



Meta-Campaign Organizations

**A Sourcebook for Non-Adventuring Activities
for the Living Kingdoms of Kalamar Campaign**

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Non-Adventuring Activities

Characters interact with the world of Pekal in many different ways, not just through module play. In between modules characters may participate in other Activities, depending on their skills, organizations, and beliefs. Activities will be used in Living Kingdoms of Kalamar to allow characters to choose how they spend the time between adventures.

After any module, a character is free to select which, if any, Activity he would like to participate in before the next module. Only one Activity may be selected each module, whether that module is a mini-mod, single adventure, multi-round module, adapted module, or interactive. The player records which Activity is selected on the log sheet, as well as any necessary skill checks.

Different organizations offer different Activity choices to their members. The following activities are valid choices for any character in Living Kingdoms of Kalamar. Refer to the individual documents detailing organizations for additional Activity options.

Activities

- Register with the College of Magic.
- Farm, using the Farm cert. Note that this is the only time the farm will produce money for the character. This replaces the DU requirements for farming. Farming must be done at least once every 3 adventures. Farms that are not attended go fallow and overgrown, no longer useful. The initial setup of the farm requires 6 consecutive Activities.
- Join an Organization, Guild, Temple, or College.
- Advance in rank in an Organization, Guild, Temple, or College.
- Travel in Pekal to obtain access to special items (ie Strength Bows). This replaces the DU requirement for this activity.
- (Involuntary) Serve jail sentence for minor infraction of the law.
- Satisfy special prestige class requirements (note that these will vary and will require access through documentation).
- Spend favors or influence points to gain access to special rewards. These will be awarded during play. Any use of favors or influence points requires use of one Activity, no matter how many favors are spent.
- Take advantage of special opportunities gained during play. This could include studying in a library or working with a weaponsmith.
- Copy spells from a certified spellbook or from another character at the table. If copying spells from another character, both characters must spend that adventure's Activity.
- Train animals or animal companions using the rules for Handle Animal. The character may teach one trick to one animal per Activity, taking 10 on his skill check to meet requirements. If two characters are at the same table for a module, both may spend the next Activity to allow one character to train the animal of the other with one trick.
- Craft an item outside of the College of Magic. Note that making such items is considered criminal in Pekal. See below for specific information on illegal crafting.

Illegal Crafting of Magical and Psionic Items

The College of Magic spends a lot of time and resources enforcing the laws regarding magical creation in Pekal. While it is possible to avoid the notice of the Oversight committee, it is by no means a certainty. No actual Member of the College of Magic may partake in illegal MIC. It is against the Code of Conduct, and goes against the canon of the Kalamar setting.

Characters who are not members of the CoM meta-org may attempt to craft an item outside the purview of that organization (even if they are registered). Doing so requires the use of a non-adventuring Activity. There is a chance that the item created is noticed and confiscated by the CoM.

For every 500 gp market value of an item (rounded up), there is a 5% chance that it is discovered and confiscated. This is either the value of the item, or the "enchantment" value being placed on an item (for weapons, armor, or shields ONLY). A d20 is rolled by the player to determine the outcome of the MIC after paying the appropriate MIC costs. Much like an attack roll, a "1" is an automatic failure, while a "20" is always a success.

The procedure is for the player to make the necessary rolls and checks and deduct all necessary funds from their logsheet. They then roll a die (d20) in front of the judge at the table to see if the item in question is discovered and confiscated. If so, all illegal items are removed from the character, *and* they must pay a fine equal to 10% of the market value of the items (rounded up).

EXAMPLE: A +1 longsword (+1 enchantment in this case is 2,000 gp market value - the weapon value is not considered as part of the magical "enchantment") would be noticed and confiscated on a roll of 4 or lower on a d20. If confiscated, the crafter would also pay a fine of 200 gp to Pekal. If the crafter possessed other illegal items, they would be confiscated as well, with attendant penalties.

EXAMPLE: A wondrous item with value 100 gp would be noticed and confiscated on a roll of 1 on a d20. The fine would be 10 gp.

If an item is confiscated by the College of Magic, the character is then under special notice of the Oversight Committee. This adds 5% to the chance of discovery for future craftings. Each confiscation adds an additional 5%. Characters may use a favor from the COM to remove these penalties – one favor or influence point per 5%.

After the initial roll an item may be discovered in play whenever the character takes it where it might be detected.

This would certainly include the COM but might also include the palace and other locations. These will be detailed in-game in different modules.

Any magical item may be created using these rules, including Fetishes.

Psionic Item Creation

Psionic Item creation is subject to additional restrictions. At this time characters may use Craft Dorje, Imprint Stone, or Scribe Tattoo. Other psionic crafting is only available to characters with specific campaign documentation. Crafting a psionic item is a non-adventuring Activity and uses the rules above for discovery. If the item is confiscated, the character must also immediately make a check to see if they have been discovered as well (per the Psionic Rules document). The search check is modified as follows:

- +5 for being reported
- +1 per 500 gp value of the item discovered
- +15 if already hunted by the COM

Activities for Existing Characters

It is the policy of Living Kingdoms of Kalamar to treat all characters equally, both old and new. Therefore, existing characters will be given the chance to go through their previous adventures and perform Activities after each one. No character is required to do this, but may do so at the player's option.

Characters who use Activities for previous adventures must transfer their log information to the new logsheets, noting on each log entry the Activity that was performed. All new adventures should also use the new logsheets.

There are a few restrictions on Activities for existing characters, as noted below.

Restrictions

- Characters that took the Farm certificate must spend 6 consecutive Activities after getting the cert to set up their farm. They must then spend at least one Activity per 3 adventures to work their farm.
- Characters that created a magic item must spend the Activity for that adventure to create that item. It is the wish of campaign staff that all characters that created items under the old rules make a good-faith effort to join organizations that would have permitted such Activities.
- Characters penalized day units for arrest, incarceration, slavery, or other involuntary time expenditures must spend the Activity for that adventure satisfying that penalty.
- Characters must meet all normal restrictions and requirements for Organizations. Characters spend Activities just as if doing so during normal play.
- Characters that registered with the College of Magic must spend the Activity for that adventure doing so.

Character Changes

Minor changes to existing characters will be permitted to allow a character to qualify for a meta-organization. These should be restricted to skill ranks for most characters. Characters who require greater changes should contact campaign administration for individual guidance.

Influence Points

Influence points may be used as favors in all respects.

Activities and Eating Modules

Judges who eat a module may specify an Activity for the character who is awarded the XP and gold for that adventure. In all respects this is a normal Activity.



The College of Magic Introduction

In the Living Kingdoms of Kalamar campaign, all characters that possess at least one level of a class that grants spellcasting ability are required to become a Registrant with the College of Magic. This includes the traditional spellcasting classes (i.e. clerics and wizards), but also those that gain spells at later levels when they achieve casting ability (i.e. paladins must register at 4th level, but may choose to do so before then). Note that characters with spell-like abilities (i.e. gnomes) do not have to register with the College of Magic, though they may choose to do so. Also note that divine casters who belong to religious organizations use those rules rather than the rules detailed below.

Non-Adventuring Activities in the College

Characters may interact with the College of Magic in different ways. Some may choose to spend their non-adventuring time studying to advance within one or several schools. Others may concentrate on service to the college in order to gain favors. Each Activity occurs after the character finishes an adventure and the Activity is noted on their logsheet for that adventure. A character can only perform one Activity per adventure.

There are two Activities that may be performed by anyone, regardless of whether they are enrolled at the College of Magic or not.

- **Register/Enroll at the College:** Characters may register and/or enroll at the College of Magic (Enrollment includes Registration). While a non-spellcaster may attempt to register and/or enroll at the College, if a character does not have any magical aptitude (i.e. can cast arcane or divine spells as a class ability), they will be denied.
- **Work for the College:** There is a popular saying in Bet Rogala; “You can always find work at the College.” The College of Magic is a massive institution, and as such requires a huge number of volunteers and workers to keep it up and running. Anyone may spend an Activity working for the College as either a volunteer or a paid worker. While doing so doesn’t earn the character any real titles or degrees within the College, they are repaid for their time. An Activity spent volunteering for the College earns that character one College Favor. An Activity spent as a paid worker for the College earns the character a wage of 5 Victories. Only Characters who are not enrolled at the College may earn a wage. Registrants are allowed to earn a wage so long as they are not enrolled at the College. Note: Characters may also gain special College Favor/Influence Point certs as part of normal play in addition to those gained through Activities. These certs may be used as College Favors. See Appendix 1 for more information on how a non-Member may use College Favors.

The Activities that an enrolled student may perform include, but are not limited to, the following list. There are other Activities available to College members of varying degrees, and they are detailed further in this document.

- **Enroll at the College:** Enrollment includes registration and joining a School for study, provided the character meets the requirements for that School. Joining a School after Enrollment requires another Activity.
- **Work for the College:** Enrolled students may work at the College, earning one College Favor. The College of Magic is much like any university in that it requires services from its students on an ongoing basis. These services come in many forms, from teachers’ aides to administrative assistants to librarians. Each Activity used to work in the College of Magic earns one College Favor for the character, and there is no option for an enrolled student to instead earn a wage from the College.
- **Join a School:** Enrolled students may use an Activity to join a School (if they did not when they enrolled) or join an additional School in the College of Magic.
- **Earn a Degree:** Enrolled students may use an Activity to earn a higher degree within a School when they meet the higher degree’s requirements.
- **Study:** Enrolled students may use an Activity to study within a School. Learning the art of magic and its proper application is time consuming and requires great commitment. Students who do not spend time studying are not able to earn higher degrees in their School(s). When a character elects to study, he should note on the log which School he studied for that Activity. Studying in a school allows the student to scribe one spell from that school into their spellbook, provided they meet the Spellcraft check (DC 15 + spell level) with a take-10 result. Students may only study in Schools to which they belong. The student must pay all costs. The spell scribed should be noted on the logsheet. In the Source field for these spells players should list the source of these new spells as simply STUDIED-CoM.

- A note on spell sources in the College libraries: Spells may be selected freely from any approved sources so long as they are marked as CORE. Spells marked as SPECIAL can be learned as normal once a College Member has attained the rank of Magus or higher.
- Craft a Magic Item: Enrolled students may spend College Favors and Activities to Craft magical items when permitted by their Schools.
- Gain Specialized Education: Enrolled students may spend College Favors and Activities to gain access to limited items, spells, feats, or prestige classes as permitted by their Schools.
- Scribe Spells: Enrolled students may use an Activity to scribe spells from the College libraries into their spellbooks using the normal rules and access provided by their enrolled School(s) provided they meet the Spellcraft check (DC 15 + spell level) with a take-10 result. The student must pay all costs. The student may scribe as many spell levels as his total ranks in Spellcraft for each Activity spent. In the Source field for these spells players should list the source of these new spells as simply SCRIBED-CoM.

A note on familiars: Summoning a familiar does not require an Activity, College Favors, or even membership within the College, but it still incurs the cost of 100 Victories, and must be done either before or after an adventure, not during. As per the PHB rules, a character may only have one familiar. If a character's familiar dies, that character receives the penalties listed in the PHB, and can only summon another familiar after playing 25 adventures after the adventure in which the familiar's death took place.

Arcane Spellcasters

Arcane spellcasters can enroll in the school to increase their knowledge by becoming a student. This includes bards, spellsingers, sorcerers, wizards, and any other class that offers arcane spell access as a class ability. However, bards and spellsingers may not be members of both the College of Magic and the Bardic College at the same time. Time spent in one of the Colleges does not count toward advancement in the other.

Divine Spellcasters

Divine spellcasters may enroll in the College of Magic, but since their spells come from their faith in a God, the Instructors do not really "teach" them in the same sense as those with arcane ability. Players who wish their divine spellcaster characters to be students in the College of Magic may do so at their discretion. The character must meet the same requirements as the arcane characters, but for divine spells – i.e. a divine Member must be able to cast 0-level divine spells – and they receive all feat and prestige class access as normal.

The College does have additional restrictions upon divine casters based upon agreements made with the Temples and Churches. Divine casters of accepted faiths do not gain any item creation or spell access through association with the College. These benefits are gained through membership in a religious organization. Divine casters without ties to religious organizations, like druids and shamen, have full access to all benefits to which they qualify.

Psionics at the College of Magic

The College of Magic spends a great deal of time and resources to help the government of Pekal hunt down and capture rogue psions. As such, there are now courses that the informed and well placed student can take that will allow them access to skills and some feats that are not normally available to the general population. It should be noted however that the college also routinely walks it's halls with items capable of detecting psionics. They teach the courses to inform their students, not to train new psions. For further information on how psionics are handled within the campaign, please see the Living Kingdoms of Kalamar Campaign Sourcebook (available for purchase at <http://www.kenzerco.com>), the Expanded Psionics Handbook Adaptation document, and the Psionic Character Guidelines document (both available at http://games.groups.yahoo.com/group/Living_Kalamar/).

Access to Feats and Prestige Classes

Gaining access to a feat or Prestige Class means that you may take one of these previously restricted options at the next opportunity for your character. Spending College Favors and Non-Adventuring Activities does not grant additional feats.

Game Mechanics for Benefits of the College of Magic

Wizards must follow all core rules for learning new spells, including reading, learning and scribing of the spell as described in the Player's Handbook 3.5.

The Code of Conduct

Both Registered Users and Students of the College must abide by the Code of Conduct (as found in the Pekal Gazetteer, p. 18). Characters and players are responsible for abiding by the Code, and ignorance of the law is not a viable defense in either the Principality of Pekal or the Living Kingdoms of Kalamar! Failure to abide by the Code can result in in-game legal sanctions against your character as decided by your judges or campaign staff.

Registrants

This status is given to those individuals who register themselves with the College of Magic as spellcasters. It is the law in Pekal that all those capable of wielding arcane or divine magic within its borders must register with the College of Magic. Those individuals who are simply traveling through the country do not have to register, but anyone staying inside the borders of Pekal for more than two weeks is required to do so.

Any spellcaster found guilty of a crime who has not registered with the College of Magic faces triple penalties for their failure to abide by the laws of Pekal.

Persons Required to Register

- One level or more in a class that provides access to cast 0th-level arcane or divine spells.
- Inside the borders of Pekal for more than two weeks.
- Not already registered or enrolled.

Duties

- Must spend the Activity after the module played to register at the College, noting such on their log sheet.

Benefits

- Magic-User Identification Papers: The character has legal magic-user standing in Pekal.
- Volunteer for the College: Registrants may spend an Activity volunteering at the College. This earns the character one College Favor. See Appendix 1 for more information on how a non-Member may use College Favors.
- Work for the College: Registrants may spend an Activity working at the College, so long as they are not further enrolled at the College. This earns the character 5 Victories.

College Degrees

The College of Magic is comprised of eight schools – one for each of the schools of magic - and two societies; one society devoted to alchemy and the brewing of potions, and the other devoted to extraplanar study. Universal spells are covered during basic spellcraft work, while older students gather for seminars taught by visiting or adjunct instructors to cover the more powerful spells. As such, there is no training specifically geared toward the Universal school of magic.

All eight schools and the Society of Alchemists are organized into an academic hierarchy represented by degrees. However, all students and faculty began their careers at the lowly level of Member.

Member

Enrolled students who have not yet joined a School are simply called Members, although this title is also used by the general populace to refer to any students, instructors, and administrative staff involved at the College. Student selection is generally inclusive, as this is the largest center of arcane study in this part of the world.

While not required, beginning students are encouraged to join one School upon acceptance and immediately advance to the degree of Junior Apprentice within that school. There is no limit to the number of Schools students may join, provided they meet the qualifications. All degrees and benefits are specific to the individual Schools. A Junior Apprentice in Mel'par Vigo has no degree in Shinwa Ni Nare unless they study under that school as well.

Registration is included with enrollment, and does not require a separate Activity.

Member Requirements

- Capable of casting 0-level spells
- Must spend Activity after module played to enroll, noting such on the log sheet.
- Pay one-time fee of 35 Victories for tuition.

Benefits

- Magic-User Identification Papers: The character has legal magic-user standing in Pekal.
- Enrolled at the College: Enrollment includes registration and, if the character meets the additional requirements, immediate joining of a School for study and the bestowing of the degree of Junior Apprentice if the character wishes. If the Member chooses not to join a School at enrollment, joining a School at a later time requires another Activity.
- Volunteer for the College: Enrolled students may volunteer at the College, earning one College Favor. The College of Magic is much like any university in that it requires services from its students on an ongoing basis. These services come in many forms, from teachers' aides to administrative assistants to librarians. Each Activity used to volunteer in the College of Magic earns one College Favor for the character, and there is no option for an enrolled student to instead earn a wage from the College.
- Join a School: Enrolled students may use an Activity to join a School (if they did not when they enrolled) or join an additional School in the College of Magic.
- Earn a Degree: Enrolled students may use an Activity to earn a higher degree within a School when they meet the higher degree's requirements.
- Study: Enrolled students may use an Activity to study within a School. Learning the art of magic and its proper application is time consuming and requires great commitment. Students who do not spend time studying are not able to earn higher degrees in their School(s). When a character elects to study, he should note on the log which School he studied for that Activity. Studying in a school allows the student to scribe one spell from that school into their spellbook, provided they meet the Spellcraft check (DC 15 + spell level) with a take-10 result. Students may only study in Schools to which they belong. The student must pay all costs. The spell scribed should be noted on the logsheet. In the Source field for these spells players should list the source of these new spells as simply STUDIED-CoM.
- Craft a Magic Item: Enrolled students may spend College Favors and Activities to Craft magical items when permitted by their Schools.
- Gain Specialized Education: Enrolled students may spend College Favors and Activities to gain access to limited items, spells, feats, or prestige classes as permitted by their Schools.
- Scribe Spells: Enrolled students may use an Activity to scribe spells from the College libraries into their spellbooks using the normal rules and access provided by their enrolled School(s) provided they meet the Spellcraft check (DC 15 + spell level) with a take-10 result. The student must pay all costs. The student may scribe as many spell levels as his total ranks in Spellcraft for each Activity spent. In the Source field for these spells players should list the source of these new spells as simply SCRIBED-CoM.

The Junior Apprentice

Advancement through the College of Magic starts at the Junior Apprentice degree. The student selects a specialty and/or school that he or she wishes to focus on. Although a student can become a member of more than one school, over time those that maintain a steady focus on one school of study can generate great displays of magical aptitude. A character may become a Junior Apprentice at the same time as they enroll and become a Member.

Junior Apprentice Requirements

- Must have Member status.
- Must meet additional requirements of the specific School joined. Only one school may be joined upon enrollment, even if the character qualifies for more. Other schools are joined later by using an Activity.
- A character may become a Junior Apprentice at the same time as they become a Member, using the same Activity to cover registration, enrollment, and school selection, provided the character meets the specific School requirements at the time of enrollment. Should a character wish to become a Junior Apprentice at a later date, they may do so but it will cost another Activity at that time to represent standing in line at the College Administration building and filling out the paperwork a second time.

Junior Apprentice Benefits

- Access to 0-level spells from all schools.
- Access to 1st-level spells from school joined.
- 10% discount on special materials needed when using an Activity to scribe spells to which you have access from the College libraries into your spellbook (total discount equals 10 Victories per spell level).
- Scribe Scrolls: The character may scribe a 1st level spell from this school or a 0-level spell from any school onto a scroll. See Appendix 1 at the end of this document. The character must have the Scribe Scroll feat in order to use this benefit.

The Apprentice

Requirements

- Must have been a Junior Apprentice in that school.
- Must be able to cast spells of 2nd-level or higher.
- Must pay a one-time fee of 50 Victories for tuition.
- Must have studied at least 5 times total within the particular school.
- Note the school of study on your Log Sheet entry.

Benefits

- Access to all Junior Apprentice benefits.
- Access to 1st-level spells from all schools.
- Access to 2nd-level spells from this school.
- 20% discount on special materials needed when using an Activity to scribe spells to which you have access from the College libraries into your spellbook (total discount equals 20 Victories per spell level).
- Scribe Scrolls: The character may scribe a 2nd level spell from this school or a spell of 1st level or lower from any school onto a scroll. See Appendix 1 at the end of this document. The character must have the Scribe Scroll feat in order to use this benefit.
- Craft Wondrous Item: The character may create one wondrous item marked as CORE from any approved campaign source with a value up to 2,000 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wondrous Item feat in order to use this benefit.

The Adept

Requirements

- Must have been an Apprentice in that school.
- Must be able to cast spells of third level or higher.
- Must pay a one-time fee of 90 Victories for tuition.
- Must have studied at least 10 times total within the particular school.
- Note the school of study on your Log Sheet.

Benefits

- Access to all lower ranking benefits.
- Access to 2nd-level spells from all schools.
- Access to 3rd-level spells from this school.
- 30% discount on special materials needed when using an Activity to scribe spells to which you have access from the College libraries into your spellbook (total discount equals 30 Victories per spell level).
- Scribe Scrolls: The character may scribe a 3rd level spell from this school or a spell of 2nd level or lower from any school onto a scroll. See Appendix 1 at the end of this document. The character must have the Scribe Scroll feat in order to use this benefit.
- Craft Wondrous Item: The character may create one wondrous item marked as CORE from any approved campaign source with a value up to 4,000 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wondrous Item feat in order to use this benefit.
- May purchase potions from the College that cost 50 Victories or less.

The Magus

Requirements

- Must have been an Adept in that school.
- Must be able to cast spells of fourth level or higher.
- Must pay a one-time fee of 150 Victories for tuition.
- Must have studied at least 20 times total within the particular school.
- Note the school of study on your Log Sheet

Benefits

- Access to all lower ranking benefits.
- Access to 3rd-level spells from all schools.
- Access to 4th-level spells from this school.
- 40% discount on special materials needed when using an Activity to scribe spells to which you have access from the College libraries into your spellbook (total discount equals 40 Victories per spell level).
- Expanded Library Access: Upon obtaining the degree of Magus, the school's libraries begin to relax their restrictions on spell access for the character. From the degree of Magus on, you may scribe any spells from approved campaign sources marked as SPECIAL in their campaign documentation. You must pay all costs as normal, though your degree discount does apply. You are still limited to spell access according to your degree within your school(s) and by what type of magic you cast (whether arcane or divine).
- Scribe Scrolls: The character may scribe a 4th level spell from this school or a spell of 3rd level or lower from any school onto a scroll. See Appendix 1 at the end of this document. The character must have the Scribe Scroll feat in order to use this benefit.
- Craft Wondrous Item: The character may create one wondrous item marked as CORE from any campaign source with a value up to 8,000 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wondrous Item feat in order to use this benefit.
- Craft Wand: The character may create one wand marked as CORE from any campaign source with a value up to 750 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wand feat in order to use this benefit.
- Craft Construct: The character may create one (and only one) Homunculus according to the construct creation rules listed within this document (See Appendix 1 at the end of this document) for a number of College Favors equal to the Hit Dice of the Homunculus and one Activity. The character must have the Craft Construct feat in order to use this benefit.
- May purchase potions from the College that cost 300 Victories or less.

The Instructor

Requirements

- Must have been a Magus in that school.
- Must be able to cast spells of fifth level or higher.
- Must pay 60 Victories for licensing fees.
- Must have studied at least 30 times total within the particular school.
- Note the school of study on your Log Sheet

Benefits

- Access to all lower ranking benefits.
- Access to 4th-level spells from all schools.
- Access to 5th-level spells from this school.
- 50% discount on special materials needed when using an Activity to scribe spells to which you have access from the College libraries into your spellbook (total discount equals 50 Victories per spell level).
- Expanded Magic Item Creation Research: Upon obtaining the degree of Instructor, the Oversight Committee begins to relax its restrictions on magic item creation for the character. From the degree of Instructor on, you may craft any magic items from any secondary sources that are marked as SPECIAL in their campaign documentation, provided you meet all the pre-requisites and pay all costs as normal. You are still limited to what you can create by your degree within the College.

- Scribe Scrolls: The character may scribe a 5th level spell from this school or a spell of 4th level or lower from any school onto a scroll. See Appendix 1 at the end of this document. The character must have the Scribe Scroll feat in order to use this benefit.
- Craft Wondrous Item: The character may create one wondrous item marked as CORE or SPECIAL from any campaign source with a value up to 12,000 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wondrous Item feat in order to use this benefit.
- Craft Wand: The character may create one wand marked as CORE or SPECIAL from any campaign source with a value up to 4500 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wand feat in order to use this benefit.
- Craft Construct: The character may create one (and only one) Golem according to the construct creation rules listed within this document (See Appendix 1 at the end of this document) for a number of College Favors equal to twice the Hit Dice of the Golem and a number of Activities equal to the Hit Dice of the Golem. The character must have the Craft Construct feat in order to use this benefit.
- Craft Magic Arms and Armor: The character may create one magic suit of armor, one shield, or one weapon marked as CORE or SPECIAL from any campaign source with a value up to 5,000 Victories for a number of College Favors based upon the rank of the crafter (See Appendix 1 at the end of this document) and one Activity. The character must have the Craft Magic Arms and Armor feat in order to use this benefit.
- Craft Rod: The character may create one rod marked as CORE or SPECIAL from any campaign source with a value up to 20,000 Victories for a number of College Favors based upon the rank of the crafter (See Appendix you know the drill by now I'm sure) and one Activity. The character must have the Craft Rod feat in order to use this benefit.
- May purchase potions from the College that cost 750 Victories or less.

The Professor

Requirements

- Must have been an Instructor in that school.
- Must be able to cast spells of sixth level or higher.
- Must pay 150 Victories for licensing fees.
- Must have studied at least 40 times total within the particular school.
- Note the school of study on your Log Sheet

Benefits

- Access to all lower ranking benefits.
- Access to 5th-level spells from all schools.
- Access to 6th-level spells from this school.
- 60% discount on special materials needed when using an Activity to scribe spells to which you have access from the College libraries into your spellbook (total discount equals 60 Victories per spell level).
- Scribe Scrolls: The character may scribe any spell contained in their spellbook onto a scroll. See Appendix 1 at the end of this document. The character must have the Scribe Scroll feat in order to use this benefit.
- Craft Wondrous Item: The character may create one wondrous item marked as CORE or SPECIAL from any campaign source with a value up to 18,000 Victories for a number of College Favors based upon the rank of the crafter (see Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wondrous Item feat in order to use this benefit.
- Craft Wand: The character may create one wand marked as CORE or SPECIAL from any campaign source with a value up to 13,500 Victories for a number of College Favors based upon the rank of the crafter (see Appendix 1 at the end of this document) and one Activity. The character must have the Craft Wand feat in order to use this benefit.
- Craft Construct: The character may create a Shield Guardian according to the construct creation rules listed within this document (See Appendix 1 at the end of this document) for a number of College Favors equal to twice the Hit Dice of the Shield Guardian and a number of Activities equal to the Hit Dice of the Shield Guardian. The character must have the Craft Construct feat in order to use this benefit.
- Craft Magic Arms and Armor: The character may create one magic suit of armor, one shield, or one weapon marked as CORE or SPECIAL from any campaign source with a value up to 16,000 Victories for a number of

College Favors based upon the rank of the crafter (see Appendix 1 at the end of this document) and one Activity. The character must have the Craft Magic Arms and Armor feat to use this benefit.

- Craft Staff: The character may create one staff marked as CORE or SPECIAL with a value up to 32,500 Victories for a number of College Favors based upon the rank of the crafter (see Appendix 1 at the end of this document) and one Activity. The character must have the Craft Staff feat to use this benefit.
- Forge Ring: The character may create one ring marked as CORE or SPECIAL with a value up to 28,000 Victories for a number of College Favors based upon the rank of the crafter (see Appendix 1 at the end of this document) and one Activity. The character must have the Forge Ring feat to use this benefit.
- May purchase potions from the College that cost 1,800 Victories or less.

At this time, PCs may not advance beyond the degree of Professor in the College of Magic. One final degree is known to exist, the Professor Emeritus. No one is sure how one attains this lofty degree, as no one at the College seems willing to discuss it, but the gossip among the students is that Dean Archmage Zenith earned this degree from every school at the College of Magic. It is further rumored that he sends a personal invitation to highly skilled casters to join a secret society that he created. Of course, these rumors aren't true... Are they?



The Schools

The School of Abjuration – Ak'dorben ("Warded Wizards")

Campus nickname: Doorbells (Due the number of warding spells practiced in this school, one never enters an abjurer's room unannounced.)

School Gem: Hematite

Enrollment Requirements:

- Must be able to cast at least two Abjuration spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 1 or more ranks in any one of the following: Spot, Listen, or Disable Device

The School of Conjunction – Maru D'stor ("Power Embodied")

Campus nickname: Choirboys (This nickname comes from a time when a precocious student managed to gain the attention of a large and boisterous group of trumpet archons.)

School Gem: Bloodstone

Enrollment Requirements:

- Must be able to cast at least two Conjunction spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 2 or more ranks in Knowledge (Planes) or 1 or more ranks in Handle Animal

The School of Divination – Tambl du Ionpel ("Discover That Which is Hidden")

Campus nickname: Crystals (The Crystals nickname refers to the students' propensity for using crystal balls, as well as generally being some of the more "fragile" students.)

School Gem: Diamond

Enrollment Requirements:

- Must be able to cast at least two Divination spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 1 or more ranks in any one of the following: Appraise, Gather Information, or Sense Motive

The School of Enchantment – Nemu Deride ("To Change One's Perceptions")

Campus nickname: Lovers (Less mature members of this school have had a tendency to use their enchantments to win over members of the opposite sex.)

School Gem: Lapis Lazuli

Enrollment Requirements:

- Must be able to cast at least two Enchantment spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 1 or more ranks in any one of the following: Bluff, Diplomacy or Sense Motive

The School of Evocation – Mel'par Vigo ("Control the Power")

Campus nickname: Boomers (Many of the older students are combat veterans of the battles with Tokis and have used spells such as *fireball* against them.)

School Gem: Ruby

Enrollment Requirements:

- Must be able to cast at least two Evocation spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 2 or more ranks in either Knowledge (Tactics) or Concentration

The School of Illusion – Gor Volterrenhumdt (“Creators of Moonlight and Shadows”)

Campus nickname: Lighters (Originally used to demonstrate these students’ supposed inferiority, the rough edges of this slight have worn off after so many decades of use, and many of the current members of this School can be found wearing cloaks and robes with delicately embroidered flames around the hem.)

School Gem: Opal

Enrollment Requirements:

- Must be able to cast at least two Illusion spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 1 or more ranks in any one of the following: Bluff, Disguise, or Forgery

The School of Transmutation – Drmo Anata (“Function Defines Form”)

Campus nickname: Changers (Often taught in the same classrooms as students of the School of Illusion, these students more often than not are some of the most artistic and creative of the entire college. There is also a friendly rivalry between the Changers and the Lighters. There are even some rumors that Changers have intentionally lost in some school-wide contests making it easier for Lighters to succeed at first, only to encounter another (and frequently older) Changer later in the competition!)

School Gem: Malachite

Enrollment Requirements:

- Must be able to cast at least two Transmutation spells.
- 4 or more ranks in Spellcraft
- 4 or more ranks in Knowledge (Arcana)
- 1 or more ranks in Heal

The School of Necromancy – Shinwa Ni Nare (“Learn From the Past”)

Campus nickname: Zombies (The members of this school delve into those subjects that deal with death and undead.)

School Gem: Black Onyx

Enrollment Requirements:

- Must be able to cast at least two Necromantic spells.
- 4 or more ranks in Spellcraft
- 3 or more ranks in Knowledge (Arcana)
- 3 or more ranks in Knowledge (Religion)

The Societies

Vr Mindrel

The Society of Alchemists was created by the Oversight Committee for those interested in the brewing of potions. This society is a joint program with the College of Magic and the College of Alchemy in Ek'Kasel. As such, Vr Mindrel has a unique place at the College. While not a school so much as an academic program, it exists both on its own and as an integrated course of study.

When a student earns their first Apprentice degree in a school, the College offers them courses with Vr Mindrel. If the student meets the Apprentice requirements for Vr Mindrel when they earn their Apprentice degree, they may use the same Activity to enroll in Vr Mindrel as an elective course of study within their own school. Note this on the logsheet. From that point on, the student's degree in that school determines their degree within Vr Mindrel and they ignore the degree requirements listed under Vr Mindrel. However they must pay the lab usage fees of the Vr Mindrel degree requirements in addition to their tuition/licensing fees. They receive the benefits listed below in addition to those earned from their school. If instead a student wishes to enroll only in Vr Mindrel coursework (e.g. a druid wishes to brew potions legally, etc.), they must meet the Member requirements of the College in addition to the requirements for Vr Mindrel.

There is no Junior Apprentice degree in Vr Mindrel. Instead, students begin their studies with the degree of Apprentice.

The Society of Alchemists – Vr Mindrel (“Golden Thoughts”)

Campus nickname: Brewers

Societal Gem: Amethyst

General Benefits

- Study: The character may spend an activity to study within Vr Mindrel. The student must specify a specific potion which they are able to brew as their study subject. They receive a 10% discount on materials needed to brew that specific potion. This represents learning variant ingredients and custom techniques in its manufacture. Studying within Vr Mindrel does not count for purposes of advancing in degree within another school, and vice versa.

The Apprentice

Requirements:

- If already enrolled at the College: Must already be an Apprentice in at least one other school
- If NOT already enrolled at the College: Must be capable of casting 2nd level spells.
- Must have the Brew Potion feat.
- 6 or more ranks in Craft (Alchemy)
- Must pay a one-time lab usage fee of 20 Victories.

Benefits

- Brew Potion: The character may brew any potion marked as CORE in any approved sources with a value up to 50 Victories for one College Favor per potion and one Activity.
- 10% discount on all CORE alchemical substances and items (Alchemist's Fire, Tanglefoot Bags, etc.)
- +1 competence bonus to identify potions using Craft (Alchemy) or Spellcraft.

The Adept

Requirements

- Must have been an Apprentice in Vr Mindrel.
- Must be able to cast spells of third level or higher.
- Must pay a one-time lab usage fee of 50 Victories.
- Must have studied at least 10 times total within Vr Mindrel.
- Note Vr Mindrel: Adept on your Log Sheet.

Benefits

- Brew Potion: The character may brew any potion marked as CORE in any approved sources with a value up to 300 Victories for one College Favor per potion and one Activity.
- 20% discount on all CORE alchemical substances and items (Alchemist's Fire, Tanglefoot Bags, etc.)
- +2 competence bonus to identify potions using Craft (Alchemy) or Spellcraft.

The Magus

Requirements

- Must have been an Adept in Vr Mindrel.
- Must be able to cast spells of fourth level or higher.
- Must pay a one-time lab usage fee of 90 Victories.
- Must have studied at least 20 times total within Vr Mindrel.
- Note Vr Mindrel: Magus on your Log Sheet

Benefits

- Brew Potion: The character may brew any potion marked as CORE in any approved sources with a value up to 750 Victories for one College Favor per potion and one Activity.
- 30% discount on all CORE alchemical substances and items (Alchemist's Fire, Tanglefoot Bags, etc.)
- +3 competence bonus to identify potions using Craft (Alchemy) or Spellcraft.

The Instructor

Requirements

- Must have been a Magus in Vr Mindrel.
- Must be able to cast spells of fifth level or higher.
- Must pay a one-time lab usage fee of 150 Victories.
- Must have studied at least 30 times total within Vr Mindrel.
- Note Vr Mindrel: Instructor on your Log Sheet

Benefits

- Expanded Potion Research: Upon obtaining the degree of Instructor, the Oversight Committee begins to relax its restrictions on potion brewing for the character. From the degree of Instructor on, you may brew any potions from any approved sources that are marked as SPECIAL in their campaign documentation, provided you meet all the pre-requisites and pay all costs as normal.
- Brew Potion: The character may brew any potion marked as CORE or SPECIAL in any approved sources with a value up to 1200 Victories for one College Favor per potion and one Activity.
- 40% discount on all CORE and SPECIAL alchemical substances and items (Alchemist's Fire, Tanglefoot Bags, etc.)
- +4 competence bonus to identify potions using Craft (Alchemy) or Spellcraft.

The Professor

Requirements

- Must have been an Instructor in Vr Mindrel.
- Must be able to cast spells of sixth level or higher.
- Must pay a one-time lab usage fee of 150 Victories.
- Must have studied at least 40 times total within Vr Mindrel.
- Note Vr Mindrel: Professor on your Log Sheet

Benefits

- Brew Potion: The character may brew any potion marked as CORE or SPECIAL in any approved sources for one College Favor per potion and one Activity.
- 50% discount on all CORE and SPECIAL alchemical substances and items (Alchemist's Fire, Tanglefoot Bags, etc.)
- +5 competence bonus to identify potions using Craft (Alchemy) or Spellcraft.

Thrin Chor

Membership in this Society is reserved for those students with a particular interest in extraplanar creatures and effects. Unlike the schools and Vr Mindrel, this society has no degrees. All members are treated as equals for the purposes of research.

If a student wishes to enroll only in the Thrin Chor society (e.g. a cleric wishes to obtain the Thaumaturgist prestige class, etc.), they must meet the Member requirements of the College in addition to the requirements for Thrin Chor.

The Society of Gatherings – Thrin Chor (“Touch the Void”)

Campus Nickname: Fellow Thrin Chor members refer to each other as Colleagues. No one else at the College messes with calling Thrin Chor students by any nickname for fear of having a demon appear in their dorm room.

School Gem: Jade

Requirements

- If already enrolled at the College: Must be an Apprentice in at least one other school
- If NOT already enrolled at the College: Must be capable of casting 2nd level spells
- Must be able to cast at least two different Conjunction (Summoning) spells.
- 7 or more ranks in Knowledge (Arcana)
- 7 or more ranks in Knowledge (Planes)
- Must pay an additional one-time fee of 100 Victories for personal instruction.

Benefits

- +3 competence bonus to Spellcraft & Knowledge (Planar) checks
- Extra Summoning Spell: The character may prepare (or cast spontaneously, depending on spellcaster class) one Conjunction (Summoning) spell in addition to their normal spells. In effect, the character gets one single bonus spell slot that may only be used for a Conjunction (Summoning) spell no higher than the level of spells the caster is capable of casting. Once the character selects the spell, the level of the spell slot matches that of the level of the selected spell. Learning this ability costs two College Favors and two Activities, and may only be learned once.

Uniforms

Members are required to wear their uniform at all times, except during situations of extreme duress or danger. Because of the close relationship between the Prince's government and the College of Magic, certain allowances are made for members of the College. The uniform is considered both casual and formal attire, and it is as appropriate in the Royal Palace during a ceremonial investiture as it is for a lowly street festival (many members keep at least one prestidigitator ready for emergencies!).

Members of the College who owe allegiance to outside entities (churches, military, guilds, etc.) are allowed to wear other required attire in place of the College uniform, though they must display their colors on a cloak, tabard, badge, or a noticeable symbol sewn on their sleeve or vestments. The military and the various churches in Pekal generally accept this modification to their standard dress code, as association with the College of Magic is usually viewed as a mark of distinction and honor.

Students who attend more than one school are encouraged to wear the uniform corresponding to their highest degree. Such students are not infrequently the butt of pranks from other students who often refer to them as Dilettantes.

With the current war with Tokis, many spell casters have opted for the less obvious badge over robes when traveling outside the campus grounds as they feel it makes them less of a target. The badge itself is a stylish rendering of the College official seal. Degrees are denoted by the material the badge is fashioned from, and school affiliations are shown by setting gems into the badge. The primary school is set central as the largest gem, and ringed by smaller gems to denote the other affiliations.

The cost of the College uniform (both a robe and badge) is included with the tuition fees that the student pays upon enrolling with a school.

Table 1.0 College of Magic Uniforms

Title	Robes	Badge
Registrant	None issued, required or allowed	None required or allowed
Member	None issued or required	Fabric Patch
Junior Apprentice	White robe, gray trim	Wooden
Apprentice	White robe, blue trim	Copper
Adept	Gray robe, red trim	Silver
Magus	Gray robe, black trim	Gold
Instructor	Blue robe, white trim	Platinum
Professor	Blue robe, gold trim	Mithral
Professor Emeritus	???	???
Vr Mindrel	Green robe, white trim	School gem and detail added to badge.
Thrin Chor	Yellow robe, green trim	School gem and detail added to badge.



Appendix 1 – Magic Item Creation –

A PC must always obey all core rules for any magic item creation such as having the appropriate feat and spells to create an item as well as paying the experience point and gold piece cost. Within the Living Kingdoms of Kalamar campaign, the caster level listed for all magic items is also considered to be a prerequisite for the creation of that item that must be met by the creator. You may not have any assistance from other PCs or cohorts for magic item creation. Nonstandard magical items cannot be created without campaign documentation.

Favors need to be used in order to create magic items in the Living Kingdoms of Kalamar campaign. These favors can be earned or they can be ones that have been obtained by working/studying at the College of Magic.

As you rise in rank in the College of Magic the favors that you use are worth more. It is certainly reasonable to assume that a Magus has more influence than an Apprentice does when he or she “cashes in” a favor as they prepare to create a magical item. With that being said, the amount that a favor is worth is dependant upon the rank of the person preparing to craft the magical item. The table below shows what a favor is worth per rank in the College of Magic. In order to craft an item, you must spend favors that equal or exceed the purchase cost of the item before the item can be made.

Cursed items, Intelligent items and Artifacts cannot be crafted.

Table 1.1 Favor Values based on Rank

Degree	Favor Value	Waive Favor Value*
Junior Apprentice	N/A	N/A
Apprentice	500 Victories per favor used	N/A
Adept	1,000 Victories per favor used	250 Victories
Magus	1,500 Victories per favor used	500 Victories
Instructor	2,000 Victories per favor used	1,000 Victories
Professor	2,500 Victories per favor used	2,000 Victories
Professor Emeritus	???	???

*If a magic item is valued at this amount or less the favor required to create it is waived. This does not apply to construct creation.

Favors for a Non-Member

A non-Member may “loan” their College Favors to a College Member so that they may create magic items for the non-Member. The College Favors “loaned” must be used fully towards the creation of the magic item, and the non-Member must pay the Member at least the market price listed for the item. The Member may charge an additional fee of up to 5 Victories per experience point spent in the creation of the item if they so desire, but this is not required. The final price must be decided upon between both parties and paid in full before the item is created, and the Non-Member must spend one Activity to represent time spent filling out paperwork at the College. The College Favors “loaned” have a Favor Value equal to the degree of the Member to whom they are “loaned”.

Table 1.2 Scribing Scrolls

Degree	Opportunity	Meta Game Cost
Junior Apprentice	1st level spell from this school or 0 level spell from any other school	1 Activity for 1 scroll of 1 spell
Apprentice	2nd level spell from this school or 1st level spell or lower from any other school	1 Activity for 1 scroll of up to 2 spells
Adept	3rd level spell from this school or 2nd level spell or lower from any other school	1 Activity for 1 scroll of up to 3 spells
Magus	4th level spell from this school or 3rd level spell or lower from any other school	1 Activity for 1 scroll of up to 4 spells
Instructor	5th level spell from this school or 4th level spell or lower from any other school	1 Activity for 1 scroll of up to 5 spells
Professor	6th level spell from this school or 5th level spell or lower from any other school	1 Activity for 1 scroll of up to 6 spells
Professor Emeritus	???	???

