessions: +2 *brilliant energy short sword*, +1 *glamered leather armor*, *potion of shield* (as 3rd-level caster), *scroll of cure light wounds* (x3), 4 darts, 28 pp, 23 gp.

Assassin Spells Prepared (-/2/2/1): 1st—*change self*, *spider climb*; 2nd—*darkness*, *undetectable alignment*; 3rd—*nondetection*.

Merchant Spells Prepared (5/4/4/3/3): 0—*daze*, *detect poison* (x2), *light*, *read magic*; 1st—*cause fear*, *charm person*, *message*, *shocking grasp*; 2nd—*detect thoughts*, *invisibility*, *protection from arrows*, *see invisible*; 3rd—*dispel magic*, *hold person*, *shrink item*; 4th—*arcane eye*, *improved invisibility*, *locate creature*.

*See *The Hunt: Rise of Evil Worldbook*

Description: Black is the word that comes to most people's minds when they meet Anshel Takims. The Miraquis is always dressed in a midnight blue vest (his *glamered armor*) with black dress pants. While in public, he is never

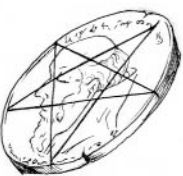
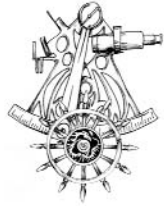


Lottery Rank	Assassin Level	Payoff (gp)	Guild Fee (gp)
1	20	304,000	76,000
2	20	289,600	72,400
3	20	275,200	68,800
4	20	260,800	65,200
5	20	246,400	61,600
6	19	232,000	58,000
7	19	220,800	55,200
8	19	209,600	52,400
9	19	198,400	49,600
10	19	187,200	46,800
11	18	176,000	44,000
12	18	168,000	42,000
13	18	160,000	40,000
14	18	152,000	38,000
15	18	144,000	36,000
16	17	136,000	34,000
17	17	129,600	32,400
18	17	123,200	30,800
19	17	116,800	29,200
20	17	110,400	27,600
21	16	104,000	26,000
22	16	99,200	24,800
23	16	94,400	23,600
24	16	89,600	22,400
25	16	84,800	21,200
26	15	80,000	20,000
27	15	76,000	19,000
28	15	72,000	18,000
29	15	68,000	17,000
30	15	64,000	16,000
31	14	60,000	15,000
32	14	56,800	14,200
33	14	53,600	13,400
34	14	50,400	12,600
35	14	47,200	11,800
36	13	44,000	11,000
37	13	42,240	10,560
38	13	40,480	10,120
39	13	38,720	9,680
40	13	36,960	9,240
41	12	35,200	8,800
42	12	33,440	8,360
43	12	31,680	7,920
44	12	29,920	7,480
48	11	23,680	5,920
49	11	22,320	5,580
50	11	20,960	5,240
51	10	19,600	4,900
52	10	18,560	4,640
53	10	17,520	4,380

without a black velvet gloves and cape. His face is very angular and resembles a statue if he stares without blinking. The only dash of color comes from the scattered streaks of gray in his full head of black hair. Anshel is never without a smile when speaking to another person, but it is the type of smile a cat gives to a caged bird. Unfortunately, no amount of smiling can cover the abrasive sarcasm in the guild master's every word.

Motives: Anshel rose quickly through the ranks of the Ministry of Commerce and has been to every nation on Gothos at least once. His loyalty is unquestioned and his assignment to the Lottery as its guildmaster could not have come at a better time. After having traveled the world, Anshel made more than a few enemies, all of which managed to find themselves registered in the Lottery and just as quickly eliminated. Today, the Miraquis guildmaster enjoys a sense of ease both economically and emotionally. "After all, doesn't stability in the first guarantee the latter," he has been known to comment.

Anshel intends to keep his position as Lottery guildmaster as long as possible. Preservation of the Lottery means preservation of self, he believes. Should the inevitable campaign against Gothos go poorly for his countrymen, he will slip quietly out of Mirak and take possession of one of the Blade's Lottery stockpiles of coin and equipment. With just one stash, Anshel can live out a plush existence and still coordinate the organiza-



Lottery Rank	Assassin Level	Payoff (gp)	Guild Fee (gp)
54	10	16,480	4,120
55	10	15,440	3,860
56	9	14,400	3,600
57	9	13,680	3,420
58	9	12,960	3,240
59	9	12,240	3,060
45	12	28,160	7,040
46	11	26,400	6,600
47	11	25,040	6,260
60	9	11,520	2,880
61	8	10,800	2,700
62	8	10,160	2,540
63	8	9,520	2,380
64	8	8,880	2,220
65	8	8,240	2,060
66	7	7,600	1,900
67	7	7,120	1,780
68	7	6,640	1,660
69	7	6,160	1,540
70	7	5,680	1,420
71	6	5,200	1,300
72	6	4,880	1,220
73	6	4,560	1,140
74	6	4,240	1,060
75	6	3,920	980
76	5	3,600	900
77	5	3,312	828
78	5	3,024	756
79	5	2,736	684
80	5	2,448	612
81	4	2,160	540
82	4	1,944	486
83	4	1,728	432
84	4	1,512	378
85	4	1,296	324
86	3	1,080	270
87	3	936	234
88	3	792	198
89	3	648	162
90	3	504	126
Lottery Rank	Assassin Level	Payoff (gp)	Guild Fee (gp)

close enough to surprise the enemy with his magical blade.

Special:

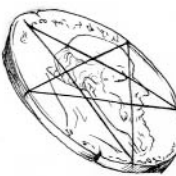
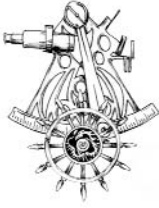
LOTTERY RANKINGS CHART

A key concept of the chart is to keep balance, should a campaign involve actually playing assassins in the Lottery. Payoffs are not great enough to unbalance a PC's normal wealth. Determining how much total gold was registered on a person is easy. Simply add the Payoff and Fee columns together.

The top ten represent singularly important people in the world. These include kings, arch wizards, and other such folk that are near impossible to murder for anyone but the best assassin. To determine the approximate Lottery ranking of an individual (be they PC or NPC), find their normal gear value under the "payoff" column and follow that row over to the rank column. This will also determine the approximate level of assassin that can be expected to come after that person at some point in the future.

NPCs of particular noteworthiness (leaders of large organizations or nations) should add 100,000 gp to their normal gear value to reflect possessions not available to normal NPCs. Any PCs their gear value unaltered when consulting the chart. As mentioned above, PCs always possess more money and equipment than NPCs of equivalent level.

The Lottery rankings actually go to number 100, but the last ten (ranks 91 to 100) are lumped together to form the "winning pool." Assassin levels for winnowing pool targets are either 1st or 2nd level. It is highly unusual for PCs to come into contact with these low-level petitioners, as their gear value is more than the average PC would have at first level.

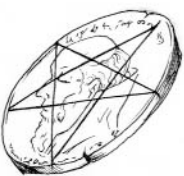
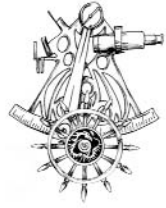


tion.

Tactics: By turning invisible or incapacitating an opponent through holds, charms, or fear, Anshel prefers to kill his foes face to face. Such kills provide gloating privileges to his peers and a wealth of personal satisfaction, since the top man of the Lottery does not often get his hands dirty. If particularly tough foes must be slain, Anshel cloaks himself in the magic spells he has learned as an assassin to get



In fact, 2nd level PC's could already find themselves at rank 88 if they have been registered.



SALVAGER'S GUILD

Brief description: The Salvager's Guild is a guild of captains and mariners who make at least some of their income from salvaging shipwrecks, and retrieving items and wealth that have been lost beneath the waves.

Where it fits: A Salvager's Guildhall is located on the shores of a large body of water, harbored in the port of a populace town or city. A guild such as this would only form where there was business to be had. Thus, it is likely that the waters scoured by the salvagers would be busy in commerce or be unduly treacherous. In *The Hunt: Rise of Evil* campaign setting, this guild would fit easily into the cities of Sheena, or Triton, capital of Gildor.

Special Requirements: There are no special requirements to run this guild, but the GM should be familiar with all the water based rules presented in the *Dungeon Master's Guide* and *Player's Handbook*. However, a reference detailing water-based adventures would be helpful and would enhance many aspects of any adventures that occur with the Salvagers.

Group symbol or identifier: The sign front for the guild's headquarters bears the stylized imaged of an opening oyster bearing forth a pearl, waiting there for the picking, which is very much the way salvagers see their trade. The image is familiar to other seamen of the region; however, it is not flown openly on the seas so as not serve an advertisement of where treasure might be had either below the waves or aboard a guild ship.

History: The Salvager's Guild was formed some 90 years ago by the renowned and eccentric Captain Kelmen. Captain Kelmen was a man of dubious employ, not quite a pirate nor a smuggler, and surely not an upright citizen, he made a lion's

share of his money doing just what guild members do today, salvaging.

The guild was founded after Captain Kelmen witnessed the sinking of richly laden ship that hit a shallow reef and went down. Immediately capitalizing on the sinking, he and his crew retrieved much of the gold and riches aboard the ship (leaving the shipwrecked, hapless sailors to their fates). He shrewdly waited for news of the sinkings to spread and be forgotten, and did not brag about his new found wealth. Slowly he began to improve his status, refitting and repairing his ship and buying a large building just off the docks to serve as the guild's headquarters. He uses the building's upper stories as a warehouse space and the ground floor as dock-side tavern called the Gold a'Deep, which is overseen by a battle-maimed and long time friend of the captain, Salty Kirk.

At this time there were a number of salvagers that raked a living from ocean floor. Kelmen, knowing many of them personally, invited them to a meeting in his tavern. He laid out his plans to form a guild, pool resources and improve the lot of salvagers. Claiming that by pooling resources, mariners of their ilk could centralize and decrease the cost of shipping repairs, control resale prices of salvaged booty, and make efforts to decrease predation by pirates (an ever present danger for salvagers, who typically sail slower ships than the sleek vessels favored by pirates).

A few mariners joined, though many others were skeptical about the friendly cooperativity espoused by Kelmen. The guild was granted charter by the government and from that point on The Salvager's Guild began to assume control of salvaging operations in waters surrounding Gildor. Additionally, Kelmen used some of more dubious contacts to begin smuggling operations with those guild members he deemed trustworthy.

Kelmen had every intention of forcing the salvagers that initially declined membership to join. He was in the fortunate position of knowing a few pirate captains that prowled the local waters. A quick negotiation and an exchange of gold was all that was required to ensure that pirate attacks on salvagers became more frequent on those without membership in the guild. It was not long after that most of the hold-outs joined ranks of the Salvagers.

Kelmen held the position of High Guildmaster for ten years, until he died a natural death. He lived long enough to see his guild become an established entity within the dock ward and seas surrounding Gildor. When ships sank or goods were lost in shallow water it was the Salvager's Guild who was contracted to retrieve them. They are on permanent retainer with



the city government and a few wealthy merchants. Though legitimate customers provide an income base, smuggling was and still is a profitable and acceptable endeavor for the captains of salvage ships.

Since Kelmen's death two guild masters have come and gone. Captain Khenshaw is the current guild master. The guild has 11 full members and up to 60 associate members. Their operations today continue much the same way as they did under Kelmen, and it seems as if they will do so for years to come.

Motivation & Goals:

Collectively, the goals of the guild are to maintain their monopoly on salvaging in the region's waters, maintain their professional status among their clientele, uphold an honest reputation, and maintain a slow steady stream of income through smuggling.

Entry requirements: There are two levels at which one can join the Salvagers. The first tier of membership includes sailors, men-at-arms, shipwrights, merchants, and other individuals that do not own ships but are directly or indirectly involved in guild activities. Associate membership at this level is offered for a nominal fee of 5 gp per year, and is extended to employees of full members upon their recommendation. It is not likely that an individual will be asked to join the guild unless they display a high degree of skill in their respective profession, or can contribute significantly to the guild's operations.