Table 1.3 Scroll Purchase Options*

Degree	Arcane Scrolls Available	Cost
Junior Apprentice	None	n/a
Apprentice	1 scroll of 1 spell of 1st level from this school or 0 level from any other school	Cost of Arcane Scroll
Adept	1 scroll of 1 spell of 2nd level from this school or up to 1st level from any other school	Cost of Arcane Scroll
Magus	1 scroll of up to 2 spells of 3rd level from this school or up to 2nd level from any other school	Cost of Arcane Scroll
Instructor	1 scroll of up to 3 spells of 4th level from this school or up to 3rd level from any other school	Cost of Arcane Scroll
Professor	1 scroll of up to 4 spells of 5th level from this school or up to 4th level from any other school	Cost of Arcane Scroll
Professor Emeritus	???	???

*Arcane scrolls may be purchased by members of the College of Magic as outlined in the Scroll Purchase Options table. Since there is no Activity involved, scrolls may be purchased any time you wish to so long as you are in Bet Rogala.

Table 1.4 Create Wondrous Item

Degree	Value	Cost
Junior Apprentice		
Apprentice	0 – 2,000 Victories	# of College Favors based on rank + 1 Activity
Adept	2,001 – 4,000 Victories	# of College Favors based on rank + 1 Activity
Magus	4,001 – 8,000 Victories	# of College Favors based on rank + 1 Activity
Instructor	8,001 – 12,000 Victories	# of College Favors based on rank + 1 Activity
Professor	12,001 – 18,000 Victories	# of College Favors based on rank + 1 Activity
Professor Emeritus	???	???

Table 1.5 Potion Access*

Degree	Purchase Opportunity
Junior Apprentice	n/a
Apprentice	n/a
Adept	May purchase arcane potions costing 50 Victories or less
Magus	May purchase arcane potions costing 250 Victories or less
Instructor	May purchase arcane potions costing 500 Victories or less
Professor	May purchase arcane potions costing 7500 Victories or less
Professor Emeritus	???

*Potions may be purchased by members of the College of Magic at outlined in the Potion Purchase Options table. Since there is no non-adventuring activity involved, potions may be purchased any time you wish to so long as you are in Bet Rogala.

Craft Rod

Due to the “Great Feud of ‘52”, the Oversight Committee in charge of regulating magic item creation has forbidden the creation of any Rods of Wonder by any College member, regardless of degree. Furthermore, anyone caught wielding a Rod of Wonder while within the borders of Pekal will see severe repercussions executed by the College. The College has the weight of the Crown in these affairs (also due to the “Great Feud of ‘52”).

Construct Creation

The College of Magic maintains a tight control on the creation of constructs in the same fashion as they do the creation of magic items. A student must achieve the degree of Magus before they can begin the process, and even then the College keeps a close eye on the student, allowing only one construct per type in total per student. The College provides the necessary workshop, laboratory, or workroom space, so the student need not cover the cost of such a room. There are currently four types of constructs available to be crafted; Construct Familiars (CW), Homunculus, Golem, and Shield Guardian.

Undead Creation

Undead are permitted to be created under the most careful of deliberations within the College of Magic. As undead are considered a serious affront not only to the Code of Conduct but to the natural order of life, the College has the following requirements of any student wishing to animate the dead:

- Must have a degree of at least Magus within Shinwa Ni Nare (School of Necromancy)
- Must have the feats Spell Focus (Necromancy) and Greater Spell Focus (Necromancy)
- Must have at least 10 Ranks in Knowledge (Religion)

At present there are some special circumstances where the creation of least undead, such as skeletons and zombies, are given sanction by the College of Magic only to those members who meet the above requirements:

- Undead can be created for the defense of a civilian populace;
- Undead can be created to handle plague victims;
- Undead can be created to facilitate the internment of those slain in large scale battles; and
- Undead can be created in self defense if presented with a tactically superior force where the alternative is certain death.

Assuming one of these conditions is met a student who meets the above requirements is permitted to raise the dead, provided the undead created are unintelligent and the souls that formerly resided in the animated bodies are not disturbed in their eternal rest. Upon the completion of the task for which they were created, the undead are immediately returned to their graves and their animation is terminated.

Intelligent undead are occasionally created as eternal guardians of dangerous artifacts, or other equally delicate matters. As such the creation of any permanently animated undead requires special campaign certification.

When undead are created under these circumstances, it is not considered an evil act. Creation of undead outside of these explicit sanctions is considered an evil act and punishable by both the College and the Temples of Pekal. The fine for creating an illegal undead is 100 gp/HD for non-intelligent undead and 1,000 gp/HD for intelligent ones.



Magic Item Creation Certificate



Appendix 2 – Compiled Spell Use Guidelines

The following guidelines have been compiled from various sources including the SRD, the Living Kingdoms of Kalamar Yahoo group and errata. It has been included in this document for the sake of completeness and also to aid in having a universal source for information regarding how wizards and other arcane casters acquire spells in the LKoK campaign.

SPELL USE

Wizards must follow all the core rules for learning new spells, including reading, learning and scribing of the spell as described in the Magic Overview section of the 3.5 version of the PHB. In all cases where a skill check, such as Spellcraft, is required, the Wizard makes the check as having 'taken 10' to determine success or failure. 0-level spells (cantrips) are treated as a half level for purposes of scribing and any other numerical calculations. Wizards may prepare spells from borrowed spell books only if they have already learned the spells in question by making the appropriate skill checks and recorded it on their Magic Logsheet. Unless the spell is also scribed into their personal spell book, preparing that spell counts as having to prepare it from a borrowed spellbook, and the spellbook must be in the PCs possession at the time of preparation. Wizards are expected to bring the source book or an acceptable reprint of their spells from the original source for their judges as needed.

GAINING NEW SPELLS

Wizards and sorcerers have an additional record keeping duty beyond that of other characters. Both have to account for the spells available to them. The sorcerer receives spells at the beginning of each level as outlined in their class progression. A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of the wizard's choice.

The known spells for a Wizard or Sorcerer must be recorded on the official campaign document, the Magic Log Sheet.

A Wizard's initial spells and spells gained from leveling are inscribed for free into their spellbook. Any additional spells are scribed at 100gp per spell level into their spellbook unless noted otherwise.

Spells may be selected freely from any approved sources so long as they are marked as CORE. Spells marked as SPECIAL can be learned as normal once a College Member has attained the rank of Magus or higher.

SPELLS FROM LEVEL ADVANCEMENT

As listed in the PHB on page 57, at each new wizard level, the character gains two new spells of any spell level or levels that they can cast (based on their new wizard level) for their spellbook. These new spells do not cost any Victories to scribe into their spellbook, and must be selected and placed on the magic log sheet. In the Source field for these spells players should list the source of these new spells as simply LEVEL.

SPELLS FROM THE COLLEGE OF MAGIC

Scribing: Enrolled students may use an Activity to scribe spells from the College libraries into their spellbooks using the normal rules and access provided by their enrolled School(s) provided they meet the Spellcraft check (DC 15 + spell level) with a take-10 result. The student must pay all costs. The student may scribe as many spell levels as his total ranks in Spellcraft for each Activity spent. In the Source field for these spells players should list the source of these new spells as simply SCRIBED-CoM.

Studying: Enrolled students may use an Activity to study within a School. Learning the art of magic and its proper application is time consuming and requires great commitment. Students who do not spend time studying are not able to earn higher degrees in their School(s). When a character elects to study, he should note on the log which School he studied for that Activity. Studying in a school allows the student to scribe one spell from that school into their spellbook, provided they meet the Spellcraft check (DC 15 + spell level) with a take-10 result. Students may only study in Schools to which they

belong. The student must pay all costs, and degree discounts do apply. The spell scribed should be noted on the logsheet. In the Source field for these spells players should list the source of these new spells as simply STUDIED-CoM.

SPELLS FROM CERTED MODULE CAMPAIGN MATERIALS

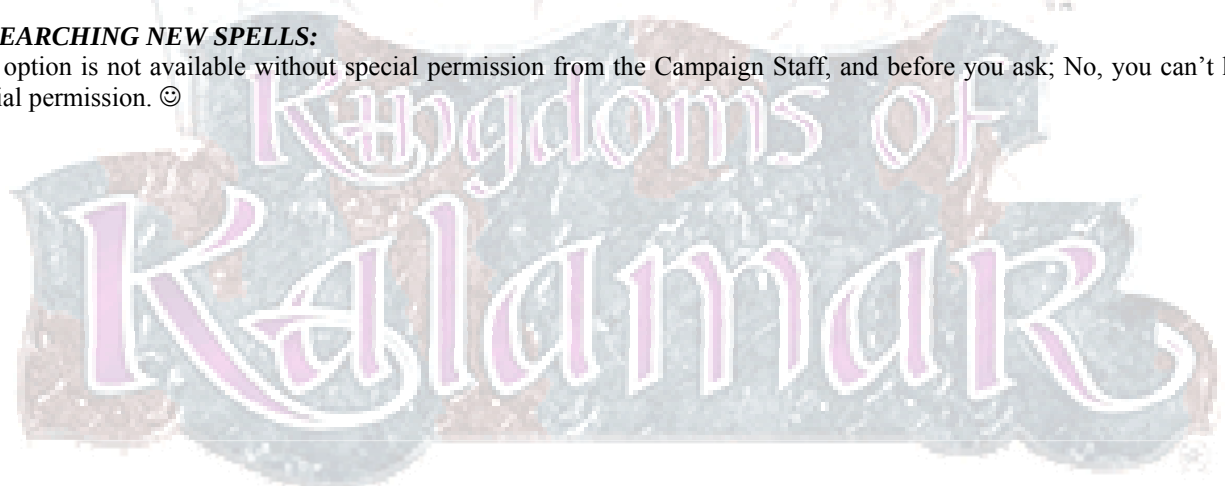
Player Characters are permitted to learn spells from in game sources such as captured spell books and scrolls. Certed scrolls scribed in this manner should be marked as SCRIBED-VOID and retained for future reference. Certed spellbooks that have been scribed from are able to be traded to a character of equal or greater spellcaster level than the current owner. They may also be sold to the College of Magic if desired, but the certificate should be marked as SOLD/VOID-CoM and retained for future reference. Multiple spells can be scribed from campaign materials at one time in the same manner as scribing from the College of Magic. All costs must be paid as normal (100 Victories per spell level, degree discounts do NOT apply). Players should list the source of these new spells as simply SCROLL or SPELLBOOK-"Name of Spellbook".

SPELLS FROM OTHER PLAYERS

Players may spend an Activity to exchange spells in their spellbooks with each other. All players that wish to exchange spells must spend the Activity at the end of the adventure in which they all participated at the same table or the same interactive event. Any spell that is contained in a character's spellbook may be scribed, so long as the spell is not restricted from the recipient spellcaster and provided the recipient can make the Spellcraft check (DC 15 + spell level) by taking 10. Multiple spells can be scribed from another character's spellbook at one time in the same manner as scribing from the College of Magic. All costs must be paid as normal (100 Victories per spell level, degree discounts do NOT apply). See page 179 in the PHB, "Spells Copied from Another's Spellbook or a Scroll". In the Source field for these spells players should list the source of these new spells as simply SCRIBED-(Character Name learned from).

RESEARCHING NEW SPELLS:

This option is not available without special permission from the Campaign Staff, and before you ask; No, you can't have special permission. ☺



Independent Organizations Introduction

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

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

Independent organizations are groups that operate independently in Pekal without government sanction or control. Different organizations offer different activity choices to their members. The following activities are valid choices for members of all Independent Organizations in Pekal.

Activities

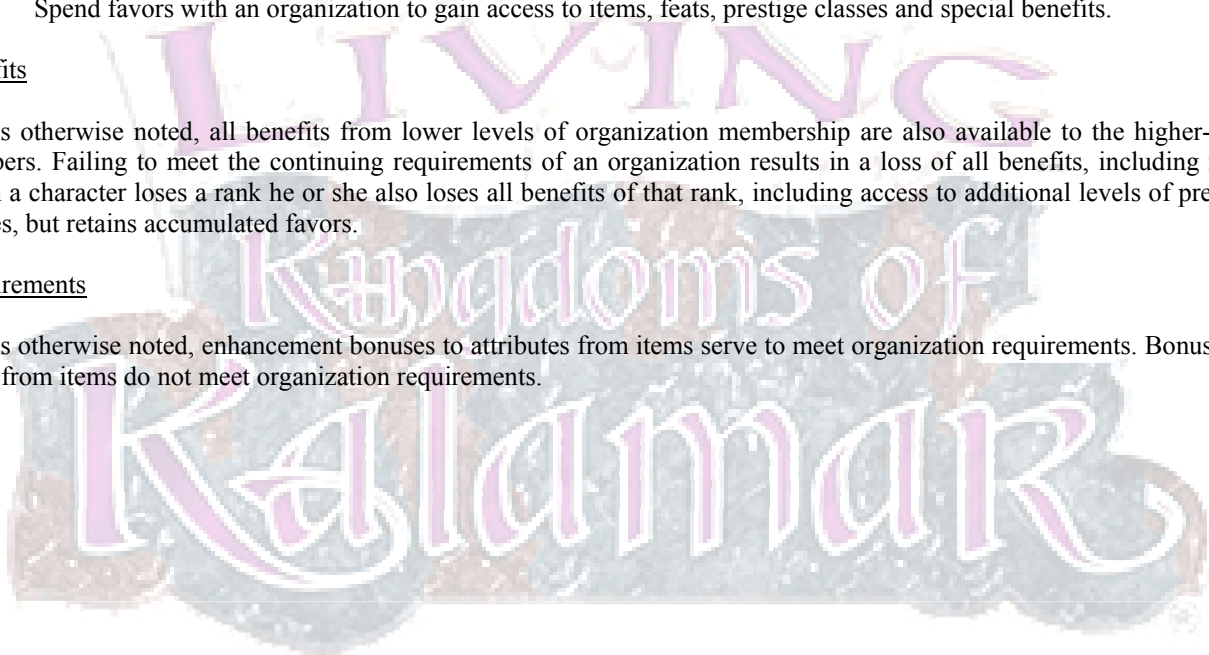
- Join an organization.
- Advance to a higher rank in an organization.
- Fulfill requirements of an organization by serving time on duty. This may gain the character money, favors, or both, depending on the specific organization.
- Spend favors with an organization to gain access to items, feats, prestige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

Benefits

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

Requirements

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



Adventurers Guild - Pekal Adventurers Bureau

By Andre Green, Tom Abbot, and Brian Spurling

Though generally popular, the Pekalese Government has always struggled to pacify the entirety of its lands. Even without the ever looming threat of war with Tokis, Pekal is beset with orcs, doppelgangers, undead hordes, and dark clerics--all of this in addition to the bandits, cutthroats, and more mundane problems that plague governments. So it was no surprise to Prince Kafen when his young country quickly became a magnet for those who sought to make their future on the strength of their arm and/or their magical prowess.

The merchants guilds also noticed the seemingly vast number of sell-swords, although their interest was, unsurprisingly, more financial. The would-be mercenaries presented many opportunities for safe and stable commerce. Kafen, in an early sign of the shrewd statesmanship that would characterize his reign, recruited half-elf Arabayna Peer, a middling merchant, but one who was widely known to have made her start as a "treasure hunter," to bring some order to what was coming to be known as the Adventuring community.

The Pekal Adventurers Bureau, as she dubbed it, was designed not to give purpose to its membership, but rather to help standardize the basic financial transactions that underpin the adventuring community's economy. But the Bureau has historically struggled to recruit membership, as many adventurers have little interest in Peer's dream of economic standardization, and so far Prince Kafen has resisted her entreaties to make registration compulsory.

While Peer, who despite her increasing age still runs the Bureau behind the scenes, has grandiose dreams (and constant plans) to expand the Bureau's reach into everything from banking to equipment procurement, thus far limited involvement has forced her to focus the Bureau's efforts on contract enforcement and the providing of assistants to rare, highly accomplished adventurers. So involved with her schemes, Peer has not spent much time in actually running the Bureau. Captain Thelis runs the day to day affairs of the Bureau as Peer is rarely available to approve anything. Even the Crown recognizes Thelis as the leader of the guild.

It is interesting to note that members of Adventuring Companies (per the certificate at the end of this meta-organization) are technically members of the Adventurers Guild. These Adventuring Companies get no benefits to being members of this organization outside of the text of the certificate unless they increase their independent ranks in the meta-organization.

Locations

Bet Rogala, North Merchant's Way
Baneta, Harbor District
Lebologido, tavern adjacent to the Tactical Academy

Roleplaying Summary

Adventurers who sign up for the Pekal Adventurers Bureau tend to be rather emphatic both about increasing membership in the Bureau and enforcing the standardization that it represents. Low level NPC members tend to be far more earnest than the typical PC adventurer, although repeated exposure as a Registrant tends to make them somewhat overcautious about physical danger. Higher level NPCs tend toward either Registrant induced cynicism or a bureaucratic efficiency.

Guild Ranks

Registrant

Requirements

- Fulfill one of the following conditions:
 - Two statistics of 12 or higher
 - Two skills with maximum ranks for your character level
- Pay a 10 Victory registration fee
- Must be a member of a guild approved Adventuring Company
- Must have survived one adventure

Duties

- Must pay 5% of contracted rate for any adventure undertaken as dues.
- Must make an effort to recruit other adventurers of worthy skill to join the Bureau and spend at least one NAA per four mods in helping promoting the Guild.

Benefits

- +1 meta-org bonus to Knowledge: Pekal checks.
- 10% discount on maps purchased through the Cartographer's Guild.
- Once per mod, a guild member can purchase a Potion of Cure Light Wounds at the Church of Everlasting Hope.

Errant

Requirements

- Fulfill 2 of the following:
 - At least one statistic of 13 or higher
 - At least one skill with maximum rank, with a minimum rank of 9.
 - 2 or more ranks in either Knowledge: Pekal or Knowledge: Monsters or Knowledge: Races
 - 3 or more total ranks in Spot, Search, and Listen
- Pay a 20 Victory filing fee
- Completion of at least 6 modules as a Registrant.

Duties

- Must pay 10% of contracted rate for any adventure undertaken as dues.
- Must make an effort to recruit other adventurers of worthy skill to join the Bureau.
- Must make employers aware of their membership in the Bureau before any job is undertaken.
- Must investigate and report any complaints of shoddy work by guild and non-guild adventurers once per 3 modules. This is a non-adventuring activity.
- To help espouse the rich tradition of the Guild, members of this rank are given a tunic emblazoned with the Guild symbol. This must be worn to all Guild functions and when adventuring. The Errant is also given a steel signet ring, but is not under obligation to wear it.

Benefits

- +2 meta-org bonus to Knowledge: Pekal checks.
- +1 meta-org bonus to Reflex saves, due to having been used as a "scout" by upper level adventurers during tenure as a Registrant.
- Once per module, a guild member can purchase a Potion of Cure Light Wounds or a Potion of Lesser Restoration at the Church of Everlasting Hope.
- For every Registrant you have recruited who recognizes you as their recruiter, you receive 1 Victory per mod.

Contractor

Requirements

- Fulfill 3 of the following:
 - At least one statistic of 14 or higher
 - Must have gained favors from at least 5 respected members of the Pekalese community
 - At least one skill with maximum rank, with a minimum rank of 12
 - 6 or more ranks in either Knowledge: Pekal, Knowledge: Monsters, or Knowledge: races
 - 6 or more total ranks in Spot, Search, and Listen
- Pay a 40 Victory processing fee
- Completion of at least 6 modules as an Errant

Duties

- Must pay 15% of normal contracted rate for any adventure undertaken as dues (excluding any benefit due to membership in the Bureau).
- Must make an effort to recruit other adventurers of worthy skill to join the Bureau.

- Must make employers aware of their membership in the Bureau before any job is undertaken.
- Must investigate and report any complaints of questionable employment practices by employers contracting with the guild once per 3 modules. This is a non-adventuring activity.

Benefits

- 10% reputation bonus to contracted rates by invoking membership in the Bureau. (This bonus applies only to the member's portion of the payment, and not to the member's entire party.)
- +4 meta-org bonus to Knowledge: Pecal.
- 20% discount on maps purchased through the Cartographer's Guild.
- Once per module, a guild member can purchase a Potion of Cure Moderate Wounds or a Potion of Restoration at the Church of Everlasting Hope
- Adventurer can purchase one minor protective magical item from the College of Magic.
- For every Registrant you have recruited who recognizes you as their recruiter, you receive 1 Victory per mod (this includes and Registrant that any of your Errants recruit).
- For every Errant you have recruited who recognizes you as their recruiter, you receive 5 Victories per mod.

Entrepreneur

Requirements

- Fulfill 4 of the following:
 - At least two statistics of 13 or higher
 - At least one skill with maximum rank, with a minimum rank of 14
 - 6 or more ranks in either Knowledge: Pecal, Knowledge: Monsters, or Knowledge: Races.
 - 7 or more total ranks in Spot, Search, and Listen
 - 4 or more total ranks in Bluff, Diplomacy, and Intimidate
- Pay a 80 Victory retention fee
- Completion of at least 6 modules as a Contractor

Duties

- Must pay 15% of normal contracted rate for any adventure undertaken as dues (excluding any benefit due to membership in the Bureau).
- Must make an effort to recruit other adventurers of worthy skill to join the Bureau.
- Must make employers aware of their membership in the Bureau before any job is undertaken.
- Must make self available for mentoring of Registrants and Errants at a Bureau office once per 4 modules. This is a non-adventuring activity.
- Must adjudicate and where necessary act upon reports of questionable behavior as reported by Registrants or Errants, or discovered in the course of a module. If not completed inside of a module, this is a non-adventuring activity that must be completed once per 4 modules.

Benefits

- 15% reputation bonus to contracted rates by invoking membership in the Bureau. (This bonus applies only to the member's portion of the payment, and not to the member's entire party.)
- +6 meta-org bonus to Knowledge: Pecal.
- 25% discount on maps purchased through the Cartographer's Guild.
- Once per module, a guild member can purchase a potion of Cure Serious Wounds or Potion of Restoration at the Church of Everlasting Hope
- Access to multiclassing without XP penalties
- For every Registrant you have recruited who recognizes you as their recruiter, you receive 1 Victory per mod (this includes any Registrant recruited by your Errants).
- For every Errant you have recruited who recognizes you as their recruiter, you receive 5 Victories per mod (this includes any Errant recruited by your Contractors).
- For every Contractor you have recruited who recognizes you as their recruiter, you receive 10 Victories per mod.

Adventurer

Requirements

- Fulfill 5 of the following
 - At least one statistic of 15 or higher

- At least one skill with maximum rank, with a minimum rank of 17
- 7 or more ranks in either Knowledge: Pecal, Knowledge: Monsters, or Knowledge: Races.
- 8 or more total ranks in Bluff, Diplomacy, and Intimidate
- 8 or more total ranks in Spot, Search, and Listen
- Pay a 160 Victory attainment fee
- Completion of 6 mods as an Entrepreneur

Duties

- Must pay 15% of normal contracted rate for any adventure undertaken (excluding any benefit due to membership in the Bureau).
- Must make an effort to recruit other adventurers of worthy skill to join the Bureau.
- Must make employers aware of their membership in the Bureau before any job is undertaken.
- Must represent the Adventurer's Bureau at the House of Scales once per 4 modules. This is a non-adventuring activity.
- Must adjudicate and where necessary act upon reports of questionable behavior as reported by Registrants or Errants, or discovered in the course of a module. If not completed inside of a module, this is a non-adventuring activity that must be completed once per 4 modules.

Benefits

- 20% reputation bonus to contracted rates by invoking membership in the Bureau. (This bonus applies only to the member's portion of the payment, and not to the member's entire party.)
- +6 meta-org bonus to Knowledge: Pecal.
- 30% discount on maps purchased through the Cartographer's Guild.
- +2 meta-org bonus to Gather Information within Pecal
- Once per module, a guild member can purchase a potion of Cure Critical Wounds or Potion of Restoration at the Church of Everlasting Hope
- Access to enchantment, equal to a +2 effect, on one weapon or armor of the Adventurer's choice through an arrangement between the Bureau and the College of Magic.
- For every Registrant you have recruited who recognizes you as their recruiter, you receive 1 Victory per mod (this includes any Registrant recruited by your Errants).
- For every Errant you have recruited who recognizes you as their recruiter, you receive 5 Victories per mod (this includes any Errant recruited by your Contractors).
- For every Contractor you have recruited who recognizes you as their recruiter, you receive 10 Victories per mod (this includes any Contractor recruited by your Entrepreneurs).
- For every Entrepreneur you have recruited who recognizes you as their recruiter, you receive 25 Victories per mod

Bardic College of Baneta

By Joseph Selby

The Bardic College in Baneta is not a single formal learning institution like the College of Magic in Bet Rogala. There is no single authority or organized curriculum. Rather, the college is a loose association of bards, dancers and performers that gather together to learn and share their skills. People come and go as they please, but while they're there, they are expected to share openly with the group. Whether this is a story of forbidden love, distant adventures or a rare dance from the depths of a forgotten culture, the bards of Baneta constantly seek to expand their repertoire.

Members of the Bardic College are loosely organized into smaller Schools that focus on particular skills. These schools are much like fraternal organizations with strict membership requirements and traditional prestige. Two of the best known of these are the Brotherhood of Song and the Sisterhood of Dance.

Two Fhokki brothers founded the Bardic College over 225 years ago. The college was small, but hosted a steady stream of bards over the years. In 458 IR, however, just two years after Pekal declared its independence from the Kalamaran Empire, Cyraea, an Elven bard of exceptional talent, and Arama, his lover, a Basiran woman remembered as an ingenious dancer, took to the streets of Baneta proclaiming the joys of freedom. Day after day they celebrated their nation's independence and day after day their talent drew larger and larger crowds. Word spread about the couple, and soon bards from across the Principality and beyond began to gather in Baneta to attend the College.

Gathering coin and favors with different city guilds, the rejuvenated association of bards built a statue to the Principality's fallen king, Lamnian, in a city square they frequented most often. Although the square's original name has been forgotten, it is now called Valor Square, where the statue stands amidst a giant fountain. A single, heart-shaped gem lies beneath the statue in the water, burning brightly with the glow of an eternal flame. It was during the dedication of this statue that Arama gave birth to the couple's only child. A half-elf, they chose to name him Kafen in homage to the principality's monarch. The boy quickly mastered every art form his parents could teach him and has been considered a master in his craft since the age of twenty.

Cyraea gathered and taught a legion of bards over the course of his life. During those years, the name of the Brotherhood of Song was first coined. Similarly, Arama gathered a large number of dancers, most from her homeland of Basir, and the name the Sisterhood of Dance was equally chosen. With a minimal amount of rules and an organizational leadership based solely on merit, the college appeals greatly to the bardic mindset and gathers a large number of new members each year.

The College is located in a building on the west side of Valor Square, a large playhouse. The building contains an extensive library, several stages large and small, a small forge for crafting armor and weapons for productions, a costume shop, and a scene shop that doubles as a crafting room for those bards that choose to make their own instruments.

In 542 IR, Cyraea was accidentally slain while performing on stage. A young Svimohzish Half-Hobgoblin bard by the name of Mizahm Garnakt accidentally plunged a dagger into the elf's stomach. He died a few moments later. Arama died only two days later. Although the cause of death was never established, most in the college claim it was from a broken heart. Garnakt fled Baneta and Pekal all together. Whether or not Cyraea's death was truly an accident or premeditated murder, none know. Some whispers go so far as to claim patricide, that Kafen paid Mizahm Garnakt to murder his father so that the boy could move out of Cyraea's shadow and claim leadership of the college.

In the years since Cyraea's death, the Bardic College has met with more than one unsavory accusation. Some call the bards vagabonds and hapless layabouts. A significant portion of good society avoids Valor Square, and the city regularly investigates the group for having supposed ties to different thieves guilds. Whether such allegations are true or not has never been proven, but reputation is everything. The upper ranks of the college often bicker with one another and the number of bards traveling to Baneta has decreased in the past two decades.

Over the years the Bardic College has also had numerous clashes with the College of Magic. These clashes usually involved failure by the Bardic College to follow the strictures of the COM. For this reason the COM denies any member of the Bardic College from being a student at the COM. The Bardic College has retaliated by barring any COM students from

their ranks. Recently the two Colleges have begun working together again on a limited basis. Only time will tell if relationships improve or decline.

Admission to the Bardic College is theoretically open to all who have skill, but practically is available only to those who have obtained an interview or audition. Admission to the internal organizations are more selective however.

College Ranks

Apprentice

Requirements

- 12 or higher Charisma
- 5 or more ranks in a Perform skill
- Must have either:
 - Received an invitation to audition through play or another organization.
 - Spent one Influence Point or Favor with the Bardic College to obtain admission.
- Performed in Valor Square for 2 Activities with a score of 15 or higher in any Perform skill. These performances earn the aspirant gold equal to half their total Perform check, whether they score higher than 15 or not.
- Must pay a one-time entry fee of 25 Victories

Duties

- Apprentices may perform in Valor Square, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity. The Apprentice earns gold equal to their total Perform check. The Apprentice does not earn favors for these performances.
- Apprentices must pay College dues equal to ½ of their gold earned in the Perform check in Valor Square

Benefits

- Given a red sash embroidered with the seal of the college.
- +1 competence bonus to Gather Information (in the Baneta region only)
- +1 competence bonus to Knowledge (Local: Baneta)

Initiate

Requirements

- 13 or higher Charisma
- 7 or more ranks in a Perform skill
- Must have performed in Valor Square for 10 Activities as an Apprentice with a check of 18 or higher in any Perform skill.

Duties

- Initiates may perform in the College, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity. The Initiate earns gold equal to their total Perform check. Performing also earns the Initiate one favor with the Bardic College.
- Initiates must pay College dues equal to ½ of their gold earned in the Perform check in Valor Square.

Benefits

- Given a yellow sash embroidered with the seal of the college overlaying a rapier.
- +2 competence bonus to Gather Information (in the Baneta region only)
- +2 competence bonus to Knowledge (Local: Baneta)
- +1 competence bonus to Perform
- +1 competence bonus to Knowledge (History)
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments. Crafting an item is a non-adventuring Activity.

Journeyman

Requirements

- 14 or higher Charisma
- 9 or more ranks in a Perform skill
- Must own a masterwork instrument, masterwork courtesan's clothes, or jewelry valued at 50+ gp.
- Must have performed in Valor Square for 10 Activities as an Initiate with a check of 22 or higher in any Perform skill.

Duties

- Journeymen may perform in the College, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity. The Journeyman earns gold equal to their total Perform check. Performing also earns the Journeyman one favor with the Bardic College.
- Journeymen must pay College dues qual to $\frac{1}{2}$ of their gold earned in the Perform check in Valor Square.

Benefits

- Given a green sash embroidered with the seal of the college, overlaying a crossed rapier and flute.
- +2 competence bonus to Perform
- +2 competence bonus to Knowledge (History)
- +1 competence bonus to Knowledge (Nobility)

Brother/Sister

Requirements

- 15 or higher Charisma
- 11 or more ranks in Perform
- Must own two of the following: masterwork instruments, masterwork courtesan's clothes, or jewelry valued at 50+ gp.
- Must have performed in Valor Square for 20 Activities as a Journeyman with a check of 23 or higher in any Perform skill.

Duties

- Brothers/Sisters may perform in the College, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity. The Brother/Sister earns gold equal to their total Perform check. Performing also earns the Brother/Sister one favor with the Bardic College.
- Brothers/Sisters must pay College dues equal to $\frac{1}{2}$ the gold earned from their Perform check

Benefits

- Given a blue sash embroidered with the seal of the college, overlaying a crossed rapier and flute and wreathed with two olive branches.
- +3 competence bonus to Perform
- +3 competence bonus to Knowledge (History)
- +2 competence bonus to Knowledge (Nobility)

Master

Requirements

- 16 or higher Charisma
- 14 or more ranks in Perform
- Must own three of the following: masterwork instruments, masterwork courtesan's clothes, or jewelry valued at 50+ gp.
- Must have performed in Valor Square for 25 Activities with a take ten score of 28 or higher in any Perform skill.

Duties

- Masters may perform in the College, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity. The Master earns gold equal to their total Perform modifier. Performing also earns the Master one favor with the Bardic College.

- Masters no longer need to pay dues to the College.
- Leadership of the College falls upon the Masters regardless of number. Although they assign menial duties to Brothers and Sisters below them, Masters are known to adopt the truly gifted for private tutoring.

Benefits

- Given a purple sash embroidered with the seal of the college, overlaying a crossed rapier and flute, wreathed with two olive branches and topped with a crown.
- +4 competence bonus to Perform
- +4 competence bonus to Knowledge (History)
- +3 competence bonus to Knowledge (Nobility)



Bardic College – Brotherhood of Song

By Patty Kinyon

The Brotherhood of Song is a fraternal organization within the Bardic College in Baneta, originally formed as a group to support the singers within the college. However, the Brotherhood has evolved a great deal since those early days. These days the Brotherhood is much more concerned with the politics inside and outside the College than with support of the art of singing. And like any fraternal organization, much of their time and effort goes to promotion of the organization itself. Only the most elite of singers are invited to join the Brotherhood of Song, but singing talent is not the only requirement. Attitude and connections are also important. Despite the name, the Brotherhood contains performers of both genders, although male members are much more numerous.

Inside the Bardic College, the Brotherhood is known as a major political player and one of the two most desired invitation-only societies. Membership in the Brotherhood gives a performer access to many venues. More importantly, membership gives a performer access to many of the nobility of Pekal, since the Brotherhood cultivates friendships in the upper circles.

Outside of the College, the Brotherhood is known for their exclusive performances for the wealthy as well as their charitable encores in select public theaters. The Brotherhood of Song maintains small theaters in Baneta and Bet Rogala as well as agreements with numerous inns and taverns throughout Pekal to provide entertainment on a periodic basis. The Brotherhood's Spring Concert in Bet Rogala is considered a high point of the social season, and some nobles insist that having a Brother of Song perform guarantees a successful party.

The Brotherhood is administered by Maestro Halaman Pateris (Kalamaran male), a jovial musician who tends to intersperse all conversation with bits of song and the accompaniment of his lute. He expects greatness from every performance and is melodramatic in his expression both of success and failure. He is well-known for his dislike of the College of Magic, especially what he calls their unnecessary strictures on magic. Pateris has publicly stated that as long as magic is feared by the populace, those who study it will never be truly accepted. Because of this, Brothers (or Sisters) of Song are careful to inform patrons when they perform magic of an illusory or enchantment nature so that they can develop an appreciation for the value of such magics in entertainment. Many Brothers of Song consider it a duty to make the people of Tellene comfortable with the use of magic as a tool to enhance life rather than something that they should fear.

Locations

Headquarters: Baneta

Theater in Bet Rogala, most large "quality" inns throughout Pekal

Roleplaying Summary

The Brotherhood of Song provides booking services connecting its members with potential employers and in turn guarantees a certain level of competence and discretion to those employers. Members are carefully screened for past legal difficulties to avoid any criminal accusations against the Brotherhood of Song. Brothers of Song are normally provided lodging at the Brotherhood's fraternity house at the College, or the inn or theater in which they perform.

Only the most skilled of singers are invited to join the fraternity of the Brotherhood of Song. One must be an Initiate of the Bardic College of Baneta before they are even considered for membership. All members are expected to demonstrate the beauty that music and magic can bring to the lives of the people of Tellene. They are expected to maintain the highest ethical standards. Members cannot have any convictions for violent crimes or frauds with the exception of the possession of magic items whose creation was not endorsed by the College of Magic.

The Brotherhood of Song competes with the Sisterhood of Dance within the Bardic College. The two societies compete politically and also in recruitment of new members. Rumors have linked the Brotherhood to other, less savory, organizations in the past, but these have so far been nothing but speculation. High-ranking members of the Brotherhood have in the past expressed some disdain for legal matters, especially those matters involving the College of Magic.

Higher-ranking members of the Brotherhood have special access to the Brotherhood's hidden workshops. The existence and location of these shops is a closely guarded secret of the society. Members must take a magical oath of secrecy before

obtaining access. The Brotherhood has also discovered a way to create forged marks from the College of Magic through use of illusion. These marks will not stand up to close inspection, but are useful in avoiding detection.

Ranks

Sparrow

All members of the Brotherhood of Song begin as Sparrows. Some Sparrows are quite skilled in their music, while others are still apprentices accompanying their masters. They are new to the Brotherhood though most are long acquainted with a love for the songs of Tellene. They will usually perform with other Brothers and fill supporting roles in larger productions.

Requirements

- Must be an Initiate in the Bardic College of Baneta.
- 8 or more ranks in Perform (Sing)
- Charisma 14 or higher
- Must pledge to support the Brotherhood and maintain its standards and secrets.
- Must pay a one time fee of 25 Victories membership dues.
- Must not have had any convictions for violent crimes or fraud. (The Brotherhood of Song does not consider violation of the requirement to seek College of Magic's permission to create a magic item a crime.)
- Must be sponsored by a member of the Brotherhood of Song who will vouch for your loyalty to the Brotherhood (represented by spending 2 NAA's making contacts with members of the Brotherhood). Members who betray the Brotherhood's trust are summarily expelled, and subject to a circumstance penalty of -4 in all future interactions with members. The Sponsoring member may be allowed to remain part of the Brotherhood but will be subject to a -2 circumstance penalty in interactions with the Brotherhood for a year due to their poor judgment.

Duties

- Sparrows must help fulfill the Brotherhood of Song's Performance obligations at least once every 5 mods, by making a Perform (Sing) check. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Brotherhood requirements and for the Bardic College.
- Sparrows must pay ½ the amount of gold earned from their Perform (Sing) checks to the Bardic College. Dues are paid only to the Bardic College, which then disburses money to the Brotherhood. Sparrows who spend more than the minimum requirement also earn Favors with the Brotherhood for each non-required Activity spent.

Benefits

- Given a pewter pin of a Sparrow with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- Free bed and board for each night in which they give a performance as a member of the Brotherhood (often in the common room of the inn).
- Access to purchase scrolls containing a single arcane spell from the Bardic spell list of value 25 gp or less. These scrolls do not bear the mark of the College of Magic upon them, instead they have a forged mark, lessening discovery by 10%.
- +1 competence bonus to Gather Information when displaying their Brotherhood of Song pin due to the good will shown the Brotherhood.
- May use Brotherhood of Song contacts to purchase a normal or masterwork instrument at a 10% discount.

Finch

Most members of the Brotherhood of Song are Finches. They'll perform solo, often providing their own accompaniment. They take care to gather news to share with The Brotherhood and are generally welcomed wherever they may perform.

Requirements

- Must be a Journeyman in the Bardic College of Baneta.
- 10 or more ranks in Perform (Sing)
- 3 or more ranks in Gather Information
- Charisma 15 or higher
- Must have given 5 performances as a Sparrow with a Perform (Sing) check of 20 or higher.

Duties

- Finches must help fulfill the Brotherhood of Song's Performance obligations at least once every 4 scenarios, represented by making a Perform (Sing) check. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Brotherhood requirements and for the Bardic College.
- Finches must pay ½ the amount of gold earned from their Perform (Sing) checks to the Bardic College. Dues are paid only to the Bardic College, which then disburses money to the Brotherhood. Finches who spend more than the minimum requirement also earn Favors with the Brotherhood for each non-required Activity spent.

Benefits

- Given a silver pin of a Finch with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- +2 competence bonus to Gather Information when displaying their Brotherhood of Song pin.
- May use Brotherhood of Song contacts and one favor to arrange attendance at various social functions as a member of the entertainment troupe.
- Access to purchase scrolls containing a single arcane spell from the Bardic spell list of value 150 gp or less. These scrolls do not bear the mark of the College of Magic upon them, instead they have a forged mark, lessening discovery by 10%.
- Free bed and board for each night in which they give a performance as a member of the Brotherhood (usually a shared room in the inn).
- May use a favor with the Brotherhood to unofficially gain a forged seal of approval from the College of Magic that can be applied to any scroll made by the Finch. This seal lessens the chance of discovery by 10%. Using the favor is done during the same Activity the scroll is scribed.

Thrush

Thrushes of the Brotherhood of Song occupy positions of authority and leadership. It is they who arrange many of the performances done by the Finches and Sparrows. They also are usually known to many of the wealthy patrons in their home cities.

Requirements

- Must be a Journeyman in the Bardic College of Baneta.
- 12 or more ranks in Perform (Sing)
- 5 or more ranks in either Gather Information
- Charisma 16 or higher
- Must have given 10 performances as a Finch with a check of 24 or higher
- Must swear a magically-binding oath to keep the Brotherhood's secrets. Should any character attempt to subvert or ignore this oath, please contact campaign management.

Duties

- Thrush must help fulfill the Brotherhood of Song's Performance obligations at least once every 3 scenarios, represented by making a Perform (Sing) check. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Brotherhood requirements and for the Bardic College.
- Thrushes must pay ½ the amount of gold earned from their Perform (Sing) checks to the Bardic College. Dues are paid only to the Bardic College, which then disburses money to the Brotherhood. Thrush who spend more than the minimum requirement also earn Favors with the Brotherhood for each non-required Activity spent.

Benefits

- Given a golden pin of a Thrush with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- +3 competence bonus to Gather Information within Pekal.
- May use Brotherhood of Song contacts and 1 favor to arrange attendance for themselves and up to 6 members of their entourage at a social function as a guest of some renown.
- Access to purchase a scroll containing a single arcane spell from Table 7-23 in the DMG of value 150 gp or less
- Free bed and board for each night in which they give a performance as a member of the Brotherhood (usually a private room in the inn).

- Thrushes may spend one favor with the Brotherhood to obtain access to one of the secret workshops of the society in order to craft any wand of value 750 gp or less. Wands created in this manner are given a forged mark from the College of Magic that lessens the chance of discovery by 10%. This is a non-adventuring Activity.

Larks

Larks of the Brotherhood of Song direct the Brotherhood's various performances and make decisions with regard to parts and roles. This is currently the highest level of the society for characters in LKoK.

Requirements

- Must be a Master in the Bardic College of Baneta.
- 14 or more ranks in Perform (Sing)
- 8 or more ranks in either Gather Information
- Charisma 18 or higher
- Must have given 10 performances as a Thrush with a check of 25 or higher

Duties

- Larks must help fulfill the Brotherhood of Song's Performance obligations at least once every 2 scenarios, represented by making a Perform (Sing) check. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Brotherhood requirements and for the Bardic College.
- Larks no longer pay dues to the Bardic College and may keep all of the money earned from their Perform checks. Larks who spend more than the minimum requirement also earn Favors with the Brotherhood for each non-required Activity spent.

Benefits

- Given a golden pin of a Lark with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- +3 competence bonus to Gather Information within Pekal.
- May use Brotherhood of Song contacts and 1 favor to arrange attendance for themselves and up to 6 members of their entourage at a social function as a guest of some renown.
- Access to purchase a scroll containing a single arcane spell from Table 7-23 in the DMG of value 150 gp or less
- Free bed and board for each night in which they give a performance as a member of the Brotherhood (usually a private room in the inn).
- Larks may spend one favor with the Brotherhood to obtain access to one of the secret workshops of the society in order to craft any wand of value 4500 gp or less. Wands created in this manner are given a forged mark from the College of Magic that lessens the chance of discovery by 10%. This is a non-adventuring Activity.
- Larks may spend one favor with the Brotherhood to obtain access to one of the secret workshops of the society in order to craft any wondrous item of value 4000 gp or less for which they fill the prerequisites. Items created in this manner are given a forged mark from the College of Magic that lessens the chance of discovery by 10%. This is a non-adventuring Activity.
- Larks may spend one favor with the Brotherhood to obtain access to one of the secret workshops of the society in order to craft any armor or weapon of value 2000 gp or less (not including cost of materials). Items created in this manner are given a forged mark from the College of Magic that lessens the chance of discovery by 10%. This is a non-adventuring Activity.

Bardic College – Sisterhood of Dance

By Brandon A. Mann

The Sisterhood of Dance has always had a strange place in the Bardic College, but recent events have made their connection even stranger. Arama originally founded the Sisterhood shortly before her untimely death. In the wake of that tragedy, her students sent pleas to the Basiran schools in both Basir and Tokis for a teacher to carry on the tradition. When no reply was forthcoming, the students began teaching themselves with the expressed purpose of keeping alive her skill. Much of what they taught was similar to samarata, but it has never been formally recognized as such. To this day no other school of samarata has acknowledged that the Sisterhood of Dance has any merit, and those who call themselves Basirans shun dancers from the Sisterhood. The true reasons for this are unknown. Even other members of the Bardic College often see the Dancers as strange or different.

Circumstances became even stranger a year ago with the arrival in Baneta of Rala Kadonna. Her arrival coincided with the retirement of the leader of the Sisterhood, Salu Retani and the announcement of a new Head Mistress. To everyone's surprise, Kadonna was named by Retani as her successor rather than her protégé Daneel Manitty. Rumor has it that Kadonna bought her way into the position, either with blackmail or bribery.

Things have changed since Kadonna took over running the school. It is obvious to many that she is a trained Basiran and equally obvious that she intends to teach samarata as it is taught in Tokis or Basir. This has met some resistance from other instructors at the Sisterhood who have been trained in the altered samarata of the founders. Many of these instructors feel a certain disdain for the schools of dance on Tokis and Basir, in part due to patriotism and in part due to the shunning noted above.

This opposition has not deterred Headmistress Kadonna. Her concept of what an excellent Basiran Dancer should be has taken over the hearts and minds of the students. Both new and advanced students work long hours in the dance studio to learn and perfect their craft. The curriculum has several basic classes that all novice students must take. The school also teaches a set of skills and abilities where the dancers are allowed to choose which particular ones they would like to focus their training. The curriculum also includes other purely academic fields of study besides dance. The Headmistress strongly believes that knowledge, including the ability to speak several languages, can help protect her students just as much as martial weapons training.

Training outside of the Sisterhood is frowned upon, but not expressly forbidden. However a student who spends the majority of their time training outside of the school will be expelled. [This means that students must spend the majority of their Activities training in the School.] Even though the curriculum is narrow and focused for the younger students, the school does not want to create identical copies of the same dancer. The advanced students are encouraged to broaden their scope of learning and training. Ultimately, Rala wants her students to travel wherever they wish and have the ability to protect themselves no matter what adventures come their way.

The Sisterhood has picked up some new detractors in the brief time Kadonna has led it. The mysteries of her appointment along with her changes to the curriculum have led many to believe that she has some darker purpose. Some of the older instructors have complained about her methods where they could be heard by outsiders, leaving some in Baneta to wonder exactly what sort of person she might be. This has led to many rumors that circulate through those both in and around the Bardic College. One rumor in particular insists that Kadonna plans to move the Sisterhood away from the Bardic College.

FACULTY

NOTE: All instructors teach samarata.

Head Mistress Rala Kadonna (Kalamaran-Basiran) Basiran Dancer/Melanari/Elemental Dancer (Air)

- Teaches Public Relations, Basiran Traditions, Kalamaran Culture, Diplomacy, Etiquette

Choreographer Hana Danai'i, (Fhokki) Basiran Dancer/Elemental Dancer (Fire)

- Teaches Alchemy, Fhokki Culture, Accupressure, Languages

Choreographer Daneel Manitty, (Kalamaran-Pekalese) Basiran Dancer/Dervish

- Teaches Music, Costumes, Swordplay, Pekalese History, Fighting Styles

Danseur Cu'Leeda (High elf) Basiran Dancer/ Fatespinner

- Teaches Arcane Knowledge, Elven Traditions, History
- Danseur Sharla Charld, (Brandobian) Basiran Dancer/Fighter/Duelist
- Teaches Form, Fitness and Fencing, Monsters of Tellene
- Danseur Koshy (Dejy - Defohy) Basiran Dancer/Ranger/Melanari/Shadowdancer
- Teaches Percussion Instruments, Costumes, Herbalism
- Danseur Ameris Reemae (half-elf (Wild elf/Reanaarian)) Basiran Dancer/Melanari
- Teaches Music, Make-up, Philosophy, Ancient Languages
- Danseur Zassila Greenfield (Wood elf) Basiran Dancer/Melanari
- Teaches Languages, Herbalism
- Coryphée Mali Maleki (Golden halfling) Basiran Dancer/Melanari
- Teaches Halfling Traditions, Acrobatics, Scent and Mood

Standards of Conduct

- Maintain focus on Basiran Dancing in the samarata style.
- Support all students and faculty of the school in their endeavors.
- Enjoy life and share your enjoyment with those around you.
- Protect the integrity of the school.
- Be true to yourself.
- The most important thing in life is the dance, for the dance can save your life.
- While in public act in accordance to the overall mood of the given social situation.

Roleplaying

When the students are away from school their time is their own. The students are ambassadors of the school to Bet Rogala and Pekal as a whole. Students have been taught that the government in its present form must be maintained for the students to continue to have the great opportunity they have in attending the prestigious Sisterhood of the Dance. Most students feel that any chance to dance or fight (for a just cause) is one to enjoy. However all students and instructors must abide by the School's standards of conduct! Failure to comply will mean expulsion. Although both male and female dancers are technically welcome in the Sisterhood, males have a much more difficult time, especially in the lower ranks.

Basiran dancers from other schools shun all students of the Sisterhood of Dance. This shunning is rooted in some unknown cause, but it is strictly enforced. Trained Basirans from other schools will not willingly associate with any dancer trained at the Sisterhood. Anyone who hires a dancer from the Sisterhood to perform is also shunned and can never again hire a Basiran from another school. If forced to acknowledge a dancer from the Sisterhood, a Basari will refer to them as koderun.

Locations

Baneta (Bardic College)

Ranks

Understudy

The life of an understudy at school is filled with the monotony of studying and practicing samarata. Sore muscles are a student's constant companions. Her back aches, her feet hurt and her legs barely have the strength to return the tired girl to her shared dormitory room. The girls enhance their training by taking a number of classes including Acrobatics, Alchemy, Arcane Arts, Culture, Etiquette, Fencing, and Music. Although the school organizes most dance performances given by an understudy, the girls do seem to find other adventures to fill their free time.

Requirements

- Must be an Apprentice (or higher) in the Bardic College
- Must pay a one-time enrollment fee of 25 Victories.
- Cannot have the feat Trained Basiran from St&St.
- Must speak 3 or more languages.
- Must have 1 or more ranks in any Perform (any musical instrument)
- Must have +1 bonus, or higher, in Dancer's Fitness (Ex).
- Female Students must:

- Have 4 or more ranks in Perform (Dance)
- Have 4 or more ranks in Tumble
- Have a Charisma of 14 or higher
- Male Students must:
 - Have 6 or more ranks in Perform (Dance)
 - Have 6 or more ranks in Tumble
 - Have a Charisma of 16 or higher

Duties

- Understudies must act according to the school's standards of conduct at all times.
- Understudies must study and practice dancing, represented by making a Perform (Dance) check. The result of the check should be noted on the logsheet. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Sisterhood requirements and for the Bardic College.
- Understudies must pay ½ the amount of gold earned from their Perform (Dance) checks to the Bardic College. Dues are paid only to the Bardic College, which then disburses money to the Sisterhood. Understudies must study at least once every 4 Activities or they will be expelled.

Benefits

- Receive free room and board in Baneta at the school's dormitory
- Receive +1 circumstance bonus to Gather Information checks while in Pekal.

Figurant

After a seemingly endless number of dance classes an understudy finally graduates to the level of Figurant. The graduation ceremony occurs three times a year and is a great time of celebration at the school. The graduation takes place in the school's Great Hall. All graduating Understudies are dressed in a simple tunic with thin shoulder straps as they enter the Hall at one end striding with the cadence of a single drum. They kneel and wait for the Head Mistress to approach with a silver, jewel-encrusted scimitar, which she use to silently cut the tunic's straps, allowing the ordinary fabric to fall to the floor. Once all the graduating Understudies have been disrobed, the drumbeat quickens slightly. The girls then rise and follow single file behind the Head Mistress to the other end of the hall, where their "Sister-sponsor" waits for them with an extravagant dancer's outfit. The sister helps the graduate into the new outfit, symbolizing leaving mundane life behind and moving forward into the colorful exciting world of a skilled Basiran Dancer. Once all the girls are dressed, the professional musicians enter the hall to begin playing while the graduates perform a choreographed dance routine for all those in attendance.

Most Figurants continue their previous training, but in a more advanced fashion. They also take on more responsibility at the school, acting as assistants to the instructors. The school still organizes dance performances, but the Figurants can procure their own employment as a Basiran Dancer as well. Regardless, Figurants have to give 50% of all earnings they bring in to the school, .

Requirements

- Must have spent 10 Activities as an Understudy with a Perform (Dance) of 16 or higher.
- Must have a +2 bonus in Dancer's Fitness (Ex).
- Must have two of the following:
 - 2 or more ranks in Balance
 - 2 or more ranks in Escape Artist
 - 2 or more ranks in Gather Information
 - 2 or more ranks in Jump
 - 2 or more ranks in Diplomacy
 - 2 or more ranks in Knowledge (Arcana)
 - 2 or more ranks in Knowledge (Local: Pekal)
- Must have one feat from the following list: Combat Reflexes, Dodge, Double-jointed, Fearless, Gorgeous, Instant Stand, Natural Balance, Natural Rhythm, Quick Draw, Rapid Ready, Scholar, Skill Focus - Perform (Dance)
- Female Students must:
 - Have 6 or more ranks in Perform (Dance)
 - Have 6 or more ranks in Tumble

- Have 1 or more ranks in Knowledge (Dance Styles)
- Have a Charisma of 14 or higher
- Male Students must:
 - Have 8 or more ranks in Perform (Dance)
 - Have 8 or more ranks in Tumble
 - Have 2 or more ranks in Knowledge (Dance Styles)
 - Have a Charisma of 16 or higher

Duties

- Figurants must act according to the school's standards of conduct at all times.
- Figurants must study and practice dancing, represented by making a Perform (Dance) check. The result of the check should be noted on the logsheet. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Sisterhood requirements and for the Bardic College.
- Figurants must pay ½ the amount of gold earned from their Perform (Dance) checks to the Bardic College. Dues are paid only to the Bardic College, which then disburses money to the Sisterhood. Figurants must study at least once every 3 Activities or they will be expelled.

Benefits

- Receive +2 circumstance bonus to Gather Information checks while in Pekal.
- Receive +1 circumstance bonus to Diplomacy checks while in Pekal.

Coryphée

The graduation ceremony to gain the rank of Coryphée is more accurately described as a very intense closed-door audition. The student first must stand before the examiners and answer their questions about a myriad of topics using several different languages. If the student passes this phase, then she must dance. The prospective Coryphée needs to prepare ten or more long dance routines to demonstrate various aspects of her training, which calls upon all her abilities to the point of both physical and mental exhaustion. This includes several costume changes, where the dancer must explain the importance of its design to the routine as well as the history behind it. After completing ten routines of approximately seven minutes each, the fatigued student is usually drenched in sweat. The decision of whether the student passed or failed is immediate.

The Coryphée continues her training at the school, but has more financial freedom. Further specialization in dancing and combat style is also available to her. Coryphées also teach a few classes to Understudies.

Requirements

- Must have spent 15 Activities as a Figurant with a Perform (Dance) of 20 or higher.
- Must speak 5 or more languages.
- Must have a +3 bonus in Dancer's Fitness (Ex).
- Must know the spell Quickstep (St.&St.)
- Must have three of the following:
 - 4 or more ranks in Balance
 - 4 or more ranks in Escape Artist
 - 4 or more ranks in Gather Information
 - 4 or more ranks in Jump
 - 4 or more ranks in Diplomacy
 - 4 or more ranks in Knowledge (Arcana)
 - 4 or more ranks in Knowledge (Local: Pekal)
- Must have two feats from the following list: Combat Reflexes, Dodge, Double-jointed, Fearless, Gorgeous, Instant Stand, Natural Balance, Natural Rhythm, Quick Draw, Rapid Ready, Scholar, Skill Focus Perform (Dance)
- Female Students must:
 - Have 8 or more ranks in Perform (Dance)
 - Have 8 or more ranks in Tumble
 - Have 2 or more ranks in Knowledge (Dance Styles)
 - Have a Charisma of 14 or higher
- Male Students must:
 - Have 10 or more ranks in Perform (Dance)
 - Have 10 or more ranks in Tumble

- Have 4 or more ranks in Knowledge (Dance Styles)
- Have a Charisma of 16 or higher

Duties

- Coryphée must act according to the school's standards of conduct at all times.
- Coryphée must study and practice dancing, represented by making a Perform (Dance) check. The result of the check should be noted on the logsheet. This earns a number of Victories equal to their total Perform check. This is a non-adventuring Activity that counts for the Sisterhood requirements and for the Bardic College.
- Coryphée must pay ½ the amount of gold earned from their Perform (Dance) checks to the Bardic College. Dues are paid only to the Bardic College, which then disburses money to the Sisterhood. Coryphée who fail to study at least once every 3 Activities will also be expelled.

Benefits

- Receive +3 circumstance bonus to Gather Information checks while in Pekal.
- Receive +2 circumstance bonus to Diplomacy checks while in Pekal.
- Receive +1 competence bonus to Perform (Dance)

Danseur

Three times a year, a graduation ceremony is held at the school. Immediately before the Understudy graduation ceremony, there is a presentation of new Coryphées, which is preceded by the comparatively simple Danseur graduation. This graduation has Coryphées that have qualified for Danseur stand before the assembled students and faculty so that an Instructor's robe can be placed over their shoulders. The crowd stands, applauds, and then sits back down. One major achievement that marks a student as worthy of this rank is Samarata Mastery (see below). Even though the move up to this rank has very little overt fanfare, it is a major achievement in the dancer's life. She also now gets her own fairly spacious and private room at the school. Although she does not gain a salary from the school, she does have financial freedom and retains all of her earnings.

Obviously, her new responsibilities include teaching at the school, but there are a few others. Namely, she is a working ambassador of the school and occasionally will give a free performance as a favor during a festival or celebration thrown by some guild or organization that the School wants to have in their debt or one with which they are trying to build a friendly relationship.

At this level in the Sisterhood the bias against male dancers is finally relaxed.

Requirements

- Must have completed 20 Activities as a Coryphée with a Perform (Dance) of 24 or higher.
- Must speak 7 or more languages.
- Must have 12 or more ranks in Perform (Dance)
- Must have 12 or more ranks in Tumble
- Must have 4 or more ranks in Knowledge (Dance Styles)
- Must have a +3 bonus in Dancer's Fitness (Ex).
- Must have four of the following:
 - 5 or more ranks in Balance
 - 5 or more ranks in Escape Artist
 - 5 or more ranks in Gather Information
 - 5 or more ranks in Jump
 - 5 or more ranks in Diplomacy
 - 5 or more ranks in Knowledge (Arcana)
 - 5 or more ranks in Knowledge (Local: Pekal)
- Must have a Charisma of 14 or higher
- Must have three feats from the following list: Combat Reflexes, Dodge, Double-jointed, Fearless, Gorgeous, Instant Stand, Natural Balance, Natural Rhythm, Quick Draw, Rapid Ready, Scholar, Skill Focus Perform (Dance)

Duties

- Danseurs must act according to the school's standards of conduct at all times.

- Danseurs must teach, study, and practice dancing, represented by making a Perform (Dance) check. The result of the check should be noted on the logsheet. Danseurs earn a number of Victories equal to their total Perform (Dance) check.
- Danseurs no longer pay dues to the Bardic College and may keep all of their earnings. Danseurs must study at least once every 3 Activities or be expelled.

Benefits

- Free luxury apartment on the school grounds and free private meals.
- Receive +3 circumstance bonus to Diplomacy checks while in Pekal.
- Receive +2 competence bonus to Perform (Dance)

Choreographer aka Mistress of the Dance

To gain the rank of Choreographer is simply a promotion by the School's owner, Rala Kadonna.

Requirements

- Must have completed 20 Activities as a Danseur with a Perform (Dance) of 28 or higher.
- Must have 15 or more ranks in Perform (Dance)
- Must have 15 or more ranks in Tumble
- Must have 8 or more ranks in Knowledge (Dance Styles)
- Must have four of the following:
 - 6 or more ranks in Balance
 - 6 or more ranks in Escape Artist
 - 6 or more ranks in Gather Information
 - 6 or more ranks in Jump
 - 6 or more ranks in Diplomacy
 - 6 or more ranks in Knowledge (Arcana)
 - 6 or more ranks in Knowledge (Local: Pekal)
- Must speak 9 or more languages.
- Must have a Charisma of 16 or higher, not counting magical enhancements.
- Must have a +4 bonus in Dancer's Fitness (Ex).
- Must have four feats from the following list: Combat Reflexes, Dodge, Double-jointed, Fearless, Gorgeous, Instant Stand, Natural Balance, Natural Rhythm, Quick Draw, Rapid Ready, Scholar, Skill Focus Perform (Dance)
- SPECIAL – Must be promoted by Kadonna. This will be certed and available through game play.

Duties

- Choreographers must act according to the school's standards of conduct at all times.
- Choreographers must teach, study, and practice dancing, taking a ten on a Perform (Dance) check. The result of the check should be noted on the logsheet. Choreographers earn a number of Victories equal to their Perform (Dance) check. Choreographers must do this more often than any other Activity or they will be expelled. Choreographers must study and teach at least once every 2 Activities or be expelled.

Benefits

- Free luxury apartment on the school grounds and free private meals.
- Free traveling coach and driver for all journeys on the major roads of Pekal.
- Receive +3 competence bonus to Perform (Dance)
- Arresting Appearance: A choreographer who is not using the Disguise skill is often well known by many in society, shifting attitudes one step closer to friendly with a successful Perform check of 25 or better. This check is automatic and represents the possibility that the NPC has seen the choreographer perform.
- Ear to the crowd: A choreographer has the ability to undertake a Gather Information check while performing for a lively and talkative audience. She must dance for five to ten minutes and be able to go into the crowd, making a normal Perform check. No special dance abilities may be used for this check. For each point the Perform check is above 20, she has a +1 on her Gather Information check. You cannot take ten on this Perform check. Once the dance is over, the player rolls the Gather Information check with all bonuses included from the dance.

Cilorealon Circle - The Druids Grove

By Troy E. Daniels and Patrick Judy

Cilorealon. The name itself brings to mind the timeless beauty of nature worked by the hands and hearts of skilled elves. The elves have spent centuries shaping the woods of their beloved land to their will working in harmony to become one with the trees that surround them. Yet there is something that they have hidden, far away from prying eyes.

Deep in the heart of Cilorealon there lies a place of primal wonder. This place is the perfect forest. The animals fear no elf or man for none of them have ever had to worry about spear or bow. The water that trickles through the stream is as clear as the moment it fell from the sky, the grass as green as the middle color of a rainbow.

Those who hear the call of nature are drawn to this place to live, and more importantly to learn. Over time the whispers of roses make sense and running as fast as the cheetah is not as important as understanding why he chooses to run. Their form slowly evolves until it is no longer their own, yet belongs to nature itself. Even the wind and rain hear the commands of these rare individuals.. This is Cilorealon Circle.

Locations

Currently, Cilorealon is the only organized druids grove in the region.

Roleplaying Summary

The true goals of the *Apuc'far* (Old Ones in High elven) of Cilorealon Circle are shrouded in mysteries as old as the trees of the grove. Yet one thing is clear here. If you come to them with a heart that wishes to learn, then you will be taught. The road to Cilorealon Circle is not an easy one though. Although the circle is fully supported by the city that surrounds they city asks only that the druids work toward the betterment of the community. Each member spends a certain amount of time each year tending the trees of the city, talking them through complex patterns as the city slowly expands its boundaries.

Each rank of the Circle promotes a different aspect of natural growth and reflects what the *Apuc'far* believes to be the simplicity of it all. The way that they look at it, the more time you spend around nature, the more natural your progression through the ranks should be.

The only difficulty that some students have is the travel. Cilorealon is a long way from Bet Rogala and even the swiftest of them can spend days on the road. The training is worth it though for druids, shamans, and some rangers who wish to invest the time for they will become closer to nature than they dreamed possible.

Ranks

Vin-Mical

The Vin'Mical, which means "Animal Friend", must first learn the ways of the animals, so that he or she can fully comprehend the first tier of the circle. They are tested in the wild and must prove worthy not only to their teachers, but to the animals of the forest as well.

Requirements

- 10 Constitution or higher
- Animal Companion as a class ability
- 4 Ranks in Survival
- 4 Ranks of Knowledge (Nature) or 2 Rank in Craft: Alchemy

Duties

- Must spend at least one week per six modules communing with nature. This is represented by spending 1 NAA for every six events played.
- Animals that are hurt, suffering, or being mistreated must be helped. The *Vin'Mical* must take the time to assist these creatures in their time of need whenever possible..

Benefits

- *Friend to Animals* - +1 insight bonus to Wild Empathy checks
- *Crafting* - +1 meta-org bonus when using Craft Alchemy to create various poultices and healing concoctions. The Vin'Mical can create alchemical or herbal concoctions with a value of 25 gp or less. This costs 1 NAA.
- *Access to Purchase* - Access to purchase alchemical or herbal concoctions at 10% discount. (see table 7-8 [Special Substances and Items] in the Player's Handbook and tables 7-1 and 7-2 in the Kalamar Player's Guide).
- *Trainer of Beasts* - +2 insight bonus to Handle Animal checks when training an animal to learn a new trick.

Vin'Ducal

At this stage in their training, druids, shaman and some rangers are taught the secrets of the trees and plants so that they might become Vin'Ducal, a plant friend. Through understanding, communing, and communicating with the plant life around them they are able to begin working in the city of Cilorealon to help shape the community.

Requirements

- 11 Constitution or higher
- 6 Ranks in Survival
- 6 Ranks of Knowledge (Nature) or 3 Ranks in Craft: Alchemy
- Must have spent a minimum of 5 weeks communing with nature in the past (IE, 5 NAA')

Duties

- Must spend at least one week per five modules communing with nature. This is represented by spending 1 NAA for every five events played.
- Plants of all sorts need nurtured and protected too! If the Vin'Ducal observes abuse to the plant kingdom in the form of excessive deforestation, wildfires, or the like, they must do everything in their power to correct it.

Benefits

- *Useful Plants* - +2 insight bonus to Climb, and Profession Herbalist checks
- *Improved Crafting* - +2 meta-org bonus when using Craft Alchemy to create various poultices and healing concoctions. The Vin'Ducal can create alchemical or herbal concoctions with a value of 50 gp or less. This costs 1 NAA.
- *Improved Access to Purchase* - Access to purchase alchemical or herbal concoctions at 25% discount. (see table 7-8 [Special Substances and Items] in the Player's Handbook and tables 7-1 and 7-2 in the Kalamar Player's Guide). Vin'Ducal are able to purchase magical potions from the College of Magic with a value of 50 gp or less.
- *Plant Friend* - +2 insight bonus to Charisma based skills when dealing with sentient plants such as vegpeygymies, treants or myconids.

Vin'Nabar

The Vin'Nabar (Form Friend) are able to tap into the teachings of their earliest levels of training to do astounding things. Subtle changes in the body to miraculous transformations are within the grasp of this level of training. This rank also begins to teach about the manipulation of elemental energy.

Requirements

- 12 Constitution or higher
- 8 Ranks in Survival
- 8 Ranks of Knowledge (Nature) or 4 Ranks in Craft: Alchemy
- Must have spent a minimum of 10 weeks communing with nature in the past (IE, 10 NAA')

Duties

- Must spend at least one week per four modules communing with nature. This is represented by spending 1 NAA for every four events played.
- Environmental concerns become more pressing for the Vin'Nabar. He or she should take stock of situations of extreme abuse and do whatever can be done to correct the matter.

Benefits

- *Maleable* - Vin'Nabar have such fluidity of shape that it makes it easier for them to escape mundane bonds as well as notice. +2 meta-org bonus to escape artist and disguise checks.
- *Greater Crafting* - +3 meta-org bonus when using Craft Alchemy to create various poultices and healing concoctions. The Vin'Nabar can create alchemical or herbal concoctions with a value of 75 gp or less. This costs 1 NAA.
- *Greater Access to Purchase* - Access to purchase alchemical or herbal concoctions at 40% discount. (see table 7-8 [Special Substances and Items] in the Player's Handbook and tables 7-1 and 7-2 in the Kalamar Player's Guide). Vin'Nabar are able to purchase magical potions from the College of Magic with a value of 200 gp or less.
- *Every Friend* - +2 insight bonus to Charisma based skills when dealing with any sentient creature that has the humanoid or magical beast type or subtype. The Vin'Nabar can create subtle changes in their appearance that make them more likeable to those that they are dealing with.

Vin'Tor

The rank of Vin'Tor is granted to those that have demonstrated exceptional understanding of animals and plants, as well as supreme control over their wild shape ability. At this, the final rank of the Cilorealon Circle, the Apuc'far concentrates on the ultimate control over nature, the very elements themselves.

Requirements

- 14 Constitution or higher
- 10 Ranks in Survival
- 10 Ranks of Knowledge (Nature) or 6 Ranks in Craft: Alchemy
- Must have spent a minimum of 20 weeks communing with nature in the past (IE, 20 NAA')

Duties

- Must spend at least one week per three modules communing with nature. This is represented by spending 1 NAA for every three events played.
- Environmental concerns become more pressing for the Vin'Nabar. He or she should take stock of situations of extreme abuse and do whatever can be done to correct the matter.

Benefits

- *Endure the Elements* – Vin'Tor have survived through many different types of environments and as such have built up a resistance to the elemental damage that they can give. Choose ONE of the following elements, gain DR 2 against effects of that type. Fire, Cold, Electricity.
- *Greatest Crafting* - +4 meta-org bonus when using Craft Alchemy to create various poultices and healing concoctions. The Vin'Tor can create alchemical or herbal concoctions with a value of 100 gp or less. This costs 1 NAA.
- *Greatest Access to Purchase* - Access to purchase alchemical or herbal concoctions at 50% discount. (see table 7-8 [Special Substances and Items] in the Player's Handbook and tables 7-1 and 7-2 in the Kalamar Player's Guide). Vin'Tor are able to purchase magical potions from the College of Magic with a value of 500 gp or less.
- *Elemental Friend* - +2 insight bonus to Charisma based skills when dealing with any elemental or creature with the elemental type or subtype..

At this time player characters in the Living Kingdoms of Kalamar campaign cannot attain the rank of Apuc'far.

The Bone Shard Society

By Daniel Doty

For some, lust for battle is unquenchable. Fighting is both a primal urge and an art. The true savants of combat work in a palate of pain, fear, humiliation, chaos, and blood. Hunger and thirst are urges; battle is a need. Welcome to the Bone Shard Society. Centered in Leboleigido, with satellites in most major cities throughout Pekal, the Kalamaran Empire, and the Young Kingdoms, the Society allows warriors to test their might in back alleys, in warehouses, in fallow fields, in the manses of the powerful—anywhere there is 25 feet squared of level ground and an absence of law enforcement. Here, the highest born and the basest scum spill their blood as equals in a tempest of martial skill. Out of this crucible emerge the true champions of Pekal.

Many fight; some die. Fewer become champions.

The Bone Shard Society has but few rules:

- 1) Do not speak of the Bone Shard Society.
- 2) Do not speak of the Bone Shard Society.
- 3) Absolutely no spells in the ring.
- 4) To leave the ring before the fight is finished is to forfeit.
- 5) Try not to kill your opponent. (Don't try too hard.)

The tenets of the Society are simple. Fight. Win.

Role-playing Summary

The Bone Shard Society is one of the most widely known secrets among fighters, thieves, and chronic gamblers. The Society necessarily operates within a vacuum of law. Membership itself requires a certain disregard for authority. As such, the Society tends to attract a seedier element. Over time, a thriving black market has entwined itself around the core tournament, as many of the participants bring their ill-gotten gains to trade, sell, or gamble. Just about anything can be purchased, if one has the connections and the gold. Among the trafficking, smuggling, fencing, and gambling pervasive to any fight night, enough gold changes hands to sink a small barge. Those who are trusted and respected in these circles can get in on the action. Winning grants status, status brings connections, and connections allow access. The rewards for winning are glory and riches. The penalties for losing are ignominy and death.

Fight Mechanics

Combatants may not cast spells in the ring—not on themselves nor on their opponents. Using magic upon an unwilling opponent at any time to influence a match is strictly prohibited. However, some priests of the Battle Rager, for instance, have been known 'pray for strength,' ask for 'aid,' or will 'anoint a weapon' just before a match. Such enhancements are acceptable, so long as they are performed before the fight begins. Magical equipment is likewise acceptable, providing the item does not use spell-like effects. Deadly poisons are prohibited, but numbing or sleeping poisons are not. Breaking these rules will result in permanent disbarment from the Society, loss of all rank and privileges, and a severe beating.

Opponents are selected randomly. A player rolls D10/2 to select which of the five combatants she will face. A player with the appropriate number of wins within a tier may choose to challenge that tier's champion. A character who earns the right to challenge the champion, but does not, may challenge that champion at any match, so long as her record allows her. Too many subsequent losses will render her ineligible. If this occurs, the character must improve her record if she is to challenge the tier champion. A character who defeats a tier champion may choose to remain in that tier as the champion. In this case, that character receives none of the benefits of the next tier. The previous champion enters the fighting rotation, and the player rolls a D6 to determine which of the six combatants within the tier will face her in the ring.

All fights take place on a flat, unobstructed area of 25 feet by 25 feet. Opponents begin centered in the arena, 10 feet from one another and 5 feet from the boundary line. Anyone who leaves or is forced from the ring before the match ends will forfeit. The match otherwise ends when one combatant yields, is unconscious, or is dead. Winning a match earns one Favor with the Society and counts towards advancement to the next tier. Losing a match does not earn a Favor and does not promote advancement. Losing too many times may actually result in demotion.

Characters who die in the ring are dead. All who participate accept this risk. People with a knack for healing, as well as the occasional cleric, will be on hand to stabilize any dying combatant, but a character who falls below –10HP dies. Death is not terribly uncommon in the ring, and so participants would be well advised to arrange for a resurrection. Members of the Society will discreetly bring the corpse to a cleric or friend, but will not pay for any spell, item, or service needed for a resurrection. That is the responsibility of the combatant.

Gambling

Participants may choose to gamble on themselves to win their fights. Gambling is not mandatory, but represents a lucrative opportunity for someone who is confident. As the level of skill of the combatants increase, so does the maximum bet bookmakers are willing to accept for each fight. Championship bouts will allow double the maximum bet sanctioned at that tier. For a reigning champion, every match is a championship bout.

Ranks

Brawler

Characters join the Bone Shard Society first as a brawler. In these matches, participants are not allowed to use weapons, armor, or any other foreign object. Participants at this level take non-lethal damage, and so do not die in the ring. They will begin the module after a lost match missing one quarter of their hit points in sub-lethal damage.

Requirements

- May not be of Lawful alignment.
- A character must spend a Non-Adventuring Activity to seek out and join the Society. This involves one of the following:
 - Succeed at a DC20 Gather Information or Knowledge: Local check
 - Spend 50 Victories making the right contacts, or
 - Gain an introduction from a full member

Benefits

- The maximum wager is 1 gold, 2 gold on a championship bout.
- May spend one favor to get a 20% discount on normal weapons, armor, and equipment that “fell off an oxcart.” The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.

Champion Brawler: Xiaoshan The Fallen Monk

- In order to face the champion, a brawler must have won 4 of the last 6 matches, or have 4 consecutive wins against brawlers.

Tier 4 Fighter

Those who advance beyond simple brawling have won the right to use weapons and armor in the ring. At this rank, and all ranks thereafter, the stakes of each match are life and death. After a lost match, a character will begin the next module with one half maximum hit points, rather than the normal full hit points.

Requirements

- Must have defeated the Brawler champion.
- Must fight a match at least once every 5 adventures. A character who does not meet this requirement is demoted to Brawler, and must advance as though having just attained that rank.
- If at any time a character has lost 4 out of 5 consecutive matches or loses four matches in a row, that character will be demoted to Brawler, and must advance as though having just attained that rank.

Benefits

- The maximum wager is 5 gold, 10 gold on a championship bout.

- May invite non-members to enter into the Society as Brawlers.
- May spend one favor to get a 25% discount on normal weapons, armor, and equipment that “fell off an oxcart.” The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- May spend one favor to get a 20% discount on masterwork simple weapons, light or medium armor, shields, and tools that “fell off an oxcart.” The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- “*I know a guy.*” Spend one NAA and two favors to receive a 10% discount on a masterwork martial weapon or set of heavy armor.
- “*I got what you need.*” Spend one favor to buy one Potion of Cure Light Wounds at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.

Tier 4 Champion: Stabby Gort

- In order to face the champion, a Tier 4 fighter must have won 4 of the last 5 tier 4 matches, or have 4 consecutive wins against tier 4 fighters.

Tier 3 Gladiator

Gladiators have been tested in fierce combat and have emerged victorious. They are veterans of the Society and are highly respected for their fighting prowess, poise, and experience.

Requirements

- Must have defeated the Tier 4 champion.
- Must fight a match at least once every 4 adventures. A character who does not meet this requirement is demoted to Tier 4, and must advance as though having just attained that rank.
- If at any time a character has lost 4 out of 5 consecutive Tier 3 matches or loses four matches in a row, that character will be demoted to Tier 4, and must advance as though having just attained that rank.

Benefits

- The maximum wager is 15 gold, 30 gold on a championship bout.
- May spend one favor to get a 25% discount on masterwork simple weapons, light or medium armor, shields, and tools that “fell off an oxcart.” The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- “*I know a guy.*” Spend one NAA and two favors to receive a 20% discount on one masterwork martial weapon or set of heavy armor, or for a 10% discount on one masterwork exotic weapon.
- “*I know this mage with a bit of a gambling problem.*” Spend one NAA and four favors to commission the creation of one Wondrous Item of up to 4,000 victory value at full price. This item has been made illegally, and is subject to seizure by the College of Magic.
- May spend one NAA and four favors to commission the creation of one magical weapon, shield, or set of armor of up to a +1 bonus at full price. The gladiator must supply the weapon or set of armor to be enchanted, in addition to the price of the enchantment. This item has been made illegally, and is subject to seizure by the College of Magic.
- “*I got what you need.*” Spend one favor to buy one Potion of Cure Moderate Wounds at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- “*Got a ‘rat’ problem?*” Spend one favor to buy one dose of Saardolos extract at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.

Tier 3 Champion: Lykos, Fist of the Battle Rager

- In order to face the champion, a Tier 3 gladiator must have won 4 of the last 5 tier 3 matches, or have 4 consecutive wins against tier 4 gladiators.

Tier 2 Warrior

Few are as skilled in the ways of combat as the tier 2 warriors. As they rise through the ranks, their fame and notoriety spreads. Tales of their exploits in the ring are told in inns and during back-alley dice games—anywhere the city guards are out of earshot.

Requirements

- Must have defeated the Tier 3 champion.
- Must fight a match at least once every 3 adventures. A character who does not meet this requirement is demoted to Tier 3, and must advance as though having just attained that rank.
- If at any time a character has lost 4 out of 5 consecutive Tier 2 matches or loses four matches in a row, that character will be demoted to Tier 3, and must advance as though having just attained that rank.

Benefits

- The maximum wager is 25 gold, 50 gold on a championship bout.
- *"I know a guy."* Spend one NAA and two favors to receive a 25% discount on one masterwork martial weapon or set of heavy armor, or for a 20% discount on one masterwork exotic weapon.
- *"I know this mage with a huge gambling problem."* Spend one NAA and six favors to commission the creation or upgrade of one wondrous item valued up to 8,000 victories at full price. This item has been made illegally, and is subject to seizure by the College of Magic.
- May spend one NAA and five favors to commission the creation or upgrade of one magical weapon, shield, or set of armor of up to a +1 enhancement bonus and +1 special ability at full price. The character must supply the weapon or set of armor to be enchanted, in addition to the price of the enchantment. This item has been made illegally, and is subject to seizure by the College of Magic.
- *"I got what you need."* Spend one favor to buy one Potion of Cure Serious Wounds at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- *"I'll see what I can find out."* Spend one favor and 10 victories to gain a +5 bonus to one Gather Information check. This takes 24 hours longer than the skill check would normally take and is only usable within Leboleigido, Bet Rogala, Baneta, Bet Kalamar, Sobeteta, Bet Urala, Korem, P'Bapar, Prompeldia, Rinukagh, and Bet Seder.

Tier 2 Champion: Gorthok, Crusher of... Things

- In order to face the champion, a Tier 2 warrior must have won 4 of the last 5 tier 2 matches, or have 4 consecutive wins against tier 2 warriors.

Tier 1 Master

- These fierce competitors are the gods of the ring, and are idolized accordingly. Few in the underworld are ignorant of their accomplishments, while few reputable citizens could pick them out of a lineup.

Requirements

- Must have defeated the Tier 2 champion.
- Must fight a match at least once every 2 adventures. A character who does not meet this requirement is demoted to Tier 2, and must advance as though having just attained that rank.
- If at any time a character has lost 4 out of 5 consecutive Tier 1 matches or loses four matches in a row, that character will be demoted to Tier 2, and must advance as though having just attained that rank.

Benefits

- The maximum wager is 50 gold, 100 gold on a championship bout.
- *"I know this mage with the mother of all gambling problems."* Spend one NAA and eight favors to commission the creation or upgrade of one wondrous item valued up to 16,000 victories at full price. This item has been made illegally, and is subject to seizure by the College of Magic.
- May spend one NAA and eight favors to commission the creation or upgrade of one magical weapon, shield, or set of armor of up to a +2 enhancement bonus and +1 special ability at full price. The character must supply the

weapon or set of armor to be enchanted, in addition to the price of the enchantment. This item has been made illegally, and is subject to seizure by the College of Magic.

- “*I’ll see what I can find out.*” Spend two favors and 20 victories to gain a +8 bonus to one Gather Information check. This takes 24 hours longer than the skill check would normally take and is only usable within Lebolegido, Bet Rogala, Baneta, Bet Kalamar, Sobeteta, Bet Urala, Korem, P’Bapar, Prompeldia, Rinukagh, and Bet Seder.

Grand Champion: Theldaras, The Chain of Fate

- In order to face the Grand Champion, a Tier 1 master must have won 5 of the last 6 tier 1 matches, or have 5 consecutive wins against tier 1 masters.

Grand Champion

Requirements

- Must have defeated the Grand Champion.
- In order to remain Grand Champion, a character must remain undefeated. If defeated as Grand Champion, that rank is lost, though the character remains in tier 1. Previous wins as Grand Champion or in Tier 1 may satisfy the requirement to challenge the new Grand Champion. To maintain Grand Champion status, the character must fight at least once every 2 adventures.

Benefits

- As every match at this rank is a championship bout, the maximum wager is 100 gold.
- “*Need some work done, champ?*” Spend one NAA and eight favors to commission the creation or upgrade of one wondrous item valued up to 18,000 victories at full price. This item has been made illegally, and is subject to seizure by the College of Magic.
- May spend one NAA and ten favors to commission the creation or upgrade of one magical weapon, shield or set of armor of up to a +2 enhancement bonus and +2 special ability at full price. The character must supply the weapon or set of armor to be enchanted, in addition to the price of the enchantment. This item has been made illegally, and is subject to seizure by the College of Magic.

Brawler tier:

1 Human Cleric			1 Human Fighter			1 Human Rogue			2 Human Arist.			2 Human Comm.		
S	16	10 HP	S	16	10 HP	S	14	7 HP	S	16	13 HP	S	18	9 HP
D	14	13 AC	D	16	14 AC	D	16	14 AC	D	12	11 AC	D	10	10 AC
C	14	+4 hit	C	10	+4 hit	C	12	+3 hit	C	10	+4 hit	C	12	+4 hit
I	8	1d3+3	I	10	1d3+3	I	12	1d3+2	I	12	1d3+3	I	10	1d3+4
W	14		W	10		W	10		W	10		W	10	
Ch	8		Ch	10		Ch	10		Ch	14		Ch	10	
Initiative: +2			Initiative: +3			Initiative: +3			Initiative: +1			Initiative: +0		
Bless, dodge			dodge			Dodge, weapon finesse								

Xiaoshan, The Fallen Monk				2 ex-Monk, gnome Speed: 20ft NE			
Str:	12	HP:	21	Attack:	+3 (+1/+1)		
Dex:	16	AC:	16	Damage:	1D4+1		
Con:	16	Fort:	+7				
Int:	8	Ref:	+6				
Wis:	14	Will:	+5				
Cha:	8	Init.:	+3				
Improved Unarmed Strike, Flurry of Blows, Improved Grapple, Improved Initiative, Deflect Arrows, Evasion							
<i>This diminutive monster has been dominating the brawler tier since he arrived a short time ago. His rigorous training has granted him a definite edge in unarmed fighting, transforming what is usually a drunken brawl into an artfully executed trouncing. No one knows where he came from, where he learned his art, or why he abandoned his path, but scores have learned to fear his vicious uppercut.</i>							

Tier 4:

3 Gnome Fighter			3 Human Rogue			3 Human Cleric			3 Human Bar.			3 Dwarf Fighter		
S	14	34HP	S	14	20 HP	S	20	38 HP	S	16	35 HP	S	16	34 HP
D	14	20AC	D	16	19 AC	D	14	18 AC	D	14	15 AC	D	12	18 AC
C	18	+7 hit	C	14	+5 hit	C	18	+8 hit	C	16	+7 hit	C	18	+7 hit
I	10	1d6+2	I	12	1d6+2	I	8	1d8+7	I	8	1d12+4	I	10	1d10+3
W	8		W	10		W	14		W	10		W	10	
Ch	8		Ch	8		Ch	8		Ch	8		Ch	6	
Initiative: +6			Initiative: +3			Initiative: +2			Initiative: +2			Initiative: +5		
Chain shirt, longsword, heavy wooden shield			Rapier, chain shirt, buckler			Chain Shirt, heavy mace			Greataxe, hide armor			Dwarven waraxe, Chainmail, heavy steel shield		
Dodge, weapon focus: longsword, combat reflexes, improved initiative			Dodge, weapon finesse, combat reflexes			Aid, Bull Strength, Bear's Endurance			Weapon focus: greataxe, rage, uncanny dodge			Weapon focus: waraxe, combat reflexes, improved initiative		

Stabby Gort		5 rogue, human		Speed: 30ft	N
Str: 16	HP: 32	Attack: +8			
Dex: 18	AC: 18	Damage: 1D6+3 (+3D6)			
Con: 14	Fort: +3				
Int: 11	Ref: + 8	Masterwork rapier			
Wis: 8	Will: + 1	Chain Shirt			
Cha: 8	Init.: +8				
Weapon Finesse, Improved Initiative, Sneak Attack +3D6, Uncanny Dodge, Evasion					
<i>Most who meet Gort would describe him as being completely insane. Though his motives are quite unfathomable, he does have the wherewithal to play to his strengths, namely his cat-like reflexes. Gort usually catches his opponent flatfooted with a serpent-like strike to a vital area, giving him the advantage for the remainder of the fight.</i>					

Tier 3:

5 Human Fighter			5 Human Fighter			5 Dwarf Fighter			5 Human Cleric			5 Elf Ranger		
S	17	39HP	S	16	44HP	S	16	54HP	S	20	48HP	S	12	33HP
D	16	19AC	D	16	19AC	D	12	19AC	D	12	20AC	D	20	20AC
C	12	+9 hit	C	14	+9 hit	C	18	+9 hit	C	18	+9 hit	C	12	+10 hit,
I	10	2d4+6	I	10	1d10+6	I	10	1d10+5	I	10	1d6+5	I	10	+8/+8
W	10	(1d8+3)	W	10		W	10		W	14		W	10	1d6+1 R
Ch	8		Ch	8		Ch	6		Ch	8		Ch	8	1d6 L
Initiative: +7			Initiative: +7			Initiative: +5			Initiative: +5			Initiative: +5		
Chainmail, Ranseur (longsword)			Heavy flail, breastplate			Dwarven waraxe, banded mail, heavy wooden shield			Handaxe, splint mail, heavy wooden shield			Rapier, shortsword, Elven chainmail		
Weapon Focus, Weapon Spec: ranseur, quickdraw dodge, weapon focus: longsword, improved initiative			Weapon Focus, Weapon Spec, dodge, improved initiative			Weapon Focus, Weapon Spec, combat reflexes, improved initiative			Aid, Bull Strength, Bear's Endurance, Magic Vestment weapon focus, improved initiative			+4 vs. Human +2 vs. Dwarf 2 weapon fighting, dodge, weapon finesse		

Lykos, Fist of the Battle Rager				6 Cleric, human		Speed: 30ft	
Str:	18	(22)	HP:	33 (56)	Attack:	+10 (13)	
Dex:	13		AC:	23 (26)	Damage:	1D6+4 (1D6+7)	
Con:	10	(14)	Fort:	+5 (+7)			
Int:	8		Ref:	+ 3	Masterwork handaxe		
Wis:	16		Will:	+ 8	Masterwork full plate		
Cha:	8		Init.:	+1	Heavy steel shield		
Weapon Focus: handaxe, Dodge, Power Attack, Improved Bull Rush							
Domains: Strength and War							
Active Spells: Bull Strength, Bears' Endurance, Magic Weapon, Magic Vestment, Aid, Shield of Faith, Protection From Energy (one form of energy the character has used in any previous match, otherwise not active)							
Just before every fight, Lykos prays to his god for victory. He has the strength and ferocity of a demon, though he tires quickly. At least, that is what one not familiar with divine spellcraft would say. Other than his enhancements, Lykos has no finesse , and no strategy.							