Full membership is granted only to those actually own the boats and ships with which they can salvage and smuggle. Membership is extended by the guild or initiated by an independent ship owner. In either case, the captain is interviewed and assessed as to their experience, reliability, and trustworthiness. When granted, membership an entry fee of 500 gp is levied with 50 gp being required every year after that.

Full membership also yields a seat on the Council of Scavengers, the governmental body that votes on guild policy and practice. All the NPCs presented here are members. There are currently 11 members.

Members will remain in good standing if they pay their dues, work towards the goals of the guild, and

maintain the secrecy of the smuggling operations in which they may engage. This includes passing off smuggled goods only to merchants and fences that are members of the guild and hence trusted.

Benefits: Associate members enjoy discounted food and drink from the guild tavern, a common room in which to bunk, and personal lock box in which they can store money and other valuable goods in. Additionally, they receive a 20% bonus in pay from their captains or employer over what is typical for their profession.

Full membership includes all the above benefits, as well access to the guilds dry docks for repair and upkeep, 20% cost reductions in ship equipment and repair (when handled through the guild's own shipwrights), 10% price reductions in provisions, and warehouse space in which to store salvaged booty. A full member also gain

access to the "Captain's Room" in the Gold a'Deep tavern, a safe place where captains can conduct business with potential clients.

Obligations: The obligations of those in the Salvager's Guild are simple: maintain the guild's standing as a professional, fast, and efficient operation capable of retrieval of lost goods from the watery depths. Full members are expected to collect pay and monies from their services and contracts independently and give proper share to the guild (15%). If a guild member scores a significant amount of treasure in a salvage operation that can be claimed as their own (as opposed to a client's) they are expected to hand over 25% to the guild coffers.

Goods and services: This guild is hired out by a variety of clients, not limited to merchants,



nobles, and governments wanting to recover items, goods, or information that has been lost to the bottom of the sea. Being expert with conditions below as well as above the waves they may also be hired by prospectors looking to retrieve valuable natural resources such as pearls, rare mineral deposits, or long lost treasure. Some captains 'rent' out their ship and expertise, allowing treasure seekers to come along on the operation, and perhaps even dive themselves. It is not all excitement and gold however, and guild members will also salvage low value items from lost ships for resale to shipwrights, collectors, or junk hoarders.

Smuggling brings in a steady income in the guild. They have started a unique form of quasi-legal smuggling where would be smuggler scuttle goods into the water which are later 'salvaged' by a guild member. Salvaged goods are taxed at a much lower rate than if the scuttled items had been brought in as trade items. Though not free from taxes or tariffs, these items are also saleable on the open market for there are seen as legitimately acquired items.

Adventure hooks and plot developments:

- PCs find employment on the deck of a guild member's ship as crew or men-at-arms, setting sail for a salvage operation. Impressing the captain with ones skill during these excursions is an excellent way to find membership in the guild.
- A ship owned by a PC sinks in the harbor, without warning. Not minutes after the PC is informed, a courier arrives with a letter from Captain Khenshaw. Khenshaw offers to salvage items off the sunken ship, for a price.
- PCs obtain a map to a lost treasure, but lack knowledge of the sea or access to a ship. The only ship available is captained by a member of the Salvager's Guild, who demands a cut of the treasure rather than a flat fee for passage.
- An old sea-dog approaches the PCs and offers them the chance to accompany him on a dangerous salvage, as men-at-arms. This captain is not a member of the Salvager's Guild, and the sunken ship he's sailing for was actually scuttled by the guild in order to

"salvage" smuggled goods. The PCs arrive a day before Captain Hassle does.

- Grainge Disheldow offers the PCs a chance to try out his "truly amazing submersible". This one actually works, and allows the PCs to explore the underwater depths.

Important characters:

Captain Khenshaw

Male human Exp6 (Sailor) /Ftr3: CR 8; Medium-Size Humanoid; HD 6d6 + 3d10 +9; hp 55; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 armor); Attack +9/+4 melee (+2 scimitar of frost, 1d6+4 +1d6 cold, 18-20/x2), or +8/+3 ranged; SV Fort +6, Ref +5, Will +9; AL N; Str 15, Con 13, Dex 14, Int 15, Wis 16, Cha 17.

Skills: Appraise +8, Balance +8, Bluff +8, Climb +8, Diplomacy +7, Gather Information +6, Innuendo +6, Intimidate +9, Jump +10, Profession +10 (Seaman), Sense Motive +8, Swim +5, Use Rope +5.

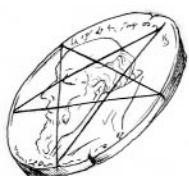
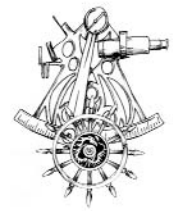
Feats: Dodge, Expertise, Leadership, Quick Draw, Skill Focus (Sense Motive), Toughness.

Possessions: +2 scimitar of frost, amulet of water breathing, +2 studded leather armor

Description: Khenshaw is the current guild master. Khenshaw stands of average height and has the thickening midsection middle age brings. His salt and pepper hair grows only along the sides, leaving the top bare, often covered by a wide brimmed hat. He presents himself well publicly, as a man of his station should, and has a professional and open manner.

Khenshaw is shrewd and pragmatic. He has seen to it the Salvagers maintain its unique and profitable niche in these waters. He oversees guild activities, meets with officers of other guilds, and maintains the profit books of the guild. All this keeps him away from open waters, and he occasionally enjoys a couple drinks at the tavern where he can talk to the others of their activities, living vicariously through their tales.

The captain, while supporting smuggling within the guild, expects members to be honest and faithful to the guild itself. He lets the captains skim a little off the top here and there, but will come down hard on those found to be not reporting a bulk of the booty acquired during salvage operations.



Grainge Disheldow

Male gnome Exp4/Rog3: CR 6; Small Humanoid; HD 4d6+4 + 3d6+3; hp 40; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +3 melee, or +7 ranged; SA Evasion, uncanny dodge (Dex bonus to AC), sneak attack +2d6; SV Fort +3, Ref +7, Will +7; AL N; Str 11, Con 12, Dex 17, Int 15, Wis 15, Cha 14

Skills: Alchemy +9, Climb +13, Craft (Carpenter) +12, Craft (metal work) +12, Craft (shipwright) +12, Knowledge (engineering) +14, Disable Device +15, Profession (Seaman) +1

Feats: Skill Focus (Disable Device), Skill Focus (Knowledge [engineering]), Dodge.

Possessions: *amulet of water breathing, boots of water walking, ring of swimming*

Disheldow is of odd stock among gnomes. Tall for his race, he stands 4 ½ feet tall, with brown hair lightened by the sun, and a tanned skin darkened by the same. Grainge oversees the guilds dry dock area, making sure ships are repaired by his crew as quickly as possible. However, Grainge is often distracted by personal projects, at which he can be found working after hours.

He performs his foreman job well enough, and his personal projects are tolerated with a chuckle. He oversees a work crew of up to 25 men, ten of which are gnomes who share varying degrees of familial relation to Grainge. His workmates think he is crazy for spending the time he does on his contraptions. He is extremely knowledgeable about ships and their modification and repair, and as long as he devotes some portion of his time to repairs, he will hold his post.

Grainge also fills the useful position of guild lock picker. When locked boxes are recovered they are presented to Grainge in the guild tavern in open view of all. Money trades hands as the seamen take bets on whether he will successfully open it, and the estimated value of the booty inside.

Several of his projects and ship modifications have come in handy. The use of the rather simply conceived viewing box, which allows men to peer underwater through a wooden tube with a glass plate at the end, was not used in salvages before Grainge

joined the guild. He also invented a barbed net which helps grapple and pull wooden objects to the surface. Grainge is well known for his manufacture of diving bells, which allow men to retrieve items from much deeper depths. His ship, *The Cog*, is replete with all manner of gnomish mechanization. His ultimate project is the manufacture of a workable submersible vessel for investigation of the watery depths.

Captain Hassle

Male half-orc Ftr6: CR 6; Medium-Size Humanoid; HD 6d10; hp 39; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (+2 Dex, +6 armor); Attack +11/+6 melee (+2 *keen falchion*, 2d4+5, 15-20/x2), or +8/+3 ranged; SV Fort +5, Ref +3, Will +3; AL LE; Str 17, Con 15, Dex 14, Int 13, Wis 14, Cha 15

Skills: Balance +3, Climb +9, Intimidate +6, Jump +9, Profession (seaman) +5, Swim +6.
Feats: Cleave, Dodge, Leadership, Power Attack, Toughness, Weapon Specialization (falchion).

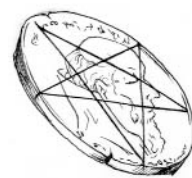
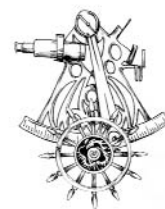
Possessions: +2 *keen falchion*, +2 *buoyant scale mail**, 3 x *potions of water breathing*, *potion of bull's strength*, 2 x *potion of cure serious wounds*.

Description:

Captain Hassle is aptly named as his main function in the guild is enforcement of guild policy on the open waters. This hulking half-orc is an imposing sight. He bears numerous scars from past encounters, and patterned tattooing which cover his arms, torso and face. Brutish

though he seems, he is possessed of shrewd intelligence and foresight.

Captain Hassle commands the two-masted brigandine ship, *The Harvester*. This ship is crewed by a rough and reckless crew composed of men equally skilled in seamanship and sword. Captain Hassle rarely bothers with salvage operations, preferring to make income through smuggling. However, within the guild his true



NEW ARMOR ATTRIBUTE

Buoyant: A suit of armor made with this enchantment can float on water or any other liquid. This enchantment does not change the weight of the armor, just its buoyancy. Characters wearing such armor do not worry about falling overboard during a water-crossing.

Caster level: 5th.

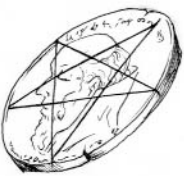
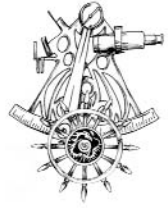
Prerequisites: Forge Magic Arms and Armor, *water walk*.

Market Price: +1 bonus



function is to ensure that no “unofficial” salvaging goes on in the waters controlled by the guild. This includes watching guild members who seek to keep booty for themselves, and non guild members hoping to recover valuables from lost ships or other submerged caches of loot. To help him in uncover such plots, he has a ring of informants, paid by the guild, peppered throughout out the entire dock ward.

The half-orc prowls the seas for poachers. Disappointingly, Hassle is required by guild edict to first give a warning to those in violation of guild policy. He requires the voluntary “donation” of 30% of all findings from non-guild members, or the 500 gp fee from guild members. Should they refuse, Captain Hassle and his crew have the pleasure of reverting to their more brutal, violent nature, as they board the ship, take all valuables aboard and kill or maim all who resist. The confiscation of the entire ship is common.



SECOND FIDDLE

Brief description: As its name implies, this group of folks are just not quite good enough for professional (“stuck up,” as they see it) venues. The members of Second Fiddle try not to take themselves very seriously and enjoy life as it comes. Not being accepted by Lorindwar University may be for the best, but many of the prestigious college’s hopefuls look down on the group and what it represents—second place. Fortunately for the group, its many audiences do not seem to care. Failing to get into the school is not a prerequisite for Second Fiddle members, but many in the group fall into this category.

Where it fits: This group is only found in Dunreth. This country has a deep musical appreciation and the deep pockets to keep Second Fiddle and its players running smoothly.

Group symbol/identifier: A very large pine cone in the shape of a fiddle, its strings fashioned from exaggerated pine needles.

History: In 895 3C, a wandering human minstrel named Finiann Tremair sat outside the great university of Lorindwar and watched the public acceptance of the school’s newest pupils. The crestfallen aspirants who were not accepted gathered up their instruments and made preparations to return home in shame. For some time, Finiann had been craving a spot of company on the road and decided to approach these musicians whose only crime was not being good enough for the headmaster’s tastes. To the bard, any person who even tried to make music was worthy of tutelage. Much to the youths’ surprise, Finiann asked all of them to abandon their plans to return to their home nations and to come play with him on the road.