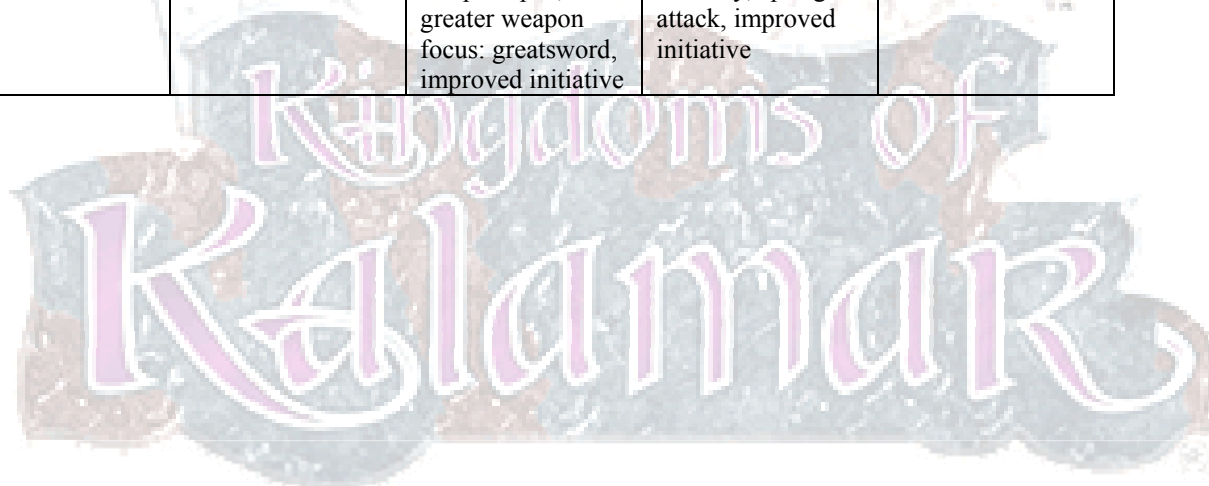
Tier 2: Note: A base attack bonus of 6 or greater will grant additional attacks on a full round attack action.

7 Human Fighter			7 Human Fighter			7 ½ Orc Bar.			7 Dwarf Fighter			7 Human Fighter		
S	14	60HP	S	18	60HP	S	20	68HP	S	16	67HP	S	16	46HP
D	18	19AC	D	14	18AC	D	14	18AC	D	12	24AC	D	18	21AC
C	14	+13 hit	C	14	+12 hit	C	14	+12 hit	C	17	+8 hit	C	10	+11 hit
I	10	+11/+11	I	10	2d6+8	I	6	+10/+10	I	10	1d10+3	I	10	1d6+6
W	9	1d6+4	W	9		W	11	1d8+5	W	10		W	9	
Ch	8	1d6+3	Ch	8		Ch	6	1d6+2	Ch	8		Ch	8	
Initiative: +8			Initiative: +6			Initiative: +2			Initiative: +5			Initiative: +8		
2 MW short swords, chain shirt			MW greatsword, chainmail			MW Flail, MW handaxe, chainmail			MW Dwarven waraxe, full plate, tower shield			Rapier +1, chain shirt +1, buckler		
Weapon Focus, Weapon Spec, dodge, 2 weapon fighting, improved 2 weapon fighting, weapon finesse, improved initiative			Weapon Focus, Weapon Spec, dodge, improved initiative, combat reflexes			Weapon focus: flail, rage, uncanny dodge, 2 weapon fighting, dodge			Weapon Focus, Weapon Spec, improved initiative, combat reflexes			Weapon Focus, Weapon Spec, dodge, weapon finesse, combat reflexes, improved initiative		

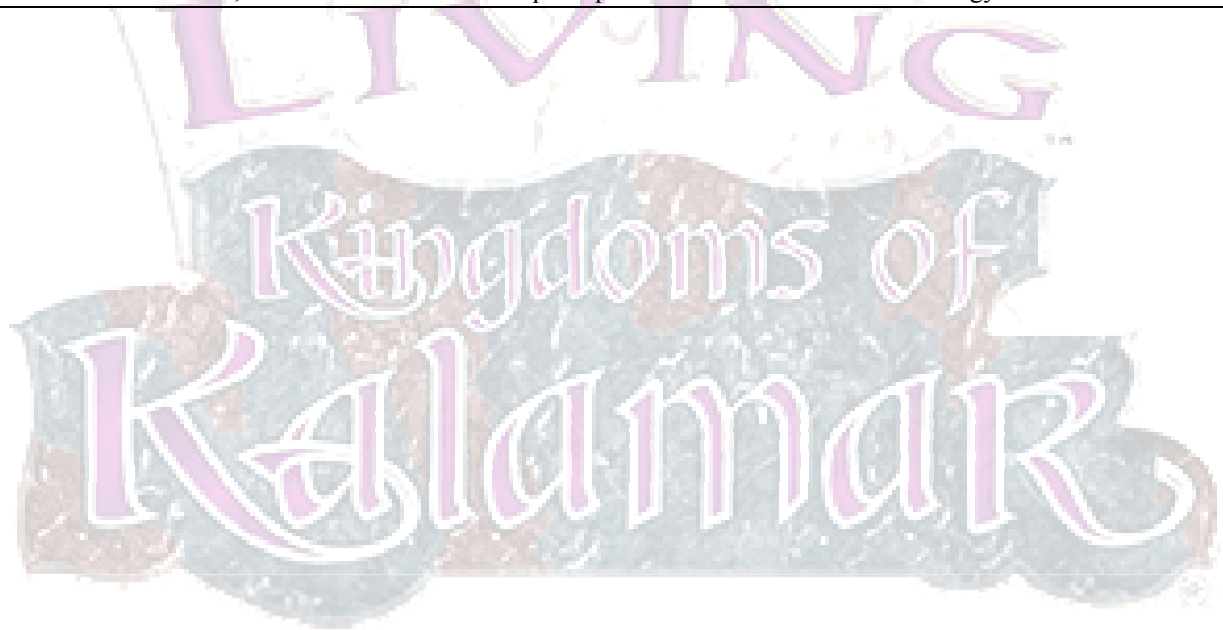
Gorthok, Crusher of... Things				8 Bar., Half-Orc		Speed: 30ft		CE	
Str:	20	(24)	HP:	72	(88)	Attack: +15/+10 (+17/+12)			
Dex:	18		AC:	19	(17)	Damage: 1D10+7 (1D10+10)			
Con:	12		Fort:	+7					
Int:	6		Ref:	+5	Masterwork Greatclub				
Wis:	10		Will:	+2	(+4)	Chain Shirt			
Cha:	6		Init.:	+3					
Fast Movement, Rage, Improved Uncanny Dodge, Trap Sense +2, Dodge, Damage Reduction 1/-, Weapon Focus: Greatclub, Toughness									
Gorthok spent his formative years reaving trade routes through the wastelands. After becoming bored with crushing the skulls of fat merchants and petty mercenaries, he came to the city. His strength is unmatched, and his speed belies his tremendous size. He has only one strategy: crush. At the beginning of each match, he flies into a berserker rage that banishes all other thoughts from his mind.									

Tier 1: Note: A base attack bonus of 6 or greater will grant additional attacks on a full round attack action.

9 ½ Orc Fighter			9 Dwarf Fighter			9 Human Fighter			9 Elf Fighter			9 Human Fighter		
S	18	94 HP	S	14	112 HP	S	18	94 HP	S	14	67 HP	S	18	67 HP
D	14	21 AC	D	12	24 AC	D	10	20 AC	D	24	26 AC	D	16	26 AC
C	18	+16 hit	C	22	+12 hit	C	18	+14 hit	C	12	+20 hit	C	12	+15 hit
I	8	+14/+14	I	10	1d10+5	I	8	1d10+9	I	8	1d6+5	I	10	1d8+6
W	8	1d8+7/	W	8		W	8	(2d6+9)	W	8	+1d6	W	10	
Ch	6	1d8+5	Ch	6		Ch	8		Ch	15		Ch	10	
Initiative: +6			Initiative: +5			Initiative: +4			Initiative: +11			Initiative: +7		
Orc double axe +1, Full Plate +1			Dwarven waraxe +1, adamantium full plate +1, tower shield			Glaive +1, Greatsword +1, full plate +1			Shocking rapier +1, mithril chain shirt +2, gloves of dex. +2, ring of defense +1, belt of giant str. +4, buckler +1			Longsword +2, mithril full plate, heavy steel shield +2, amulet of health +2, gauntlets of str. +2		
Weapon focus, weapon spec, greater weapon focus, 2 weapon fighting, dodge, improved initiative			DR 3/- Weapon focus, weapon spec, greater weapon focus, improved initiative			Weapon focus, weapon spec, greater weapon focus: glaive, weapon focus, weapon spec, greater weapon focus: greatsword, improved initiative			Weapon focus, weapon spec, greater weapon focus, dodge, weapon finesse, mobility, spring attack, improved initiative			Weapon focus, weapon spec, greater weapon focus, improved initiative, dodge		



Theldaras, The Chain of Fate		9 Fighter, Elf	Speed: 30ft	CN
Str: 18	HP: 67	Attack: +16/+11 (+14/+9 greatsword)		
Dex: 18	AC: 21 (25)	Damage: 2D4+9 (2D6+6 greatsword)		
Con: 12	Fort: +7			
Int: 10	Ref: +7	spiked chain +1		
Wis: 10	Will: +3	Elven chainmail +1		
Cha: 9	Init.: +8	masterwork greatsword		
Exotic Weapon Proficiency: Spiked Chain, Improved Initiative, Dodge, Mobility, Spring Attack, Combat Reflexes, Weapon Focus: Spiked Chain, Weapon Spec: Spiked Chain, Greater Weapon Focus: Spiked Chain				
Intimidate +11				
Though limited by the small size of the ring, this fearsome elf uses his speed, mobility, and range to prevent his opponents from closing in on him. His fighting style is brutal and effective. He is constantly moving; he closes to attack, then retreats to about 15 feet whenever possible, subjecting his opponents to brutal lashings with his chain if they wish to attack him. His weapon is just as effective in close combat as at range, but by keeping the fight at long range, most never have the opportunity to even scratch him. He may also try to trip or disarm his opponent at range and strike at them while helpless. If Theldaras is ever disarmed, he will switch to his backup weapon and a more conventional strategy.				



The Blooded

A Meta-Organization NOT for those who are weak of heart or will.

By Troy E. Daniels

Introduction

We are the Blooded.

In arenas all across the Kingdoms of Kalamar, we fight. The coliseum not our only battlefields however. Our watchwords are Bravery. Loyalty. Honor.

Do you have what it takes to be one of the Blooded? Do not tell us.

Show us.

-Vettar, Northern Watcher of the Blooded Council of Elders.

Unlike other organizations you cannot meet the requirements, pay a fee, and then begin enjoying the benefits of said organization. You must be invited to join. Every year several lucky candidates are asked to join the “illustrious ranks” of the organization. Will you be the next one so honored?.

Vettar always leaves out the most important watchword. It is not how many men die at the end of your blade. Did you offer your fallen foe your hand at the end of battle? If he was dead, did you offer him a salute for a fight well fought? Did you stand at the front door holding off the enemy while those that lived in the house escaped through the back door? A warrior armed with compassion has better armor than plate. There is one other thing.

A warrior armed with compassion can sleep at night.

There are not many warriors that can sleep at night, now are there?

Toleden, Southern Watcher of the Blooded Council of Elders.

This organization is not for the weak, nor is it for those that wish to gain lots of benefits, skills and magic, nor those that wish to create incredible items or wield tremendous power.

Typically speaking, members of the Blooded live very brief, violent lives. However the lives that they live are filled with adventure, glory, and honor. They fight for more than themselves. They fight for the people.

They look to us for more than just entertainment. They look to us for more than just leadership. They look to us for inspiration.

Ferina, Eastern Watcher of the Blooded Council of Elders

Members of the Blooded are champions of the people, and fight for causes that help those that cannot help themselves. This does not mean that a typical member of the Blooded is a noble paladin, striving to right wrongs and do good all the time. What this means is that each member of The Blooded will find a cause that he or she would believe in and promote that cause. Be it poverty, oppression of a class of people, or even education, the Blooded member strives to improve the common mans place in society.

Because of his or her personal prowess on the battlefield or some other noteworthy event, the member is famous in his or her own right. The common man wants to be like him, and those in power want to know him or her. They have the ears of both sides of the social ladder and this in and of itself is a very powerful tool for change. It is the responsibility of each member of the Blooded to use that well.

Structure of the Blooded

Members – These worthies form the rank and file of the organization. They are the ones that tromp on the fields of battle, down the dirty city streets, and through the forests of the Kalamaran continent. In times of need or when a certain cause needs championed, there is always a member of the Blooded nearby to answer the call.

Watchers – Four individuals form the group of watchers, one of only two levels to the Council of Elders. Each person is responsible for watching over a specific region of Pekal, observing not only what is going on, but who the movers and shakers are of that particular area. When a specific issue rises in an area, a watcher will typically send word to the appropriate member of the Blooded whose cause is being abused. After that, they step back and let the member take care of the situation.

Watchers also perform one other important task. Reputation is probably one of the most important allies that The Blooded have. Each member is famous in his or her own right for deeds that they have performed. It is important that even the common man knows about the various members and what they have done so that if that member makes an appearance in the area then they are greeted appropriately and can use that fame to influence people. In this respect the Watchers act as promoters for not only the organization but for the individual members themselves.

Eldest – The leader of the Council of Elders is the political muscle of the organization. By his word a dozen members of the Blooded can be on the doorsteps of Pekal's College of Magic or any other place, using their influence to sway the opinion of the people in a manner that can cause alarm to just about any organization. Woe be it to any group or individual who gains the negative attention of the Eldest of the Council of Elders. Within weeks or less there usually is an uprising of the people and that person or group is changed or toppled.

At this time the ranks of Watcher and Eldest are not available as PC options for the Blooded Meta-Organization.

Requirements to Join –

Invitation – You must gain an invitation to join the ranks of the Blooded. This invitation comes from the Council of Elders after reviewing all of the current heroes in the Kingdoms of Kalamar that might be willing to join, as well as those that have shown sufficient merit to bring glory and honor to the organization as a whole.

According to the Pekal Gazetteer, you must have :

- 5 levels of the Gladiator class or...
- Be invited to Join by the Council of Elders

This document expands upon those requirements by introducing "Paths". There are two separate paths to gaining the attention of the Council of Elders. One path is for gladiators while the other path is for other classes who might wish to join the Blooded.

Path of the Gladiator

From slave pits to staff fights in back alleys with coins being thrown all around, Gladiators typically are in the thick of things with people watching all the while. Those gladiators that have graduated from the arena's to the adventuring trade still have a desire to show their skills before others, often moving to the forefront of a battle so that everyone behind them can see a flashy finishing move.

Since gladiators are more public about their profession, they gain the attention of the Council of Elders a bit easier than those who fight in the trenches of a war or perhaps fend off orcish marauders in some distant forest. With their more public displays of martial prowess, many people have already heard of the gladiator. This includes the council.

Requirements for the Path of the Gladiator –

You must have levels of Gladiator to follow this path. Before you can turn in your certificate for presentation to the Council of Elders you must have at least 5 levels of Gladiator.

1. Print a copy of the Path of the Gladiator certificate in Appendix 2. Paths.
2. Fill in the appropriate information at the top of the certificate.

3. At your next gaming session, present the Path of the Gladiator certificate to your GM to inform them that you are working toward your invitation into the Blooded.
 - a. IF the GM feels that during the course of the adventure that your character did something that would be noticed by others in a positive light (IE, saved the damsel in a dramatic way, held the wall when others fell around you, etc) then he or she will note it on the Path of the Gladiator certificate.
 - b. One other person at the table will sign off beside the GM's signature.
 - c. You will complete 4 more of these "Noteworthy Events" before the certificate is completely filled in, for a total of five events.
 - d. Not all adventures will allow you to gain a Noteworthy Event. It is up to your playing and the GM's judgment to determine if your character did what was needed in order to earn the mark on your certificate.
4. Complete the entire certificate at various tables playing Living Kingdom's of Kalamar events. Once completed, copy the certificate as well as your Character Sheet. Mail it to the address marked in Appendix C – Mailing Address for Consideration.

Warriors, Paladins, Rangers and Other's wishing Consideration -

Gladiators are not the only ones that have been invited to join the Blooded. Paladins, rangers and even a barbarian or two fill the ranks of the organization. There are even tales of a few clerics and one wizard who wear the belts of the Blooded. Although rare, those who have not picked up the gladiatorial profession have been invited to join in the past. The Path of the Warrior is more difficult to follow and requires more time.

Requirements for the Path of the Warrior –

You are not required to have any levels of gladiator to follow this path. Before you can turn in your certificate for presentation to the Council of Elders you must have at least a Base Attack Bonus of +7.

1. Print a copy of the Path of the Warrior certificate in Appendix 2. Paths.
2. Fill in the appropriate information at the top of the certificate.
3. At your next gaming session, present the Path of the Warrior certificate to your GM to inform them that you are working toward your invitation into the Blooded.
 - a. IF the GM feels that during the course of the adventure that your character did something that would be noticed by others in a positive light (IE, saved the damsel in a dramatic way, held the wall when others fell around you, etc) then he or she will note it on the Path of the Warrior certificate.
 - b. One other person at the table will sign off beside the GM's signature.
 - c. You will complete 6 more of these "Noteworthy Events" before the certificate is completely filled in, for a total of seven events.
 - d. Not all adventures will allow you to gain a Noteworthy Event. It is up to your playing and the GM's judgment to determine if your character did what was needed in order to earn the mark on your certificate.
4. Complete the entire certificate at various tables playing Living Kingdom's of Kalamar events. Once completed, copy the certificate as well as your Character Sheet. Mail it to the address marked in Appendix C – Mailing Address for Consideration.

For more information about the Path Certificates refer to the next section.

Explanation of "Path Certificates"

The Path Certificate is a guide on the journey to becoming a Blooded. Since there are two separate paths, there are two separate certificates. The only true difference between the two of them is that the Path of the Gladiator requires five Noteworthy Events and the Path of the Warrior requires seven.

Noteworthy Events –

A noteworthy event is something that happens in the game that is almost epic in scope. Should the potential Blooded jump from the balcony, swing across the room, land on the top of the table and with a single blow take down the enemy whilst the rest of the party stands around in dumbfounded amazement, that is certainly a noteworthy event. When you mark something as a noteworthy event it should certainly be something that the bards will sing about. If it is the same old attack

routine on the same old Orc chieftain that you have used time and time again, then it probably is NOT a noteworthy event, and should not be marked as so.

Your Bard

Not every party is blessed with the melodic charms of a bard, however this person is going to be instrumental in getting your character into the Blooded. Upon completion of your very first Noteworthy event, you have one of two options:

1. Use 1 NAA and spend 50 Victories and tell a bard of your heroic deeds. He or she will then write a ballad for you and take it personally to the Blooded Halls in Lebolelegido. If you choose this option mark BARD 1 for BLOODED on your character log.
2. If your party has a bard, and you are on good terms with him or her then you may not have to pay the 50 Victories. If your bard agrees to write a tale for you then you spend 1 NAA and 20 Victories (expenses, all bards seem to have expenses) and it is assumed that he or she wrote something for you and took it to the Blooded Halls in Lebolelegido. The bard spends 1 NAA as well to note that he took the time to do this and the travel. Each of the characters should write BARD 1 for BLOODED on their character log to note the NAA spent.

Once you have completed the entire certificate then it is time for your character and his friendly bard to shine. You have to send your bard to the Blooded Halls one more time, this time with a REAL ballad, song, poem, or something that truly portrays your character. You must actually write something. Again, you have two options.

1. You can pay an NPC bard 100 Victories and he or she will take the completed ballad to the Blooded Halls along with your list of Noteworthy Events. If you choose this option you should compose your poem, spend 1 NAA, and note BARD 2 for BLOODED on your log sheets.
2. You can beg a bard that you know to write your story. Pay them 50 Victories (expenses again!) and both of you note BARD 2 for BLOODED on your character logs.

Applying for Membership

You have done it! You have completed your Path certificate and composed (or had composed) something truly epic, that will be sung by bards all across Tellene. You hope. Now what do you do?

1. Compile all of your information for easy access.
2. Send an email to Xxi insert email address here XX with the following information.
 - a. Real Name
 - b. Real Address
 - c. RPGA Number
 - d. Character Name
 - e. Character Class and level
 - f. Listing of all noteworthy events.
 - g. Copy of your Ballad.

It usually takes between two to four weeks to process an application, and when that happens you will be notified by email. If you are accepted then you will receive your certificate for membership within two weeks of notification.

Advancement/Benefits of Membership by Rank

Once you have been admitted to the Blooded, you begin your membership as a “Member”. Moving through the ranks of Senior Member and Veteran is not easy. But then again, nothing worth doing is. You learned that when you worked to become a member in the first place.

Member of the Blooded

Requirements

- A completed “Invitation to Join the Blooded” certificate.
- The Member must choose a “favored cause” either from the list of suggested causes or create one of their own that is similar to the examples.

Duties

- *Follow your Heart* – Each Member of the Blooded has a favored cause that they honor or defend over all others. If the Member's favored cause is part of a scenario description then they will take on the mission without thought of pay.
- *Serve the Blooded* – All around Pekal there are duties that are being performed on a daily basis by the Blooded in relation to their Favored Cause. The Member must spend 1 NAA per five scenarios traveling the countryside to support their cause. Each time you do this you gain a favor that may be used inside of the organization. You may "Serve the Blooded" more than just once every five scenarios to accumulate more favors.
- *Show your Colors* – Members of the Blooded are given a ceremonial girdle to wear. This girdle takes up a belt slot on the character and must be worn at all times unless it would endanger a mission. Valued at 500 Victories, it is a prize trophy that many would try to take from the Member.

Benefits

- *I'm Famous!* - As a Member of the Blooded, your exploits are told in taverns around Pekal, and perhaps farther. People recognize you wherever you go whether or not you are wearing your *Colors*. You gain a +1 circumstance bonus on the following skills: Bluff, Diplomacy, Gather Information, and Intimidate.
- *Maybe Too Famous?* - Having everyone know what you look like, act like, talk like, and walk like is not always a good thing. You have a -2 circumstance penalty to all disguise checks.
- *I Fight For* – When actively pursuing your favored cause, you gain a +2 bonus to Bluff, Diplomacy, Gather Information and Intimidate skill checks. You also gain a +2 to attack and damage when in combat with those that oppose your favored cause. This does not stack with I'm Famous! .
- *Accessories Make the Blooded* – The organization sometimes makes items available to purchase for active members.
- For 1 favor, you may purchase up to three potions, each potion can cost no more than 100 Victories. These can be purchased during play.
- For 2 favors you may purchase up to two potions, each potion can cost no more than 300 Victories
- For 3 Favors and 1 NAA you may purchase one of the following items at the cost listed.
 - o Ring of Protection +2 – 4,000 Victories
 - o Amulet of Health +2 – 2,000 Victories
 - o Amulet of Natural Armor +2 – 4,000 Victories
 - o Belt of Giant Strength +4 – 8,000 Victories
- For 3 favors and 1 NAA you may purchase any weapon or armor of no more than +2 value at the price listed in the SRD. In any case the total value of the weapon or armor cannot exceed :
 - o Armor – 4,000 Victories + the cost of the masterwork armor itself.
 - o Weapons – 8,000 Victories + the cost of the masterwork weapon itself.

Senior Member of the Blooded

Requirements

- The Member must have "Served the Blooded" a minimum of 10 times. This requirement shows a commitment to the organization and also to the Member's Favored Cause.
- The Member must have at least three FAME certificates. This requirement shows that the Member has presented himself well on the field of battle and completed high profile missions.
- The Member must have at least five certified favors from various organizations or individuals. These favors could have been used in the past however he or she must have the actual certificates on hand to prove that they once had them. This requirement shows that the Member knows people of influence and can call on favors if he needs to.

Duties

- *Share your Information* – If something happens during the course of an adventure that you recognize as being one of the favored causes that you personally do not champion you must report it to the Blooded Halls. You must spend at least 10 Victories to dispatch a bard to the Halls and deliver the message.
- *Influence Others* – It is your responsibility when dealing with your favored cause to use your influence and fame to correct the situation. After an adventure where you used any of your favored cause abilities you must spend 1 NAA to clean up the situation and insure that everything is put right.
- *Serve the Blooded* – Your continued service is required by the organization in order to advance its causes. You must spend at least one NAA per four scenarios serving the Blooded. Each time you do this you gain a favor that may be

used inside of the organization. You may “Serve the Blooded” more than just once every five scenarios to accumulate more favors.

- *Encourage Greatness* – If you see someone that you feel may be worthy of the title of one of the Blooded, you should take him or her under your wing and encourage them to excel in all that they do. Give them one of the Path certificates as appropriate to their class.

Benefits

- *I’m Very Famous!* - As a Member of the Blooded, your exploits are told in taverns around Pekal, and perhaps farther. People recognize you wherever you go whether or not you are wearing your *Colors*. You gain a +2 circumstance bonus on the following skills: Bluff, Diplomacy, Gather Information, and Intimidate.
- *Way Too Famous?* - Having everyone know what you look like, act like, talk like, and walk like is not always a good thing. You have a -4 circumstance penalty to all disguise checks.
- *I Fight For* – When actively pursuing your favored cause, you gain a +4 bonus to Bluff, Diplomacy, Gather Information and Intimidate skill checks. You also gain a +3 to attack and damage when in combat with those that oppose your favored cause. This does not stack with I’m Very Famous! .
- *Accessories Make the Blooded* – The organization sometimes makes items available to purchase for active members.
 - For 1 favor , you may purchase up to three potions, each potion can cost no more than 500 Victories. These can be purchased during play.
 - For 2 favors you may purchase up to two potions, each potion can cost no more than 1,000 Victories. These can be purchased during play.
 - For 3 Favors and 1 NAA you may purchase one of the following items at the cost listed.
 - Ring of Protection +3 – 9,000 Victories
 - Amulet of Health +4 – 8,000 Victories
 - Amulet of Natural Armor +2 – 9,000 Victories
 - Boots of Speed – 8,000 Victories
 - For 3 favors and 1 NAA you may purchase any weapon or armor of no more than +3 value at the price listed in the SRD. In any case the total value of the weapon or armor cannot exceed :
 - Armor – 9,000 Victories + the cost of the masterwork armor itself.
 - Weapons – 18,000 Victories + the cost of the masterwork weapon itself.

Veteran of the Blooded

Requirements

- The Member must have “Served the Blooded” a minimum of 20 times. This requirement shows a commitment to the organization and also to the Member’s Favored Cause.
- The Member must have at least seven (7) FAME certificates. This requirement shows that the Member has presented himself well on the field of battle and completed high profile missions.
- The Member must have at least ten (10) certified favors from various organizations or individuals. These favors could have been used in the past however he or she must have the actual certificates on hand to prove that they once had them. This requirement shows that the Member knows people of influence and can call on favors if he needs to.

Duties

- *Broad Shoulders* – Although your first favored cause will always be near and dear to your heart, you realize that there are other people out there that could use your help. You must take on another Favored Cause. See benefits for more details.
- *Serve the Blooded* – Your continued service is required by the organization in order to advance its causes. You must spend at least one NAA per three scenarios serving the Blooded. Each time you do this you gain a favor that may be used inside of the organization. You may “Serve the Blooded” more than just once every five scenarios to accumulate more favors.
- I need one more duty here.... Could use some help? :-D

Benefits

- *Approaching Legendary-* As a Member of the Blooded, your exploits are told in taverns around Pekal, and perhaps farther. People recognize you wherever you go whether or not you are wearing your *Colors*. You gain a +3 circumstance bonus on the following skills: Bluff, Diplomacy, Gather Information, and Intimidate.

- *Fame has it's Price?* - Having everyone know what you look like, act like, talk like, and walk like is not always a good thing. You have a -8 circumstance penalty to all disguise checks.
- *I Fight For* – When actively pursuing your favored cause, you gain a +6 bonus to Bluff, Diplomacy, Gather Information and Intimidate skill checks. You also gain a +4 to attack and damage when in combat with those that oppose your favored cause. This does not stack with Approaching Legendary.
- *Broad Shoulders* – When actively pursuing your second favored cause, you gain a +4 to Bluff, Diplomacy, Gather Information and Intimidate skill checks. You also gain a +4 to attack and damage when in combat with those that oppose your secondary favored cause. This does not stack with Almost Legendary.
- *Aura of Inspiration* – When promoting your favored causes you inspire confidence in those around you. Those who are within 30 ft gain a +2 circumstance bonus to Will Saves vs enchantment and a +4 circumstance bonus to fear saves.
- *Accessories Make the Blooded* – The organization sometimes makes items available to purchase for active members.
 - o For 1 favor , you may purchase up to three potions, each potion can cost no more than 1000 Victories. These can be purchased during play.
 - o For 2 favors you may purchase up to two potions, each potion can cost no more than 3,000 Victories. These can be purchased during play.
 - o For 4 Favors and 1 NAA you may purchase one of the following items at the cost listed.
 - Ring of Protection +4 – 16,000 Victories
 - Amulet of Health +6 – 18,000 Victories
 - Amulet of Natural Armor +4 – 16,000 Victories
 - Belt of Giant Strength +6 – 16,000 Victories
 - o For 3 favors and 1 NAA you may purchase any weapon or armor of no more than +4 value at the price listed in the SRD. In any case the total value of the weapon or armor cannot exceed :
 - Armor – 16,000 Victories + the cost of the masterwork armor itself.
 - Weapons – 32,000 Victories + the cost of the masterwork weapon itself.

At this time characters in the Living Kingdoms of Kalamar campaign cannot advance further than Veteran of the Blooded.

Explanation of Favored Cause

Note from the Author – When thinking of what would make the Blooded truly unique I began to look to our own media for inspiration. There on the TV was a famous movie star promoting her agenda regarding adoption overseas. The light bulb lit.... then after watching a certain actress who will remain nameless throwing paint on a lady wearing furs the bulb burst into flames. Fearful that my laptop would be damaged I put out the fire and got back to work... and Favored Causes were born. Famous people turning their stardom into activism is a concept that dates back to ... uhm... well.. farther than I can even think. So here is hoping you enjoy.

Troy – May 3, 2006

A Favored Cause is something that the Blooded warrior truly believes in, and will fight to the death if it is required just to promote that cause. The Favored Cause is very similar to the ranger class ability favored enemy in many respects.

Favored Cause (Ex) : As a Member of the Blooded you may select a Favored Cause from among those given on the Table: Blooded Favored Causes. The Blooded gets a bonus based upon his or her rank in the organization on all Bluff, Diplomacy, Gather Information, and Intimidate checks when using these skills against opponents of their favored cause. Likewise they get a +2 bonus to hit and damage against opponents when fighting for his favored cause. This threshold of attack and damage bonuses also increase as the Blooded member rises in ranks.

When the Blooded becomes a Veteran, they may select an additional favored cause from those given on the table. The new favored cause is treated as though selected by a first rank Member of the Blooded in regards to bonuses.

Table Blooded Favored Causes (Table 1.0)

Cause	Explanation/Example
Corruption- - Government - Merchants - College of	Those that are corrupt must be brought to the light. Corruption runs deep in an organization or community where it is found.

- Magic - Guilds - Religion	
Slavery	You oppose the sale and or use of sentient beings for forced labor. Even indenturing (the act of working for free to pay off a debt) is distasteful for you.
Oppression	
Hunger	All people, common or noble should have a good supply of food. Unfair pricing off food or hoarding is unethical and must be corrected.
Poverty	It is the right of everyone to be able to work and make a decent wage. All should be able to live in some manner of comfort.
Animals	Although it is acceptable for animals to be beasts of burden and or livestock, they should be treated with kindness and some modicum of dignity.
Environment	We all live in the same world and we all have to protect it for the future of our children. Littering, polluting ground water, starting forest fires and other acts of environmental cruelty will not be tolerated.
Child Abuse	Children of any race are the future of that race. They should be in school, not working in factories. They should be at their father's knee or their mother's skirts learning the crafts and skills that they will need when they are adults. Those that physically, mentally, magically, or spiritually abuse a child will be brought to the light of the public eye for scrutiny;
Abuse of Magic	Those who use their magic in a manner that causes harm to those that do not deserve it, either physically, emotionally, or financially will be brought to justice. Using magic in self defense or in the pursuit of one's vocation is tolerated as long as the use is not excessive and does not violate the above tenets.
Education for the masses	All people have the right to a basic education. Reading and writing are fundamental to the continuance of our future as a people.
Deforestation	Although druids do tolerate some taking of lumber for industry, they expect that new plants are brought in to replenish the woods. Wanton destruction of the forest harms the environment as well as the creatures that live in the forest and will not be tolerated.
Sanctity of Death*	The dead are dead, and should not be disturbed. Vile necromancers that bring them back from their eternal slumber or those that desecrate graveyards will be punished.
Destruction of Knowledge	Burning scrolls of history or literature, the destruction of art are all anathema to you. Those that hoard or destroy these things will be taught a lesson, possibly a hard one!
Exploitation	Be it the using of women for pleasure and pay (prostitution) or a local bully running a protection racket, exploitation occurs virtually anywhere you can go. You however will do something about it.

Path of the Gladiator Certificate



Path of the Warrior Certificate



Thieves Guild of Bet Seder - Society of Iconoclasts

By Brian Spurling

As the largest organization in Bet Seder, it is no wonder that the Thieves Guild has many factions within its membership. Though mostly a den for the malcontents of society, there are a few small factions that exist with a greater purpose than to rob people blind. The Society of Iconoclasts holds the most sway within these groups. Founded by the half-elven rebel, Jelena Vaotal, the Society is comprised of dissidents of King Adoku's rule (not to mention Kalamaran Imperial interference). Jumar seems close to Guildmaster Malaran and is rumored to be one of his mistresses, but anyone who wants to keep breathing doesn't say a word about it. Another popular rumor about the group is that it is supported by the two disposed royal families of Tokis. This doesn't seem too unfeasible as they do have a good relationship with some very important people in Bet Rogala.

Locations

Headquarters: Bet Seder

Safehouses: None outside Bet Seder (although some rumors to an alliance to the Victory Way Irregulars of Bet Rogala exist)

Roleplaying Summary

Although the Guild has many goals, the Society has one simple goal...the fall of King Adoku Soriba.

Ranks

Iconoclast

Serving the needs of The Society is simple. Be a member in good standing of the Thieves' Guild and disgracing the nobility at any chance is all that is asked for.

Requirements

- 2 or more ranks in Knowledge: Local (Bet Seder)
- 2 or more ranks in Sleight of Hand, Bluff, Open Locks, and Disable Device
- 1 year in Bet Seder (achieved in character history or game play)

Duties

- Patterned after the Challengers of Fate, an Iconoclast may prove their worth by committing a daring crime that would embarrass, harm, or even kill a member of those Honorable loyal to Adoku. (These acts must be within game play.) Each act gains the Iconoclast one favor within the Society.

Benefits

- For the expenditure of one favor, the Iconoclast may purchase a normally restricted item of no more than 750 Crowns/Victories. The Iconoclast is responsible for all cost and consequences of purchasing or owning said item.

At this time PCs cannot advance further than the rank of Iconoclast in the Thieves Guild.

The Edge

By Daniel Donnelly

Unlike many of the organizations in the Principality of Pekal, the Edge is not affiliated, nor does it wish to be affiliated, with the official government of the Principality. In fact, the Edge's goals include expansion from their local Pekal origins to other kingdoms in the region. The philosophy of the Edge members is that the world is too serious a place, and that good living and enjoyment should be part of normal life. Although the majority of members are of the rogue, bard, or infiltrator professions, the organization has very few requirements for membership.

The Edge has a lukewarm relationship to the Bardic College. Some members of the Bardic College see the Edge as a rival organization. Others see the Edge as too unstructured and unfocussed to accomplish anything. Some of the younger members of the Bardic College see Edge members as mysterious and dashing – more so than their settled instructors. None of this endears the Edge to the leaders of the Bardic College. For their part, the members of the Edge do not spend much time worrying about such issues.

The College of Magic has publicly stated that the Edge is a dangerous influence upon Pekal and has striven to have the organization made illegal. This has so far come to nothing, perhaps in part because some members of the COM are also secretly members of the Edge as well.

Locations

Bet Rogala, Favido, Leboleghido, Baneta, Kalokapeta, and Fodeta

Role-playing Summary

Doing good for no other reason other than to do good. Having fun for no reason other than to have fun. There is no reason behind members of The Edge. They have no headquarters, and often meet in taverns and inns. Members of the Edge are generally well-liked by merchants and guildsmen.

Ranks

Edge Member

Edge Members have the responsibility to try new wines, visit taverns on their opening night and help members back to their rooms after long meetings.

Requirements

- Be of good or neutral alignment
- Be invited by a member of good standing – This would happen during play, or spend 1 NAA making appropriate contacts, logged on the event sheet.
- Have at least 3 ranks of at least one of the following skills: Climb, Jump, Bluff, Tumble or Sleight of Hand.
- Costs 20 Victories to join the organization (Drinks are on you!)
- Spend 1 NAA making contacts and providing good cheer

Duties

- Have fun
- Help those that can not help themselves

Benefits

- +2 circumstance bonus to all Charisma based skills while in a tavern or an inn.
- “Bottle of your Best” – most taverns have the good stuff hidden away for their best patrons. Taverns in those cities with an Edge presence hold onto a few good bottles or casks for the members. In most cases they are only charged normal prices.

Edge Recruiter

Edge Recruiters have the responsibility of overseeing gatherings and new recruits.

Requirements

- Have at least 3 ranks of at least two of the following skills: Climb, Jump, Bluff, Tumble, Sleight of Hand, Knowledge (Local), or Perform (Dance).
- Have at least a Charisma of 12.
- Must have spent 10 NAA's as a Member

Duties

- Recruit new members into the society.
- Make sure all taverns in the area stock a "Bottle of your Best" – costs 1 Victory per event played.
- Spend, oh, somewhere around 1 NAA every 5 having a good time and recruiting. Whatever you see fit, man.

Benefits

- An additional +2 Charisma circumstance bonus while in your home town taverns.
- "Drinks on the House" – you never pay for your own drinks while in your home taverns.
- "It's not what you know" – Recruiters may spend an Activity to work within any Guild organization, gaining a favor from that Guild.

Edge Leader

It is difficult to say that an Edge Leader manages or organizes the disorganized, however, in their home city and Edge Leader is responsible for the Edge Recruiters and formally introducing new members.

Requirements

- Have at least 5 ranks of at least two of the following skills: Climb, Jump, Bluff, Tumble, Sleight of Hand, Knowledge (Local), or Perform (Dance).
- Have at least a Charisma of 14.
- Spend at least 10 Activities as an Edge Recruiter.

Duties

- The Edge Leader is responsible for negotiating with the merchant guilds for wine, ale and other spirits.
- Spend, oh, somewhere around 1 NAA every 4 having a good time and recruiting. Whatever you see fit, man.

Benefits

- +4 circumstance bonus to all Charisma based skills when dealing with any representatives of the Merchants Guilds, Innkeeper, Tavern Owners or City Guard.
- "Personal Brand" – The Winemakers or Brewers guild has cultured a private vintage/brew for the Edge Leader. This brand is available at all taverns in the Leader's home city for only the Edge Leader and his/her guests.
- "It's not what you know" – Leaders may spend an Activity to work within any Guild organization, gaining a favor from that Guild.
- "It's WHO you know" – Leaders may use favors from any Guild organization to gain benefits in that organization as if they were 1st tier members themselves.

Edge Toastmaster

The Edge Toastmaster is the overall leader of The Edge for a given city, the talk of the town, top of the crowd.

Requirements

- Spend at least 15 Activities as an Edge Leader
- Have at least 7 ranks in Knowledge (Local), Gather Information and Diplomacy.

Duties

- Spend, oh, somewhere around 1 NAA every 3 having a good time and recruiting. Whatever you see fit, man.

Benefits

- +4 circumstance bonus to all Charisma based skills when dealing with Officials of the City. This circumstance bonus is +2 in ALL other cities where the Edge has influence.
- “It’s not what you know” – Toastmasters may spend an Activity to work within any Guild organization, gaining a favor from that Guild.
- “It’s *WHO* you know” – Toastmasters may use favors from any Guild organization to gain benefits in that organization as if they were 2nd tier members themselves.



The Gray Legion

By Brandon A. Mann

The exact origins of The Gray Legion are unknown to the common Pekalese citizen. This is no real surprise since much about the Gray Legion is shrouded in secrecy. It is a common misconception that Lamnian Endremin founded the group during the revolt that freed Pecal from the tyranny of the Kalamaran Empire, but this is not the case. In fact, there is evidence that the Gray Legion was in operation in the year 420 IR and played a major role in the events leading up to the revolt.

The exact location of the Gray Legion headquarters is not known. What is known is that a high-ranking Legion member, Varshoth Nunn, publicly lives in Crenolm, lending some validity to rumors that the Legion has ties to Brandobia. Varshoth Nunn, a white-haired Brandobian, has acted as the public face of the Legion for the last twenty years. Many suspect that the Legion's headquarters are near him in Crenolm.

Master Nunn has, upon occasion, traveled to Bet Rogala for private audiences with Prince Kafen. These are infrequent, however, and seem to be unscheduled. Some believe that the Legion's activities are largely unknown to the Prince, whether by design or by subterfuge on the Legion's part. On the rare occasion the Prince refers to the Legion, he seems satisfied with this arrangement.

The Gray Legion is sworn "to keep Pecal safe and secure from possible invasion and loss of its independence." In that mission, they work closely with the military, the Temples, and the College of Magic. Other organizations may also unknowingly do the work of the Legion. In all cases their work is done covertly, behind the scenes, and with a minimum of fanfare.

Even though there are several levels in the chain of command, inside the Legion all members are referred to as "operatives" when they are undertaking Legion activities. Many citizens refer to the organization as "the Gray Eyes," or "The Ever Watchful Eyes of Pecal." The common man knows very little detail of the Legion but feels safe in knowing "Gray Legion Operatives" are putting their lives on the line to protect the freedom of Pecal.

There is no official emblem for the Gray Legion. Members of the Legion can readily identify each other, but for those outside the Legion, the only means of identifying an individual as an operative is by a small gray polished stone medallion that is framed by a ring of platinum. On one side of this medallion an eye is carved into the stone. Symbols carved into the platinum ring are assumed to be some means of figuring out the identity of the Legion member if it cannot be determined from his remains. This medallion is kept hidden on the body of a member during most missions. Even this means of identification is not carried for the most sensitive missions, including those behind enemy lines. If captured, Legion operatives are trained to maintain the guise that they are simple merchants or thieves, limiting the chance that a connection can be made back to the Legion and Pecal. The Gray Legion goes to great lengths to maintain its secrets, believing that information is power. The less anyone knows of their activities the safer they will be. If the Legion is safe then they can work to make sure Pecal will be safe as well.

The Gray Legion has closed itself to new recruits. If you are a member of the Gray Legion currently, please contact the Campaign Staff.

Naval Irregulars - Corsairs of Elos Bay

By Thomas Abbott

When the war with Tokis started 12 years ago, Prince Kafen increased military funding in order to augment the size of his army and to make them a more highly trained fighting force. With only one major coastal city, Baneta, Pekal does not have a large shipbuilding industry, and the naval forces were initially neglected. The cost of outfitting a ship and crew is exorbitant, and was originally determined to be of only minor concern. Pekal's small fleet of forty ships was determined to be enough for defense of the coastline.

Unfortunately, naval warfare is not a game of defense, but a game of offense and counter offense. While the coasts remained safe at first, trade dropped off drastically as the Tokite navy and irregulars blockaded all of the Pekalese ports, big and small. It was quickly realized that the navy needed to be expanded to try and counter the blockade. Shipbuilding takes time, so the only immediate solution was to offer letters of marque to various pirate captains, offering amnesty and bounties on any Tokite vessels.

The Naval Irregulars were highly useful and managed several times to break through the naval blockade. Then Admiral Ruwasan, head of the Pekalese Navy, made a grave error; he flogged a pirate captain who had a letter of marque from Pekal. This captain immediately sailed for Tokis and received a Tokite letter of marque. Soon, almost half of the Pekalese irregulars had either shifted allegiances or had obtained letters of marque from both sides.

Recently a fiercely independent, but also fiercely loyal, privateer named Pendan Romasil has made inroads in re-establishing the name of the Corsairs and to increasing their effectiveness. Romasil is quietly creating a base for the Corsairs in a village east of Baneta on the coast of Pekal, closer to the targets in Tokis, and out from under the eye of the Navy's fussy officers.

Locations

Baneta, currently

Roleplaying Summary

Corsairs crave a life of adventure. Mastering both the sea and an opponent in armed combat are the greatest challenges that an adventurous soul can face. The Corsairs are substantially less organized than the merchant guilds. They collect no dues beyond time in service, have no opposing guilds, and rely primarily on themselves. They are friendly with the College of Magic, which provides them with offensive firepower.

Lately, Romasil has asked the College to routinely magically verify that the privateers aren't working for Tokis. Anyone caught by the College is summarily keelhaunched. Romasil doesn't care what ships the Corsairs chase, how they bring the ships to bay, how drunk his sailors get on shore, or about any part of their personal lives, but he has absolutely no sympathy for Tokite spies and deals with them accordingly. He pays a bounty of 300 Victories for the capture of any Corsair who sold out to Tokis, and a bounty of 1000 Victories per crew plus an equal share of the booty for every Tokite ship captured. Through his efforts the Corsairs are once again an effective fighting force. In recognition Prince Kafen has named him Commodore.

Ranks

Deckhand

Requirements

- Cannot be lawful
- 4 or more ranks in Profession (Sailor)
- 2 or more ranks in Swim
- 1 or more ranks in Use Rope
- Proficiency with at least one projectile weapon or ability to cast one ranged offensive spell.

- Must swear fealty to Prince Kafen and Pekal.

Duties

- Must serve at least one tour of duty with the Corsairs per 5 modules. This is a non-adventuring Activity that earns the Deckhand 2 Victories

Benefits

- +1 meta-org bonus to Profession (Sailor) checks.
- +1 meta-org bonus to Balance checks
- +1 meta-org bonus to Use Rope

Seaman

Requirements

- 6 or more ranks in Profession (Sailor)
- 3 or more ranks in Swim
- 2 or more ranks in Use Rope
- Proficiency with at least one slashing melee weapon.
- Must have served at least 5 tours of duty as a Deckhand.

Duties

- Must serve at least one tour of duty with the Corsairs per 4 modules. This is a non-adventuring Activity that earns the Seaman 5 Victories.

Benefits

- +2 meta-org bonus to Profession (Sailor) checks.
- +2 meta-org bonus to Balance checks.
- +1 Dodge bonus to AC when at sea and wearing light or no armor. This bonus stacks with all other Dodge bonuses, but only applies when on the water (lakes, rivers, or the ocean).
- Access to purchase Potions of Water Breathing from the College of Magic.

Mate

Requirements

- 8 or more ranks in Profession (Sailor)
- 4 or more ranks in Swim
- 3 or more ranks in Use Rope
- Must have served at least 10 tours of duty as a Seaman.

Duties

- Must serve at least one tour of duty with the Corsairs per 3 modules. This is a non-adventuring Activity that earns the Mate 10 Victories.

Benefits

- +3 meta-org bonus to Profession: Sailor checks.
- +3 meta-org bonus to Balance checks
- +2 Dodge bonus to AC when at sea and wearing light or no armor. This bonus replaces (does not stack with) the bonus from the Seaman rank, but does stack with all other Dodge bonuses. It only applies when on the water (lakes, rivers, or the ocean).
- Mates gain one favor with the Pekalese military for each tour of duty served. These favors may be used to gain access to feats, items, and prestige classes available to that organization.

Captain

Requirements

- Must meet all requirements for Mate
- 10 or more ranks in Profession (Sailor)
- 4 or more ranks in Diplomacy
- 4 or more ranks in Intimidate
- Must have served at least 10 tours of duty as a Mate.
- SPECIAL: Must have captured a Tokite or Kalamaran ship intact. This can only be done through game play. The captured ship becomes the player's vessel. A Captain uses his Non-adventuring activities to harass the Kalamaran and Tokite navy, but all bounties he collects goes to paying his crew and maintaining his ship, excepting only 50 Victories for himself.

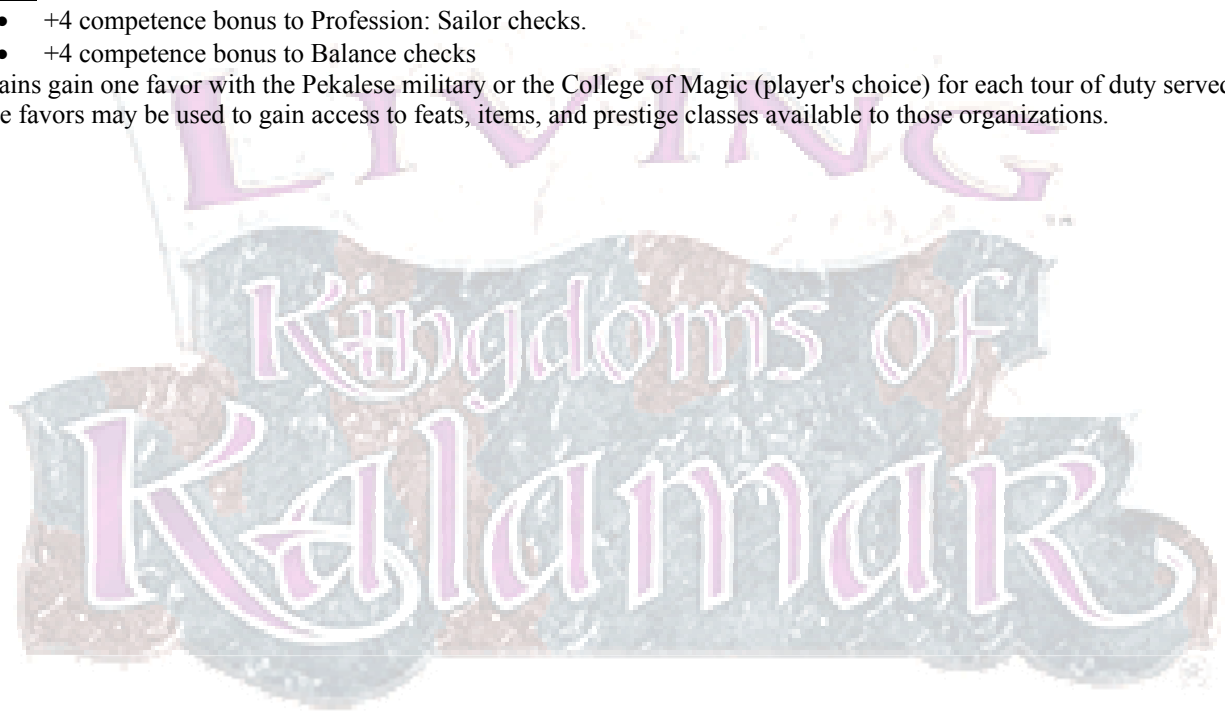
Duties

- Must serve at least one tour of duty with the Corsairs per 2 modules. This is a non-adventuring Activity that earns the Captain 50 Victories in retained bounties and booty.

Benefits

- +4 competence bonus to Profession: Sailor checks.
- +4 competence bonus to Balance checks

Captains gain one favor with the Pekalese military or the College of Magic (player's choice) for each tour of duty served. These favors may be used to gain access to feats, items, and prestige classes available to those organizations.



Steel Ribbons

By Greg Manuel

The Steel Ribbons, as an organization, is very young, only being about 30 years old. Colonel Thaddius B'Jorak, a gruff, retired Kalamaran, formed the Steel Ribbons after being refused entrance into the Castle of Honor. He was outraged that a decorated soldier such as himself would not be allowed to serve his country in any capacity after his retirement. He set about gathering other grizzled old veterans whose views did not coincide with the Castle's vaunted chivalry. These veterans, all highly decorated and high ranking retired officers of the Pekalese military, set about the task of protecting Pekal from those threats that the army was not designed to battle.

Most of the members of the Steel Ribbons are scattered throughout Pekal. Typically, they own a house or villa in a small town or village. Each member has taken on the responsibility of guarding their area from threats of all kinds. This could involve Tokite spies, monstrous enemies, or mundane bandits. Even though they have no official status under the law, they are so highly regarded that they are allowed to operate as if they were agents of the Crown. Most members of the Guard or the Army would take the word of a Steel Ribbon as fact without question.

Occasionally the members gather in small groups to battle larger threats. They also gather at times to discuss recent events. With the coming of war between Pekal and Tokis, the Steel Ribbons mission has become more important. They have been hard at work recruiting new members, young and old, molding them into effective fighting units. The Steel Ribbons have made a concerted effort to root out Tokite spy activity within Pekal. They have been stockpiling weaponry and preparing for the coming war. Each member is taught effective unit tactics and guerilla warfare by some of the best military minds in Pekal. The Steel Ribbons have sent many groups south to support the Army and help train local Militia.

Roleplaying Notes

The Steel Ribbons are not concerned with ideas like honor and chivalry; their one concern is the safety of Pekal. They know that battles and war are ugly, not glorious, often hurting the very people being protected. Each member is trained in the art of unit combat and guerilla warfare. The Steel Ribbons are ultimately loyal to Pekal and the Prince and are willing to do what it takes to make Pekal each remains free.

Locations

Scattered through towns and villages throughout Pekal.

Ranks

The Steel Ribbons have very unusual ideas about rank and position. Each member is expected to be their own man or woman. Higher ranking members inform others of unusual activities, but usually leave it to them to determine the proper course of action. On those times when members meet in larger groups, it is more a meeting of equals rather than rigidly divided in ranks. When the time comes for organization, however, the members seem to meld seamlessly into a military unit.

Protector

Requirements

- Must have the heavy armor proficiency
- Must have served in Pekal Army for 2 years (as represented by 30 NAAs)
- Must have earned the Ribbon of Distinguished Service
- 5 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Art of War)
- BAB +2 or better

Duties

- Must maintain a residence in a small town or village in Pekal. This costs a minimum of 10 Victories per module to rent a home unless the member has a (certed) residence.
- Must spend 5 consecutive Activities spent training after joining.
- Must periodically patrol home area or southern Pekal, spending at least 1 Activity every 5 modules.

Benefits

- +1 circumstance bonus to Gather Information within Pekal. Many people recognize the Steel Ribbons and are willing to talk to them
- +1 competence bonus to Knowledge: Military Tactics
- May purchase normal weapons and armor from the Steel Ribbons stockpile at 10% discount.

Guardian

Requirements

- 6 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- BAB +4 or better
- Must have patrolled 10 Activities as a Protector with distinction (no legal or ethical issues).

Duties

- Must maintain a residence in a small town or village in Pekal. This costs a minimum of 10 Victories per module to rent a home unless the member has a (certed) residence.
- Must periodically patrol home area or southern Pekal, spending at least 1 Activity every 4 modules.

Benefits

- +2 circumstance bonus to Gather Information while in Pekal
- +2 competence bonus to Knowledge: Military Tactics
- May purchase normal and masterwork weapons and armor from the Steel Ribbons stockpile at 20% discount.

Defender

Requirements

- 4 or more ranks in Knowledge (Military Logistics)
- 2 or more ranks of Knowledge (Military Training)
- BAB +6 or better
- Must have patrolled 20 Activities as a Guardian with distinction (no legal or ethical issues).

Duties

- Must maintain a residence in a small town or village in Pekal. This costs a minimum of 10 Victories per module to rent a home unless the member has a (certed) residence.
- Must periodically patrol home area or southern Pekal, spending at least 1 Activity every 4 modules.
- Must spend 6 Activities training new members. These do not need to be consecutive, and can be conducted during a normal patrol of home area.

Benefits

- +3 circumstance bonus to Gather Information while in Pekal
- +3 competence bonus to Knowledge: Military Tactics
- +1 competence bonus to Knowledge: Military Logistics
- +1 competence bonus to Knowledge: Military Training
- May purchase normal and masterwork weapons and armor from the Steel Ribbons stockpile at 30% discount.
- May request assignment of a Protector to personally train. Defenders with Leadership can be assigned a Protector as a cohort. Contact campaign staff for cohort assignment.

Sentinel

Requirements

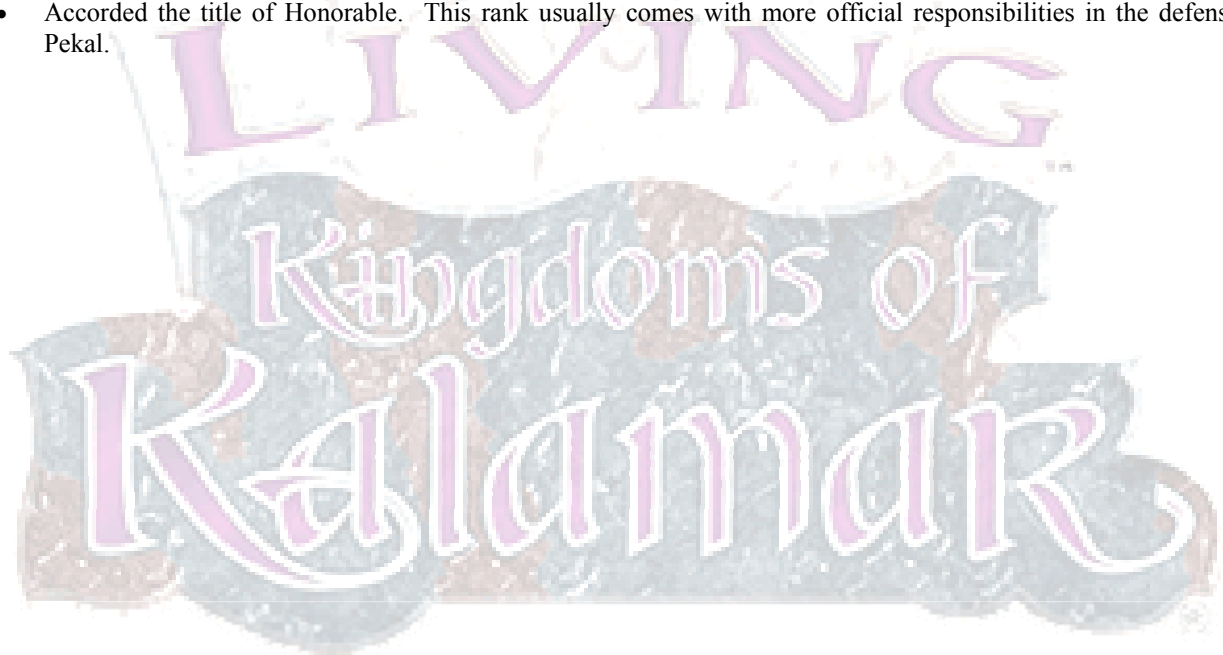
- Must own a set of ceremonial full plate armor (5 times normal price)
- 8 or more ranks in Knowledge (Military Tactics)
- 4 or more ranks in Knowledge (Art of War)
- 4 or more ranks of Knowledge (Military Training)
- BAB +8 or better
- Must have patrolled 30 Activities as a Defender with distinction (no legal or ethical issues).

Duties

- Must maintain a (certed) residence in a small town or village in Pekal.
- Must periodically patrol home area or Southern Pekal, spending at least 1 Activity every 4 modules.
- Must spend 10 Activities training new members. These do not need to be consecutive.

Benefits

- +4 circumstance bonus to Gather Information while in Pekal
- +4 competence bonus to Knowledge: Military Tactics
- +2 competence bonus to Knowledge: Military Logistics
- +2 competence bonus to Knowledge: Military Training
- May purchase normal and masterwork weapons and armor from the Steel Ribbons stockpile at 50% discount.
- Accorded the title of Honorable. This rank usually comes with more official responsibilities in the defense of Pekal.



The Village of Tresana

By Brian Schulman

The Village of Tresana has existed for several hundred years as a haven for those born with the psionic spark. Over three hundred years ago when Avrynnner and his students first arrived in Pekal, the Mind Master sent his most trusted student, Nuadha, to find a location away from the city. Avrynnner explained to his student that those studying the Ways of the Mind would need a place of peace and quiet for times of reflection, and that the peace needed could not be found in the bustling city. The Mind Master knew that Nuadha, as the most skilled Seer, would be able to recognize the location which would be most beneficial for the group. Reluctantly, Nuadha led the majority of Avrynnner's followers in search of a home away from what they now considered their home.

Over the course of several weeks Nuadha's band traveled to many locations around Pekal until they came upon an isolated area in the Kamarela mounds. Nuadha immediately felt a resonance with the area and recognized that it was the perfect location for the peace and solitude that the students would need. The Shapers and Kineticists began their work in enlarging the hillock until the space underneath could comfortably support Avrynnner's followers. Beautiful multi-story houses were created almost overnight, with large columns made of twisted marble and granite. Every house was unique in some way, but they each were built with a garden and meditation area in a prominent location. The village had fountains at every intersection and was built for beauty rather than defense or trade. Skylights were built into the ceiling of the hill to allow sunlight to fall on each garden. Those few who saw it called it the most beautiful place they had ever beheld.

The group had been in telepathic contact with Avrynnner and the disciples who were still in Bet Rogala and were excited to hear of the populace's acceptance of magic; it seemed they had finally found a home. Construction of the village was almost complete when contact was lost Avrynnner and his followers in Bet Rogala. Elatha, one of the leading Nomads, was sent to investigate the loss of contact. Once she arrived in Bet Rogala she quickly learned of Avrynnner's fate, and of the College of Magic's distrust of psionics. Of Avrynnner's followers who had been with him, nothing could be learned.

Elatha returned quickly to the village and informed the group of the terrible news regarding Avrynnner's execution and the disappearance of his followers in Bet Rogala. Discord struck the Mind Master's disciples for the first time since they had all been brought together. A majority of Avrynnner's followers felt that they needed to move on; to continue the search for acceptance as a community in other lands. A small number, led by Nuadha, felt that wandering, constantly looking for a place to settle and learn, was not enough. They needed to learn by doing, to be adventurers, to find acceptance as individuals rather than as a group. A third faction was determined to undermine the College of Magic and bring it down for what they had done to Avrynnner and they would do so by any means necessary. The final faction was the smallest of all; a group of Halflings, led by Elatha, were tired of being ostracized and were determined to settle down even if it meant hiding their abilities. Elatha and Nuadha, once the closest of companions, now found and issue which created a rift in their friendship as both felt that they, and only they, had found the solution.

The followers split, each group to follow its own path, and left the village as a monument to an ideal. The group of Halflings, who called themselves Those Behind the Mirror, returned to the village a few weeks later. There, under Elatha's leadership, they reshaped the village into a form more suitable for a local village. Gone were the gleaming houses, the gorgeous fountains, the gardens, the skylights; instead the village resembled a Halfling village which could be found anywhere, with the exception of the crystal lamps lighting the village streets. The halfings appointed a council, one of each of the psionic disciples as well as one each of a psionic warrior, a soulknife, and a wilder. The group was founded on the principles of training their skills, looking out for each other, and separating themselves from the rest of the world.

Roleplaying Summary:

The Village of Tresana is one of the few places in Pekal where users of psionic talents are welcomed with open arms. As an organization, it will only accept those into its ranks who have both performed a service to the Village and display some form of psionic talent. All new entrants are carefully screened by the most powerful telepaths in the village, as are all who return from traveling abroad. The group has no desire to interfere with, or interact with, the College of Magic. The council does look forward to the day when psionics will be legal, but does not work overtly towards that end. They do seek out people with psionic talent, as training those talents is one of their key missions, but they tend to look down on those who use their talents for adventure or profit. As a group they are generally good and will help those in need if they can do so safely, but would rather be left to their own devices. In addition, they are focused on the advancement of their psionic power and see training as a duty. Most would never leave their village if it were not required.

The Village will only accept those from outside who have done a service, are of good nature, and have psionic power. To advance in the village one must meet the requirements of the level aspired to and spend one Activity making the transition

Locations

The Village of Tresana is located in the Mounds district of Pekal.

Ranks

Friend

Requirements:

- Powerpoint reserve or
- The ability to form a mindblade.
- Invitation from a member of the Village of Tresana during game play or 4 Non-Adventuring Activities dedicated to learning of the Village's nature and location. This is represented by making a gather information check, and recording the results on the event sheet. (At the fourth activity, the character will be secretly approached and invited to join, regardless of the results of the gather information checks.)

Duties:

- Friends must swear to keep secret the nature and location of the Village of Tresana. Though the location of the village may be disclosed in dire circumstances, the nature must be kept secret to any but those who might be potential members.
- Friends must spend 1 Activity per ever 5 modules studying with the Psionic Masters in Tresana to improve their skills.

Benefits:

- May use an Activity to gain a favor with the village (the village requires people to perform general menial tasks as well as bringing in trade goods from the outside).
- May use one favor and one Non-Adventuring Activity to gain a permanent +2 competence bonus to Concentration checks related to psionic powers (Psionic focus, hide display, manifestation interruptions). This benefit may only be gained once.

Student

Requirements:

- Must have studied with a Psionic Master at least 10 times.
- Must make a one-time donation of 150 victories in order to support the village.
- Must be able to manifest psionic powers of at least 3rd level or able to enhance a mindblade.

Duties:

- Students must spend 1 Activity per ever 4 modules studying with the Psionic Masters in Tresana to improve their skills.
- Students must report any psionic activity they witness to the Council at Tresana.

Benefits:

- +1 meta-org bonus to Concentration checks related to psionic powers (Psionic focus, hide display, manifestation interruptions). (This stacks with the competence bonus offered to Friends.)
- May use one favor and one Non-Adventuring Activity to gain a permanent +2 competence bonus to Knowledge: Psionics or Psicraft checks. This benefit may only be gained once for each skill and must be paid again each time the character wishes to enhance another still with this benefit..

Psionic Master

Requirements:

- Must have studied with a Psionic Master as a Student at least 15 times
- Must make a one-time donation of 500 victories in order to support the village
- Must be able to manifest psionic powers of at least 5th level or able to enhance a mindblade (level 2 enhancement)

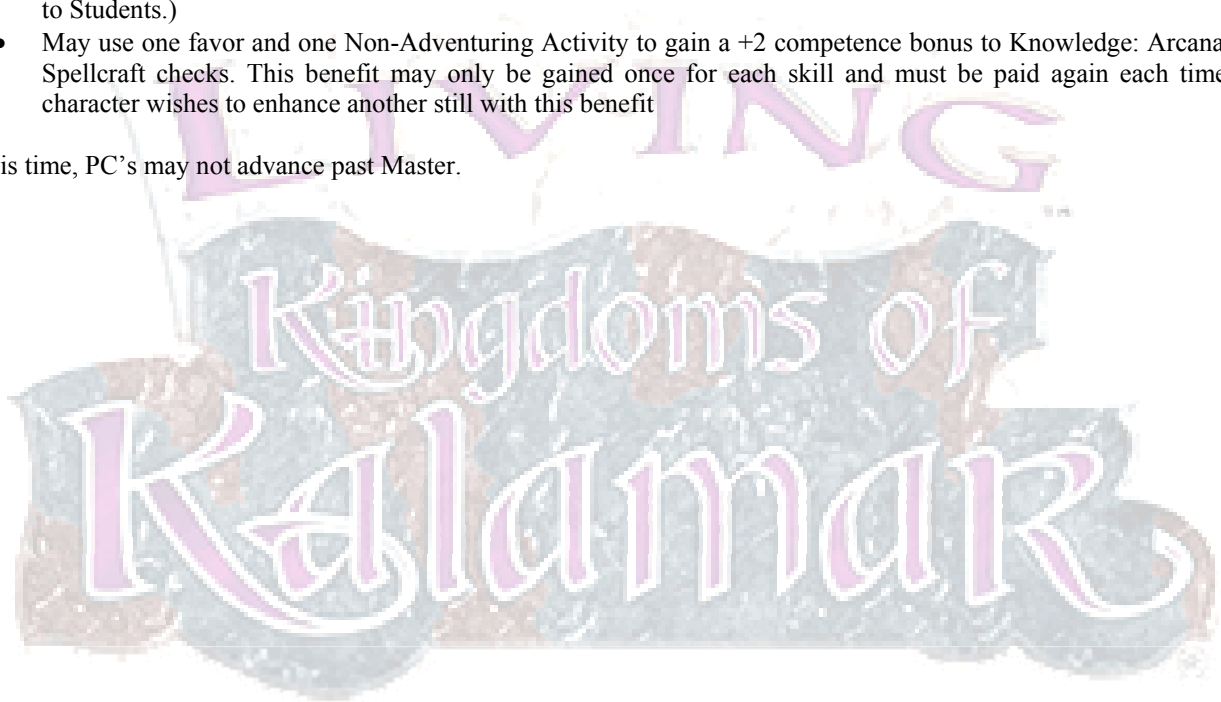
Duties:

- Masters must spend 1 Activity per 4 modules studying with other Psionic Masters in Tresana to continue to improve their skills. They must also spend 1 Activity per 4 modules teaching Friends and Students at the Village. This means that half of all non-adventuring activities that the character earns must be spend on behalf of the village.
- Masters must investigate potential Friends, and, if the candidate is deemed appropriate, must extend the invitation to them to study at the Village of Tresana.

Benefits:

- +2 meta-org bonus to Concentration checks related to psionic powers (Psionic focus, hide display, manifestation interruptions)
- +1 meta-org bonus to Knowledge (Psionics) and Psicraft checks. (This stacks with the competence bonus offered to Students.)
- May use one favor and one Non-Adventuring Activity to gain a +2 competence bonus to Knowledge: Arcana and Spellcraft checks. This benefit may only be gained once for each skill and must be paid again each time the character wishes to enhance another still with this benefit

At this time, PC's may not advance past Master.



The Warriors of the Emerald Wave

By Earl Bailey

Pekal has not always been the civilized nation that it is today. For many years, the lands around the towns and cities were considered very dangerous, and only those able to protect themselves went far from their homes. Then came the Warriors of the Emerald Wave. It is through their vigilance and bravery that the roads and farmsteads of Pekal have any measure of true safety.

The Warriors started as groups of hunters, trappers, rangers, woodsmen, and even farmers who banded together to protect their communities. They soon realized that they could accomplish more if they joined into larger groups to combat specific threats. Soon, there were unofficial patrols moving through the wild lands searching for anything or anyone who might pose a danger to the people of Pekal. These patrols as yet had no name or affiliation – they were simply men and women who volunteered their time and skills to the protection of their neighbors.

Then, a well-known bard named Lenoss came to Pekal. Lenoss fancied himself a man of the people and chose to come to Pekal to see how the ‘little people’ lived. He was unprepared for the dangerous journey, and soon found himself captured by a tribe of goblins who did not care that he was fresh from an audience with the Emperor. It was only the timely arrival of a group of hunters that prevented Lenoss from ending up in the stewpot that day. Lenoss expressed his gratitude by writing a song about his saviors. In the song, he referred to them as Warriors of the ‘Emerald Wave’ – the forests that surrounded many towns and homesteads. The song was very popular in Pekal, although it was soon simplified in both words and melody to make it easier to sing while drinking. The name stuck.

As Pekal grew more civilized, the Warriors slowly grew more organized. They are currently based in the lakeside town of Ka’afido, although they have small forts here and there throughout the Principality. Unlike many organizations, the Warriors have no set duties or stations – they move around as needs arise. Individual members are very autonomous, even though working with others. It is not unusual for groups to work together for a short time and then scatter to other priorities. This lack of predictability keeps the Warriors outside of the official organizations in Pekal, although they are generally well thought of by many. Generally the members do not work alone, believing that it is important to support one another when far from the protections of civilization.

Most of the current members of the Warriors of the Emerald Wave are rangers, infiltrators, and scouts. Some barbarians and druids have also joined the group, although these are more rare. It is very unusual for wizards and the like to be members of this group.

The Warriors often work with members of the Steel Ribbons, the Furriers Guild, the Militia, and The Grey Legion and consider these groups firm allies. They have also worked with the Knights of the Lake in the past but consider them considerably less favorably.

Ranks

Runner

The most novice members of the Warriors of the Emerald Wave hold the rank of Runner. Runners are generally taken into the group provisionally to determine if they can handle the requirements. They are technically members-in-training and still have time to meet the stringent requirements for the next higher rank, Woodsman.

Requirements

- Must have honorably finished their 2 years of public service to Pekal. In LKoK, the player must write a short character background that includes public service, or spend 2 NAAs serving in the Militia.
- The character cannot currently belong to any other meta-organization, although past membership (such as the Militia) is acceptable.
- Must swear an oath of allegiance to the Warriors of the Emerald Wave.
- Must be a citizen of the Principality of Pekal.
- Must have the Track feat.
- Must have BAB +2 or higher

- Must have at least 1 rank in Survival.
- Must be of good alignment.
- Must be invited to join by a current member.
 - Note: A character with a favor from the Warriors meets this requirement.
 - Special: Working with the Warriors successfully in “The Rounds” meets this requirement.

Duties

- Must spend 3 consecutive Activities in initial training.
- May spend Activities patrolling the forests and unsettled lands of Pekal. There is no formal requirement to do this, but members are encouraged to give as much time as they can.

Benefits

- +1 competence bonus to Survival checks.
- +1 competence bonus to Knowledge (Nature) checks.
- Runners are paid 1 Victory for each patrol.

Woodsmen

Woodsmen have completed their initial training and have demonstrated skills that warrant their promotion. Most members of the Warriors are Woodsmen.

Requirements

- Must have served at least 10 Activities as a Runner, as well as the initial 3 training Activities.
- Must have BAB +4 or higher
- Must have at least 7 ranks in Survival.
- Must be of good alignment.
- Must have any one of the following feats: Alertness, Animal Affinity, Athletic, Diehard, Endurance, Fleet of Foot, Improved Toughness, Run, Self-Sufficient, Stealthy, Track.

Duties

- May spend Activities patrolling the forests and unsettled lands of Pekal. There is no formal requirement to do this, but members are encouraged to give as much time as they can.

Benefits

- +2 competence bonus to Survival checks.
- +2 competence bonus to Knowledge (Nature) checks.
- +1 competence bonus to Knowledge (Local: Pekal) checks.
- Access to purchase MW Comp. Longbows (+1 to +4) during any Activity spent patrolling.
- Woodsmen are paid 2 Victories for each patrol.

Tracker

Trackers frequently lead small groups of Woodsmen and Runners on patrol. Most Trackers are experienced in both the forest and hills of Pekal.

Requirements

- Must have served at least 10 Activities as a Woodsman.
- Must have at least 10 ranks in Survival.
- Must be of good alignment.
- Must have one of the following abilities: Skirmish, Fast Movement, Sneak Attack, Trackless Step, Woodland Stride, or Flawless Stride.
- Must have an Intelligence score of 13 or higher.
- Must have any two of the following feats: Alertness, Animal Affinity, Athletic, Diehard, Endurance, Fleet of Foot, Improved Toughness, Run, Self-Sufficient, Stealthy, Track.
- Must have any 2 of the following:
 - 4 or more ranks in Gather Information

- 4 or more ranks in Search
- 4 or more ranks in Listen
- 4 or more ranks in Spot
- 4 or more ranks in Move Silently
- 4 or more ranks in Hide

Duties

- May spend Activities patrolling the forests and unsettled lands of Pekal. There is no formal requirement to do this, but members are encouraged to give as much time as they can.

Benefits

- +3 competence bonus to Survival checks.
- +3 competence bonus to Knowledge (Nature) checks.
- +2 competence bonus to Knowledge (Local: Pekal) checks.
- Trackers are paid 5 Victories for each patrol.

Hunter

Hunters are the highest-ranking members typically involved in patrols. They normally manage and lead large groups of Woodsmen, Runners, and Trackers to accomplish specific goals. Typical goals might be to rout a large group of dangerous humanoids moving into the forest or to battle a powerful creature discovered on an island. Some groups form to patrol certain areas that are considered to be especially dangerous, such as the Mounds.

Requirements

- Must have served at least 20 Activities as a Tracker.
- Must have at least 12 ranks in Survival.
- Must be of good alignment.
- Must have two of the following abilities: Skirmish, Fast Movement, Sneak Attack, Trackless Step, Woodland Stride.
- Must have an Intelligence score of 14 or higher.
- Must have any three of the following feats: Alertness, Animal Affinity, Athletic, Diehard, Endurance, Fleet of Foot, Improved Toughness, Run, Self-Sufficient, Stealthy, Track.
- Must have any 3 of the following:
 - 6 or more ranks in Gather Information
 - 6 or more ranks in Search
 - 6 or more ranks in Listen
 - 6 or more ranks in Spot
 - 6 or more ranks in Move Silently
 - 6 or more ranks in Hide

Duties

- May spend Activities patrolling the forests and unsettled lands of Pekal. There is no formal requirement to do this, but members are encouraged to give as much time as they can.

Benefits

- +4 competence bonus to Survival checks.
- +4 competence bonus to Knowledge (Nature) checks.
- +3 competence bonus to Knowledge (Local: Pekal) checks.
- Access to purchase darkwood Masterwork Composite Longbows (+1 to +4) during any Activity spent patrolling. This bow cannot be sold or traded.
- Hunters are paid 10 Victories for each patrol.

Dire Hunter

The top rank obtainable by PCs in the Warriors of the Green Wave is Dire Hunter. In an organization of individuals, the Dire Hunter is considered independent and outside of normal restrictions. These members frequently travel alone, using stealth to locate threats to Pekal so that larger forces may destroy them.

Requirements

- Must have served at least 20 Activities as a Hunter.
- Must have at least 14 ranks in Survival.
- Must be of good alignment.
- Must have three of the following abilities: Skirmish, Fast Movement, Sneak Attack, Trackless Step, Woodland Stride, or Flawless Stride.
- Must have an Intelligence score of 14 or higher.
- Must have any four of the following feats: Alertness, Animal Affinity, Athletic, Diehard, Endurance, Fleet of Foot, Improved Toughness, Run, Self-Sufficient, Stealthy, Track.
- Must have any 4 of the following:
 - 8 or more ranks in Gather Information
 - 8 or more ranks in Search
 - 8 or more ranks in Listen
 - 8 or more ranks in Spot
 - 8 or more ranks in Move Silently
 - 8 or more ranks in Hide

Duties

- May spend Activities patrolling the forests and unsettled lands of Pekal. There is no formal requirement to do this, but members are encouraged to give as much time as they can.

Benefits

- +5 competence bonus to Survival checks.
- +5 competence bonus to Knowledge (Nature) checks.
- +4 competence bonus to Knowledge (Local: Pekal) checks.
- Dire Hunters are paid 50 Victories for each patrol.
- Always Ready (Ex): Dire Hunters have a +2 competence bonus to their Initiative.

Knightly Orders Introduction

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

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

With war on the horizon, Prince Kafen has decided to institute several new organizations to ensure the country of Pekal is defended if and when the military is mobilized on a large scale. To this end, he has issued proclamations forming new Knightly Orders to defend its citizens and resources. These join the existing Military Orders as Pekal's front line of defense.

Different organizations offer different activity choices to their members. The following activities are valid choices for members of Knightly Orders in Pekal.

Activities

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

Benefits

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

Requirements

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

Knights of the Lake

By Andrew Garbade

This order of Knights is based in Bet Rogala and tasked with the defense of the cities and towns that surround Lake Eb'Sobet. Numbering nearly 100 strong, this group is led by a former cavalry officer from the Pekalese Military. Trained as cavalry, patrols of these Knights move around the circumference of the lake on a frequent basis. With the military beginning to change their deployment strategies, the Knights are quickly becoming a common sight in many of the smaller trade towns around Lake Eb'Sobet.

Locations

Headquarters: Bet Rogala

Other Locations: Baneta

Roleplaying Summary

This order acts in many ways as a cross between sheriffs and militia. They are tasked with both patrolling the lakeshore for external threats and with maintaining the peace in the small, isolated towns along their routes. They are just as concerned with maintaining the law as with apprehending illegals, arresting undesirables, and slaying monstrous threats. These duties require strength in arms, dedication to task, a diplomatic nature, and survival skills.

Ranks

Squires

A character who joins the Knights of the Lake does so as a Squire. During Squire training, the character undertakes many varied tasks all designed to improve their abilities to not only carry out their duties, but also become valued additions to the Honorable in Pekal. The Prince does not want people who may embarrass him or Pekal to become Knighted under his hand.

Requirements

- Never been found guilty of a crime against the crown
- Not on active duty in the Pekal Military or Militia
- Alignment must be either Lawful Good or Lawful Neutral
- BAB +3 or higher
- 5 or more ranks in Ride
- Armor Proficiency (heavy)
- Shield Proficiency
- Proficiency in any Martial Weapon
- Own a warhorse, warpony, wardog, or other war-trained mount
- Own at least a masterwork quality sword (any type)
- The Squire must swear fealty to the Prince in his capacity as the monarch of Pekal. This oath is detailed later in this document.

Duties

- Service First – The Squire must serve a duty rotation at least once per three modules. This is a non-adventuring Activity.
- Honor the Prince – The Squire may never intentionally lie, cheat, steal, or do anything that would malign the Prince's honor. This includes breaking laws, behaving inappropriately, or generally doing anything that would cause the common folk to question the high ideals the Order is founded upon.
- Provide to All Who Ask – Squires must donate 5% of their earnings to various charities. This is done every adventure, and must be recorded in the character notes on the log sheet.
- Gallant Steed – Squires must own at least one war-trained mount at all times. If the mount is lost during an adventure, it must be replaced as soon as possible; the character is not allowed to buy any other equipment until another mount is purchased.
- Knightly Garb – Squires must own a set of Royal clothes (per the PHB) and a suit of heavy armor. Both of these must have the crest of the Royal Family and the seal of the Knights placed upon them (either via stitching,

embroidery, engraving, etc). Additionally, Squires must own a shield that is painted white. No symbols of any kind may appear on the shield.

- Keep the Code – Squires must live their lives based on the precepts of the order.
 - Make every reasonable effort to assist those in dangerous situations.
 - Behave in a manner that shows deference to those of higher social station.
 - Behave in a manner that shows those of lower social station the Knights of the Lake are devoted to helping them live safe and peaceful lives.
 - Never seek personal glory at the expense of other's success.
 - Treat a mount as a trusted companion and not a draft animal.
 - The character must spend 5 gp per adventure per war-trained mount on higher quality materials to properly care for the animal.*
 - Ensure that all equipment is properly maintained.
 - The character must spend 10 gp per adventure to pay for higher quality materials to properly care for arms and armor.**

* If the character has 5 ranks of Handle Animal, the 5 gp fee is waived.

** If the character has 5 ranks of Profession (Armorer) or (Weaponsmith), the 10 gp fee is waived.

Benefits

- Beyond Reproach – A squire's word is considered the truth at all times unless proven otherwise.
- His Word is His Bond – Once a squire gives his word, swears an oath, or makes a promise, his statement is considered a legally binding contract.
- Favorable Association – Due to the Squire's affiliation with the Knights of the Lake, many merchants in Bet Rogala offer discounts on selected items to the character. This benefit allows the character to:
 - Purchase additional mounts in Bet Rogala with a 10% discount
 - Purchase riding gear in Bet Rogala with a 10% discount
 - Purchase masterwork barding in Bet Rogala with a 10% discount
- Always a Room at the Inn – When near Lake Eb' Sobet (within 5 miles of the shore), the character can always find a place to rest for himself and his party.
- Agent of the Prince – A Squire may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 50 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – Squires are given a cloak that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Squire reasonably believes that he would be forced to discharge some of his Duties). The cloak is completely white with royal blue trim around the edges, and does not have a hood. Wearing this cloak confers a +1 circumstance bonus to Diplomacy and Intimidate with any NPCs within the borders of Pekal.

Advancement

- Learn the Laws – Squires spend much of their time learning the laws of Pekal. The character must take at least two ranks in Knowledge (local – Pekal) during his time as a Squire.
- Care for His Steed – Squires spend much of their time learning to care for their war-trained mounts. The character must take at least 3 ranks of Handle Animal during his time as a Squire.
- Care for His Tools – Squires spend much of their time learning to care for their arms and armor. The character must take at least 3 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Squire. All the ranks must be in one or the other, they may not be split between the two options.
- Train the Mind and Body – Squires learn much about combat, the world, and their place in it during their training. Only those who have demonstrated they are more capable than their fellow Squires may advance to Knighthood. The character must gain 4 levels during his time as a Squire.