Supposedly, the minstrel’s words were recorded by someone in that audience and they went like this: “Dunreth is a big place and its inhabitants crave a good story and fine company. Even aspiring to this great college makes you all worthy. I will teach you all I have learned in my years as a wanderer. If you will be the lute, I will be the breath. Will you join me in forming a company to bring the magic of melody to Dunreth?”

All but one of the artists agreed to Finiann’s proposal and together the new company set off on a whirlwind tour of Dunreth. Not long after its forming, Finiann fashioned a name for his band—Second Fiddle. As one might think, the name denigrates the group, but, as the bard himself said, “It’s a poor organization that cannot laugh at itself.” Second Fiddle garnered much fame and many recruits during its first decade. But Finiann decided that he could not control the training of more than 50 people at a time, and so limited Second Fiddle’s enrollment to that number. Time’s march saw the death of Finiann 13 years after the group’s founding and the successive masters (as the head of any musical school is commonly referred to) saw the use of this intellectual group as a way to bring advanced learning to those who had not the means.

Over the years, the enrollment restriction was lifted and the scope of Second Fiddle grew by leaps and bounds. Not only were audiences privy to musical and other artistic performances, but also to simple instruction in math, the arts, and even basic combat techniques. These were not portrayed as lessons, but rather worked into each performance in subtle ways so the patrons did not realize what they were witnessing. After such performances, members of Second Fiddle were gratified in watching audience members mimicking the things seen onstage. It wasn’t long before the group’s motto became “learn by doing.”

For centuries, Second Fiddle continued with



this way of doing things. But the group was lacking the cohesive power that a home could provide. Different factions within Second Fiddle broke away and began doing what they thought best for those who followed them. Some did this out of greed, others simply because they thought their way was the right way. When musicians left to tend to personal business, they found their own factions harder and harder to locate upon returning. The need for a centralized base of operations led to the formation of the Kiernatain (or "roaming village" in the old tongue).

The Kiernatain was populated not only by members of Second Fiddle but also by people fleeing the Pantheon Inquisition. The year was 905 4C and Dunreth's stubborn worship of Malcolm Death Bringer to the exclusion of other Pantheon gods was something the church's Inquisitors did not take kindly to. The people's close relation to the witches and druidic folk of the Dunn-Ardinn did not help to improve their image in the eyes of the Pantheon. The Kiernatain took to the forest and became gypsy-like in their mobility. The route the village had planned to move along was told to members of Second Fiddle and no one else. This provided the bardic organization with a home of sorts and those fleeing the Inquisition with a safe haven. The different factions were now justified in doing things as they liked while still maintaining relations with the other factions through the Kiernatain. "Like children who have left home but continue to visit their parents," remarked the group's current master, the elf Si'Ryss Moonstaff, who has traveled with the Kiernatain since its formation.

The roaming village recently added a priest of Malcolm Death Bringer (or Grolm) to its family as a sign that they still uphold the old ways, no matter what might be done to them. The priest reminds his comrades that death is always at the end of the road, so the journey should be made as slowly as possible. There is also a rumor that a high-ranking member of

clan Dugal has joined the Kiernatain. With so many bards moving through the village, however, it is unlikely that this rumor will remain unconfirmed, much less a secret, for long.

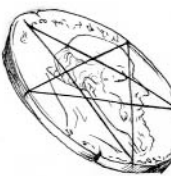
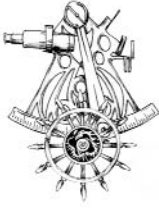
Motivation and Goals: The goals for the group remain the same—entertainment and education. Since its inception, Second Fiddle has believed that people should live as they

wish, as long as it brings no harm to anyone else. This goal has remained with the group, the factions being clear evidence of this. The group lives as nature does; unbridled. Laws are for those who cannot live in the peaceful way of nature. The members believe that Pantheon doctrine divides nature and attempts to fool the people into choosing one of her aspects over another.

It is because of the church united that Second Fiddle's aims have turned increasingly political under Si'Ryss' leadership. Seven years ago, when the Inquisition was still

in full swing, a group of these evil men tried to arrest a family that had been separated from the Kiernatain. Si'Ryss discovered the innocents being manacled and attacked the six Inquisitors on his own. He managed to drive the church's agents off, but not before one stabbed the elf in the back with a poisoned dagger. From that day on, Si'Ryss has been paralyzed from the waist down. No healing herbs or magic has yet been able to cure this paralysis and the fey folk of the Dunn believe it to be an ominous sign of the future.

Second Fiddle members harass Pantheon operatives and priests wherever they are found unless they are of Grolm's clergy. Even when not present, performers will mock the clergy of the church united. As an example, a puppeteer within the group's ranks puts



on numerous morality plays depicting a soulless, bland, boring world under Pantheon control. The combined aims of the group, no matter how each faction likes to go about them, keep the members quite busy.

Entry Requirements:

Alignment: Any good

Required skill: Perform (any) 5+

Donation: Second Fiddle requires the donation of an original song, story, or dance not yet known to the group.

Recitation: Every member must know and recite the "League of Heroes" before an assembled audience at the Kiernatain. This is the epic retelling of the final encounter between Lord Talvitch and Dallan Wulf. There are two versions, one by Lorindwar University and the other by Second Fiddle. Each is accepted, but the latter is preferred.

Benefits: Membership in the Second Fiddle grants the feat Fey Friend* when he next goes up in level. This is a free feat and does not count against the character's normal feat progression. Good relations with the fey were started by and continue to this day thanks to Si'Ryss. Once the feat is gained, a *feycone* (see below) will be given to the member after another 1,000 experience points have been earned. If a character already has the Fey Friend feat, only the *feycone* will be granted. Members are also treated with respect by the majority of the Dunreth population. Having been around for over a millennium, Second Fiddle is the best storehouse of knowledge and culture in all of Dunreth, perhaps even all of Gothos. Those appreciating the fine arts find that speaking with a veteran member of the group is like speaking to one of the famed poets, musicians, and performers from the old days. This respect can grant a group member anything from shelter to food and even magical aid depending on the extremity of the circumstances and the power of the person encountered.

*See *The Hunt: Rise of Evil Worldbook*

Obligations: Second Fiddle members are expected to protect the fey peoples, druidic and witch folk, and sacred nature areas as well as coming to the aid of the Kiernatain in times of need. Members may go where they wish as long as they remain in Dunreth and attend the "sea-

sonal events." These are shows put on by the group four times a year around the time of a season's changing. All members are expected to attend these events, which are:

Winter Reprieve on Winterdeep 11-15: As the dead of winter grips the land, it is only appropriate that a festival be held to forget about the cold and dreariness. This festival is essentially a morale boost for the area of Delaware, the community that hosts this event.

Spring Festival on Newshine 20-24: As life returns in force to the Dunn, Second Fiddle uses this few days to mimic the holy day of Thanks Day. With months of plentiful stock to come for the population of Melina, the hosting community, this festival is one of gluttony and the sheer enjoyment of doing what you shouldn't. Meat, drink, and fun are used to celebrate spring's beating back of winter.

Communion on Highsun 2-6: Miles downstream of Melina is the small town of Helde, the next host of the seasonal event cycle. This area of the country sees very little traffic and is the perfect spot for a festival involving reflection and recommitment to one's personal life goals. Second Fiddle members supply unusually low-key entertainment and the group uses this time to reexamine their long term goals.

Time of Passing on Darken 25-29: From Helde, most of the Kiernatain take to the water on their way to Endleshire and then to Loggertown, the final host community of the year for these festivals. This festival is the same as the holy event of the same name taking place at this time. The solemnity is lifted a bit by Second Fiddle as the members put on shows while wearing masks that depict the successful battles of Grolm giving the dead peace. An especially watchful eye is kept open for Pantheon infiltrators who would try to disrupt the proceedings and take all involved into custody.

The Kiernatain's schedule for these stops is known to all who are welcome in the Dunn. The roaming village arrives one day before and leaves one day after each of the seasonal events.

Goods and services: Protection works both ways for members as those in distress often find aid in the form of elven wood walkers and even the elusive werefaynoddin and canites. Members also have access to secret trails inside the Dunn and knowledge of hidden food/weapon caches. Non-members are treated to the same twin goals that the group has always offered—entertainment and education. A common joke among the populace is that if you don't know a member of Second Fiddle personally, then your neighbor does. The group's talent for distraction



is a welcome one in the increasingly dangerous world Dunreth is finding itself in.

Adventure hooks and plot developments

- Relations between two factions of Second Fiddle become frayed over an incident involving how to handle new recruits. One faction wants the recruits to determine for themselves which faction to train under while the other feels that he should go into whichever faction needs another man. Conflict within the organization is intensified by a hidden Pantheon agent. A neutral party (enter the PC's) is sought to mediate the debate and the adventurers are invited to the Kiernatain to do just that. When the Pantheon infiltrator decides to try and slay one of the faction leaders, the party is responsible for stopping the factions from blaming each other and rooting out the real unstable element.

- A Lorindwar University hopeful is turned away by the college and offered a place in Second Fiddle. The youth turns out to be quite a prodigy with the drums and has a personality that meshes nicely with the group. Unfortunately, the Gildan parents of this youth lobbied long and hard to get their son to applicant status for the prestigious college and want him to have nothing to do with "second class riff-raff" like Second Fiddle. The PCs (who may actually have no knowledge of the bardic group) is hired by the parents to retrieve their son from "those mind-controlling forest savages". But, of course, the whereabouts of the son are unknown and it is in-between times for a seasonal Kiernatain event. The adventurers must hire a guide to help explore the Dunn-Ardinn itself to hunt the boy down. The guide plans to use the party to clear out an evil group of fox beasts (werefaynoddin) that guards a choice section of lumber he plans on timbering. The implications of such a tactic are many, especially when a Second Fiddle faction and their new youth recruit discover the party's intent.

- The member of clan Dugal that was rumored to enter the group recently is not only true, but it was at the behest of High King William Wulf himself. With pressures from both within and outside of Dunreth to prove his kingliness, William secretly dispatched this Dugal, a childhood companion

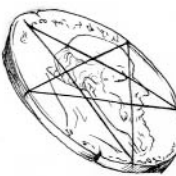
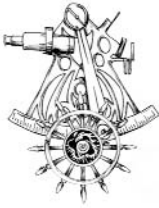
and mentor, to broker an arrangement with the bardic group. A proclamation of alliance with so prominent an organization as Second Fiddle would strengthen the bond between the common people and himself. It might even go far to assuaging the barons' attitudes towards William's worth. But the Inquisition is on the lookout for this member of clan Dugal and his return to the High King with news of his talks. In this scenario the party witnesses the returning Dugal ambushed by agents of the Inquisition. Saving him, they learn of the important backstory and are asked for assistance in reaching a safe haven. Every step of the way, the Inquisition is hot on the group's trail. This could lead to a magnificent battle between the forces of Second Fiddle (who have been trailing Dugal) and the Inquisition (who does not want to tip their hand and let the Dunreth people know they have not left the country as requested). And in the middle are the PC's, navigating a safe course for their charge.

Should the PCs wish to join this prestigious group, there is more than enough to keep them busy in Dunreth. The GM must keep in mind that members are required to not leave Dunreth's borders. The group will hold no ill-will toward characters who need to temporarily leave the area to attend to personal matters. There is much precedent for this in the group's past and the PC's can return to the fold whenever their matters have been settled. Outside Dunreth, the Second Fiddle name holds little weight.

Important characters:

Master Si'Ryss Moonstaff

Male elf Brd12; CR12; Medium-size Humanoid (elf); HD 12d6; hp 44; Init -4/+1 (-4 Dex/+1 Int for spellcasting); Spd 5 ft. (can pull body with arms for a number of rounds equal to Str score); AC 7; Atk +11/+6 melee (1d6+2, +2 *short sword*), +11/+6 ranged (1d8+1d6+1, +1 *shocking longbow*); SQ Bardic knowledge, bardic music, elven racial traits, spells; AL NG; SV Fort +4, Ref —*, Will +9; Str 10, Dex 13/2**, Con



11, Int 12, Wis 13, Cha 16.