Failure to meet any of the Requirements or Duties

Squires who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Lake, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Lake or agents of the Prince (including all certs such as the Fang), and exiled from the Order. They may never again

gain a favor from any Honorable in Pekal, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic).

Knight

Once a character has successfully completed the requirements for advancement, he is Knighted by the Prince. The character is invested as an Honorable of the Realm, and may use the title of “Sir” or “Lady” at all times.

Requirements

- Must have served as a Squire without reproach or demerit.
- Must have taken at least two ranks in Knowledge (local – Pekal) during his time as a Squire.
- Must have taken at least 3 ranks of Handle Animal during his time as a Squire.
- Must have taken at least 3 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Squire. All the ranks must be in one or the other, they may not be split between the two options.
- Must have gained 4 levels during his time as a Squire.

Duties

- Continued Service – The Knight must continue to keep all duties as a Squire except where differences are noted below.
- Service First – The Knight must serve a duty rotation at least once per two modules. This is a non-adventuring Activity.
- Provide to All Who Ask – Knights must donate 20% of their earnings to various charities. This is done every adventure, and must be recorded in the character notes on the log sheet.
- Knightly Garb – Knights must own a set of Royal clothes (per the PHB) and a suit of heavy armor. Both of these must have the crest of the Royal Family and the seal of the Knights placed upon them (either via stitching, embroidery, engraving, etc). Additionally, Knights must own a shield that is painted white with the knight’s personal insignia upon it.

Benefits

- Keeping a Good Name – A Knight continues to receive the same benefits as a Squire except where noted below.
- Agent of the Prince – A Knight may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 500 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – A Knight’s cloak is completely white with royal blue trim around the edges, and bears his personal insignia embroidered into it. Wearing this cloak confers a +2 circumstance bonus to Diplomacy and Intimidate with any NPCs in Pekal.
- Landed – Knights may purchase a home or purchase land to build a home upon. Knights with (certed) gratitude of the Prince may use that favor to obtain a small piece of land near the Lake to build a home upon.
- Trusted Ally – Knights enjoy the trust of the College of Magic in Bet Rogala. They may commission a member of the College to enchant their armor or weapon with a +1 enchantment. This also requires the use of a favor with the College and the normal cost of the enchantment.

Order of Light

By Andrew Garbade

This knightly order was disbanded by the King during the war of independence from Kalamar after information surfaced that it was a hotbed of secret Imperial Support. It has been recently reinstated after a long campaign by many of the noble families, despite the Prince's misgivings regarding the Order's precepts. The Order of Light is based on the belief that while anyone can rise to become a leader of men, only those of truly noble bearing can shine the brightest. In the past, the Order of Light was formed from the most important noble families of the land, and often many allied nations sent their sons to fill its ranks.

In agreeing to resurrect the Order, the Prince made one stipulation, no person could be barred from attempting to join simply based on their heritage. While many nobles strongly disagreed with this fundamental change, most have now accepted that it is better to have the Order in some form – even “watered down” – than not at all. Instead, the noble families have made it very difficult for non-nobles to advance by keeping advancement restrictions very difficult for those of less nobler heritage.

Locations

Headquarters: Bet Rogala

Roleplaying Summary

Members of the Order are trained in defensive combat techniques designed to emphasize survival in a battle. Being able to “take a hit” is a valuable quality in a warrior, according to the trainers of the Order, but being skillful enough to avoid the strike entirely is the heritage of a true Knight. Most of the members choose to fight in one of the following styles: two-handed weapon or one-handed weapon and shield. The Order does not train in ranged combat, nor does it promote two-weapon fighting.

Ranks

Novice

A character that joins the Order of Light is called a Novice. During training, the character undertakes many varied tasks all designed to improve their abilities to not only carry out their duties, but also become valued additions to the Honorable in Pekal. The Prince does not want people who may embarrass him or Pekal to become Knighted under his hand.

Requirements

- Never been found guilty of a crime against the crown
- Not on active duty in the Pekal Military or Militia
- Alignment must be either Lawful Good or Lawful Neutral, or Neutral
- BAB +2 or higher
- 2 or more ranks in Knowledge (Nobility)
- Shield Proficiency
- Proficiency in any Martial Weapon
- The Novice must swear fealty to the Prince in his capacity as the monarch of Pekal. This oath is detailed later in this document.

Duties

- Service First – The Novice must serve a duty rotation at least once per three modules. This is a non-adventuring Activity.
- Honor the Prince – The Novice may never intentionally lie, cheat, steal, or do anything that would malign the Prince's honor. This includes breaking laws, behaving inappropriately, or generally doing anything that would cause the common folk to question the high ideals the Order is founded upon.
- Maintain the Life of a Noble – Novices must demonstrate an understanding of what life as a noble is like. To achieve this, they must spend more money to live than many of their companions. This is accomplished by spending 5% of their wealth at the end of every adventure, which must be recorded on the character's logsheet.

- Knightly Garb – Novices must own three sets of Royal clothes (per the PHB). These outfits must have the crest of the Royal Family and the seal of the Order placed upon them (either via stitching, embroidery, engraving, etc).
- Weapon of Quality – Novices must own the highest quality weapon they can reasonably afford. This is determined by taking 25% of their total equipment and determining what kind of weapon could be purchased with this amount. (This requirement is strictly for role-play purposes, and is not grounds for removing the Novice from the Order).
- Keep the Code – Squires must live their lives based on the precepts of the order.
 - Make every reasonable effort to assist those in dangerous situations.
 - Behave in a manner that shows deference to those of higher social station.
 - Behave in a manner that shows those of lower social station the Order of Light are devoted to helping them live safe and peaceful lives.
 - Never seek personal glory at the expense of other's success.
 - Ensure that all equipment is properly maintained.
 - (The character must spend 15 gp per adventure to pay for higher quality materials to properly care for arms and armor.)**

** If the character has 7 ranks of Profession (Armorer) or (Weaponsmith), the 15 gp fee is waived.

Benefits

- Beyond Reproach – A Novice's word is considered the truth at all times unless proven otherwise.
- His Word is His Bond – Once a Novice gives his word, swears and oath, or makes a promise, his statement is considered a legally binding contract.
- Favorable Association – Due to the Novice's affiliation with the Order of Light, he gains a +1 to Diplomacy to skill checks when dealing with Honorable of Pekal.
- Agent of the Prince – A Novice may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 50 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – Novices are given a tabard that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Squire reasonably believes that he would be forced to discharge some of his Duties). The tabard is red with white trim and a yellow badge of a small fire over the left breast.
- Noble Bearing – Due to his training in the arts and manners of nobility, when using Intimidate or Diplomacy on a NPC who would be considered a commoner (i.e. NOT a noble, government official, military officer, etc), the Novice gains a +1 circumstance bonus to the skill check.

Advancement

- Learn the Laws – Squires spend much of their time learning the laws of Pekal. The character must take at least two ranks in Knowledge (Local – Pekal) during his time as a Squire.
- A Noble Bearing – Novices spend some of their time learning behavior and manners for Court and Royal functions. This is achieved by taking 2 ranks of Knowledge (Nobility and Royalty) during the time they are Novice.
- Care for His Arms – Novices spend much of their time learning to care for their arms and armor. The character must take at least 4 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Novice. The ranks may be split between the two skills.
- Train the Mind and Body – Novices learn much about combat, the world, and their place in it during their training. Only those who have demonstrated they are more capable than their fellow Novices may advance to Knighthood. The character must gain 4 levels during his time as a Novice.

Failure to meet any of the Requirements or Duties

Novices who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Order of Light, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Order or agents of the Prince (including all certs such as the Fang), and exiled from the Order. They may never again gain a favor from any Honorable in Pekal, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic).

Knight

Once a character has successfully completed the requirements for advancement, he is Knighted by the Prince. The character is invested as an Honorable of the Realm, and may use the title of “Sir” or “Lady” at all times.

Requirements

- Must have served as a Novice without reproach or demerit.
- Must have taken at least two ranks in Knowledge (local – Pekal) during his time as a Novice.
- Must have taken at least 2 ranks of Knowledge (Nobility and Royalty) during his time as a Novice.
- Must have taken at least 4 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Novice. The ranks may be split between the two skills.
- Must have gained 4 levels during his time as a Novice.

Duties

- Continued Service – The Knight must continue to keep all duties as a Novice except where differences are noted below.
- Service First – The Knight must serve a duty rotation at least once per two modules. This is a non-adventuring Activity.
- Maintain the Life of a Noble – Knights must maintain a residence within Bet Rogala. This residence may be owned by the Knight’s family or may be rented by the knight. The minimum cost of a suitable residence is 100 Victories per Activity (ie 100 Victories per module). Knights without noble birth must use either a favor from the Prince or a favor from a noble house to gain access to rent the dwelling.

Benefits

- Keeping a Good Name – A Knight continues to receive the same benefits as a Novice except where noted below.
- Favorable Association – Due to the Knight’s affiliation with the Order of Light, he gains a +2 to Diplomacy to skill checks when dealing with Honorable of Pekal.
- Agent of the Prince – A Knight may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 500 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- To Know A Friend – Knights are given a tabard that must be worn when they are on duty. The tabard is red with white trim and a yellow badge of a small fire over the left breast and bears the personal insignia of the Knight.
- Noble Bearing – Due to his training in the arts and manners of nobility, when using Intimidate or Diplomacy on a NPC who would be considered a commoner (i.e. NOT a noble, government official, military officer, etc), the Knight gains a +2 circumstance bonus to the skill check.
- Connections – Knights are well known to those who matter in Pekal and may obtain a private audience with any member of the Honorable.

Riders of the Lance

by Michael McKeown

When Pekal first broke away from the Kalamaran Empire, the noble houses formed groups of mounted troops to protect their land holdings from the new government. Their oppression at the hands of the Kalamaran Empire made noble families wary of strong centralized government. Declaring their intent to protect the interests of the nobility, they collaborated, seeking a way to form a body of armed warriors and house troops that would answer to the noble houses, not the government of Pekal.

House Matikis was one of the first to call for the formation of an independent body of armed soldiers, who would swear loyalty to the noble houses, defending them should the government of Bet Rogala become as oppressive as the Vast. These brave men and women, members of the nobility themselves, became the first Riders of the Lance. Duke Ansalan Matikis himself loaned the first group of Riders thirty Gaketan stallions from his stables.

Understandably, Prince Kafen at first resisted the moves of the noble houses, worried that after leading one rebellion, he would face another from within the Principality. Over time, cooperation grew between the nobility and the throne, and the tensions diminished. The Riders organization, however, did not lose its prestige or its pride. Formed of both cavalry and mounted archers, the Riders remain dedicated to protecting the interests of the Pekalese nobility. Those in leadership roles are veteran riders who have often served as officers in the Pekalese army. Some say this is one of the key reasons why the Prince allows the continued existence of the Riders. Filling out the lower ranks are second and third sons and daughters of the nobility, who often find it an honor to serve among the ranks of the Riders, earning prestige that their birth order would normally not allow.

The Riders have served with distinction in the recent ongoing conflict with Tokis. They are often found patrolling the lands, searching for evil humanoids, Tokite guerillas and other threats to the country. The officers of the Riders answer to a group of nobles who are independent of the Prince known as the Council. All noble houses, excluding the royal family and lower ranking Baronets, may select a member to serve as a representative on the Council, though some smaller houses choose to allow a larger house to represent them. Decisions made by the Council have absolute power over the Riders, regardless of the will of the Prince.

Ranks

Rider

New members of the Riders form this lowest level of service. Although dedicated to their houses, these members must pass the test of time before advancing to the next highest rank, Horseman.

Requirements

- The Rider must swear allegiance to a noble house in Pekal, and must serve that same house in some capacity. This may be accomplished through roleplay, or be represented by a one-page written background.
- BAB of +4 or higher.
- 5 ranks in Ride and 5 ranks in Handle Animal.
- 1 rank in Knowledge (Nobility)
- The character must have the Spirited Charge or Mounted Archery feats.
- The character must swear allegiance to a noble house of Pekal.
- The character must expend a favor from a noble house or a governmental official to join.

Duties

- Must spend 2 consecutive activities in initial training.
- Must spend 1 Activity per 5 modules patrolling the Principality with other Riders.

Benefits

- +1 competence bonus to Ride Check

- +1 competence bonus to Handle Animal checks.
- +1 competence bonus to Knowledge Nobility checks.

Horseman

Horsemen are Riders that have shown some promise and have begun to rise within the ranks of the Riders. They are often members of Riders of the Lance who have served in combat.

Requirements

- The character must have served for 10 activities as a Rider.
- Must have 7 Ranks in Ride.
- May not have a chaotic alignment.
- May not have earned the enmity of a Noble House of Pekal.

Duties

- Must spend 1 Activity per 4 modules patrolling the Principality with other Riders.
- Must aid members of noble houses in need.

Benefits

- +2 competence bonus to Ride checks.
- +2 competence bonus to Handle Animal Checks.
- +2 competence bonus to Knowledge (Nobility) checks.
- Access to purchase masterwork martial and simple weapons from the PHB during an activity used for patrolling or at the beginning of any module, on the assumption that the weapon requested has been ordered in advance by the house the Horseman serves.
- Horsemen are paid 3 victories for their patrols.

Horseleader

These members are the rough equivalent to sergeants in the Pekalese military. These members have earned the respect of their fellows in the Riders, and are considered leaders in the organization.

Requirements

- The character must have served for 15 activities as a Horseman.
- Must have 8 Ranks in Ride.

Duties

- Must spend 1 Activity per 3 modules patrolling the Principality with other Riders.
- Must attend civic functions as a guard to a member of a noble house at least twice while at the Horseleader rank. This is accomplished in play, or is represented by a Non-Adventuring Activity.

Benefits

- +3 competence bonus to Ride Checks.
- +3 competence bonus to Handle Animal checks.
- +3 competence bonus to Knowledge Nobility.
- Access to purchase masterwork armor from the PHB during an activity used for patrolling or at the beginning of any module, on the assumption that the armor requested has been ordered in advance by the house the Horseleader serves
- Horseleaders are paid 4 victories for patrolling Pekal.

Captain

These members are the highest-ranking members of the Riders; they are often members of the Pekalese cavalry as well.

Requirements

- The character must have served for 20 activities as a Horseman.

- Must have a BAB of +6 or higher.
- Must have 10 Ranks in Ride.

Duties

- Must spend 1 Activity per 2 modules patrolling the Principality with other Riders.
- Must own a set of noble's clothing and a suit of ceremonial armor of any type (5 times normal price).
- Must own at least one mount.

Benefits

- +4 competence bonus to Ride Checks.
- +4 competence bonus to Handle Animal checks.
- +4 competence bonus to Knowledge Nobility.
- Access to purchase mithral armor from the PHB, according to the prices listed in the DMG.
- Captains are paid 8 victories for each patrol



Knights of the Arcanum

This order of Knights is made up entirely of warrior/wizards from the College of Magic. Their duties are to both the College of Magic and the Principality of Pekal. During times of war, the Knights of the Arcanum accompany the wizards of the army, protecting them at all cost as the wizards applied their arts against the enemy forces. During times of peace, the Knights study both the art of war and the art of magic within the College of Magic. They can often be found as the guardians of the College of Magic.

All members of the order are required to keep the code of the Knights of Arcanum:

- Make every reasonable effort to assist Members of the College of Magic in dangerous situations.
- Behave in a manner that shows deference to those of higher social station.
- Behave in a manner that shows those of lower social station the Knights of the Arcanum are devoted to helping them live safe and peaceful lives.
- Never seek personal glory at the expense of other's success.
- Ensure that all equipment is properly maintained.
- Treat a mount as a trusted companion and not a draft animal.

Locations

Headquarters: College of Magic, Bet Rogala

Roleplaying Summary

The Knights of the Arcanum are charged with the protection of all members in the College of Magic. Recruits are charged to defend the college, and to server as escorts and bodyguards around Bet Rogala. Squires are charged to serve as escorts and bodyguards to wizards traveling the Kingdom of Pekal. Knights are charged to serve as teachers and leaders to those of the Order and with any missions for the College of Magic deemed too hazardous for the lower ranks. These duties require strength in arms, a dedication to the protection of the College of Magic and upholding its tenets, and an understanding of magic and its use on the field of battle. To this end, Knights of the Arcanum train in both martial combat techniques and the application of magical energies in battle. The ability to move quickly is more important than to do massive damage. A Knight focuses his training on quick movements, and striking from range to disrupt enemy spellcasters.

Ranks

Recruit

A character who joins the Knights of the Arcanum, does so as a recruit. During Recruit training, the character undertakes many varied tasks around the College of Magic, all designed to improve their abilities to not only carry out their duties but to better interact and protect members of the College.

Requirements

- Able to Cast 1st level arcane spells.
- BAB +1 or Higher
- Not active in the Pekal Military or Militia
- Never been found guilty of a crime against the crown or the College of Magic.
- Member of the College of Magic
- Alignment must Lawful
- Armor Proficiency Medium
- Proficient in all Martial Weapons
- 2 or more ranks in Knowledge (Arcana)
- The Recruit must swear fealty to the Prince in his capacity as the monarch of Pekal. This oath is detailed later in this document.

Characters who meet the above criteria are accepted as Recruits in the Order.

Duties

- *Service to the College of Magic* – The Recruit must serve a duty rotation at least once per four modules. This is a non-adventuring activity.
- *Honor the Prince* – The Recruit may never intentionally lie, cheat, steal, or do anything that would malign the Prince's honor. This includes breaking laws, behaving inappropriately, or generally doing anything that would cause the common folk to question the high ideals the Order is founded upon.
- *Knightly Garb* – Recruits must own a set of Royal clothes (per the PHB) and a masterwork suit of light armor. The Royal clothes must be in the colors of the rank the Recruit holds in the College of Magic. A tabard must be worn with the armor and must have the crest of the College of Magic and the seal of the Knights stitched upon it.
- *Keep the Code* – Recruits must live their lives based on the precepts of the Order. The Recruit fills these requirements through roleplaying, as well as by spending 10 Victories per module to pay for higher quality materials to properly care for arms and armor. If the Recruit has 5 ranks in Profession (Armorer) or (Weaponsmith), this fee is waived. As most Recruits do not yet have their own war-trained mounts, there is no fee associated with the keeping of animals at this rank.

Benefits

- *Beyond Reproach* – A Recruit's word is considered the truth at all times unless proven otherwise.
- *His Word is His Bond* – Once a Recruit gives his word, swears and oath, or makes a promise, his statement is considered a legally binding contract.
- *Favorable Association* – Due to the Recruit's affiliation with the Knights of the Arcanum, he gains a +1 to Diplomacy to skill checks when dealing with the College of Magic or its members.
- *To Know A Friend* – Recruits are given a tabard that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Recruit reasonably believes that he would be forced to discharge some of his Duties). The tabard is in the colors of his rank within the College of Magic and bears the badge of the Knights of the Arcanum over the left breast.

Advancement

- *Learn the Laws* – Recruits spend much of their time learning the laws of Pekal. The character must take at least two ranks in Knowledge (Local – Pekal) during his time as a Recruit.
- *Squire Preparation* – Recruits spend much of their time preparing for squire hood. To this end, they must attain at least 2 ranks in Ride and acquire a war trained mount during their time as Recruits.
- *Care for His Arms* – Recruits spend much of their time learning to care for their arms and armor. The character must take at least 2 ranks of either Profession (Armorer) or Profession (Weaponsmith) during his time as a Recruit. The ranks may be split between the two skills.
- *Serve the College* – Recruits must have time in service to the College of Magic before they can attain higher ranks in the Knighthood. In order to advance in rank the character must spend 5 (five) non-adventuring activities working with wizards and other members of the College of Magic. These should be marked as *SERVING CoM – Recruit* on the character's log sheet.

Failure to meet any of the Requirements or Duties

Recruits who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Arcanum, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Arcanum or agents of the Prince (including all certs such as the *Fang*), and exiled from the Order. They may never again gain a favor from the College of Magic. They remain registered with the College of Magic, but may join no schools.

Squire

Upon meeting the requirements to advance, a recruit is assigned to a Knight for additional training. During Squire training, the character undertakes many varied tasks all designed to improve their abilities to not only carry out their duties, but also become valued additions to the Honorable in Pekal. The Prince does not want people who may embarrass him or Pekal to become Knighted under his hand.

Requirements

- Must have served as a Recruit without reproach or demerit.
- Must have taken at least 2 ranks in Knowledge (Local – Pekal) during his time as Recruit.
- Must have taken at least 2 ranks in Ride during his time as Squire and acquired a war trained mount.
- Must have taken at least 2 ranks in either Profession (Armorer) or Profession (Weaponsmith) during his time as a Recruit.
- Must be able to cast 2nd level spells and have a +3 BAB.

Characters who meet the above criteria are accepted as Squires in the Order and assigned to a Knight for further training.

Duties

- *Continued Service* – The Squire must continue to keep all duties as a Recruit except where differences are noted below.
- *Gallant Steed* – Squires must own at least one war-trained mount at all times. If the mount is lost during an adventure, it must be replaced as soon as possible; the character is not allowed to buy any other equipment until another mount is purchased.
- *Service First* – The Squire must serve a duty rotation at least once per three modules. This is a non-adventuring Activity. They must serve at least 5 (five) NAA's
- *Keep the Code* – Squires must live their lives based on the precepts of the Order. Squires are required to pay the same fees for their armor and equipment as recruits, and in addition, they must spend 5 Victories per module per war-trained mount on higher quality materials to properly care for the animal. If the Squire has 5 ranks in Handle Animal, this fee is waived.

Benefits

- *Agent of the Prince* – A Squire may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 50 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- *To Know A Friend* – Squires are given a tabard that must be worn when they are on duty (i.e. this does not include meal times, sleeping, etc; only those times when the Squire reasonably believes that he would be forced to discharge some of his Duties). The tabard is in the colors of his rank within the College of Magic and bears the badge of the Knights of the Arcanum.
- *Dedicated to the College of Magic* – Squires enjoy the trust of the College of Magic in Bet Rogala. They may commission a member of the College to enchant their armor or weapon with a +1 enchantment. This also requires the use of a favor with the College and the normal cost of the enchantment.

Advancement

- *A Noble Bearing* – Squires spend some of their time learning behavior and manners for Court and Royal functions. This is achieved by taking 2 ranks of Knowledge (Nobility and Royalty) during the time they are Squires.
- *Know thy Steed* – Squires spend much of their time preparing for Knighthood. To this end, they must attain at least 2 additional ranks in Ride while they are Squires.
- *Serve the College* – Recruits must have time in service to the College of Magic before they can attain higher ranks in the Knighthood. In order to advance in rank the character must spend 10 (ten) non-adventuring activities working with wizards and other members of the College of Magic. These should be marked as *SERVING CoM – Squire* on the character's log sheet. Duty rotations (as mentioned above) count toward this quota, although squires that spend more time than just the basic requirements are often promoted before those that only do the minimum.

Failure to meet any of the Requirements or Duties

Squires who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Arcanum, but also the Prince. They are stripped of their privileges, divested of all items that may mark them as Knights of the Arcanum or agents of the Prince (including all certs such as the *Fang*), and exiled from the Order. They may never again gain a favor from any Honorable in Pekal or the College of Magic, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic). They remain registered with the College of Magic, but may join no schools.

Knight

Once a character has successfully completed the requirements for advancement, he is Knighted by the Prince. The character is invested as an Honorable of the Realm, and may use the title of “Sir” or “Lady” at all times.

Requirements

- BAB +5 or Higher
- Ability to cast 2nd level spells.
- Must have served as a Squire without reproach or demerit.
- Must have taken at least 2 ranks in Knowledge (Nobility and Royalty) during his time as Squire.
- Must have taken at least 2 ranks in Ride during his time as a Squire.

Duties

- *Continued Service* – The Knight must continue to keep all duties as a Squire except where differences are noted below.
- *Maintain the Life of a Noble* – Knights must maintain a residence within Bet Rogala. This residence may be purchased by the Knight or may be rented. The minimum cost of a suitable residence is 3000 Victories and requires a 5 Victory per module maintenance fee for staffing. The minimum rental for an acceptable residence is 100 Victories per module. Knights must use either a favor from the Prince or a favor from a noble house to gain access to rent or purchase a dwelling.
- *Service First* – The Knight must serve a duty rotation at least once per two modules. This is a non-adventuring Activity.

Benefits

- *Agent of the Prince* – A Knight may request assistance of local government officials. This ability allows the character to request an item (or items) from any government official (i.e. a mayor, sheriff, Captain of the Pekal Military) of value 500 Victories or less. The character is required to pay for replacement of the item(s) if it is destroyed during the adventure.
- *Favorable Association* – Due to the Recruit’s affiliation with the Knights of the Arcanum, he gains a +2 to Diplomacy to skill checks when dealing with the College of Magic or its members and a +1 to Diplomacy to skill checks when dealing with the Honorable of Pekal.
- *Noble Bearing* – Due to his training in the arts and manners of nobility, when using Intimidate or Diplomacy on a NPC commoner, the Knight gains a +2 circumstance bonus to the skill check.
- *Connections* – Knights are well known to those who matter in Pekal and may obtain a private audience with any member of the Honorable.
- *Dedicated to the College of Magic* – Knights enjoy the trust of the College of Magic in Bet Rogala. They may commission a member of the College to enchant their armor or weapon with a +2 enchantment. This also requires the use of a two favors with the College and the normal cost of the enchantment.

Failure to meet any of the Requirements or Duties

Knights who fail to meet the listed Requirements or Duties herein have committed an affront not only toward the Knights of the Arcanum, but also the Prince and the College of Magic. They are stripped of their privileges, divested of all items that may mark them as Knights of the Arcanum or agents of the Prince (including all certs such as the *Fang*), and exiled from the Order. Their spellbook is burned, their magic items destroyed, and they lose all favor with the College of Magic. They may never again gain a favor from any Honorable in Pekal or the College of Magic, and may not apply to join any other government-sponsored organization (including other Knightly Orders, the military, municipal groups, or the College of Magic). They are forbidden to practice magic within the borders of Pekal.

Knight Commander

The Knight Commander is the head of the Knights of the Arcanum. His approval is required for any advancement within the ranks of the Order. In game terms, his approval is automatic if you have met the requirements.

At this time, it is not possible for a PC to become the Knight Commander.

Merchant Guilds Introduction

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

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

Different organizations offer different activity choices to their members. The following activities are valid choices for members of Merchant Guilds in Pekal.

Activities

- Join a Guild.
- Advance to a higher rank in a Guild.
- Fulfill Guild duties by practicing the craft or profession associated with the Guild or organization. This will earn money for the character based on the particular Guild or organization as well as fulfill requirements for advancing in rank. The player records the result of making a craft/profession skill check on their log sheet.
- Craft mundane items using Guild resources for personal use. (See individual Guilds for what may be crafted.) A character may take 10 on the Craft check.
- Craft special or artistic items to satisfy Guild requirements for advancement. The character may take 20 on the Craft check.
- Craft magical items through use of favors or influence points with Temples or the College of Magic. (See individual Guilds for this access.)
- Use favors or influence points with a Guild to gain access to items or resources.
- Member of the third or fourth tiers of their organization may spend 2 NAA and 750 Victories to rent a place of business, where they may also live, or spend 2500 Victories to buy and own a place of business. If they do this, their Guild dues go directly to cover rent, taxes, upkeep, and salary.

Merchant Guilds have played an important part in the development of Pekal's economic and cultural growth. It is no accident that an atmosphere of tolerance has become such a part of Pekal's way of life. The same mercantile power that gave Pekal its freedom had the side effect of mixing many races into a tolerant whole. Having Kalamar as an enemy makes the Merchant Guilds vital to the continued health of the nation. This fact has not gone unnoticed by the Guildmasters, especially those with the wealth and connections to use that political power. Also, the war with Tokis has done nothing but strengthen the position of the Guilds in recent years.

Perhaps the only thing that keeps the Guilds from exercising greater power in Pekal is the constant infighting and political maneuvering that goes on between the Guildmasters. All the Merchant Guilds are loosely gathered together into the House of Scales, which is controlled by a Guild council. The Guild council is typically comprised of the 5 most powerful Guildmasters, but politics sometimes creates surprises. Alliances of smaller Guilds often manage to gain a seat on the council, at least until the alliance fractures. Council elections are held each year at Harvestfest. If you ask any Guild member, they will tell you why their Guild is the most important to the people of Pekal. There are a number of rivalries between Guilds, even at the lower levels, but it is usually good-natured ribbing between friends. After all, even Guild members must buy goods from other Guilds.

Earning Money

Whenever a character chooses to practice a craft or profession through a Guild (see above), that character earns money at their trade. Each Guild lists the amount earned under Benefits. Note that this is only earned when the character practices their trade after a module as specified in the Activities section. The actual amount earned is based upon the total skill check of a Craft or Profession. This total modifier is the number of ranks the character has with the skill plus the bonuses gained from high stats, Skill Focus, or skill synergies, plus the roll of 1d20.

Benefits

Unless otherwise noted, all benefits from lower levels of Guild membership are also available to the higher-level members. Failing to meet the continuing requirements of a Guild results in a loss of all benefits, including Guild rank and access to additional levels of prestige classes, but retains favors gained.

Requirements

Unless otherwise noted, bonuses from items to attributes serve to meet Guild requirements. Bonuses from items to skills do not meet Guild requirements. All Guilds require their members to have already performed their 2 years of public service to Pekal prior to joining.



Alewives and Brewers Guild

By Alana Abbott

Under the Kalamaran Empire, inns and taverns were owned exclusively by men, though it had long been the women who perfected the art of brewing. After Pekal became an independent nation, this tradition continued: the men owned and ran the taverns and the women brewed the ale and beer. Though each tavern's reputation was highly dependent on the quality of its brew, often the alewives and brewsters earned little credit for their skill.

There seemed to be no thought of changing this structure until about ten years ago, when a Fhokki alewife, Sorcia, daughter of Sortha, told her employer (then owner of the Laughing Bed) that unless a change was made, she would no longer be brewing ale for his tavern. He didn't take well to her tone, so she packed her bags and recipes for brewing and left. Sorcia took her things and applied at the Robin's Nest, where Shazimi, the gnomish matron of the inn and one of the few female tavern owners in Bet Rogala, immediately hired her. Though the Laughing Bed still maintained the clientele interested in the supposedly enchanted bed, many of the regulars, who had grown fond of Sorcia's brew, followed Sorcia over to the Robin's Nest.

This, of course, caused quite a stir among the tavern keepers. They found their alewives and brewsters becoming more difficult to manage, as they now wanted credit for their brews--and in some cases, wanted equal billing. The revolution of the tavern and brewing industry in Bet Rogala over the past ten years has lead not only to the equalization of alewives and tavern keepers (regardless of gender), but has also lead to an increase of men participating in the brewing aspect of the industry.

It is of note that Sorcia's previous employer at the Laughing Bed sold the inn to an unknown buyer. Though Sorcia's friendship with Shazimi at the Robin's Nest continues to be strong, Sorcia is now the owner of the Laughing Bed as well as its head alewife. The innkeeper currently handling the business end of the tavern now works for her.

Locations

Currently, the Alewives and Brewers Guild is located only in Bet Rogala.

Roleplaying Summary

The goal of the Alewives and Brewers Guild is to protect gender and race rights for equal work and equal pay in the tavern and inn industry in Bet Rogala. The goals of the members of the guild vary; for the most part, members strive to offer the highest quality brews and wines to their clientele, all the while increasing their own profit. They are often followers of the Laughing Bed, and feel that they are indebted to the City Guard, as City Guard members are the ones who are most often responsible for bringing brawls under control. The Alewives and Brewers Guild has a strong relationship with the Moneylenders, as many of the members of the guild have had to borrow money in order to invest in their own businesses. They also have ties to the Performers Guild, as many entertainers seek out taverns in which to perform. Several years ago, they made overtures to Pekal's winemakers and succeeded in bringing them into the fold of the guild. All benefits below also apply to anyone choosing Craft (Vinter).

The Alewives and Brewers Guild openly speak out against the thieves' guild, not only because of their unseemly activity, but also because of the inequality of race in the requirements for admission.

Ranks

Apprentice Brewer

Apprentices press grapes or tend the vats of ale and beer under the direction of Journeymen and Brewers. They learn the subtle art of brewing by watching the minute changes introduced by their more experienced supervisors.

Requirements

- 10 Constitution or higher

- 10 Intelligence or higher
- 4 or more ranks in Craft (Brewer) or (Vinter)
- 1 or more ranks in Diplomacy

Duties

- Must practice trade at least once per 5 modules, represented by making a Craft (Brewer) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 2 Victories per module.

Benefits

- +2 meta-org bonus to Diplomacy checks.
- +1 meta-org bonus to Gather Information checks.
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Craft (Brewer) check (round down).
- Free drinks at taverns serving their master's brew.

Journeyman Brewer/Alewife

Journeyman are given the responsibility of overseeing the less-important products of brewing – usually those sold to the masses. They also assist Brewers maintaining the vats of more important or difficult brews.

Requirements

- 11 Constitution or higher
- 11 Intelligence or higher
- 6 or more ranks in Craft (Brewer) or (Vinter)
- 2 or more ranks in Diplomacy
- Must have spent 10 NAA's practicing their profession as an Apprentice, representing time spent learning the process of Brewing.
- Must have developed a specific recipe for an ale or beer judged by the guild and the staff of the tavern to be of sufficient quality to earn a promotion. This is represented by at least one Craft (Brewer) check of 25 or higher.

Duties

- Must practice trade at least once per 4 modules, represented by making a Craft (Brewer) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 5 Victories per module.

Benefits

- +3 meta-org bonus to Diplomacy checks.
- +2 meta-org bonus to Gather Information checks.
- When practicing their trade, Journeymen earn a number of Victories equal to their total Craft (Brewer) check.
- +2 meta-org bonus to Fortitude or Constitution saves vs. alcohol. This applies to any drinking contest present in LKOK, regardless of the mechanic used to determine success.

Brewer/Alewife

Brewers and Alewives usually run their own small breweries, using their skills to perfect unique brews with character and clarity. They sometimes work in larger breweries, especially those with long histories and impeccable reputations.

Requirements

- 12 Constitution or higher
- 12 Intelligence or higher
- 10 or more ranks in Craft (Brewer) or (Vinter)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing her trade as a journeymen

- Must have developed a specific recipe for an ale or beer judged by the guild and the staff of the tavern to be of sufficient quality to earn a promotion. This is represented by at least one Craft (Brewer) check of 30 or higher. Taking 10 is permitted on this check.

Duties

- Must practice trade at least once per 3 modules, represented by making a Craft (Brewer) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 17 Victories per module.

Benefits

- +4 meta-org bonus to Diplomacy checks.
- +3 meta-org bonus to Gather Information checks.
- When practicing their trade, Brewers and Alewives earn a number of Victories equal to twice their total Craft (Brewer) check.
- +1 meta-org bonus to all fortitude saves. This stacks with the save vs. alcohol.

Head Brewer/Alewife

Head Brewers and Alewives own the largest breweries in Pekal. Many of them are the latest in a long string of family members carrying on the trade. Tradition is important to most of these breweries, but it is also important to innovate and discover better methods and brews.

Requirements

- 14 or more ranks in Craft (Brewer) or (Vinter)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAA's practicing their trade as a Brewer or Alewife
- Must have developed a specific recipe for an ale or beer judged by the guild and the staff of the tavern to be of sufficient quality to earn a promotion. This is represented by at least one Craft (Brewer) check of 35 or higher. Taking 10 is permitted on this check.
- SPECIAL – must have a contract with an inn or tavern to provide beer or ale. This costs 1 NAA and should be recorded on the log sheet, and counts as practicing the trade.

Duties

- Must practice trade at least once per 2 modules, represented by making a Craft (Brewer) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 33 Victories per module.

Benefits

- +5 meta-org bonus to Diplomacy checks.
- +4 meta-org bonus to Gather Information checks.
- +2 meta-org bonus to all fortitude saves. This stacks with the save vs. alcohol.
- When practicing their trade, Head Brewers and Alewives earn a number of Victories equal to triple their total Craft (Brewer) modifier.

Apothecaries Guild

By Kalen Tjarks

The Apothecaries of Pekal have long been considered the low man on the totem pole of healers. Relying mainly on herbal concoctions and little, if any, magic, these medicinemen and herbwives are often looked down upon by the clerics who draw healing from the gods. The Guild has not let a lack of status keep them from finding their own niche to fill. The official headquarters of the Guild are located in Baneta, which as a port is an ideal location for the herbs needed to ply their trade.

Another important, if sometimes controversial, base of operations is in Bet Rogala. The Guildhouse's proximity to Old Town advertises one of the Guild's major initiatives – providing free healing services to the poor and less fortunate residents of the principality. Some would say that this work is not needed in a city that boasts major temples with divine powers of healing. Some in those temples might even believe that it is an erosion of their parish. So far, however, these are only whispers and rumors. The fact is that the Guild operates a large warehouse in Old Town as a hospital for the poor, apparently with the blessing of the Guard.

The Guild is funded by the creation and sale of various alchemical and herbal items. As such, the Guild consists not only of healers, but also alchemists who create these items. Many of the nobles of Pekal swear by the Guild's herbal remedies and provide the Guild with much of its business.

Locations

Headquarters: Baneta, Bet Rogala

The Guild is also prominent in Bet Kasel and Koreta, although Guildhouses can be found in many of the major cities of Pekal.

Roleplaying Summary

The Guild seeks to provide basic healing services free of charge to those in need. In order to accomplish this goal, they create and sell alchemical and herbal mixtures to the public. They are allied with the Glassblowers Guild and the Potters Guild, both of which provide them with containers for their remedies and concoctions. They compete with the various temples for paying clients. The Guildmaster is an elderly Dejy shaman of the Defohy tribe named Nyjani.

Perhaps the most important ally of the Guild is the College of Magic. The College pays the Guild for many rare herbs and concoctions to be used in spellcasting. In return the college makes a small number of potions available to the Guild membership.

Guild Ranks

Apprentice

Apprentices in the Guild tend to the sick, fetch water and supplies, stock the Guild's shops, and deliver items to customers. They also train with and assist upper-level Guild members in the creation of remedies to be used in the hospital or sold in the shop.

Requirements

- 4 ranks in Profession (Herbalist) or Profession (Apothecary)
- 1 ranks in Heal or Craft (Alchemy)

Duties

- Must practice trade at least once per 5 modules, represented by making a Profession (Herbalist) or Profession (Apothecary) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 2 Victories per module to Guild to pay for materials, training, and hospital upkeep.

Benefits

- +1 meta-org bonus to Gather Information and Diplomacy checks among the commoners of Old Town.
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Profession (Herbalist) or Profession (Apothecary) check (round down).
- Access to purchase alchemical or herbal concoctions at 10% discount. (see table 7-8 [Special Substances and Items] in the Player's Handbook and tables 7-1 and 7-2 in the Kalamar Player's Guide).

Journeyman

The Journeymen of the Guild oversee patient care in the Guild's hospital, create minor remedies and concoctions, run the Guild's shops, and train apprentices. Some are hired out as private healers in merchant's homes and caravans. Others travel across Tellene, recruiting new healers and gathering rare supplies.

Requirements

- 6 ranks in Profession (Herbalist) or Profession (Apothecary)
- 2 ranks in Heal or Craft (Alchemy)
- 2 ranks in Diplomacy or Survival
- Spent 10 NAAs practicing their Profession or Craft (Alchemy) as an apprentice, representing time spent with patients and items crafted for sale in the Guild shop.

Duties

- Must practice trade at least once per 4 modules, represented by making a Profession (Herbalist), Profession (Apothecary), or Craft (Alchemy) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to Gather Information and Diplomacy checks among the commoners of Old Town.
- +1 meta-org bonus to Gather Information and Diplomacy checks among the nobility in cities with a Guild shop (representing the popularity of the Guild among nobles).
- When practicing their trade, Journeymen earn a number of Victories equal to their total Profession (Herbalist), Profession (Apothecary), or Craft (Alchemy) check.
- Access to purchase alchemical or herbal concoctions at 25% discount. (see table 7-8 [Special Substances and Items] in the Player's Handbook and tables 7-1 and 7-2 in the Kalamar Player's Guide).
- Access to purchase one healing potion per NAA from the College of Magic with a value of 100gp or less. This potion must appear on Table 7-17 in the DMG.
- +1 meta-org bonus to Fortitude saves vs. disease due to working in Guild hospital.

Mentor

Mentors of the Guild oversee the Guild's shops, create more complex remedies and concoctions, and train apprentices and journeymen. Some are hired as private healers in noble houses. Others travel across Tellene recruiting new healers, treating far-flung patients, and gathering rare supplies.

Requirements

- 10 ranks in Profession (Herbalist) or Profession (Apothecary)
- 4 ranks in Heal or Craft (Alchemy)
- 4 ranks in Diplomacy or Survival
- Spent 20 NAA's practicing his trade as a journeyman.

Duties

- Must practice trade at least once per 3 modules, represented by making a Profession (Herbalist), Profession (Apothecary), or Craft (Alchemy) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 17 Victories per module to Guild as dues.

Benefits

- +4 meta-org bonus to Gather Information and Diplomacy checks among the commoners of Old Town.
- +2 meta-org bonus to Gather Information and Diplomacy checks among the nobility in cities with a Guild shop.
- When practicing their trade, Mentors earn a number of Victories equal to twice their total Profession (Herbalist), Profession (Apothecary), or Craft (Alchemy) check.
- Access to purchase one healing potion per NAA from the College of Magic with a value of 300gp or less. This potion must appear on Table 7-17 in the DMG.
- +2 meta-org bonus to Fortitude saves vs. disease.



Armorsmiths Guild

By Joseph A Hoffman

The war with Tokis has varied from full-scale battles to small border conflicts, but the need for the goods of the Armorsmiths Guild remains constant. The Armorsmiths Guild is one of the most powerful in all in Pekar for the simple reason that armor keeps people alive. The Armorsmiths Guild has also made it their business to cooperate with the Pekar military especially during the heavy fighting. Prince Kafin hasn't forgotten it, nor will the Guild leaders let him.

Iron is not plentiful in Pekar, but the need to import it hasn't slowed the production of armor, shields, and barding. This is largely due to the efforts of the Metalsmiths, a Guild strongly allied with the Armorsmiths. Both Guild leaders have made sure that there is plenty of armor for both the military and also "foolhardy" adventurers. All Guild armor is stamped with a registered Guild mark individualized for each Master and shop. Items without the Guild mark are thus easily identified (and regarded as inferior by Guild members).

Locations

Headquarters Location: Nubido

Large chapter houses in Bet Rogala, Beneta, Lanido, and Dupakido

Every city and village has at least one Guild armorsmith. Military bases have a few more.

Roleplaying Summary

The main goal for the Armorsmiths Guild is to continue creating armor, shields, and barding for the military, when needed, and for all others with enough gold to purchase them. The current Guildmaster is Darvin Hammersmith, an ex-military man who runs his shop the same way he ran his file. He is a hard worker and heavy supporter of Prince Kafin and all things associated with the military.

Darvin's son, Galen, has come of age and is expected to travel to the Eastern District for training and military duty. It is not certain whether Galen's delay in service is a temporary one or something more permanent. The fact that Galen has been seen around Bet Rogala with the daughter of a high member of the Chandler's Guild is the latest gossip on the lips of many. Both Guildmasters have denied rumors of an alliance between Guilds.

The Guild maintains good relationships with the Metalsmiths, the Blacksmiths, and the Weaponsmiths. Other Guilds, such as the Chandler's and Bakers, court the Armorsmiths Guild for influence in the House of Scales.

Guild Ranks

Apprentice

Apprentices in the Guild must perform many of the menial tasks of the forge while learning the art of forging strong metals. This includes building fires, sorting ore, and bellows work. All forging work is done under close supervision.

Requirements

- Strength of 12 or higher
- 4 or more ranks in Craft (Armorsmithing)

Duties

- Must practice trade at least once per 5 modules, represented by making a Craft (Armorsmithing) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 2 Victories per module to Guild as dues.

Benefits

- +1 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekar
- When practicing their trade, Apprentices earn a number of Victories equal to their ½ total Craft (Armorsmithing) check (round down).
- 10% off any product that the Blacksmiths and Weaponsmiths produce

- Access to a forge to craft metal armor and shields for personal use

Journeyman

Journeyman oversee apprentices in the completion of their tasks and begin forging more complex works. They are given unsupervised access to the forge, but are spot checked by Mentors from time to time. The Guildmaster requires that all members of this rank and higher be committed to military service, either as veterans of the army or as current militiamen.

Requirements

- 6 or more ranks in Craft (Armorsmithing)
- Must have spent 10 NAAs practicing his trade as an apprentice.
- Successful completion of a Journeyman's Piece, armor designed to show their skill and craftsmanship (DC 25)
- Must be a current member of the Pekalese Militia or have served in the military with honor. For PCs this means either being a member in good standing in the Militia organization or completing service in the military before beginning play.

Duties

- Must practice trade at least once per 4 modules, represented by making a Craft (Armorsmithing) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekal
- When practicing their trade, Journeymen earn a number of Victories equal to their total Craft (Armorsmithing) check.
- 20% off any product that the Blacksmiths and Weaponsmiths produce.
- Access to a forge to craft metal armor and shields for personal use at 20% discount, if they do not have their own workspace.

Mentor

Mentors are skilled craftsmen who often own small forges in villages and towns. Other Mentors study under the Master Armorsmiths to advance their craft even farther.

Requirements

- 10 or more ranks in Craft (Armorsmithing)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing his profession as a journeyman

Duties

- Must practice trade at least once per 3 modules, represented by making a Craft (Armorsmithing) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 17 Victories per module to Guild as dues.

Benefits

- +3 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekal
- When practicing their trade, Mentors earn a number of Victories equal to twice their total Craft (Armorsmithing) check.
- 30% off any product that the Blacksmiths and Weaponsmiths produce
- Access to purchase cold iron from the Guild
- Opportunity to enchant armor – Mentors who possess favors or influence points from the College of Magic may use one favor to have the College enhance a set of masterwork armor with a +1 enchantment. Two favors may be used to enhance a set of +1 armor to +2 or to add the following: Bashing. The Mentor must pay the normal cost for the enchantment.

Master

Masters are craftsmen who have reached the pinnacle of skill in their field. They require no further instruction from anyone, although they may exchange tips and ideas with other Masters. Masters are qualified to own a workshop in any town in Pekal, and may have apprentices, journeymen, or mentors working underneath them.

Requirements

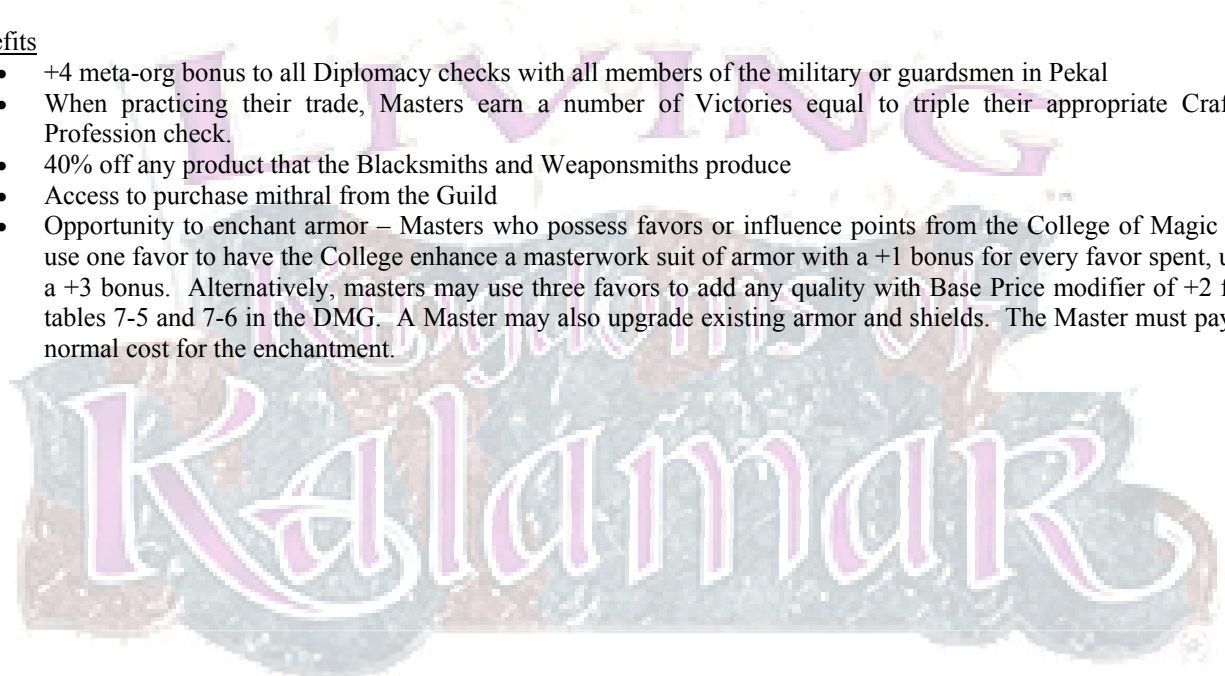
- 14 or more ranks in Craft (Armorsmith)
- 6 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing the trade as a Mentor
- Must have created at least one masterwork suit of armor (a Craft or Profession check DC: 35) as a masterpiece, to earn final approval from the Guild Masters

Duties

- Must practice trade at least once per 2 modules, represented by an appropriate Craft or Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 33 Victories per module to Guild as dues.

Benefits

- +4 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekal
- When practicing their trade, Masters earn a number of Victories equal to triple their appropriate Craft or Profession check.
- 40% off any product that the Blacksmiths and Weaponsmiths produce
- Access to purchase mithral from the Guild
- Opportunity to enchant armor – Masters who possess favors or influence points from the College of Magic may use one favor to have the College enhance a masterwork suit of armor with a +1 bonus for every favor spent, up to a +3 bonus. Alternatively, masters may use three favors to add any quality with Base Price modifier of +2 from tables 7-5 and 7-6 in the DMG. A Master may also upgrade existing armor and shields. The Master must pay the normal cost for the enchantment.



Bakers Guild

By Tim Tjarks

The Bakers Guild is the Guild with the largest membership in Pekal. This is due to three factors: the universal demand for its chief product, incorporation into the Guilds of other food preparation professions, and low membership entrance criteria. With little training, a young apprentice can begin baking bread for the masses as a member of the Guild. Members of the Guild are also employed as cooks for caravans, military deployments, taverns, restaurants, inns, noble families, and state dinners.

As the largest Guild in the principality, the Bakers Guild wields a commensurate amount of power within the House of Scales. This is offset, though, by an alliance of Guilds, led by the Chandlers Guild, that prevents the Bakers from using their power to dominate the House.

Locations

Headquarters: Bet Rogala.

There are small Bakers Guild houses within each of the towns of Pekal, and a larger satellite Guild house in Baneta.

Roleplaying Summary

The goal of the leadership of the Bakers Guild is to consolidate and expand their power within the House of Scales. The Bakers would very much like to add the membership of the Meat Cutters Guild to its own ranks, and so are in negotiations working towards a merger.

The Bakers are in a running dispute with the Chandlers Guild for supremacy among the organizations of the House of Scales, and thus are also at odds with other Guilds that have allied themselves with the Chandlers. The Bakers Guild is in good favor with the Farmers Guild, the Meat Cutters Guild, the Church of Life's Fire, and the common folk of Pekal.

Since demand for the products of the Bakers Guild runs highest when the population is happy and growing, the Guild is very much opposed to war and is most interested in pursuing a peaceful resolution of current tensions between Pekal and Tokis.

The current Guildmaster is Granger Fir'Volt, a middle-aged Kalamaran whose dominant personality trait seems to be a quick temper. It is unknown how he managed to obtain the power of his office, but some still whisper that all was not aboveboard. None of those whispers are repeated anywhere near the Guildmaster however.

Guild Ranks

Apprentice

An apprentice may typically be employed tending ovens, washing and chopping vegetables, or cleaning cookware. Advanced apprentices may actually be involved in measuring and mixing ingredients for simple breads or stews.

Requirements

- 4 or more ranks in Profession (Cook, Innkeeper, or related profession)
- 1 or more ranks in Diplomacy

Duties

- Must practice trade at least once per 5 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 2 victories per module.

Benefits

- +1 meta-org bonus to Gather Information checks within Bet Rogala and Baneta (due to Guild networking).
- +1 meta-org bonus to Diplomacy checks with commoners (due to good will among the populace).

- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Profession check (round down).
- 10% discount on all food and drink purchases.
- Energy resistance (Fire) 1 due to working around the ovens

Journeyman

A journeyman may be employed as a camp cook for a caravan or military encampment, or in the kitchen of a bakery, inn or tavern. Some journeymen own a lower-class establishment, but this is rare.

Requirements

- 6 or more ranks in Profession (Cook, Innkeeper, or related profession)
- 2 or more ranks in Diplomacy
- Must have spent 10 NAAs practicing his trade as an apprentice.
- Successful completion of a Journeyman's Meal, an entire designed to show their skill and taste (DC 25)

Duties

- Must practice trade at least once per 4 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 5 victories per module.

Benefits

- +2 meta-org bonus to Gather Information checks within Bet Rogala and Baneta, halved elsewhere in Pekal.
- +1 meta-org bonus to Diplomacy checks within Pekal.
- When practicing their trade, Journeymen earn a number of Victories equal to their total Profession check.
- 25% discount on all food and drink purchases.
- Energy resistance (fire) 2 due to working frequently around the ovens

Guildsman

A Guildsman is typically the lead in the kitchen of a bakery, inn or tavern, and in fact may be the proprietor of such. Guildsmen will typically work under masters only in the higher-class establishments or for noble feasts.

Requirements

- 10 or more ranks in Profession (Cook, Innkeeper, or related profession)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing his trade as a Journeyman.

Duties

- Must practice trade at least once per 3 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 17 victories per module.

Benefits

- +3 meta-org bonus to Gather Information checks in Pekal, +2 elsewhere
- +2 meta-org bonus to Diplomacy checks within Pekal, +1 elsewhere
- When practicing their trade, Guildsmen earn a number of Victories equal to twice their total Profession check.
- 50% discount on all food and drink purchases

Chef

Those who rise to Chef status have a leadership role within the Guild, and are unlikely to practice the profession itself on a daily basis. However, they will be called upon to serve as head Chef for state banquets or functions involving the nobility. They may also be the owner and lead chef of a restaurant of the highest quality.

Requirements

- 14 or more ranks in Profession (Cook, Innkeeper, or related profession)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing their trade as a guildsman
- Must have created pièce de résistance meal, represented by a Profession check of DC: 35

Duties

- Must pay Guild dues of 33 victories per module.
- Must practice trade at least once per 2 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.

Benefits

- +4 meta-org bonus to Gather Information checks within Pekal
- +3 meta-org bonus to Diplomacy within Pekal, +2 elsewhere
- 100% discount on all food and drink purchases
- When practicing their trade, Chefs earn a number of Victories equal to triple their total Profession check.



Blacksmiths Guild

By Joseph A Hoffman

There's a lot more to blacksmithing than horseshoes and hinges. If it weren't for the members of this Guild there wouldn't be too many things constructed in Pekal. This Guild crafts all metal items that are "standard" items for everyday living. Horseshoes, hinges, nails, farming instruments, eating utensils, and wagon parts are just a few of the items that a blacksmith makes.

Blacksmiths buy material from the Metalsmiths Guild and usually sell directly to the public. Apprenticeship in the Blacksmiths Guild is crucial to the training of a blacksmith and the success of his career.

Locations

Headquarters location: Crenolm

Large chapter houses in Bet Rogala and Beneta

Every city and village has at least one blacksmith.

Roleplaying Summary

The main goal for the Blacksmiths Guild is to keep Pekal working and growing. Every hammer strike and shower of sparks reminds the blacksmith of the war at their doorstep and every sale reminds him of the people and lifestyle he works for. The Guild encourages blacksmiths to help those in need through donations of worked items. These items are then given to those across Pekal who cannot afford them.

The current Guildmaster is Samual Ironarm, a gruff middle-aged smith with little time for politics. He has so far managed to keep the Guild out of the political battles between the Bakers and the Chandlers.

The Guild maintains good relationships with the Metalsmiths, the Armorsmiths, and the Weaponsmiths

Guild Ranks

Apprentice

Apprentices in the Guild must perform many of the menial tasks of the forge while learning the art of their craft. This includes building fires and bellows work. All forging work is done under close supervision.

Requirements

- Strength of 12 or higher
- 4 or more ranks in Craft (Blacksmithing)

Duties

- Must practice trade at least once per 5 modules, represented by making a Craft (Blacksmithing) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 2 Victories per module to Guild as dues.

Benefits

- +1 meta-org bonus to all Diplomacy checks with all members of all Guilds.
- When practicing their trade, Apprentices earn a number of Victories equal to half their total Craft (Blacksmithing) check (round down).
- 10% off any product that the Weaponsmiths, Armorsmiths, and Metalsmiths produce.
- Access to an forge to craft metal items, armor, shields, or weapons for personal use

Journeyman

Journeyman oversee apprentices in the completion of their tasks and begin forging more complex works. They are given unsupervised access to the forge, but are inspected by Mentors from time to time. Some journeymen run their own forges in hamlets and small villages.

Requirements

- 6 or more ranks in Craft (Blacksmithing)
- Must have spent 10 NAAs practicing her trade as an apprentice.
- Successful completion of a Journeyman's Piece, ironwork designed to show their skill and craftsmanship (DC 25)

Duties

- Must practice trade at least once per 4 modules, represented by making a Craft (Blacksmithing) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to all Diplomacy checks with all members of all Guilds
- 10% off any product that the Weaponsmiths or Armorers produce
- When practicing their trade, Journeymen earn a number of Victories equal to their total Craft (Blacksmithing) modifier.

Master

Masters are skilled craftsmen who often own small forges in villages and towns.

Requirements

- 10 or more ranks in Craft (Blacksmith)
- Must have spent 20 NAA's practicing his trade as a journeymen

Duties

- Must practice trade at least once per 3 modules, represented by making a Craft (Blacksmithing) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 17 Victories per module to Guild as dues.

Benefits

- +3 meta-org bonus to all Diplomacy checks with all members of all Guilds
- When practicing their trade, Masters earn a number of Victories equal to twice their total Craft (Blacksmithing) check.
- 20% off any product that the Weaponsmiths, or Armorers produce
- Access to purchase Cold Iron from the Guild

Bookmans Guild

By Patty Kinyon

The Bookmen Guild considers itself to be the guardians of written knowledge. Its members preserve knowledge by binding it into books, which are far more durable and compact than scrolls and loose sheets of paper. Their skills are used to restore and preserve rare tomes containing knowledge both magical and mundane. From the various churches to the College of Magic to the Prince's Hall of Records, the stationers of the Bookmans Guild find that their skills are in high demand. Most members pride themselves on the beauty and durability of their creations.

Originally the Bookbinders Guild, the guild changed its name when it began admitting booksellers and librarians who frequently needed to restore or preserve the same knowledge the bookbinders strive to protect.

The chapterhouses of the Bookmans Guild provide referral services for potential clients as well as training and discounted materials for binding books to their members. The Guild also maintains a compendium of the various books its members have bound, preserved, and restored along with its last known location. This Compendium Librarium has proven to be a great resource to sages, booksellers, and other researchers who gladly pay the small fee required to locate or authenticate a source of needed information. (The guild makes no guarantees as to whether the owner will allow access; though it will remove a book's listing from the Compendium at the owner's request.) Chapterhouses provide a meeting area for members as well as a workshop in which they can demonstrate and discuss their techniques with one another.

Despite their staid demeanor, the Bookmen are revolutionaries at heart: they vow never to destroy a book or the knowledge contained therein. The Guild firmly believes that "Knowledge is power," and that the written word is a potent tool for the betterment of society. Those books which are deemed best removed from general circulation, are placed in a secret repository whose location is known only to the Guildmaster.

The current guildmaster is Fatak'mel Falama (Kalamaran), a demanding master craftsman, who prides himself on the quality of the goods that the Bookmans Guild produces and the great knowledge that they have safeguarded.

Locations

Headquarters: Bet Rogala

The Bookmans Guild can be found in most of the major cities of Pekal, as well as Baneta, and Bet Kasel.

Roleplaying Summary

The Bookmans Guild seeks to preserve knowledge in its written form. They train and support bookbinders and booksellers. The Bookmans Guild enjoys frequent support from the College of Magic and the various temples which make extensive use of their services and appreciate the guarantee of meta-org that using guild members provides. The Guild is very protective of its creations and firmly believes that ALL written knowledge is valuable and should not be destroyed. Its members pledge to protect books and never to allow them to be willfully destroyed.

Guild members gladly share the information they have preserved among their fellows. Chapterhouses often will keep a selection of bestiaries, histories, atlases, and canons, for their members' reference, bound in a wide variety of styles. Referrals will be made for members to obtain bookbinding jobs and to locate specific books including spellbooks and magical scrolls.

Guild Ranks

Bookbinder (Apprentice)

Bookbinders work to preserve written knowledge by binding it into books. After sewing its leaves together they will cover it appropriately with leather, metal, or wood. Bookbinders take great pride in both the artistry and durability of their work. Covers of many books are often works of great value and beauty.

Requirements

- 4 or more ranks in Craft (Bookbinding)
- 1 or more ranks in Diplomacy, or Craft (Calligraphy, Leatherworking, or Painting)
- Must pledge to protect books and prevent their destruction whenever possible, bringing potentially dangerous tomes to the Chapterhouse for safekeeping/dispensation.
- Duties
- Must practice trade at least once per 5 modules, represented by making a Craft (Bookbinding) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 2 Victories per module to Guild to for training, referrals, and chapterhouse upkeep.

Benefits

- +1 meta-org bonus to Knowledge (History)
- +1 meta-org bonus to all Knowledge (Local) checks
- When practicing their trade, Bookbinders earn a number of Victories equal to ½ their total Craft (Bookbinding) check.
- 10% discount on artisan's tools for bookbinding, paper, parchment, ink, and mundane books (including blank spellbooks)
- Access to purchase History of Pekal for 20 Victories, which will provide a +1 circumstance bonus to Knowledge (History) and Knowledge (Local) checks when it can be referenced.

Stationer (Guildmember)

The Stationers of the Guild not only bind books, they preserve and restore rare tomes. They act as booksellers and workshop bosses to coordinate the assembly of a large number of books at once.

Requirements

- 6 or more ranks in Craft (Bookbinding)
- 2 or more combined ranks in Craft (Calligraphy, Leatherworking, or Painting)
- 2 or more ranks in Diplomacy
- Must have spent 10 NAA's practicing his trade as an apprentice, representing the achievement of a journeyman's skill level.

Duties

- Must practice trade at least once per 4 modules, represented making a Craft (Bookbinding) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to Knowledge (History)
- +2 meta-org bonus to all Knowledge (Local) checks
- +1 meta-org bonus to Diplomacy checks among scholars, sages, and members of the College of Magic who respect the Bookmans' dedication to the preservation of knowledge.
- When practicing their trade, Stationers earn a number of Victories equal to their total Craft (Bookbinding) or Craft (Calligraphy, Leatherworking, or Painting) check.
- Access to purchase masterwork bookbinder supplies and blank books at a 25% discount.
- Access to purchase a Bestiary for 50 Victories, which will provide a +1 circumstance bonus to Knowledge (Nature) checks involving creatures when it can be referenced.
- Access to purchase an Atlas for 50 Victories, which will provide a +1 circumstance bonus to Knowledge (Geography) checks when it can be referenced.
- Access to purchase one scroll per NAA containing a single arcane or divine spell from Table 7-23 or 7-24 in the DMG of value 25 gp.

Master Stationer

Master Stationers bind, preserve and restore even magical tomes. They train apprentice bookbinders and supervise Stationers. They can identify original works from copies.

Requirements

- 10 or more ranks in Craft (Bookbinding)
- 4 or more combined ranks in Craft (Calligraphy, Leatherworking, or Painting)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing her trade as a Stationer

Duties

- Must practice trade at least once per 3 modules, represented by making a Craft (Bookbinding). The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 17 Victories per module to Guild as dues.

Benefits

- +3 meta-org bonus to Diplomacy checks among scholars, sages, and members of the College of magic who respect the Bookmans' dedication to the preservation of knowledge.
- When practicing their trade, Master Stationers earn a number of Victories equal to twice their total Craft (Bookbinding) or Craft (Calligraphy, Leatherworking, or Painting) check.
- 50% discount on masterwork bookbinder supplies, paper, parchment, ink, and blank books at a.
- Access to purchase a scroll per NAA containing a single arcane or divine spell from Table 7-23 or 7-24 in the DMG of value 150 gp or less.



Chandlers Guild - The Illuminati

By Alana and Tom Abbott

Light and Truth is the motto of the Illuminati. They provide the light for Pekal and try to spread the influence of those who know the truth. The Illuminati provide fine candles and lamps to the nobility, assist the Lamplighters of Bet Rogala with repairs and new designs of lamps, provide candles to the various temples and the College of Magic for their rituals, and create thousands upon thousands of cheap candles to light the homes of the commoners of Pekal.

However, this group knows a greater truth, beyond their simple mercantile ways. Using light to purge the darkness and flame to cauterize the spread of evil, they seek to end the corruption of the souls of mankind. The primarily human guild is probably the most racially exclusive merchant guild in the House of Scales, due to the inability to trust those who can see well in the dark. People with darkvision and low-light vision are never fully trusted. You cannot see the heart of dark and also understand the truth of light.

This desire to spread the truth has lead them into conflict with the Baker's Guild of Bet Rogala. While the Bakers see a strictly financial and political competition within the House of Scales, the Illuminati sees the House of Scales as a way spread their truth to ever increasing numbers of people.

The common people of Pekal have no knowledge of the goals of the Illuminati. When buying candles and receiving the ritual blessing of, "May this be a light in the darkness," most people respond with, "Uh, yeah. That's why I bought a candle, to, you know, make it light out." But the Illuminati don't mind, and probably don't even notice. They have recently started to make subtle contacts with the Golden Alliance, in attempt to infiltrate this other secret society and use their contacts to spread the word of Light.

Locations

Headquarters: Baneta
Bet Rogala

Roleplaying Summary

The goal of the Illuminati is to push back the darkness. Some say that this is the result of childhood fear of the dark that never went away, and some say it is an almost religious calling. Whatever the source, an Illuminatus always has some means of making light on hand, and tends not to trust those who need a lesser amount of light to see. Most Illuminati have at least one everburning torch and probably several sunrods and candles on them at all times.

The Illuminati are allied with the Church of the Eternal Lantern and the Bardic College in Baneta, for whom they provide lighting at concerts. The Illuminati are also a valuable resource for the College of Magic, providing most of the candles used for ritual casting. They have a special contract with the Lamplighters Guild and consider them strong allies as well. The Chandlers have been politically opposed to the Bakers Guild and their allies for some time. Both Guilds seek to increase their power in the House of Scales.

There are rumors that the Guild is planning to ally itself with the Network of the Blue Salamander, again to use another secret society to spread the Light of Truth, but these are so far no more than rumors.

Guild Ranks

Apprentice (Wick)

Time must be spent at a local master's chandlery, where the apprentices are taught the basics of candle creation and lamp manufacture.

Requirements

- 4 or more ranks in Craft (Chandler)
- 1 or more ranks in Profession (Apothecary)

Duties

- The apprentice must practice their craft at least once per 5 modules, represented by making a Craft (Chandler) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 2 Victories per module.

Benefits

- +1 meta-org bonus to Appraise, due to extensive experience examining a variety of raw materials for suitability as candle and lamp components.
- +1 meta-org bonus to Escape Artist. Wicks are covered in a slight patina of wax and oil that makes them slippery and tough to hold onto.
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Craft (Chandler) check.
- Due to constant work with flames and getting burned consistently, Wicks receive a resistance to energy (fire) 1.

Initiate (Wax)

Time must be spent at a local master's chandlery, where the initiates spend time guiding the apprentices as well as learning from the master. Initiates must take on more challenging tasks, such as lighting rehearsals at the Bardic College and crafting longer lasting lamps for the Lamp Lighters.

Requirements

- 6 or more ranks in Craft (Chandler)
- 2 or more ranks in Profession (Apothecary)
- 1 or more rank in Craft (Alchemy)
- The initiate must have spent 10 NAAs practicing their trade as a Wick

Duties

- Must practice trade at least once per 4 modules, represented making a Craft (Chandler) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to Appraise, due to extensive experience examining a variety of raw materials for suitability as candle and lamp components.
- +2 meta-org bonus to Escape Artist. Wicks are covered in a slight patina of wax and oil that makes them slippery and tough to hold onto.
- +1 meta-org bonus to Use Rope, from working with wicks and hanging lanterns and chandeliers.
- When practicing their trade, Apprentices earn a number of Victories equal to their total Craft (Chandler) check.
- Access to purchase Alchemists Fire, Everburning Torches, and Sunrods. They are forbidden from buying Smokesticks, as these obscure the light of truth, and any Illuminatus caught possessing one will be sent for reeducation, costing 3 NAA's.

Mentor (Form)

Time must be spent at a local master's chandlery, where the mentors spend time guiding the initiates as well as learning from the master. Mentors must take on more challenging tasks, such as crafting candles for ritual castings at the temples and College of Magic.

Requirements

- 10 or more ranks in Craft (Chandler)
- 4 or more ranks in Profession (Apothecary)
- 2 or more ranks in Craft (Alchemy)
- The mentor must have spent 20 NAA's practicing their trade as a Wax.

Duties

- The mentor must practice their craft at least once per 3 modules, represented by making a Craft(Chandler) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 17 victories per module.

Benefits

- +3 meta-org bonus to Appraise, due to extensive experience examining a variety of raw materials for suitability as candle and lamp components.
- +3 meta-org bonus to Escape Artist. Wicks are covered in a slight patina of wax and oil that makes them slippery and tough to hold onto.
- +2 meta-org bonus to Use Rope, from working with wicks and hanging lanterns and chandeliers.
- When practicing their trade, Apprentices earn a number of Victories equal to twice their total Craft (Chandler) check.

Master (Flame)

Masters must spend time training mentors, initiates, and apprentices to ensure that the secrets of the Guild are properly taught and guarded. Masters in the Guild are also masters in the society, but only the society knows of the power and truth that the Masters know and wield. Masters must also spend time working to increase the influence of the Guild in the House of Scales.

Requirements

- 14 or more ranks in Craft (Chandler)
- 6 or more ranks in Profession (Apothecary)
- 3 or more ranks in Craft (Alchemy)
- The mentor must have spent 20 NAA's practicing their trade as a Form.

Duties

- The Master must teach their craft at least once per 2 modules, represented by making a Craft(Chandler) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 33 victories per module.

Benefits

- +4 meta-org bonus to Appraise, due to extensive experience examining a variety of raw materials for suitability as candle and lamp components.
- +4 meta-org bonus to Escape Artist. Wicks are covered in a slight patina of wax and oil that makes them slippery and tough to hold onto.
- +3 meta-org bonus to Use Rope, from working with wicks and hanging lanterns and chandeliers.
- When practicing their trade, Apprentices earn a number of Victories equal to twice their total Craft (Chandler) check.
- Due to constant work with flames and getting burned consistently, Wicks receive a resistance to energy (fire) 2.

Cobblers Guild

By Tim Tjarks

The Cobblers Guild is one of the smallest in Pekal. While shoes are the product most likely brought to mind when thinking of cobblers, the Guild also produces other small leather goods: gloves, purses, pouches, belts, and even sheathes. Some cobblers create leather and hide armor for the military as well. Cobblers are often seen peddling their wares on the streets of the cities of Pekal. Their workshops, on the other hand, are more often off the beaten path and cluttered affairs not particularly attractive to a shopper. Only those with special needs to fulfill are likely to seek a cobbler's shop.

Cobblers may also work in the shop of another craftsman, in a side room preparing leather goods that are an accessory to the main business of the shop. In such a capacity, cobblers may be found working with a weaponsmith, armorsmith, tailor, or even blacksmith.

Locations

Headquarters: Bet Rogala.

Roleplaying Summary

The leadership of the Cobblers Guild is loosely knit at best. Individual cobblers are more likely to be free agents who prefer to sell their wares with little to no interference from the Guild structure. However, to sell on the streets of Bet Rogala, Baneta, Leboleigido, or other sizeable towns a peddler's license can only be had through the House of Scales, and thus through the Cobblers organization.

Those cobblers who work with other craftsmen may prefer to seek authorization through the Guilds of those other crafts. This forces the Guild to constantly struggle to define and redefine the roles members should play to keep them properly aligned with the profession.

The current Guildmaster is Nuli Balenas, a Kalamaran man. He is relatively young for a Guildmaster, and has only been in the position for just over a year. The previous Guildmaster, Olan Karatan, was believed by many to be pilfering Guild funds, was defeated in a Guild election and subsequently ejected from the Guild. Olan continues to be a thorn in the side of the Guild, filing continual protests with the House of Scales hierarchy.

Guild Ranks

Apprentice

A journeyman or Guildsman cobbler typically employs an apprentice. He is usually doing rough cutting or sewing of leather goods as he works up to crafting shoes likely worn by those of lower station. In such endeavors, speed in the crafting is usually prized over workmanship. An apprentice is never found in the shop of another craftsman unless working with a Guild member of higher station.

Requirements

- Dexterity of 12 or higher
- 4 or more ranks in Craft (Leatherworking/Tanning)

Duties

- Must practice trade at least once per 5 modules, represented by making a Craft (Leatherworking/Tanning) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 2 victory per module.

Benefits

- When practicing their trade, Apprentices earn a number of Victories equal to 1/2 their total Craft check (round down)
- 15% discount on the purchase of leather items

- 10% discount on access to a workshop to create personal items made of leather (belts, gloves, armor, etc.)

Journeyman

A journeyman is usually self-employed, though they may also be in the employ of another craftsman or higher-ranking cobbler. Quality begins to be of higher importance especially for those working with another craftsman. The street cobbler's need to craft a sizeable number of items for sale remains preeminent.

Requirements

- 6 or more ranks in Craft (Leatherworking/Tanning)
- Must have spent 10 NAAs practicing their trade as an apprentice.

Duties

- Must practice trade at least once per 4 modules, represented by making a Craft (Leatherworking/Tanning) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity
- Must pay Guild dues of 5 victories per module.
- Successful completion of a Journeyman's Piece, leatherwork designed to show their skill and craftsmanship (DC 25)

Benefits

- +2 meta-org bonus to Gather Information checks within Bet Rogala due to contacts through other trades.
- When practicing their trade, Journeymen earn a number of Victories equal to their total Craft check.
- 25% discount on the purchase of leather items
- 30% discount on the purchase of raw leather

Guildsman

A Guildsman is typically involved in the finest quality leatherwork. The Guildsman is unlikely to be found as a street peddler, instead selling his wares to other, fine merchants or directly on commission to a noble or well-to-do patron. The Guildsman's shop is the center of his trade, found more toward the traveled roads of the city and employing several journeymen and a number of apprentices.

Requirements

- 10 or more ranks in Craft (Leatherworking/Tanning)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing his trade as a journeyman

Duties

- Must practice trade at least once per 3 modules, represented by making a Craft (Leatherworking/Tanning) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 17 victories per module.

Benefits

- +3 meta-org bonus to Gather Information checks within Bet Rogala due to contacts through other trades.
- When practicing their trade, Guildsmen earn a number of Victories equal to twice their total Craft check.
- 30% discount on the purchase of leather items
- 50% discount on the purchase of raw leather
- Opportunity to enchant leather armor – Guildsmen who possess favors or influence points from the College of Magic may use one favor to have the College enhance a set of masterwork leather armor with a +1 enchantment. Two favors may be used to enhance a set of +1 armor to +2. The Guildsman must pay the normal cost for the enchantment.

Master Cobbler

Those who rise to Master Cobbler status have a leadership role within the Guild itself, and are unlikely to practice the profession on a daily basis. Their business is likely to continue to operate as described under Guildsman above, but is likely to employ another Guildsman as manager.

Requirements

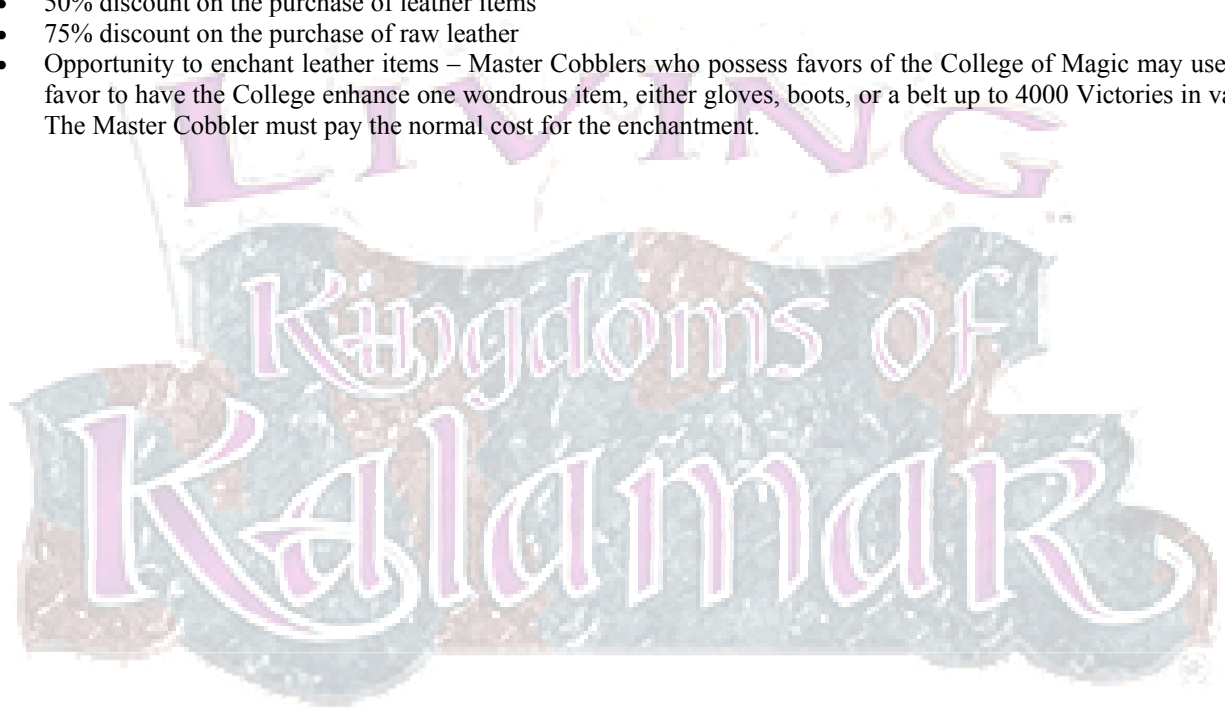
- 14 or more ranks in Craft (Leatherworking/Tanning)
- 4 or more ranks in Profession (Merchant)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing their trade as a Guildsman

Duties

- Must practice trade at least once per 2 modules, represented by making a Craft (Leatherworking/Tanning) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 33 victories per module.

Benefits

- +4 meta-org bonus to Gather Information checks within Pekal.
- +3 meta-org bonus to Diplomacy within Pekal
- When practicing their trade, Master Cobblers earn a number of Victories equal to triple their total Craft check.
- 50% discount on the purchase of leather items
- 75% discount on the purchase of raw leather
- Opportunity to enchant leather items – Master Cobblers who possess favors of the College of Magic may use one favor to have the College enhance one wondrous item, either gloves, boots, or a belt up to 4000 Victories in value. The Master Cobbler must pay the normal cost for the enchantment.



Fishermen and Netters Guild

By Cajon Gonzales

It is no surprise that the Fishermen and Netters have an important place in the history of Bet Rogala. The proximity of Lake Eb'Sobet to the city ensures that fishing will be a common occupation among its citizens. The size and bounty of the lake and surrounding ponds and streams has also ensured that the region's fishermen would concentrate at the city rather than elsewhere. Several times in history this bounty has sustained the city in difficult times. Even in times of plenty the harvest brought in by the fishermen is an important economic boost to the city. This in time led naturally to the creation of a Guild to represent the many fishermen and netters in their business dealings.

The Guild office is just outside the walls of Bet Rogala in the Dock District. The Head of the Guild, Armen Folshar, has served for many productive years as Guildmaster, but his age is beginning to show. He has called emergency Guild meetings simply to see where every one was assigned to fish or to ask everyone where his wife was. People are starting to talk about these strange actions and a few have mentioned getting a new Guildmaster, but no one has decided to try to fill his shoes for now. So far this talk has been confined to Guild members.

Large boats fish the lake, bringing in large catches at one time, but there are also many groups that fish only for exotic prey. These small groups concentrate on unique and exotic fish found in the local streams as well as Lake Eb'Sobet. They focus on quality instead of quantity and are paid well for their efforts. Most fishermen learn early that they must protect themselves. Almost all are skilled with a trident and other peasant weapons. Netters are also skilled in using nets to bind attackers.

A festival is held every two years as a contest of fishermen and netters. Different regions send different teams to compete, but it is still a very relaxed atmosphere. The point of the contest is to see who can catch the biggest fish, with winners from three different categories recognized according to their fishing style; net, hook, and trident. The reigning champion cannot enter the next contest but has ceremonial rights to hold the trophy during the festival.

Locations

Headquarters: Bet Rogala
Baneta, Koreta, Kasido

Roleplaying Summary

The fishermen's harvest is important to many cities, even those that are not actually on a large body of water. Fish and fish products are traded extensively in Pecal. Many cities negotiate with the Guild in Bet Rogala for guaranteed future supplies. The Guild accords the highest status to successful exotic fishermen, but it is the wealthy owners of the large fishing fleets who have the most power within the Guild.

Guild Ranks

Apprentice Fishermen

Apprentice Fishermen typically work on the docks baiting hooks, folding nets, and cleaning fish.

Requirements

- 4 or more ranks in Profession (Fisher, Fresh Water or Fisher, Salt Water)
- 1 or more ranks in Craft (Trapmaking)

Duties

- Must practice profession at least once per 5 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay Guild fees of 2 Victory per module.

Benefits

- + 2 on survival checks when gathering food near a natural body of water
- +1 meta-org bonus to Swim Checks
- When practicing their trade, Apprentice Fishermen earn a number of Victories equal to half their total Profession check (round down).
- 50 % discount on meals that involve fish while in cities that have a Fishermen and Netters Guild.

Fisherman

Fishermen often work aboard the boat or ship of a Master Fisherman learning the trade. Others work for themselves catching or netting specialty fish.

Requirements

- 6 or more ranks in Profession (Fisher, Fresh Water or Fisher, Salt Water)
- 2 or more ranks in Craft (Trapmaking)
- 2 or more ranks in Profession (Boater or Sailor)
- Must have spent 10 NAA's practicing their trade as apprentice fishermen.

Duties

- Must practice profession at least once per 4 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay Guild fees of 5 Victories per module.

Benefits

- +2 meta-org bonus to Swim checks
- +3 meta-org bonus on survival checks when gathering food near a natural body of water
- Fishermen may spend an Activity to gain access to the Sea Legs feat in Salt and Seadogs
- When practicing their trade, Fishermen earn a number of Victories equal to their total Profession check.
- Meals that involve fish are discounted 75 % while in cities that have a Fishermen and Netters Guild.

Master Fisherman

Most Master Fisherman own their own fishing boats or ships and hire other Guild members as crew on those vessels. Some forego such larger enterprises and concentrate on fish that are rare or difficult to catch.

Requirements

- 10 or more ranks in Profession (Fisher, Fresh Water or Fisher, Salt Water)
- 4 or more ranks in Craft (Trapmaking)
- 4 or more ranks in Profession (Boater or Sailor)

Duties

- Must practice profession at least once per 3 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay Guild fees of 17 Victories per module.

Benefits

- +3 meta-org bonus Swim checks
- +4 meta-org bonus on survival checks when gathering food near a natural body of water
- When practicing their trade, Master Fishermen earn a number of Victories equal to twice their total Profession check.
- 100% discount on seafood while in cities that have a Fishermen and Netters Guild.
- Access to purchase a Potion of Water Breathing per NAA

Furriers and Trappers Guild

By Tom Abbott

“Listen here, sonny. You young’ins don’t know the winters we used have in these here parts. Why, when I was your age this was called the far frozen north, and you’d be as like to see shaggy bears outside as you would a pig, come winter. It got so cold that your hair would freeze to your face and your ears would fall off, and that was inside your house! We needed furs to keep warm, (and to keep the bears’n’wolves’n’such away from the pigs), so my great grandpappy, he joined the first group of trappers who formed the Furriers Guild, just to get them to get rid of the bears near his house.”

“Yeah, sure, Grandpa. Bears eating your pigs? Whatever. Furs are only worn by those stuck-up fashion plates they call nobles and rich men’s wives, who wantonly destroy our beautiful...what? AAH!! Grandpa, a bear!”

The Furriers and Trappers Guild is one of the more contentious, but less powerful guilds in Pecal. They are stubborn, rugged outdoorsmen and women, individualists to a fault, fond of rough bear, unseasoned meat, the wind in their hair and the sun on their faces. To a certain extent, it’s amazing that the Guild exists at all. However, the hunters have learned that it’s easier to have one place to send complaints of wild animals. And where there are complaints of wild animals disturbing humans, then there is a double profit to be made, both from removing the pests and from selling them, live or dead, to a large number of buyers. So this group of independent spirits join together for mutual profit, and is held together by a sense of kinship, if not actual friendship.

The Furriers supply the services of pest and danger removal, support the fashion industry in winter, and despite recent tensions, maintain a cordial relationship with the College of Magic, a regular customer for a wide variety of familiars. Headed by Balamel Jiromas, a huge, honest man of Fhokki descent, the Furriers had been having a very good couple of years, until recent agreements with the College of Magic, House of Scales, and the Crown got them to curtail their otter harvest. In addition, it appears that several bards, led by the up and coming high elf Aethelia, have been agitating to change the fashion industry away from wild furs and into wool and cotton. Jiromas has recently needed to step very quickly to keep convincing the rest of the guild that the agreement with the Crown was not selling out, and was in fact preventing worse sanctions. In his favor, however, the reduction in otter hunting has stopped what threatened to be a precipitous decline in the otter population, as well as increasing, and localizing, several predator populations. However, the increasing otter population has been met with disgust by the Fisherman’s Guild, who view the otters as competitors.

Locations

Headquarters: Baneta

Other Important Locations: Bet Rogala

Furriers can be found in almost every forest in Pecal, but have only the one guild house.