Skills: Balance –(was +4), Concentration +4, Diplomacy +7, Intuit Direction +4, Jump – (was +4), Knowledge (arcane) +5, Knowledge (nature) +9, Listen +11, Move Silently – (was +4), Perform (ballad, chant, epic, harp, juggling, lute, mandolin, ode, shalm, storytelling) +12, Search +3, Sense Motive +5, Spellcraft +5, Spot +3, Use Magic Device +7.

Feats: Brew Potion, Far Shot, Fey Friend, Fey Magic, Point Blank Shot, Spell Penetration.

Possessions: +2 short sword, +1 shock long-bow, feycone, wand of barkskin (35 charges, adds +3 natural armor bonus), masterwork lute, 25 gp.

Spells Known (cast 3/3/3/3/2): 0—*dancing lights, light, mending, read magic, resistance*; 1st—*charm person, cure light wounds, protection from evil, sleep*; 2nd—*blur, bull's strength, cure medium wounds, silence*; 3rd—*cure serious wounds, dispel magic, gaseous form, remove disease, slow*; 4th—*cure critical wounds, hold monster, modify memory*.

*As Si'Ryss is paralyzed from the waist down, he will always fail Reflex saves as well as any Dex checks involving movement.

**Dexterity is a measure of more than movement, involving hand-eye coordination and general reflexes. The first number is the elf's original Dex and is used for any skills not involving movement (such as ranged weapon use). The second number is the Dex score used for everything else.

Description: While Si'Ryss is only 172 years old, he appears much older. His paralysis has left weariness evident not only in his personality but also in his face. The first wrinkles of age are already evident, and a shock of white runs through of his otherwise blond hair.

NEW ITEM

Feycone

This object functions as a *ring of protection* +2, except it only functions within Dunreth's borders. It has no usability outside of this area and thus is not listed here with a market value. The cone need only be carried for the effect to be granted.

Caster level: 2nd

Prerequisites: Craft Wondrous Item, *shield of faith*, a fresh pinecone from the Dunn-Ardinn.

Flowing robes of ivory make up his normal garb, simply because it is easiest to wear under the circumstances. Si'Ryss was not born with the name Moonstaff, but carries it due to the white magical wand always at his side. Master Si'Ryss waves the wand around like a pointer, indicating this or that as he orders group members around. This *wand of barkskin* was fashioned by the fey folk as a gift for the elf's devotion to peace for Dunreth.

Motives: Si'Ryss would like nothing more than to see the Pantheon withdraw from Dunreth,

or at the very least halt the church's persecution of non-worshippers. The elf is slowly working toward the day when he will unleash Second Fiddle on the church in a military fashion. As an idealistic youth, he would never have considered harming others to achieve a peaceful end, but the grievous injury left by that Inquisitor's dagger seven years ago has changed the elf's thinking in ways not even he is conscious of.

Combat Tactics: Because of his obvious impairment, Si'Ryss provides solely ranged weapon support when in a group. His above average skills with a bow and morale boosts with song help his companions greatly. As the occasion warrants, Si'Ryss can also heal friends in need.

THE SEVERANCE

Description: Ghosts and spirits are more common in the physical world than most are aware. Whether a maleficent spirit inflicting fear, misery and death upon the living, or a lost soul wandering endlessly but harming no one, these entities bear great suffering in their existence. Few individuals possess the level of awareness to know these being when they are present, and far fewer actively seek to aid these beings and assuage their suffering.

The Severance is a small guild, numbering only five. It is a cabal of individuals that hold sympathy for undead manifestations, such as ghosts, specters, and spirits that are "trapped" in the material plane. These beings remain in the material plane by force of personality, hatred, revenge or sorrow. The

Severance does not seek to destroy these beings. Rather they attempt parlarce, bargaining, cajoling, coercing, or threatening in an effort to convince these entities to depart from this plane. With the spirit's departure comes the peace of deaths finality, and often the end of some sort of strife in the living world.

Where it fits: The Severance fits well in any city or large population center. The guild is somewhat secretive and benefits from the anonymity that large populated areas grant their members and actions. Members of this guild (especially if it grows in size) may be found traveling widely.

Special Requirements: Aside from the core rule-books, no additional materials are needed for this guild.

Symbol: The Severance has only recently adopted a symbol that all current members now bare in the form a tattoo. This permanent mark are two simple black runes from an ancient tongue meaning "spirit" and "unfettered", respectively.

History: The Severance is young, having formed by oath a mere five years ago. Issatrola Versat came into the powers that she now disseminates among the new guild members some eight years ago. When she first acquired these abilities, she tried vainly to ignore the spirits and ghosts she saw and heard.

She finally accepted her powers when she helped free the spirit of small girl that was bound to the alley where she was murdered. From that moment on she ceased making a living as a charlatan and fortune teller, and devoted her time solely to aiding the deceased.

Finding herself overwhelmed with both potential ghosts and spirits to aid and the emotional strain of doing so, she began to search for individuals with sensitivities like her own. She found Heltren, and Yesrella found her. Together they taught themselves much of the collective knowledge that exists in the guild now.

They worked separately and did not see each other for months on end. It was only after Fenterius and Lady Shadwin sought out the informal group of three that Issatrola decided form a formal group, bound together with core values of easing the suffering of trapped spirits and ghosts and aiding the living tormented by such lost souls. Thus was formed the Severance.

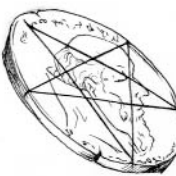
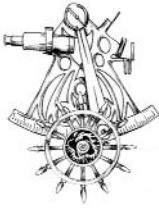
As the current members of the Severance travel about, continue their work, and aid those in need,

word of the group spreads. They are attracting more notice for to themselves and their unique powers. Wherever they travel, they attract interest those whose sensitivities and thoughts lean to the spirit world.

Motivation & Goals: Members of the Severance share two things, a strong tie to the spirit world and the desire to grant peaceful rest to the tortured souls that remain in the physical realm. In pursuit of this goal, members of the Severance wander near and far, maintaining constant vigilance for the quiet places where restless spirits are found. When they sense such entities, the Severance are oath bound to attempt and relieve the spirit of its earthly ties in as moderate and peaceful a way as possible. The Severance greatly resent those who create or abuse these beings, and will attempt will hamper the efforts by those who wish to destroy ghosts with little or no thought towards the circumstances that have led to the beings existence or how much they suffer.

Entry requirements: Initiating entry into the group is not difficult. Keeping a low profile, the Severance is not flooded with requests to join the guild, and all one must do is learn of the guild's existence and approach a member expressing interest. The group actively seeks out those they suspect to hold some sway with spirits, whether they knows it or not. Clerics and arcane spell casters experienced in the responsible practice of necromantic arts are naturals for the endeavors of the Severance. Paladins are not usually considered, for their value systems rarely allow subjective and empathetic ideology. Especially valued are those who have had some sort of direct experience or contact with ghosts in their past, or have, for whatever reason, close ties to the spirit world.

Potential new members will be tested as to their and honesty and seriousness. This is assessed by interview and cross-examination by at least two other members. PCs must show they are of non-evil alignment and demonstrate true empathy for spirits, ghosts, and trapped souls. If they pass the interview, the inductee must accompany a guild member while they attempt to contact a ghost and help it to leave the physical world. During this time, the PC must keep their composure and not suc-



cumb to any of the entities' powers. If they pass this test they are granted entry in to the group and given mark of the Severance. Instruction in the path of the Spiritualist then begins.

Benefits: Members of the Severance are given full knowledge and access to the Spiritualist prestige class. Most of the Severance are learned individuals, well versed in diverse subjects. They share their knowledge freely within the guild, making the members themselves a valuable resource. They are amassing a small library in the upper floor of an old house and can offer a safe quiet place for members to study and complete research. There are two small bed rooms in the house for temporary boarding. When encountered abroad, members of the Severance are oath bound to lend aid other guild members should they be in need.

Obligations: Their goal is to grant tormented spirits final peace in the after life, alleviating their tortuous ties to the physical realm. Their attempts must not rely on violence or destruction of the manifestation, but instead in communication and alleviation of the conditions that caused the spirit to become bound in the first place. In rare cases when a spirit would be truly at peace by remaining tied to physical plane, wishing to watch over and protect a sacred place or loved one, for example, the guild member must attempt to change the views of the living so they accept the entity in question.

Those that shirk from their promise to help aid the mournful spirits of the world are cast from the group. Those who teach the secrets of the order to those outside the circle will be mercilessly hunted down and killed, and their spirit bound to the place where they died.

Goods and services: The Severance offer no fee based services. All work they accomplish is done out of sense of duty and sympathy for earth-bound spirits. In helping these entities, the living are also aided.

Adventure hooks and plot developments:

- Joining the guild requires a confrontation with a bound or trapped spirit. This could easily lead to short side adventure to haunted ruins, an aged mansion where the inhabitants

are tormented for their transgressions by the spirit of a deceased family member, or even hunting for a ghost ship. The PCs must help one of the guild NPCs contact the spirit(s) and set things to rest.

- If the PCs unaware of the Severance, Lady Shadwin may hire them to journey to a long forgotten tomb in a forlorn mountain range and bring back a black, dragon hide bound book that is rumored to rest there. The book itself is full of necromantic secrets that the Shadwin desires, a perfect opportunity for the GM to introduce new and powerful spells, a tomb of relic like power, or a new form of powerful magic such as Blight or Blood magic.

- Madam Issatrola begins having dreams about masses of wandering evil souls walking the land. Every night their numbers seem to grow. These images remind her of a little known prophecy that speaks of reawakening a god-like being along with the souls of his former cult followers. Issatrola asks the party to retrieve a set of ancient scrolls that chronicle the prophecy. This leads PCs to a long forgotten, ruined monastery. The scroll remains in the magically sealed library. The party must not only find away to get into the library, but also deal with the fact that they are not alone in the ruins.

Important characters:

Madam Issatrola Versat

Female half-elf Adp4/Rog3/Spr5: CR 11; Medium-Size Humanoid; HD 4d6 + 3d6 +5d6 -11; hp 30; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee, or +8 ranged; SA Evasion, uncanny dodge (Dex bonus to AC), sneak attack +2d6; SV Fort +2, Ref +7, Will +12; AL CG; Str 9, Dex 14, Con 8, Int 12, Wis 16, Cha 16

Skills: Alchemy +9, Bluff +9, Concentration +5, Diplomacy +9, Disable Device +8, Heal +9, Knowledge (arcana) +6, Knowledge (spirit lore) +10, Knowledge (astrology) +4, Knowledge (burial beliefs) +4, Profession (herbalist) +5, Scry +9, Spellcraft +7, Sense Motive +11.

Feats: Great Fortitude, Iron Willing, Scribe Scroll, Skill Focus (Sense Motive)

Spells Known: 4/3/1: 0th –guidance, read magic,



light, ghost sound; 1st-obscuring mist, detect evil, protection from evil; 2nd-darkness

Spiritualist Abilities: Secrets (3), Sense Tortured Soul, Identify Entity, Séance, Resist Ghostly Power (2), See Spirits, Halt Manifestation, Dissipate Emotion, Share Trauma.

Description: Madam Issa was little more than a palmist and charlatan, sustaining herself by reading fortunes, performing minor parlor tricks, and holding 'séances' for simple folk. Often her amazing "powers" in contacting dead relatives and seeing the future were nothing more than chicanery and subtle trickery. Though possessed of minor magic ability, she relied on her charm, ability to read others, and clever rigging of eye catching tricks to convince people she could truly contact the dead.

A singular occurrence during a séance changed Issa's life. During this séance her "routine", actually managed to conjure forth a ghost. The ghost appeared before a startled Issa and her clients, but Issa had not made the proper preparations for maintaining such a being, and it soon began to wither and suffer greatly. The entity mournfully glared at its summoner and reached out and touched Issa before drifting off as an ever wandering, tormented spirit. This touch exposed Issa to all the pain and suffering that ghosts and similar entities experience while on the physical plane. Rather than drain life from the frightened palmist, this contact granted her many of the abilities manifested in the spiritualist prestige class.

For months, she tried to ignore the spirits she saw and heard. Such beings were more common than she had ever known and their suffering greater than she could bear. She finally accepted her powers when she helped to free the spirit of small girl bound to the alley where she was murdered. From then on she ceased making a living as a charlatan, and devoted her time solely to aiding the deceased.

She is now the acting matriarch and guild master for the Severance. Her age precludes her activities as a wandering spirit-liberator, but she is content to remain at the modest guild house, see to the library, and instruct new members how to sense, converse with, and aid the tormented souls in the physical world. Though she does not travel widely, she will aid spirits and the living tormented by them in her own city. She is gaining notoriety as wise and good woman among the populace.

Issa is still bothered by one event in her past; she was never able to aid the spirit that first granted her the abilities she now has. She often wonders if this

spirit still wanders, lost and lonely, and cursing her for its fate.

Tactics: The madam is not a combatant. She will flee any combat and immediately seek out any available aid from the proper authorities, or good citizens. Issa's skills rest in her ability at reading people and here ability in releasing bond and tormented spirits is unsurpassed. She is both tender and firm with these beings, taking time to know their pain, but insisting that they pass on to a final death.

Fenterius of Verstram

Male human Clr5: CR 5; Medium-size Humanoid; HD 5d8+2d4+1d6+8; hp 41; Init +2 (+2 Dex); Spd 30 ft.; AC 11 (+2 Dex); Attack +4 melee or +6 ranged; SV Fort +5, Ref +3, Will +11; AL LN; Str 10, Dex 14, Con 12, Int 15, Wis 15, Cha 14

Skills: Craft (book binding) +8, Concentration +7, Heal +8, Knowledge (religion) +8, Knowledge (arcana) +8, Knowledge (demonology) +6, Knowledge (philosophy) +8, Knowledge (nature) +5, Knowledge (planes) +8.

Feats: Alertness, Extra Healing, Iron Will, Scribe Scroll

Spell Domains: Knowledge, Law

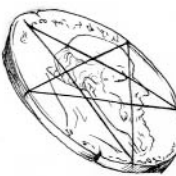
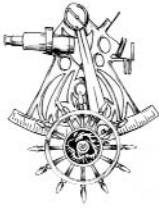
Spells Per Day: 5/4+1/4+1/2+1/1+1: 0th-*detect magic, detect poison, guidance, read magic, resistance*; 1st-*cause fear, detect evil, sanctuary, shield of faith, protection from chaos*; 2nd-*aid, animal messenger, calm emotions, resist elements, detect thoughts*; 3rd-*speak with dead, summon monster (III), clairvoyance*; 4th-*lesser planar ally, divination*

Loremaster Abilities: Loremaster Secrets (Secret Health), Lore

Spiritualist Abilities: Secrets, Sense Tortured Soul, Identify Entity

Possessions: *Potion of wisdom, staff of defense*

Description: Fenterius is a thin man, not possessed of physical strength. Middle aged, a patch of



skin is forming on the top of his skull, and wrinkles are beginning to etch the skin around his eyes and mouth. He is a reflective individual, and thinks deeply on all manner of things, especially faith and the manifestations of the spirit. He is a true intellectual and enjoys sitting and talking about nature, philosophy, creation myths of other cultures and so on. He has been a substantial contributor to the growing guild library, and some of his original works, written and bound by his own hand can be read there.

He has joined the guild not so much from a desire to help unfortunate undead entities, but to learn more about them. This is not to say that he does not aid these tormented creatures, but he does study these beings and tries to learn what he can about the very nature of spirits and ghosts.

Tactics: Fenterius is a man of wisdom and learning, and is not interested in conflict. He will attempt to depart from combat if at all possible. He is supplied with considerable defensive magic and uses it liberally.

Lady Shadwin De'arc

Female human Ari1/Wiz5/Spr2: CR 5; Medium-size Humanoid; HD 1d8+5d4+2d6+8; hp 36; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee, or +4 ranged; SV Fort +2, Ref +2, Will +11; AL LE; Str 8, Dex 12, Con 13, Int 16, Wis 14, Cha 17

Skills: Alchemy +8 Appraise +8, Bluff +8, Concentration +6, Diplomacy +10, Intimidate +10, Knowledge (arcana) +8, Knowledge (ancient lore) +7, Knowledge (nobility) +7, Scry +8, Speak Language (abysmal), Spell Craft +8;

Feats: Combat Casting, Iron Will, Leadership, Scribe Scroll, Spell Mastery

Spells Per Day: 4/5/4/3

Spellbook (Prohibited School: Evocation): 0th- *detect magic, read magic, ghost sound, resistance*; 1st- *cause fear, charm person, chill touch, detect undead, hypnotism, message, undetectable aura, obscuring mist, ray of enfeeblement, shield*; 2nd- *alter self, ghoul touch, invisibility, locate object, mirror image, misdirection, scare, spectral hand, summon swarm*; 3rd- *halt undead, phantom steed, suggestion, summon monster (III), vampiric touch*

Spiritualist Granted Abilities: Secrets, Sense Tortured Soul, Identify Entity, Séance, Resist Ghostly Power

Possessions: wand of animate dead (20 charges, 10th level), ring of mind shielding, potion of love, potion of fly

Description: Lady Shadwin De'arc is a tall woman of regal bearing. Her aristocratic beauty is striking and her pale blue eyes piercing. She is strong willed and focused, and knows how to use black mail, seduction, manipulation, murder, and magic to affect her goals. Men both lust and fear her and she has a sizeable stable of nobles, mostly men, in the palm of her hand through various secrets she knows of their activities and indiscretions. While people in her circle are aware that she possesses some minor skill in the arcane arts, no one is aware of the extent and direction to which her skills have grown. Lady Shadwin has a small group of servants, common people, and lower nobles that spy and gather information for her about other noble families.

She has no interest in marrying or continuing the family line in any way. She sees her family as group of weak-willed socialites, detests most of noble society, and wishes only to indulge her secret pursuit of necromancy. Her interests lay solely in uncovering secrets of dark magic and vile necromantic incantation.

Though of evil alignment and ill intent, she was able to join the Severance by employing a combination of lies, charm, and magic. Her interest in joining the Severance is mainly the knowledge that spirits and ghosts are known to possess. She believes that by holding the promise of release over their heads in exchange for knowledge, she will progress far in the dark arts. What secrets she will uncover remain to be seen. Further, she hopes to actually turn her growing spiritualist powers to darker uses

Issatrola is the only member of the Severance who suspects something is wrong with the woman. Fenterius is quite enamored Lady De'arc, charmed by her wit and smile. Shadwin indulges him by spending long attentive hours engaging in discussion and subtle flirting.

Tactics: Lady Shadwin has no desire for combat and will avoid such situations if at all possible. She works very hard to keep her pursuits and secrets undiscovered, and will resort to murder and worse in order to do so. She prefers to neutralize problems or attain goals through third parties rather than take direction action herself. Her resources are ample and include both money and influence.

SPIRITUALIST PROGRESSION TABLE

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Secrets, Sense Tortured Soul, Identify Entity
2	+1	+0	+0	+3	Séance, Resist Ghostly Power
3	+1	+1	+1	+3	Secrets, See Spirits, Halt Manifestation
4	+2	+1	+1	+4	Dissipate Emotion, Resist Ghostly Power
5	+2	+1	+1	+4	Secrets, Share Trauma

New Prestige Class:

SPIRITUALIST

The spiritualist is an individual with strong connections and empathy for the bound spirits and ghosts. The spiritualist's main desire is to see that these tortured souls are able to depart from the physical plane forever, and find their final rest.

They develop skills that allow them sense, contact, and aid or force these beings out of the physical realm and into lasting death. Their powers are effective against almost all forms of incorporeal undead including shadows, ghosts, poltergeists, haunts, banshees, and specters.

Requirements

Alignment: Any

Spell / Class ability: Ability to cast 3rd level necromantic spells.

Special: Barring the ability to cast spells, any individual that has come in close contact with a ghost or by personal history has a close tie to spirits or the spirit world may become a spiritualist. Those who wish become a spiritualist must take teaching and guidance from the Severance guild members, as their secrets are not known outside the group, yet.

Hit Point Progression: 1d6

Skill Points at each level: 4 + Int modifier

Class Skills: Alchemy, Bluff, Concentration, Decipher Script, Knowledge (any)

Class Features:

Weapon and Armor Proficiency: None

Spells per Day: Spell casters that progress along the path of the spiritualist do not progress in the number or level of spells they are able to cast.

Secrets (Ex): Spirits and ghosts are undervalued resources of information. Spiritualists, closely connected with the spirit world, often find they know things previously not accessible or unknown to them. At each level listed the

character gets +4 bonus skill points in an area of knowledge previously unknown.

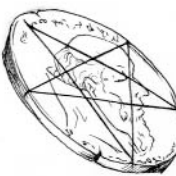
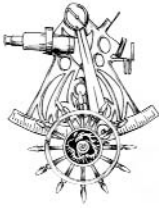
Dissipate Emotion (Su): This ability is a powerful means by which a spiritualist can send restless souls to a restful afterlife. Dissipate emotion allows the spiritualist a single chance to sever the emotional ties that undead have to the material world. The spiritualist can only use this power on an intelligent undead creature that is manifested or otherwise visible. The target of the ability is allowed a Will save (DC 10 + Wis bonus + Cha bonus + Spiritualist class level). If they fail, the ties and emotions binding them to the material world are instantly severed and the being is granted the afterlife so long denied to them. If the being makes the save, it is forever immune to further attempts from that spiritualist, though others may attempt the same.

Halt Manifestation (Su) By force of personality the spiritualist can prevent any above listed incorporeal undead from manifesting. An entity attempting to manifest must make an opposed charisma check against the spiritualist. Failing this check indicates that the entity will be unable to manifest (and thus not use many of its attacks) for 2d4 rounds. The spiritualist must be aware of the creature's presence to keep it from manifesting.

Identify Entity (Ex): The spiritualist can identify exactly what type of incorporeal undead entity with which they are dealing.

See Spirits (Su): The spiritualists heighten senses become so attuned that they can actually see incorporeal undead or ghosts on the ethereal plane.

Resist Ghostly Power (Su): With their innate understanding of the powers possessed by





bound undead, spiritualists are mentally and physically prepared for their attacks. Each time this power is granted it gives the spiritualists +3 to saving throws versus ghostly powers and other attacks from incorporeal undead.

Sense Tortured Soul (Su): A spiritualist develops a very keen awareness of all incorporeal undead within a 100 ft. radius. Detection of such beings requires that the spiritualist make Spot check (DC 15) if such creatures are not actively trying to remain undetected. If the beings are actively trying to avoid detection the DC increases to 20.

However, the ghost or other incorporeal undead must be aware that the spiritualist is trying to detect them.

Séance (Su): In a ritual requiring 25 gp in incense and candles, a spiritualist can contact even unwilling spirits and ghosts in the vicinity. The ritual takes five minutes, at the end of that time the spiritualist and the spirit being contacted must make opposed Will checks. If the spiritualist wins, the spirit is compelled to appear and speak with the character and answer all questions truthfully (though not always directly). The being must answer a number of questions equal to the amount the spiritualist won the opposed roll by. If the opposed roll goes to the spirit, it does not have to appear or answer questions, and the séance cannot be attempted for another 24 hrs. Successive attempts at contact through this ability are more difficult and a penalty of -2 is imposed for each unsuccessful attempt. If the spirit wants to be contacted, the spiritualist receives a +4 to the opposed roll.

Share Trauma (Su): In an attempt to establish an empathetic link with spirits, the spiritualist can opt to willingly share some of the entities' hatred, anger, or other emotion that is keeping it tied to the material plane. To make the empathetic link, the spiritualist must make an opposed roll (1d20 + Wis + Cha) with the being. If the spiritualist wins, they can take from 1 to 10 points of temporary Constitution damage. This damage represents the affects of accepting the entities powerful emotions. For every point of damage taken, the spiritualist may add +1 to their roll when attempting to use the dissipate emotion ability.

THE TRAVELER'S SOCIETY OF GOTHOS:

Brief Description:

The Traveler's Society is an organization that hosts and sells a variety of travel needs, from simple regional scouts or guides to teleportation around central Gothos. The current guild master is a wizard named Octavio Othelno, a Romanus formerly of the

Iron Tower (see *The Hunt: Rise of Evil Worldbook*). He has guided this guild to new levels of greatness by adding some of the more basic services to the guilds list. Prior to his rise as guildmaster, the Traveler's Society strictly provided magical means of travel, but Octavio has included the service of local guides, porters, teamsters, and the like. The group does still offer the high-end magical transport, but now does a thriving business in the simpler methods as well.

Where it Fits:

In Gothos, you will find a Traveler's Society station in every community labeled as a town or greater. Some of these may be very small shops, but in large cities they may be massive compounds taking up several city blocks. In very small communities, you may find the local general store owner is member in good standing and does have access to some of the goods and service provided by the society, but these will be rather limited.

The above applies to using this guild in a standard fantasy setting. In a low magic world, some of the more magically powerful services may not be available.

Special Requirements:

It is advisable that you have the *The Hunt: Rise of Evil Worldbook* in addition to the core rulebooks. The merchant class plays a prominent role in the Traveler's Society.

Group Symbol or Identifier:

The symbol of the Traveler's Society is a boot crossed with a gnarled traveler's staff. This is usually done in gold on a black background and has been the symbol of the guild for ages. Only active members above the basic customer membership (known as a Walkers member) will be given the guild symbol which will usually be in the form of a pendant. You will also find the symbol on placards and flags in locations that are members or support the society.

History:

The Traveler's Society is a very old guild. It was founded in Gildor over 600 years ago and the original founder, Atherton Beveous (known as Longwalker) is quite revered to this day. He had personally set up the majority of the teleportation points in the various nations around Gothos, most of which are still in operation.

The society has had its ups and downs with the times, but became a weaker organization when it chose to abandon all forms of mundane travel. This lasted for only about 60 years but it was long enough

to hurt the guild financially. It fell into some obscurity, only being used by wealthy nobles and rich adventurers. Twenty-five years back, when Guildmaster Octavio Othelno came to power, he immediately reestablished all forms of travel back to the society and began a very active recruiting campaign. Today, this society is at the height of its power. It caters to all spectrums of travel, from teamsters to teleportation, and is in almost every nation of central Gothos.

Octavio brought something else to the guild. He is a Child of the Waking Dream who knows how to walk the dream world of Midnar. One of the most secretive and exclusive services provided by the society, are guides to the dreamland. Octavio has hired four specialized guild members who can traverse this strange place with some confidence (as much as can be expected at any rate) and these four are all Children of the Waking Dream, with skills appropriate to traveling the ways of Midnar's world. This is not advertised and to find out about this requires that a character be specifically seeking help in this area and that a Gather Information check (DC 32) be made. The society holds this skill very close to the vest, and does not want the church or any governments to learn of this ability.

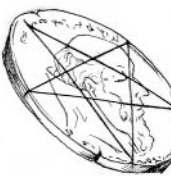
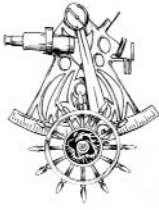
Motivation and Goals:

This society is simply out to provide travel services to those in need. They are in the business to get people and goods from one place to another as quickly as possible. Many merchants, nobles and adventurers use the society's services. They are the most powerful group that provides travel service in the entire world and if they have one goal, it is to maintain that prestigious status.

Octavio has his own agenda, though he is completely loyal to the society. He, being a Child of the Waking Dream, also assists others with this mysterious talent on "The Hunt" (see *Gothos Worldbook*). Thus, he will secretly provide the service of the guild to other Children at greatly reduced costs or completely free, depending on the nature and visibility of the service required.

Entry Requirements and Benefits:

The entry requirements are based on the level of membership the character wishes to attain.



Walker: This is a customer membership that provides some discounts for the various services.

Walkers are given a specially minted gold coin with the visage of Atherton the Longwalker striding along a road. On the other side a small enchanted crystal is inset. If a character wishes for discounts, the society member can authenticate the crystal with the proper cantrip.

To gain a Walker's membership you simply walk into a Traveler's Society guildhall and apply. There is a one time fee of 500 gold. This may sound steep, but most adventurers and merchants can afford it. Note that under the goods and service section there is a second price that applies to Walkers. Once you have a Walkers membership, it lasts for life.

Merchant: A merchant member is an associate who offers the services of the society. They do not run a guild hall, but provide the wares and services from a general store. You will find merchant members in the outlying regions of a kingdom where it would not be profitable to establish a full guildhall. To maintain their status as a merchant member, the merchant must pay a one time fee and a meager 24 gold annually. As proprietors, they get a 10% commission on the services the sell.

Guildsmen: This level of membership is for those who are capable of performing a variety of services offered by the guild, and is offered to individuals or adventuring companies. Each guildsman is given a signet ring with a magical jewel inset. The jewel will glow when their services are required. If the magic of an area is low, the service posting will go up at guildhalls and merchant members' locations and couriers sent. The guildsman must then report into the closest guildhall within 24 hours or lose the potential contract. Since most of these members are adventurers, it is not held against them if they fail to come in for an assignment. Rates are set by the merchants who broker the service, and they either expect immediate pay or turn down the contract opportunity.

There are three levels of Guildsmen, these are:

Associate: (One time entry fee 25 gold, annual dues of 24 gold): This is the most basic guildsman membership and has no voting authority within the Travelers Society.

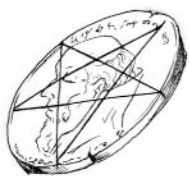
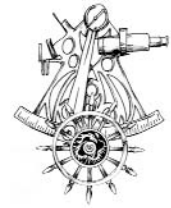
These members are usually the local or regional folks that provide the more mundane services such as porters, teamsters, local guides, etc. Noted in the goods and service section is a pay scale for associate members. Associate members are simply called en-mass when a service that suits their skills is brokered and the first to answer gains the contract. The society does ask that you take at least two contracts a year to maintain your associate member status, but nobody enforces this requirement. Thus, the numbers of associate members are quite large.

Society: (One time entry fee of 50 gold, annual dues of 50 gold): A society guildsman receives a 10% pay bonus when she takes on a contract. Most of the members with arcane skills take this membership. The 10% bonus can be quite large for some of the more costly magical services available, so this membership level proves worthwhile.

Elite: (One time entry fee 500 gold, dues 250 gold per year, must be voted in by members): This membership is for the leaders of the Society. Each elite member gains two votes (plus bonus votes for rank), they gain the 10% bonus for performing services personally (or using their company to do so) and they gain 5% of the revenues annually of the guildhall they are associated with. To become an elite member, you must put up your entry fee and then be voted into an open slot (see below) designated for elite members. These members are referred to by their title in the guild (custodian Jerral, for instance). Dues will first be taken from the profits the member makes. Most members never have to pay their annual dues as they usually make more than the meager dues costs.

If a particular guild hall has no slots available, then the Elite entrant can be put on a first-come-first-serve waiting list. There are four levels of Elite membership:

Custodian: Each guildhall will have 4-6 custodians, depending on the community where the hall is located. The custodians are obligated to duties at least three months out of a year and help to manage the administrative staff of the society. New elite members may only be voted into this level. They cannot be voted into higher levels until such time the member has served for a year as a custodian and performed admirably. Custodians gain the basic bonuses of an elite member.



Magister: Each guildhall will have two magisters. These guild members have a great deal of responsibility within the guild and have likely retired from any adventuring careers. These members manage the time of the custodians and assist them in handing out assignments to lower level members. A magister will also sit on one or more administrative councils in the region and support the guild. They are often lower level representatives to nobility as well. Magisters get a total of three votes in the guild, as well as an additional 1% of the guildhalls profits for their extra dedication. Most magisters are already quite wealthy and this is more of a political advancement than anything else.

•**Hall Leader:** There is only one hall leader. Each serves for five years before the voting members can choose another. Of course, the same leader may be voted back into office indefinitely. The hall leader is the master of the specific guild hall for his duration. Each receives 4 votes in guild matters and an additional 5% to their profit share. The hall leader directs all of the efforts of that specific guild hall. During the term of the hall leader, only the Guildmaster (currently Octavio) can override any decision made within their hall. Hall leaders may use any guild service for free twice a year. Otherwise they pay Walker rates less 10%.

Guild Master: The highest rank within the guild. There are no fees or dues for this individual and he gains many privileges. All guild services are free to the guild master and he receives an income of 2% of the profits from all guildhalls. Additionally, they have ten votes in the guild. The term of a guild master is for life, or until he steps down. It is

Voting in the society: PCs will usually not be voting members, or even make it to the semi-annual policy review of the guild. Sometimes though, a PC's vote may make a significant change and alter the course of the guild. A PC's vote could be the source of an intriguing adventure.

The Traveler's Society meets twice a year at the great guildhall in Triton (in the realm of Gildor) where current policies are brought up for review. This session lasts two weeks, with the first two days being petitions to review certain policies or price or pay adjustments for guild members. These are the only times a vote may be cast.

These two voting sessions are times of political intrigue within the Traveler's Society.

very difficult to unseat a guild master once he is in place. When a guild master steps down or dies, all voting members to vote in a new one. This usually comes after a year long campaign from all elite members who seek this status. Only magisters and hall leaders may move up to guild master.

Obligations:

Obligations for the average member of this guild will vary. For the adventurer who is most likely an associate or society member, the obligations are straight forward. Other than pay their dues they must take (or attempt to take) at

least two contracts a year.

Goods and Services:

Here you will find the long list of goods and service supplied by the society. Remember that this is open to the public and you need not be an actual member to use any of its service.

Porters: Cost per day: 1 sp, Handler 2 sp a day:

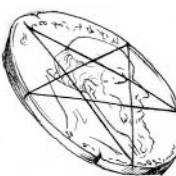
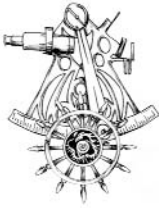
Porters are available at all society locations and are hired out in lots of four. You can hire a handler who will manage the porters and keep them out of the hair of those who hired them. It is also expected that the porters and handlers will be fed by those who hired them with three square, reasonable meals a day.

If you hire 20 or more porters, the society will give you one handler at no extra charge. A deposit of 10 days' pay must be put down upon contracting the labor.

Porters are 1st level commoners, handlers are 3rd level commoners.

Guards: Cost per day: varies, see below:

The society will hire out guards for caravans or to protect travelers on the road. The cost depends on the level of expertise of the guards. The society does not normally hire out guards to be placed at static locations and usually does not accept such contracts. The



focus is on guards for travel, with some skills for being on the road. A guard captain can also be hired to lead the guard troop if so desired. If 20 or more guards are hired, the captain can be hired at half cost to lead them. A 10 day deposit on the contract must be placed when the guards are hired.

Standard Guards: 1st level warriors: cost 2 sp per day.

Experienced Guards: 2nd level warriors cost 4 sp per day.

Veteran Guards: 3rd level warriors cost 8 sp per day.

Elite Guards: 4th level warriors cost 1 gp per day.

Guard captain: 6th level with leadership feat, at 3 gp per day.

Guides: Cost per day varies, see below:

Guides can be locale or regional and are fairly costly. These guides will be rangers or rogues with appropriate skills. An NPC guide will always have the maximum ranks they are able to attain in the appropriate knowledge or lore skill required to do the job. Guides are not obligated to risk their lives in combat though sometimes there is little choice on the job.

Guides can be of a wide variety of skill levels and are evaluated by the society. A guide can be hired to help navigate anything from a large city to a wilderness expanse. If the location the guide is required for is particularly dangerous or has some very difficult known obstacles (like traps) the price may go up as high as 50% of the base. There are several types of guides as noted here:

Local, urban: Base 2 sp per day. Usually a 1st or 2nd level rogue.

Local, Rural: Base 4 sp per day. Usually a 2nd level rogue or 1st level ranger.

Local guides are only suitable in a certain, known region. Urban guides will be familiar with a city or large town and will know enough to avoid trouble or seek special information.

Veteran Guide: Base 1 gp per day. Usually a 2nd level ranger or 3rd level rogue.

Expert Guide: Base 3 gp per day. Usually a 4th level ranger or 5th level rogue.

Master Guide: Base 6 gp per day. Usually a 6th level ranger or 6th level rogue.

Teamsters, wagons, and teams: Cost per day varies, see below:

Wagons, wagon drivers, , and teams of animals are often in demand. The society has contracts set up with local Wainwright's Guild to provide these services to any who might need to transport goods. If an area is particularly difficult, the society may recommend pack mules and handlers. *Teamster (Wagon driver):* 3 sp

per day.

Wagon and team: 2 gp per day (Plus feed at 6 cp per day).

Pack mules: 4 sp per day. One handler is required for every 6 mules, at 3 sp per day.

Deposit: A mandatory 10 gp deposit is required for each wagon and team. Another 5 gp is required for each pack mule. If any of the wagons, team or mules are lost, an appropriate portion of the deposit will go towards the replacements.

Sea Travel:

The society does not handle sea travel directly but has relationships with port and harbor masters around the world. The society will assist in finding a ship to the chosen destination for a meager 2 gp. The society will also guarantee a fair rate to its members. Most regular travelers find this service invaluable.

Courier Service: Cost 1 gp per 50 miles.

A member may have letters and small packages delivered by the society couriers. The couriers will take fast horses (or regionally appropriate animals) and sea vessels to get the document to its destination. This will take whatever time is required to reach its goal. The courier will make the best time possible.

Magical Services:

Magical Messaging: Cost 50 gp +10 gp per 100 miles.

If you need a message to get somewhere fast, it can be done from any of the major society guildhalls. The Travelers guarantee your message can be delivered to any one, any where within one hour or you get a complete refund. The costs are high, but the means are expensive. The arcane casters of the society will use whatever talents they have at their disposal to see your message delivered.

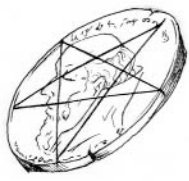
A message can be no larger than a few pages of text to be considered for this service.

Teleportation: Cost 1000 gp per creature or person +1 gp per mile of distance.

Each of the major guildhalls has a teleportation chamber and a spell caster who is able to teleport you and up to ten others to any other major guildhall in the society. This is a very expensive method of travel. This method of travel does require a 24 hour advance notice to prepare but, like most of the society's mystical services, is guaranteed between major guildhalls world wide.

Flying Carpets: Cost 200 gp a day + a 5000 gp deposit.

A 10 foot by 12 foot *flying carpet* can be rented to members of society rank or higher. Each major guild hall has one such carpet and there is only a 20% chance of it being available in a given 30 day period. The carpet can only be rented for a maximum of 30 days. If not returned in 30 days, the costs will accrue at double the rate and the deposit if forfeit. If the carpet is ruined or destroyed the



renter loses the deposit and will never again be able to rent the carpet. The same goes for those who return the carpet more than 10 days past the 30 day mark. The carpets are highly coveted items and are marked such that the wizards and sorcerers of the society are able to track them down and recovered them, if necessary. The society is not beyond hiring thugs to get these back.

Planar gates: 3000 gp + 1000 gp for every 24 hour period it must be opened.

If someone wishes, they may purchase the ability to travel to another plane. The gate to that plane will be opened by a society spellcaster in a guarded and warded chamber within a major guildhall. The gate will be reopened for the traveler at an established time, but it will only be opened once in a 24 hour period for 10 minutes. Each time it is opened costs an additional 1000 gp. The society will not open gates to Hell, the Abyss or any godly plane.

Dream Guides: 200 gp to open a rift and 200 gp a day for the guide.

This is a rare thing and only few people are made privy to the fact the guild can even do this. There are four individuals contracted with the guild who are Children of the Waking Dream. Each is capable of opening a rift gate and acting as a guide in Midnar's realm as needed. This is a closely guarded secret and only known to a few elite members and the guild master himself. This one service gets none of the standard discounts of the guild and members will deny this if anyone attempts to bring it to the attention of the church or government.

Adventure Hooks and Plot Developments:

- An aspiring merchant loaded a rented *flying carpet* with goods and took it through a portal to a neighboring plane. He never returned. He gave the *gate* wizard incorrect information, and is stranded on a primitive world where his magic spells and devices do not work. The wizard thinks she can reconstruct the spell, but her magic is use-

less on the other side. The PCs are asked to find him and bring him back.

- Sabotage! Someone within the guild has altered the *teleport* platforms in all the major guildhalls. They still work, but the destination is random. Until two days ago, they still moved anyone using them to another platform in a different guild. But now those investigating the problem are missing, and several platforms have gone dormant.

- An investigator is tracking down rumors that the Traveler's Society has dealings with Midnar. He is an unscrupulous man and is fraudulently blackmailing high-ranking members of the society, trying to uncover dirt on Octavio. Octavio does not want to act against the investigator openly, as that would lend credence to the rumors. He asks the PCs to somehow deal with the miscreant while maintaining the

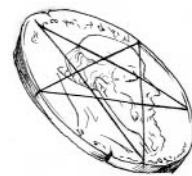
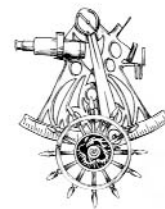
dignity of the Society.

Important Characters

Below are the major guild leaders around the world. There are many more guildhall leaders of smaller official halls and none of the magisters or other elite members are noted.

Octavio Othegno: Guild Master-Romanus (Roma)

Male human Wiz13/Mer5: CR 18: Medium-Size Humanoid; HD 13d4+5d6+26; hp 80; Spd 30 ft.; AC (+1 Dex, +3 *ring of protection*,); Init +5 (+1 Dex, +4 Improved Initiative); BAB +7/+2; Attack +9/+4 (+2 *frost dagger*, 1d4+1+ 1d6 cold,



19-



20/x2); SV Fort +9, Ref +8, Will +13; AL CG; Str 13, Dex 12, Con 14, Int 23, Wis 15, Cha 14.

Skills: Alchemy +16, Appraise +9, Bluff +8, Concentration +12, Diplomacy +10, Forgery +11, Gather Information +10, Innuendo +7, Knowledge (arcana) +19, Knowledge (geography) +16, Knowledge (Midnar) +19, Listen +7, Sense Motive +10, Spellcraft +16, Spot +7

Feats: Bond*, Brew Potion, Craft Wondrous Item, Empower Spell, Heighten Spell, Heroic Passion (The Hunt)*, Improved Initiative, Midnarian Sense (x2)*, Rift Gate*

*See *The Hunt: Rise of Evil World Book*

Spell DC: 16+ spell level

Wizard Spells Prepared: 4/5/5/5/3/2/1:

0th—arcane mark, detect magic, mage hand, prestidigitation; 1st—erase, message, mount, reduce, unseen servant; 2nd—detect thoughts, knock, levi-

tate, misdirection, whispering wind; 3rd—clairaudience/clairvoyance, dispel magic, nondetection, shrink item, tongues; 4th—detect scrying, dimension door (x2), remove curse; 5th—sending, teleport (x2); 6th—antimagic field, mislead; 7th—teleport without error.

Notable Equipment: ring of Intelligence (+4), wand of magic missile (7th), potion of bull's strength (x2), ring of protection +3, +2 frost dagger, vest of many pockets IV*

*see sidebar

Note: The spells listed are those that Octavio regularly prepares when he works in his guildhall. Octavio is an experienced campaigner though, and if he thinks danger is eminent he will prepare himself accordingly.

In addition, Octavio carries a wide assortment of scrolls, potions, wands, and minor wondrous items in his *vest of many pockets*. Most of these he either made or acquired during his years as an adventurer.

Description: Octavio is large, portly man teetering on the brink of his golden years. He gave up his wanderlust to run the guild full time over two decades ago. Under his leadership the guild's business and reputation have increased dramatically.

Octavio became aware of his bond with the dreaming world early during his adventuring years. As a Child of the Waking Dream, Octavio fully dedicated himself to The Hunt. He traveled to all corners of Gothos, seeking out living nightmares and horrific monstrosities. During his travels, he made frequent use of the Traveler's Society teleportation portals, which were then accessible only the wealthy. Over the course of his adventuring, Octavio became powerful and affluent enough to devote considerable time to the study of teleportation magic. The Society came to depend upon him for his knowledge and spells and due to his skill and knowledge of the world he was invited to work at the guildhall in Romanus full time as a gatekeeper. Octavio wanted to retire from adventuring, knowing his age was slowing him down, but he wished to aid younger Children in their own Hunts. He did this by quietly integrating himself into the Traveler's Society, making himself indispensable to their operations. Whenever he could, he gave



other Children top priority to teleportation portals and a dossier on the region in which they traveled.

Eventually, Octavio was promoted to the head of the guild. His first action was to open all forms of travel to any who asked and make magical travel more accessible to adventures, especially Children of the Waking Dream. While he still plays a major role in the daily operations of the guild, he also works behind the curtains, organizing groups of Children across the world and making sure they are able to come back home.

Octavio prefers heavy red robes and vests with many pockets in which he hides scrolls, potions, wands, and assorted wondrous items.

Seth Greenwood: Guildhall Leader-Dunreth (Dire Port)

Male human Ari2/Rog4/Mer7: CR 12: Medium-Size Humanoid; HD 2d8+11d6+13; hp 60; Spd 30 ft.; AC 15 (+2 Dex, +3 *ring of protection*); Init +2 (+2 Dex); BAB +9/+4; Attack +13/+5 (+3 *dagger of venom*, 1d4+4 and poison, 19-20/x2) and +12 (+2 *keen dagger*, 1d4+3, 17-20/x2); SA +2d6 sneak attack; SQ evasion, uncanny dodge (Dex bonus to AC); SV Fort +4, Ref +8, Will +9; AL NE; Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 16.

Skills: Appraise +12, Bluff +16, Decipher Script +7, Diplomacy +19, Forgery +11, Gather Information +19, Innuendo +13, Intimidate +15, Knowledge (arcana) +10, Knowledge (nobility) +15, Listen +10, Read Lips +12, Sense Motive +17, Spot +10.

Feats: Ambidexterity, Alertness, Leadership, Two

Weapon Fighting, Weapon Finesse (dagger), Weapon Focus (dagger).

NEW MAGIC ITEM: VEST OF MANY POCKETS

This vest has a number of small pockets sewn into it, each containing a tiny nondimensional space. Each pocket can hold up to three pounds of materials as long as the contents take up no more than one cubic foot. While not useful for storing large heavy equipment, these pockets can be used to hold small items such as scrolls, potions, wands, gems, spell components or other comparably sized objects. The vests come in a variety of sizes, as shown below.

Vest Type	Number of Pockets	Market Price
I 4	1,500 gp	
II 6	3,000 gp	
III 8	4,500 gp	
IV 10	6,000 gp	

These vests have the same structural restrictions and limitations as *bags of holding*.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, *secret chest*.

x2, *potion of haste*.

Description: Earl Seth Greenwood has lead the Dunreth guildhall for nearly thirty years. While he lacks any significant physical stature, he is a master of bureaucracy and politics. As a second cousin to the royal family, Seth spent many of his formative years with private tutors and in Dallon's court. He is so far down the succession line he never will have a true position of power. Still, he is a natural at diplomacy and bureaucracy and has made a hobby of political intrigue and maneuvering. He originally joined the Traveler's Society as a lark. At the time it was more of an "old boy's" network, catering only to the wealthy. He used his influence to secure a position as one of two magistrates in Dunreth and deftly engineered the downfall of the head of the guildhall. Soon after, he saw himself voted into office and became the new leader of the Dunreth hall.

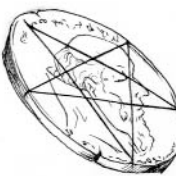
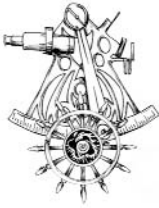
While vain and selfish, Seth has come to real-

Spell DC: 13+ spell level

Merchant Spells Prepared: 4/4/4/3/2:

0th—*detect poison, mage hand, prestidigitation, read magic*; 1st—*charm person, erase, expeditious retreat, message*; 2nd—*detect thoughts, invisibility, locate object, whispering wind*; 3rd—*clairaudience/clairvoyance, dispel magic x2*; 4th—*detect scrying, lesser geas*.

Notable Equipment: *ring of protection +3, +3 dagger of venom* (poison DC 17), *+2 keen dagger, potion of cure moderate wounds*



ize his position as regional leader might be the closest he will ever get to wielding true power. He runs the guild efficiently, more out of necessity than any real desire to see it succeed. It is his ticket to wealth and fame, his "foot in the door" to the upper echelons of nobility. When not running the day-to-day affairs of the guild, he prowls the royal courts and banquets, jockeying for positions on councils, committees, and boards.

As a young man, Seth developed his manipulation skills by orchestrating elaborate schemes solely for the purpose of tricking other pampered scions into challenging him to a duel. Seth trained with knives and daggers and was once considered one of the better knife fighters in Dire Port. Even now, in the dark halls of the Society's guild, it is rumored he carries poisoned daggers in his sleeves.

Octavio and Seth have an uneasy relationship. While Octavio does not fully trust Seth's motives, Seth has gathered enough supporters to prevent any ousting. Seth initially balked at opening up mundane travel within the guild and still resents being forced to cater to "common people." Seth has begun a quiet campaign to build antipathy towards Octavio, convincing a number of the older Society members greater profits could be made if they were more selective about their clientele. He hopes to build a faction of like-minded Society members and dispose Octavio, taking over leadership of the entire guild himself.

Seth Greenwood wields a great deal of influence both within the Society and the courts of Dunreth. A shrewd man, he is politically savvy and a skilled diplomat. He can make life very difficult for those who oppose him, and never acts without considering what he will gain from a transaction.

Ambrose Narwin: Guildhall Leader-Gildor (Triton)

Male human Ari3/Sor13: CR 15; Medium-Sized; HD 3d8 + 13d4; hp 49; Init +0; Spd 30 ft.; AC 10; BAB +8/+3: Attack +8/+3 (dagger, 1d4+4, 19-20/x2); SV Fort +9, Ref +7, Will +14; AL NG; Str 10, Dex 11, Con 10, Int 15, Wis 12, Cha 21.

Skills: Alchemy +7, Appraise +5, Bluff +8, Concentration +5, Diplomacy +8, Gather Information

+8, Knowledge (nobility) +5, Listen +4, Read Lips +5, Scry +9, Sense Motive +5, Spellcraft +7

Feats: Brew Potion, Craft Wondrous Item, Empower Spell, Great Fortitude, Heighten Spell, Leadership, Scribe Scroll.

Sorcerer Spells per Day: 6/7/7/7/6/6/4

Spell DC: 15+ spell level.

Sorcerer Spells Known (6/7/7/7/6/6/4): 0th — *dancing lights, detect magic, ghost sound, light, mage hand, prestidigitation, ray of frost, read magic, resistance.* 1st — *comprehend languages, endure elements, floating disk, magic missile, shield;* 2nd — *alter self, bull's strength, detect thoughts, hypnotic pattern, whispering wind;* 3rd — *blink, clairaudience/clairvoyance, secret page, suggestion, summon monster III;* 4th — *detect scrying, dimension door, dimensional anchor, scrying;* 5th — *sending, summon monster V, teleport;* 6th — *legend lore, mislead.*

Notable Equipment: Cloak of charisma +4, crystal ball, wand of magic missile (7th)

Description: Ambrose Narwin leads a difficult life. He is the scion of a wealthy family banished from their opulent home overlooking Rose Bay. While the Narwin family is quiet about the reasons behind their withdrawal from the city, popular lore depicts Ambrose's father, Delywyr, having connections to high ranking members of the Black Rose. He used his political influence to grant the dark society favors in exchange for gold and other... "favors". While the exact reasons are unknown, it is known that Delywyr's name is never mentioned in the courts and noble banquet halls. As Delywyr never married, the sudden appearance of his magically gifted son, Ambrose, only lent credence to the rumors of consorting with demons and dark connections with the Black Rose society.

As a young man, Ambrose sought his education and wanderlust away from the private schools most Triton nobles attended. He fell in with Octavio Othelno when they briefly studied with the same tutor, and the two developed a cautious friendship. Ambrose joined Octavio on several adventures, but Octavio's apparent obsession with seeking out hideous monsters, on purpose, and the danger inherent in trying to destroy them was not to Ambrose's liking. When word reached Ambrose that his father was ill, he quickly excused himself from Octavio's company and returned home.

Ambrose is a natural at manipulating the



forces that govern space and time and his power only seems to grow as he matures. When Octavio reorganized the Traveler's Society, he immediately thought of Ambrose for the leadership position at Triton. The nobles governing Triton's upper echelons of society were hesitant to allow a member of the Narwin family any sort of power within the city, fearful of the family's rumored connections with the Black Rose, but Octavio was insistent. Even now, Ambrose is restricted to the Guildhall and must have official escorts if he wants to move about the city. Of course, his command of the magics made available through the guild allows him to circumvent many of these restrictions.

Ambrose is aging gracefully, and continues to develop new ways to incorporate teleportation magic into the services provided by the guild. He has very little influence within the governing body in Triton, and is constantly spied upon. He does, however, have Octavio's trust and can use the influence of the guild when he needs to. Whether or not the Narwin family has any true connections with the Black Rose is anybody's guess.

Gwen Hambreck: Guildhall Leader-Kirkland (Kirkunwald)

Female human Mer15/Rgr1: CR 16: Medium-Sized; HD 1d10+15d6; hp 58; Spd 30 ft.; AC 9 (-1 Dex); Init -1 (-1 Dex); BAB +11/+6/+1; SV Fort +9, Ref +7, Will +14; AL LN; Str 6, Dex 8, Con 10, Int 15, Wis 19, Cha 15.

Skills: Animal Empathy +8, Appraise +17, Bluff (Barter) +18, Concentration +15, Decipher Script +17, Diplomacy +18, Gather Information +18, Innuendo +19, Knowledge (arcana) +17, Listen +8, Ride +3, Search +6, Sense Motive +19, Spellcraft +17, Spot +8, Use Rope +3.

Feats: Alertness, Craft Wand, Empower Spell, Extend Spell, Great Fortitude, Iron Will, Leadership, Scribe Scroll

Spell DC: 13+ spell level

Merchant Spells Prepared: 6/5/4/3/3:0th—arcane mark x 4, mage hand, prestidigitation;1st—comprehend languages, erase, identify, message x2; 2nd—locate object x2, whispering wind x2; 3rd—dispel magic, gaseous form, shrink item; 4th—dimension door x2, dimensional anchor .

Notable Equipment: Amulet of health (+4), wand of magic missile (5th), wand of message, wand of dimension door, wand of dispel magic.

Note: Gwen will avoid combat entirely. If not for her *amulet of health*, she would be nearly immobile. While her body is failing her, Gwen's mind is as sharp as ever.

Though she will not engage in combat, she has 2d4 members of her mercenaries within earshot at all times. These men are typically warriors of 3rd-7th level (see *DMG*, Chapter 2).

Description: Gwen Hambreck predates Octavio's leadership by more than two decades. Rumor is she is the oldest living member of the Traveler's Society, and she looks the part. She started out as an assistant to the then guild head, Theo Grivan. Gwen ran Theo's office so efficiently and with such dedication it was three years after Theo died that anybody even knew he was missing. When confronted with her apparent duplicity, she simply provided a note, safely preserved in a waxen envelope, that Theo had written before he disappeared.

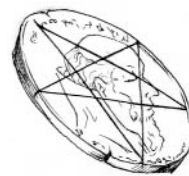
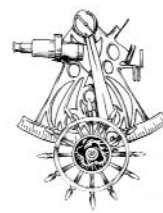
Miss Hambreck-

I am not feeling well, and am taking a few days off. Please handle things in my absence.

-Theo

So she did. She did it so well in fact, that profits and membership of the Kirkland Guildhall were up 20% before she was discovered. In reviewing her actions and her performance, there was no choice other than to promote her to Guildhall leader.

Gwen Hambreck's strict interpretation of guild policy allows very little room for any sort of foolishness or rule breaking. She brooks no hooliganism and requires all who work for her hall to keep meticulous notes and books. She reviews all daily activities every night and maintains extensive records of who traveled where and how they paid. Additionally, she has hired a team of efficient mercenaries to collect on debts past due. These warriors are rigorously screened for their loyalty and skill, and are among the most feared sects of the Traveler's Society.



Adyran Sammossa: Guildhall Leader-Sheena

(Sheena City)

Female half-elf Rog9/Swashbuckler6: CR 15; Medium-Sized; HD 9d6+6d8+15; hp 73; Init +4 (Dex); Spd 30 ft.; AC 19 (+4 Dex, +5 armor); BAB +10/+5; Attack +14/+9 (+2 *keen shortsword of wounding*, 1d6+4, 17-20/x2) and +10 (+3 *frost dagger*, 1d4+5+1d6 cold 19-20/x2); SA Sneak attack +5d6; SQ Evasion, uncanny dodge (can't be flanked), tumbling attack, special attacks, whirling defense, acrobatic attacks; SV Fort +6, Ref +15, Will +9; AL CG; Str 14, Dex 18, Con 12, Wis 14, Int 15, Cha 18.

Skills: Appraise +6, Balance +16, Climb +10, Bluff +14, Diplomacy +12, Escape Artist +10, Gather Information +10, Innuendo +7, Intimidate +8, Listen +10, Knowledge (sea lore) +13, Move Silently +10, Profession (sailor) +12, Sense Motive +13, Spot +10, Swim +11, Use Rope +12, Tumble +12

Feats: Dodge, Expertise, Sea Farer, Two Weapon Fighting, Weapon Finesse (rapier), Weapon Finesse (dagger).

Notable Equipment: +2 *keen shortsword of wounding*, +3 *frost dagger*, +2 *buoyant studded leather*, 3 x *potions of cure critical wounds*, *potion of water breathing*.

Description: Adyran Sammossa is a sailor first and foremost. To most, the legend of her pirating overshadows the contributions she has made to the sea-lore around the islands of Sheena. However, her skills brought her to the attention of Octavio when he sent agents to investigate rumors of a Sheena pirate captain finding new coves and inlets to hide in. The agents established contact with Captain Sammossa and she and the Traveler's Society began to trade secrets about the waters around Sheena.

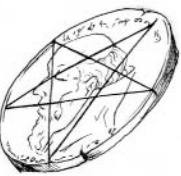
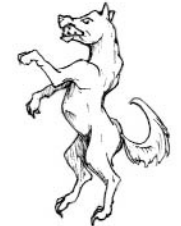
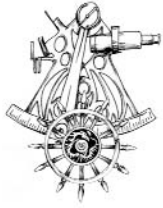
Through their correspondence, Octavio learned Adyran was not so much a pirate as a strong-willed captain who had numerous disagreements with the Council of Captains. Most of the issues seems to stem from the fact she was a woman and crewed an all-woman ship, the *Sea Maiden*. Her intimate

knowledge of the waters and islands has gathered her loyalty from customers, regardless of the ban imposed

upon her by the council.

When it came time to seat a new Traveler Guildhall leader in Sheena, Adyran was the natural choice. Octavio made sure the Council of Captains knew the full force of the Traveler's Society was behind her, and her leadership of the Sheena guild would not be restricted in any way.

Adyran Sammossa is a fit, well-tanned woman who has spent more time on the open water than dry land. Her long red hair is tied back in a thick braid and she often wears a bandana while she gives orders on the *Sea Maiden's* wind-swept deck. Gold hoops adorn both ears and she bears a wickedly barbed short-sword on her back and long, needle point dagger at her waist. She is a beautiful woman and she knows it. Adyran is not above using her natural assets to distract men, both in board meetings and in the heat of combat.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity,

including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
Guilds and Adventurers, Copyright 2003, Mystic Eye Games.
The Hunt: Rise of Evil Copyright 2001-2002 Mystic Eye Games
Nightmares & Dreams: A creature collection, copyright 200-2001, Mystic Eye Games.
Nightmares & Dreams II, Copyright 2001 Mystic Eye Games.
Mystic Warriors, Copyright 2001 Mystic Eye Games
Pit of Loch-Durnan, Copyright 2000-2001 Mystic Eye Games
Witch of Loch-Durnan, Copyright 2002 Mystic Eye Games
Of Places Most Foul, Copyright 2001 Mystic Eye Games
For more information or questions on the open content in this book please contact us at Info@mysticeyegames.com