Roleplaying Summary

The goal of the Furriers and Trappers guild is to make money doing what they enjoy: being left alone in the woods and mountains. Some have a goal of fostering nature, others enjoy subduing natural challenges. They are very individualistic, but tend to follow the instructions of Jiromas if only because he strikes a good balance between all the individual goals, and usually leaves them alone.

The Guild counts the Stockmens Guild as allies, since the Stockmen frequently need wolves and other predators controlled to leave their herds alone. The Furriers sympathize with the Fishermans Guild in outlook, but are frustrated that in pleasing the College of Magic, the House of Scales, and the Crown, they managed to anger the fishermen. They are opposed to the Bardic College, which they see as instrumental in the recent reverses in fashion, making an unfair and unwarranted attack on the Furriers.

Guild Ranks

Apprentice Trapper

Apprentices are still in the learning stages, frequently following a more experienced outdoorsman, learning the ways of nature and the tricks of being a successful trapper.

Requirements

- Must have the Track feat
- 4 or more ranks in Profession (Hunter)
- 1 or more ranks in Survival
- 1 or more ranks in Handle Animal
- 1 or more ranks in Craft (Trapmaking)

Duties

- Must practice trade at least once per 5 modules, represented by making a Profession (Hunter) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 2 Victories per module.

Benefits

- +1 meta-org bonus to Survival checks.
- +1 meta-org bonus to Handle Animal checks.
- +1 meta-org bonus to Craft (Trapmaking)
- When practicing their trade, Apprentices earn a number of Victories equal to $\frac{1}{2}$ their total Profession (Hunter) check (round down).

Journeyman Trapper

Journeyman are skilled enough to go after the less dangerous animals by themselves. Otters, weasels, martins, snakes, and foxes provide the challenges for the Journeyman.

Requirements

- 6 or more ranks in Profession (Hunter)
- 2 or more ranks in Survival
- 2 or more ranks in Handle Animal
- 2 or more ranks in Craft (Trapmaking)
- Must have spent 10 NAA's practicing their profession as an Apprentice, representing time spent learning the ways of the forest.

Duties

- Must practice trade at least once per 4 modules, represented by making a Profession (Hunter) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 5 Victories per module.

Benefits

- +2 meta-org bonus to Survival checks.
- +2 meta-org bonus to Handle Animal checks.
- +2 meta-org bonus to Craft (Trapmaking)
- When practicing their trade, Journeyman earn a number of Victories equal to their total Profession (Hunter) check.

Trapper

The trappers are windburned and battered, and wouldn't have it any other way. They can take on the most dangerous animals in the forest, from bears to wolverines. They are not people to be trifled with.

Requirements

- 12 Constitution or higher
- 12 Wisdom or higher
- 10 or more ranks in Profession (Hunter)
- 4 or more ranks in Survival

- 4 or more ranks in Handle Animal
- 4 or more ranks in Craft (Trapmaking)
- Must have spent 20 NAAs practicing her trade as a journeymen

Duties

- Must practice trade at least once per 3 modules, represented by making a Profession (Hunter) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 17 Victories per module.

Benefits

- +2 meta-org bonus to Move Silently checks.
- +2 meta-org bonus to Hide checks.
- +2 meta-org bonus to Listen checks
- When practicing his trade, a journeyman earns a number of Victories equal to twice his total Profession (Hunter) check.



Glassblowers Guild

By Kalen Tjarks

The Glassblowers of Pekal are a relatively small Guild, with very little pull within the House of Scales. The Guild prefers things this way, as it allows them to concentrate on their art and not the politics of the House. The current Guildmaster, the grey elf Calesti Kiirmaskan, has often emphasized to her fellow members the importance of beauty and craftsmanship in the Guild's goods. As a result, the Guild is known across Pekal, and even into other parts of Tellene, for its superior quality goods.

The Guild maintains its headquarters in Baneta on the shores of Elos Bay. This provides them with the raw materials necessary for their craft, as well as a prime spot on the trading routes of Tellene. It has also provided them with the inspiration for their signature mark, a stylized whale design that is etched into every piece created by the Guild. Guildmembers also wear a glass brooch of the same design, where the color designates each member's rank.

Locations

Headquarters: Baneta

Other important Guildhouses can be found in the Merchant's District of Bet Rogala, and in many cities along Elos Bay including Fodeta and Prompeldia.

Roleplaying Summary

The Glassblowers seek to provide their customers with the highest quality goods possible. They often refer to their goods as the "Jewels of the Kiln". They are allied with the Apothecaries, whom they provide with vials and bottles for their goods. They are also allied with the Metalsmiths, who provide them with the materials necessary for creating some of their pieces. They hold a grudge against the Porters and Longshoremen Guild for an incident some 20 years ago where a valuable shipment to the Prince was destroyed through careless handling.

Guild Ranks

Apprentice

Apprentice glassblowers keep the kiln hot, gather supplies, and assist in the creation of items. They spend much of their time in training to learn the ways of the Guild and to perfect their craft, all the while trying to live up to the Guild's high standards. Apprentices wear a green whale brooch.

Requirements

- 4 or ranks in Craft (Glassblower)
- 1 or more ranks in Appraise

Duties

- Must practice trade at least once per 5 modules, represented by making a Craft (Glassblower) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 2 Victories per module to Guild as dues

Benefits

- +2 meta-org bonus to Appraise checks on items made entirely or largely of glass or crystal
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Craft check.
- 10% discount on glass items (bottles, mirrors, etc) or raw materials for creating these items
- Energy resistance (fire) 1 due to time spent around kilns

Journeyman

Journeyman in the Glassblowers craft basic pieces for sale to the public, including bottles, windows, mirrors, and other everyday items. They train under Mentors of the Guild, learning how to craft the more complex and artistic pieces for which the Guild is known. Journeyman wear a yellow brooch.

Requirements

- 6 or more ranks in Craft (Glassblower)
- 2 or more ranks in Appraise
- Must have spent 10 NAA's practicing their trade as an apprentice
- Successful completion of a Journeyman's Piece, a glasswork designed to show their skill and craftsmanship (DC 25).

Duties

- Must practice trade at least once per 4 modules, represented by making a Craft (Glassblower) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity
- Pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to Appraise checks on items made entirely or largely of glass.
- When practicing their trade, Journeyman earn a number of Victories equal to their total Craft modifier.
- 25% discount on glass items or raw materials.
- Access to purchase a potion per NAA from the College of Magic – as providers of the containers used for potions, the guild enjoys the ability to purchase potions of value 300 gp or less, from table 7-17 in the DMG.
- Energy resistance (fire) 2 due to time spent around kilns

Mentor

Mentors of the Guild craft the signature pieces of the Guild, including large, artistic pieces commissioned by the nobility. They spend a large portion of their time training Apprentices and Journeyman. Mentors wear a red brooch.

Requirements

- 10 or more ranks in Craft (Glassblower)
- 4 or more ranks in Appraise
- Must have spent 20 NAAs practicing her trade as a journeyman
- Successful completion of a Mentor's Piece, a glasswork designed to show their skill and craft (DC 30).

Duties

- Must practice trade at least once per 3 modules, represented by making a Craft (Glassblower) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Pay 17 Victories per module to Guild as dues.

Benefits

- +4 meta-org bonus to Appraise checks on glass items
- May take the Artistic Crafter feat from the Kalamar Player's Guide even if other prerequisites are not met.
- When practicing their trade, Mentors earn a number of Victories equal to twice their total Craft check.
- 50% discount on glass items or raw materials
- Opportunity to enchant figurines – Mentors who possess favors or influence points from the College of Magic may use one favor to have the College enhance one figurine of wondrous power. The Mentor must pay the normal cost for the enchantment.
- Energy resistance (fire) 3 due to time spent around kilns

Meat Cutters Guild

By Tim Tjarks

The Meat Cutters Guild is a moderately sized Guild. Members of the Guild are typically employed at small shops throughout the city, dealing with a steady turnover of their product while satisfying a small group of local customers. The concentration of such shops is toward the north side of the city of Bet Rogala, being located near the slaughterhouses outside the city.

The slaughterhouses also employ a number of Guild members, usually those of rougher temperament and greater strength. A bit to the north of the city walls of Bet Rogala are the main stockyards and slaughterhouses, where the messier, more foul business of the Guild is practiced away from the sensitive eyes of the city's nobles and merchants. After slaughter, carcasses and sides of meat are brought through the North Gate to the abundant nearby butcher shops.

Locations

Headquarters: Bet Rogala. The Guild house is a solid structure from which fine scents always emanate (playing against the stereotype). Obviously, none of the actual craft of the Guild is practiced at this site.

Roleplaying Summary

The goal of the leadership of the Meat Cutters Guild is to maintain its independence from other Guilds that attempt to wield influence upon them. This includes the Bakers Guild, which would very much like to add the membership of the Meat Cutters Guild to its own ranks in order to consolidate and expand the Bakers' power within the House of Scales.

The Meat Cutters continue a bitter dispute with the Stockmens Guild over the price of livestock brought to market. The Meat Cutters (with support from the Bakers) try to maintain the status quo with meat prices, as they are much closer to the end consumers who would be most affected by a rise in costs.

The current Guildmaster is Karuli Fenema, an elderly Kalamaran/Fhokki man who has been the head of the Guild for nearly twenty years and a working butcher in Bet Rogala for more than forty. He and the Guildmaster of the Stockmen (B'nak Kataret) were old friends before the current feud began.

Guild Ranks

Apprentice

An apprentice may typically be employed by a butcher or in a slaughterhouse, mainly in sweeping, mopping, and washing knives and tables. The apprentice is also involved in preparing meats for preservation (salting, smoking) while beginning to learn the meat cutting craft.

Requirements

- 4 or more ranks in Profession (Butcher, or related profession)

Duties

- Must practice trade at least once per 5 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 2 victory per module.

Benefits

- +1 meta-org bonus to Heal checks (due to gained knowledge of anatomy)
- +1 meta-org bonus to Gather Information checks within city or town of residence.
- +1 meta-org bonus to Diplomacy with members of the Meat Cutters and Bakers Guilds.
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Profession check.
- 10% discount on food and drink purchases (due to low level contact with restaurateurs and chefs, and the Bakers Guild's attempts to curry favor)

- May use Butcher Knife or Cleaver as if proficient in it as a weapon, rather than as an improvised weapon. Treat a Butcher Knife as a dagger (but as a slashing weapon). Treat Cleaver as a handaxe.

Journeyman

The vast majority of the Guild members are journeymen. A journeyman meat cutter is the most likely presence in a local shop.

Requirements

- 6 or more ranks in Profession (Butcher, or related profession)
- 2 or more ranks in Diplomacy or Handle Animal (the difference here tends to segregate those who are local butchers from those in the slaughterhouse)
- Must have spent 10 NAA's practicing their trade as an Apprentice

Duties

- Must practice trade at least once per 4 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 5 victories per module.

Benefits

- +2 meta-org bonus to Heal checks (due to gained knowledge of anatomy)
- +2 meta-org bonus to Gather Information checks within city or town of residence.
- When practicing their trade, Journeymen earn a number of Victories equal to their total Profession check.
- 25% discount on all food and drink purchases.
- Knowledge of anatomy and butchering gives +1 meta-org bonus to damage of all slashing weapons.

Guildsman

A Guildsman is typically the owner of a large butcher shop, or several butcher shops. He may instead be employed by a larger restaurant to supply cuts of meat to their exact requirements. A Guildsman will typically have several journeymen working directly under him (as well as a few apprentices handy to deal with cleanup).

Requirements

- 10 or more ranks in Profession (Butcher, or related profession)
- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing his trade as a journeyman

Duties

- Must practice trade at least once per 3 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 17 victories per module.

Benefits

- +3 meta-org bonus to Heal checks (due to gained knowledge of anatomy)
- +3 meta-org bonus to Gather Information checks within any town in Pekal
- When practicing their trade, Guildsmen earn a number of Victories equal to twice their total Profession check.
- 50% discount on all food and drink purchases.

Master Butcher

Those who rise to Master Butcher status have a leadership role within the Guild itself, and are unlikely to practice the profession on a daily basis.

Requirements

- 14 or more ranks in Profession (Butcher, or related profession)

- 4 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing their trade as a Guildsman
- SPECIAL – Must own a butcher shop

Duties

- Must practice trade at least once per 2 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 33 victories per module.

Benefits

- +4 meta-org bonus to Heal checks (due to gained knowledge of anatomy)
- +4 meta-org bonus to Gather Information checks within Pekal.
- When practicing their trade, Masters earn a number of Victories equal to triple their total Profession check.
- 100% discount on all food and drink purchases.



Messengers and Criers Guild

The Browncloaks by Alana Abbott

Before Pekal gained its independence, the Messengers and Criers Service was rigidly controlled by the Kalamaran government. It may not be surprising, then, that those who served in the guild and keenly felt the Empire's intrusion into private communication were some of the first to side with the movement for Independence. Those messengers and criers who supported independence began to wear brown cloaks over their uniforms, so the fighters for Pekal would know which messengers could be trusted to carry anti-Kalamaran missives.

After the war, the heads of the service petitioned Prince Kafen to allow them to join the House of Scales as a merchant guild instead of continuing on as a municipal organization, feeling this would insure greater privacy for their customers. It would also separate the military and royal couriers into a different service, allowing official or secret information to remain solely in the hands of the crown. Once established, the guild made brown cloaks an official part of the uniform, leading to the nicknames "Browns" and "Browncloaks" by those hiring on their services.

Roleplaying Summary:

As members of the Messengers and Criers guild, all messengers and criers are self-employed. They may rent out their services to any of the businesses owned by members of the guild that regularly hire messengers or criers, or they may contract directly with a merchant, individual client, or, in some cases, the College of Magic. Payment for the actual task of being a messenger or crier is negligible; all guild members know the actual payment for their job is in tips. These are represented by the Browncloak's profession check; if they meet the DC required by their rank, they are paid as many victories per check as they have ranks in their profession.

Locations:

Headquarters: Bet Rogala
Baneta
Lebolelegido
Cilorealon

Businesses owned by members of the Messengers and Criers Guild can be found in any city in Pekal, and individual messengers may reside in locations in the countryside as well.

Hawker

Hawkers are hired by individual merchants to work in the marketplace of Bet Rogala and assist them in selling their wares.

Requirements:

- Speak Low Kalamaran
- 2 or more ranks among the following skills: Knowledge: Local (Bet Rogala), Knowledge: Local (Pekal), Knowledge Geography, Sense Motive
- 1 or more ranks in Profession (messenger/crier)

Duties:

- Must pay guild dues of 1 victory per module.
- Must work as a Hawker at least once in every five modules. This is a non adventuring activity.

Benefits:

- +2 Meta-org bonus to Knowledge: Local (Bet Rogala)
- May choose one of the following to take as a class skill: Perform, Knowledge: Geography, Survival, or Ride
- When practicing their trade, Hawkerc earn a number of Victories equal to their total Profession (messenger/crier) modifier on passing a skill check DC 10. Otherwise, they are given one silver piece in compensation.
- Given a locker at the local guild house where they may house possessions.

Crier

Criers are hired by merchants, nobles, or the College of Magic to announce news and events at important locations in Bet Rogala or other neighboring cities.

Requirements:

- Speak Low Kalamaran and two other languages
- 4 or more ranks among the following skills: Knowledge: Local (Bet Rogala), Knowledge: Local (Pekal), Knowledge Geography, Sense Motive
- 2 or more ranks in Profession (messenger/crier)
- Must have worked 5 times as a Hawker and passed a profession check DC 12.

Duties:

- Must pay guild dues of 2 victories per module.
- Must work as a Crier at least once in every four modules. This is a non adventuring activity.

Benefits:

- +2 Meta-org bonus to Knowledge: Local (Pekal)
- May choose another of the following to take as a class skill: Perform, Knowledge: Geography, Survival, or Ride
- When practicing their trade, Criers earn a number of Victories equal to their total Profession (messenger/crier) modifier on passing a skill check DC 12. Otherwise, they are given two silver pieces in compensation.
- May take additional languages at a cost of 1 skill point instead of 2.

Runner

Runners deliver written or verbal messages of a semi-secure nature across Bet Rogala. They can be contracted by private individuals or through one of the messenger businesses in those cities.

Requirements:

- Speak Low Kalamaran and three other languages
- Dexterity 12
- 6 or more ranks among the following skills: Knowledge: Local (Bet Rogala), Knowledge: Local (Pekal), Knowledge Geography, Sense Motive
- 3 or more ranks in Profession (messenger/crier)
- Must have worked 5 times as a Crier and passed a profession check DC 13.

Duties:

- Must pay guild dues of 5 victories per module.
- Must work as a Runner at least once in every four modules. This is a non adventuring activity.

Benefits:

- +4 Meta-org bonus to Knowledge: Local (Bet Rogala)
- May choose another of the following to take as a class skill: Perform, Knowledge: Geography, Survival, or Ride
- When practicing their trade, Runners earn a number of Victories equal to their total Profession (messenger/crier) modifier on passing a skill check DC 13. Otherwise, they are given five silver pieces in compensation.

Messengers

Messengers deliver written or verbal messages of a semi-secure nature across or beyond the borders of Pekal. They can be contracted by private individuals if they own their own horse or have a speak of 50 or greater, or through a messenger stable if they do not.

Requirements:

- Speak Low Kalamaran and four other languages
- 3 ranks in Ride

- 4 or more ranks in Profession (messenger/crier)
- Must have worked 5 times as a Runner and passed a profession check DC 15.

Duties:

- Must pay guild dues of 10 victories per module.
- Must work as a Messenger at least once in every three modules. This is a non adventuring activity.

Benefits:

- +4 Meta-org bonus to Knowledge: Local (Pekal)
- +2 Meta-org bonus to Knowledge: Geography
- +2 Meta-org bonus to Ride
- When practicing their trade, Runners earn a number of Victories equal to their total Profession (messenger/crier) modifier on passing a skill check DC 15. Otherwise, they are given one victory in compensation.
- May borrow a mount to ride during adventures.
- May stable an owned mount at the guild's stables at no cost.

Business Owner

Business owners are messengers who have earned a large enough reputation to need to contract with lower ranked guild members to fill all their contracts.

Requirements:

- Speak Low Kalamaran and five other languages
- 5 ranks in Ride
- 5 or more ranks in Profession (messenger/crier)
- Must have worked 5 times as a Messenger and passed a profession check DC 18
- Must own at least one mount or have a speed of 50 or higher

Duties:

- Must pay guild dues of 25 victories per module.
- Must work as a Business Owner at least once in every two modules. This is a non adventuring activity.

Benefits:

- +2 Diplomacy
- When practicing their trade, Business Owners earn a number of Victories equal to their total Profession (messenger/crier) modifier on passing a skill check DC 18. Otherwise, they are given two victories in compensation.

Metalsmiths Guild

By Joseph A Hoffman

The Metalsmiths Guild deals with all things metallic inside Pecal. They provide dual services, ensuring the supply of all metals to Pecal, as well as working all metals aside from iron, mithril, and adamantine. All jewelers, goldsmiths, silversmiths, and whitesmiths are members of the Metalsmiths Guild. No refined metal gets used by any Guild in Pecal without first passing through the Metalsmiths Guild. Their goal is to maintain the highest possible standards for the quality of metals used by the people and craftsmen of Pecal. They buy from the Miners and Stoneworkers Guild and then they trade with other nations for the ores that aren't mined in the area. They produce ingots, rods, and plates of from the ore brought in and sell it to the Armorers Guild, Weaponsmiths Guild, Blacksmiths Guild, as well as creating fine jewelry and artistic embellishment. They frequently work with the other smithy guilds, adding scrollwork and inlay to armor, shields, and weapons. The movement of metal in Pecal is watched carefully due to the war and the importance of keeping prices somewhat predictable.

Locations

Headquarters location: Vithufetido

Distribution House is a highly secured area where the ingots, rods, and plates are stored. This area is the distribution center for all of Pecal. Shipments are highly classified and require great amounts of record keeping and paperwork. The inner workings of Distribution House are unknown except for a few metalsmiths and guards.

Each major city has a location where shipments are received near the town guards' main compound for security reasons. This is where the craftsmen buy the metal and it is also very well protected.

Roleplaying Summary

The current Guildmaster is Walton Gunderman, the young heir to the Gunderman family. Although a noble family, the Gundermans have long been associated with the Guild both as advocates and as traders. He lives in Vithufetido. The Guild maintains good relationships with the Armorers, the Blacksmiths, and the Weaponsmiths.

Guild Ranks

Apprentice

Apprentices work near mines, learning the art of smelting different ores into metals as well as developing the fine control needed for delicate work. Some travel with caravans of ore and metal as they travel across Pecal.

Requirements

- 4 or more ranks in Craft (Jeweler, Goldsmith, Silversmith, or Whitesmith)

Duties

- Must practice profession at least once per 5 modules, represented by making a Craft check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 2 Victories per module to Guild as dues.
- Must immediately inform the Guild if illegal shipments are found traveling through Pecal.

Benefits

- +1 meta-org bonus to Diplomacy when dealing with the Armorers Guild, Blacksmiths Guild, or Weaponsmiths Guild
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Craft check.
- 10% off any product that the Armorers Guild, Blacksmiths Guild, or Weaponsmiths Guild makes
- Access to purchase Alchemical Silver through the Guild

Journeyman

Journeyman manage the delivery points for metal in the cities of Pecal, verifying the quality of the metal and performing local distributions.

Requirements

- 6 or more ranks in Craft (Whitesmithing, Armorsmithing, Weaponsmithing, or Blacksmithing)
- 2 or more ranks in Appraise
- Must have spent 10 NAAs practicing her trade as an apprentice.
- Successful completion of a Journeyman's Piece, piece of jewelry or design work to show their skill and craftsmanship (DC 25).

Duties

- Must practice profession at least once per 4 modules, represented by making a Profession (Merchant) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 5 Victories per module to Guild as dues.
- Immediately inform the Guild leaders and/or the nearest guard post if illegal shipments are found traveling through Pecal or try to stop them. They have limited powers to stop the illegal shipments, but they need to have proof that they are smugglers. Guild members should bring the smugglers to justice, not deal justice to the smugglers.

Benefits

- +2 meta-org bonus to Diplomacy when dealing with the Armorers Guild, Blacksmiths Guild, Jewelers Guild, or Weaponsmiths Guild
- When practicing their trade, Journeymen earn a number of Victories equal to their total Craft check.
- Access to purchase silver weapons through the Guild
- 20% off any product that the Armorers Guild, Blacksmiths Guild, Jewelers Guild, or Weaponsmiths Guild makes

Master

Mentors are responsible for managing the delivery points and the journeymen working there, as well as creating the highest quality jewelry. They are also responsible for ordering metal for their city. Some mentors travel out of Pecal to secure contracts for ore delivery.

Requirements

- 10 or more ranks in Craft (Whitesmithing, Armorsmithing, Weaponsmithing, or Blacksmithing)
- 4 or more ranks in Appraise
- Must have spent 20 NAAs practicing their trade as journeymen

Duties

- Must practice profession at least once per 3 modules, represented by making a Craft check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 17 Victories per module to Guild as dues.
- Immediately inform the nearest guard post if illegal shipments are found traveling through Pecal or try to stop them. Masters have supreme power to stop the illegal shipments, but need to have proof that the culprits are smugglers. Masters bring the smugglers to justice, they do not deal justice to the smugglers.

Benefits

- + 3 to Diplomacy when dealing with the Armorers Guild, Blacksmiths Guild, or Weaponsmiths Guild. These guilds are even more eager to keep the Metalsmiths happy.
- When practicing their trade, Masters earn a number of Victories equal to twice their total Craft check.
- Access to purchase mithral through the Guild
- 30% off any product that the Armorers Guild, Blacksmiths Guild, or Weaponsmiths Guild makes.

Miners and Stoneworkers Guild

By Andrew Garbade

The Miners and Stoneworkers Guild is what remains of the Imperial Kalamar Mining Operation after Pekal declared its independence. Recognizing that the Principality would desperately need raw materials to thrive in the region, the Prince quickly established this association and empowered it to harvest and provide all necessary materials found deep in the earth.

Locations

Headquarters: A large warehouse in the Docks District of Bet Rogala

Secondary Offices: Baneta, Dethido, Fadido, Fawodido, Lanido, Leboleghido

Roleplaying Summary

The Miners and Stoneworkers Guild generally keeps to itself and is often seen as a “lower class” organization. Though on friendly terms with a variety of other guilds, none can really be called an ally. In fact, the Miners and Stoneworkers sometimes find themselves the targets of bias, as most members tend to be muscular and deliberate, often leading to the misconception that they are not as mentally capable as others.

Though there are undoubtedly some members who could not even spell “College of Magic,” most are simply cautious around others due to their affiliation with the Guild. What most people outside the Guild do not realize is that the Miners and Stoneworkers Guild is one of the strongest proponents of Prince Kafen and his reign. They have never forgotten the Prince’s gift so many years ago, and to this day many members choose to swear an oath to the Prince when they join the Guild. While not required, failure to do so often precludes one from attaining the highest ranks in the Guild.

When not working in the mines or on civic projects around Pekal, Miners and Stoneworkers can often be found traveling the countryside in search of new locations to explore. Many new veins of ore have been found in the northern area of the country, but rumors of untapped riches in the Kamarela Mounds have many Guild members headed that direction. If ever there, they can be sure of a warm welcome by dwarves and halflings in the area – especially the recently settled stone dwarves who have not only agreed to work with the Guild, but also train some members in advanced methods of working underground.

Members tend to form deep friendships with fellow Guild members, but can be cautious and even abrupt around strangers. The danger all the members face in the mines forms long-lasting friendships between all members, as they all realize the importance of seeing to one another’s safety. Neither the Guild nor its members discriminate based on nationality or race, as all who are willing to work hard and dedicate themselves to the organization are welcome to join.

Guild Ranks

Lantern

This term is short for “lantern holder” and used for the most inexperienced members of the Guild. The term comes from the duties they have when working on Guild business, as they are responsible for ensuring that all the equipment is in sound condition, enough food and water are available for the workers, and generally being available to help in whatever capacity is required. This is a thankless job, but it does instill a deep appreciation of proper care for equipment, and begins to form the bonds of friendship that are so critical when working in such precarious positions.

Requirements

- Strength or Constitution of 12 or higher
- 4 or more ranks in Profession (miner) or Craft (stonecutting)
- Cannot be a member of another merchant Guild

Duties

- Must practice trade at least once per 5 modules, represented making a Profession (miner) or Craft (stonecutting) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.

- Must pay guild dues of 2 Victories per module.
- Lanterns must spend one Activity and 100 Victories to survey a region of Pekal for new mineral/stone deposits. Lanterns must finish this survey before attaining the rank of Shaper.

Benefits

- +1 meta-org bonus to all Spot and Search checks made underground or involving rock or ore.
- When practicing their trade, Lanterns earn a number of Victories equal to ½ their total Profession (miner) or Craft (stonecutting) check
- Access to purchase one Mine Lantern for 75 gp. This lantern is of the bullseye variety with a continual torch spell cast inside. It provides light according to the rules for a bullseye lantern (60-foot cone of light). This lantern may be carried in one hand, though the handle is on top and can be used as a hanger. Opening/closing the shutter is a move action that does not provoke an Attack of Opportunity. As this item is unique to the Miners and Stoneworkers Guild, any members who attempt to sell them outside the organization have their membership revoked.
- If in a city with a Guild office, the Lantern may borrow a masterwork light pick or a masterwork heavy pick from the Guild after paying half the normal cost of the item as a deposit. If the item is lost, damaged, or otherwise returned in anything other than normal condition, the full value of the item must be repaid to the Guild before another can be acquired (for another deposit).

Shaper

At this rank, members begin their true apprenticeship by learning the advanced techniques for working with stone. They become more adept at using all the tools of their trade, as well as more aware of their surroundings when in dangerous environments. Unlike the lanterns who perform menial tasks, Shapers are tasked with actual planning and removal of base (non-valuable) material.

Requirements

- Intelligence or Wisdom of 10 or higher
- 6 or more ranks in Profession (miner) or Craft (stonecutting)
- 2 or more ranks in Knowledge (architecture and engineering)
- Must have spent 10 NAAs practicing their trade as a Lantern.
- Must have completed their survey, as noted above.

Duties

- Must practice trade at least once per 4 modules, represented making a Profession (miner) or Craft (stonecutting) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 5 Victories per module.
- Shapers must establish an exploratory mine in the area they surveyed as a Lantern. This requires two Activities and costs 750 Victories. Shapers must finish this project before attaining the rank of Mason.

Benefits

- +1 meta-org bonus to Diplomacy when interacting with anyone in the Pekal government, Prince Kafen's service, or the Pekal Military.
- +1 meta-org bonus to all skill checks dealing with stonework, underground passages, architecture, and similar topics.
- When practicing their trade, Shapers earn a number of Victories equal to their total (Profession (miner) or Craft (stonecutting) check.
- Due to their familiarity with natural materials, Shapers may use improvised weapons made of natural substances (rock, diamond, petrified wood, etc) with a -1 penalty to hit instead of the normal -4 as described in the Player's Handbook. This affects melee and ranged attacks.

Mason

The Mason has progressed far enough in the Guild to warrant running his own mine. This rank is only bestowed upon the most dedicated members, as the responsibilities of this level take much time away from one's life – make no mistake,

accepting a Mason position is a commitment. Not only is the Mason responsible for the proper operation of his mine, he is responsible for the health and well-being of all the members that work under him.

Requirements

- 10 or more ranks in Profession (miner) or Craft (stonecutting)
- 4 or more ranks in Knowledge (architecture and engineering)
- Must have completed their exploratory mine as noted above.

Duties

- The Mason must manage and excavate the exploratory mine established as a Shaper. He must do this at least once per 3 modules, represented by making a Profession (miner) or Craft (stonecutting) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 5 Victories per module.
- Must pay salaries for mine workers of 12 Victories per module.
- The character must put at least 1 rank in Profession (miner) or Craft (stonecutting) each time a level is gained.

Benefits

- +2 meta-org bonus to all skill checks dealing with stonework, underground passages, architecture, and similar topics.
- +2 meta-org bonus to Diplomacy when interacting with anyone in the Pekal government, Prince Kafen's service, or the Pekal Military.
- When excavating their mine, Masons earn a number of Victories equal to double their total Profession (miner) or Craft (stonecutting) check
- Access to purchase the following equipment at full cost:
- Adamantine Pick: The Mason pays full cost and chooses one type of pick (light, heavy, or dire); possession of this item is considered a mark of honor within the Guild and the weapon cannot be replaced.

Favors of the Miners and Stoneworkers Guild

Characters who have favors of the Miners and Stoneworkers Guild may take any feats or purchase any items listed herein except Masons' adamantine weapons. These items have special significance for members, and providing them to non-members is against many of the tenets of the Guild.

Moneylenders Guild - Gathering of the Fruitful Coin

By Thomas Abbott

As long as there has been personal property, there has been someone who needed to borrow a cup of sugar or a pound of bacon. At the beginning of the Kalamaran Empire, the government under Emperor Thedorus I allowed much of the handling of money, including minting and the setting of interest rates, to be handled by the Parish of the Prolific Coin. In return, the Parish supplied the finances necessary to restore the Empire to its full glory and to complete Thedorus's many civic works projects. Trade flourished, money circulated, interest rates were stable, and inflation hovered between 2 and 3 percent. When Emperor Vilik I took the throne from the House of Bakar, he also took control of all lending in the Empire both to establish his control and to finance his army during the civil war.

The Time of Misfortune is accurately named. During the civil war in Kalamar, trade languished as the commoners were practically stripped bare to feed, clothe, and arm the forces of the various noble houses. The government's control of the silver coming out of the mines in the Ka'Asa Mountains allowed them to continually mint new coin. The shortage of food plus the influx of coin into the economy led to rampant inflation. As the empire entered its downward spiral, the Imperial government refused to loan money to the various independent merchants, nobles and subjugated kingdoms, cutting off the circulation of money to other areas in the empire.

One hundred and fifty years ago, a wealthy Kalamaran merchant and follower of The Landlord named Kontal convinced the emperor to allow the Parish of the Prolific Coin to lend money and to decentralize the loan process, easing the strain on the imperial treasury. The emperor also decided that the Parish of the Prolific Coin should not have the sole power to lend money. Always one to seize the initiative, Kontal publicly renounced his position in The Church of the Landlord (while maintaining a cordial relationship with the church) and set up the Gathering of the Fruitful Coin. Within 50 years, the Gathering had spread through every subjugated kingdom and had cozy relationships with every Merchant Guild and noble house.

When Pekal broke away from the Kalamaran Empire, the Gathering took stock of which way the financial winds were blowing, and promptly offered to help finance the Principality. The moneylenders took on money-changing duties as well as loans, maintaining cordial relationships across international borders.

The current Gold Thumb is Fargashad Gramdal, a 10th level cleric of Golidirin, who has the rank of Financier in the Parish of the Prolific Coin. Under Emperor Kabori I's current oppressive reign, Gramdal has moved to Bet Rogala to take advantage of its more cordial atmosphere as well as its more tolerant religious environment. The Guild strongly discourages any money lending greater than the price of a meal outside its auspices.

Locations

Headquarters: Bet Rogala

Other Locations: Bet Kalamar, Ospolen, Cosolen, Bet Urala, Bet Seder, Bet Kasel

Roleplaying Summary

The goal of the moneylender is to make money. Moneylenders work primarily at banks, where they lend Guild money, appraise the collateral of the loans, and thus make money directly for the Guild. The Guild will also hold money and pay a modest interest (1% per mod) to players, in order to have enough cash on hand to make further loans.

Moneylenders get paid more than other merchant guilds, because they can close more deals in the same amount of time. Because of this, they also pay higher guild dues than any other guild, in order to accommodate their need for vaults and security cost. Moneylenders typically get along well with the Parish of the Prolific Coin, with the government, with property owners, and members of the Metalsmiths Guild. Moneylenders are often despised by porters and longshoremen.

Personal loans are covered under the rules for PC loans listed at the bottom of the meta-org.

Guild Ranks

Apprentice (Moneychanger)

Moneychangers work in the Guild's chapterhouses loaning monies and learning cost accounting. They also change foreign currencies to Victories using set exchange rates.

Requirements

- Intelligence 14 or higher
- 4 or more ranks in Profession (Merchant)
- 1 or more ranks in Diplomacy
- 1 or more ranks in Appraise

Duties

- Must practice profession at least once per 5 modules, represented by making a Profession (Merchant) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 10 Victories in dues to the Guild each module.

Benefits

- Can receive loans of up to 500 Victories at 5% simple interest, without collateral. Only one loan may be in effect at any time. The PC should keep track of the amount of money still owed on the loan on their log sheet.
- Uniquely among merchant guilds, the Moneylenders can make more than one Profession (Merchant) check per non adventuring activity. Apprentices can make 2 checks per NAA, and get paid for both of them. When practicing their trade, Apprentices earn a number of Victories equal to 1/2 their total Profession (Merchant) check.

Initiate (Lender)

Lenders meet potential clients in chapterhouses and assess their risk and suitability for loans. They will often go onsite to a client's business to determine a fair value for collateral. All loans are reviewed by higher-ranking guild members.

Requirements

- 6 or more ranks in Profession (Merchant)
- 2 or more ranks in Diplomacy
- 2 or more ranks in Appraise
- Must have spent 10 NAAs practicing their trade as a Moneychanger

Duties

- Must practice profession at least once per 4 modules, represented by making a Profession (Merchant) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 16 Victories in dues to the Guild each module

Benefits

- Can receive loans of up to 1000 Victories at 5% simple interest, without collateral. Only one loan may be in effect at any time. The PC should keep track of the amount of money still owed on the loan on their log sheet.
- Lenders can make 3 checks per NAA, and get paid for all of them. When practicing their trade, Lenders earn a number of Victories equal to their total Profession (Merchant) check.

Journeyman (Venture Capitalist)

Venture Capitalists actively seek out potential clients with the resources and need for liquid assets.

Requirements

- 10 or more ranks in Profession (Merchant)
- 4 or more ranks in Diplomacy
- 4 or more ranks in Appraise
- Must have spent 20 NAA's practicing his trade as a Lender

Duties

- Must practice profession at least once per 3 modules, represented by making a Profession (Merchant) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 55 Victories per module

Benefits

- Can receive loans of up to 2000 Victories at 5% simple interest, without collateral. Only one loan may be in effect at any time. The PC should keep track of the amount of money still owed on the loan on their log sheet.
- Venture Capitalists can make 4 checks per NAA, and get paid for all of them. When practicing their trade, Venture Capitalists earn a number of Victories equal to twice their total Profession (Merchant) check.

Master (Financier)

Financiers broker large transactions with Organizations, Guilds, Governments, and Noble Houses.

Requirements

- Intelligence of 18 or higher
- 14 or more ranks in Profession (Merchant)
- 6 or more ranks in Diplomacy
- 6 or more ranks in Appraise
- SPECIAL – Must own a lending house or bank, as described in the introduction.

Duties

- Must practice profession at least once per 3 modules, represented by making a Profession (Merchant) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 140 Victories per module

Benefits

- Can receive loans of up to 10,000 Victories at 5% simple interest, without collateral. Only one loan may be in effect at any time. The PC should keep track of the amount of money still owed on the loan on their log sheet.
- Venture Capitalists can make 4 checks per NAA, and get paid for all of them. When practicing their trade, Venture Capitalists earn a number of Victories equal to triple their total Profession (Merchant) check.

A Note about Lending Money – PCs may go to the moneylender's guild as an NAA or during a module to receive a loan. Loans to PCs, unless members of the guild, must have collateral of equal value to the loan, which are taken from the PCs until the loan is repaid, including the 5% simple interest. PCs may have only one loan at a time from the guild. Any PC member of the guild may make loans to other PCs at whatever terms are negotiated, as considered fair by the judge. The guild, however, values only those loans that go through them. The loan is then repaid and another may be taken.

A note about Saving Money – PCs may deposit money, gems, and artwork in a bank during a mod or as an NAA, in order to have it grow and to avoid carrying hundreds of pounds of treasure. Deposits earn interest at 1% simple interest per module (this means that only the original sum is given interest). This interest must be marked on the character's adventure log sheet. Characters may withdraw this money during a mod or as an NAA.

Performers Guild

By Cajon Gonzales

Although small, the Performers Guild is still an important part of everyday life in large cities such as Bet Rogala. What would workers do in their free time if there were no singers, jugglers, or street performers? Although the wealthy can afford to go to watch the lavish productions of the Bardic College, those with fewer Victories in their pockets must choose less expensive entertainment.

Jugglers and the like roam the Artisans District trying to be original and at the same time make a coin or two. The diversity in Bet Rogala stands out as the entire district is packed with jugglers, story tellers, dancers and a plethora of other acts that try to become famous, or at least to attract the attention of the Bardic College. The Artisans District contains many taverns and street stages constantly used by up and coming (or down and out) performers. Some of the street stages are so close that the performances interfere with one another as every performer seeks to increase his share of the crowds' money.

But performers are not the only ones who profit from the chaos of the quarter. Many pickpockets roam the crowds, seldom if ever caught in the confusion of the area. Likewise, those who seek rumors and information are rarely disappointed listening to the crowds of the district. Those who cannot or will not mingle with the crowds often look to the performers of the Performers Guild for information. The selling of information is in fact one of the major sources of revenue for the Guild.

The Performers Guild House has its hands in just about every aspect of Bet Rogala and it is located at the center of the Artisans District. It has many contacts in many organizations like the Constabulary, the Sewer Patrols, and the Military. The Guild house has also been rumored to harbor fugitives for a price. The Guild House itself is headed by Lakarn Fanam, a Kalamaran man standing about 5'6'', with a thin red goatee. He has been charged with several minor crimes but always seems to wriggle free of the charges. Lakarn is under watch by the Constabulary, specifically Janaiy. Although zealous, Janaiy does not seem to be able to catch Lakarn committing any criminal offense.

Locations

Bet Rogala, Baneta

Role Playing

The Performers Guild works as an informative Guild house and a home base for the performers of Bet Rogala. The Guild rarely assigns performers to specific locations and seems to care little for anything except collecting their dues. Most Guild members have joined with the intention of becoming good enough or famous enough to obtain admission to the Bardic College. This "carrot" is enough to keep members paying their dues and supplying information to the Guild.

Once a member has proven himself to the Guild, they might get a shot at the "big time", but there is only one shot - Lakarn makes sure of that. If the performer embarrasses the Guild it is very likely no one will ever see that member perform again.

Guild Ranks

Understudy

Understudies are usually found in the streets juggling, singing, or acting. They rarely have stages from which to perform and often move from one location to another.

Requirements

- Charisma 12 or higher
- 4 or more ranks in Perform
- 1 or more ranks in Disguise
- 1 or more ranks in Gather Information

Duties

- Must perform at least once per 5 modules, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 2 Victories per module.
- Must report rumors and information heard to the Guild.

Benefits

- +2 meta-org bonus to Gather Information checks in Bet Rogala (using the Artisans District)
- When practicing their trade, Understudies earn a number of Victories equal to ½ their total Perform check.
- Free room in Bet Rogala, courtesy of the Guild.

Performer

Performers typically take on supporting roles in street productions or other entertainments. Some may have small parts in a dramatic work. Others may be assigned to warm up crowds before the main show starts. They usually work on stage, whether indoors or outside.

Requirements

- Charisma 14 or higher
- 6 or more ranks in Perform
- 2 or more ranks in Disguise
- 2 or more ranks in Gather Information
- Must have spent 10 NAAs performing as an understudy

Duties

- Must perform at least once per 4 modules, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 5 Victories per module.
- Must report rumors and information heard to the Guild.

Benefits

- +3 meta-org bonus to Gather Information checks in Bet Rogala (using the Artisans District)
- +2 meta-org bonus to Perform checks in Bet Rogala. Performers have been with the Guild long enough to earn a reputation when in Bet Rogala
- -1 to disguise checks while in Bet Rogala. This reputation also makes it more difficult to be incognito.
- When practicing their trade, Performers earn a number of Victories equal to their total Perform check. ****Note:** This only applies to performances as NAAs. Performances during modules are paid at the rate given in the PHB.

Lead Performer

Lead Performers frequently star in productions meant to showcase their talents. These are often simple street performances, but they are almost always on stage. The more accomplished Lead Performers have long-running shows in taverns and pubs.

Requirements

- Charisma 16 or higher
- 10 or more ranks in Perform
- 4 or more ranks in Disguise
- 4 or more ranks in Gather Information
- Must have spent 20 NAAs as a Performer

Duties

- Must perform at least once per 3 modules, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 17 Victories per module.
- Must report rumors and information heard to the Guild.

Benefits

- +4 meta-org bonus to Gather Information checks in Bet Rogala (using the Artisans District)
- +3 meta-org bonus to perform checks in Bet Rogala, due to Lead Performers have been with the Guild long enough to earn a reputation.
- -3 to disguise checks while in Bet Rogala. This reputation also makes it more difficult to be incognito.
- When practicing their trade, Lead Performers earn a number of Victories equal to twice their total Perform check.
- SPECIAL - As a major player in the Guild and district, Janaiy has taken notice of you.
- SPECIAL - Each Lead Performer may schedule one meeting with the Bardic College to attempt to gain admission.



Porters Guild - Pecal's Local Lifters

By Thomas Abbott

“You want some help with that, Mac?” can sometimes be the most wonderful sound in the world to someone moving lodgings, unloading a cart, or hauling building materials. Until, that is, the phrase, “Guild rates are eight Victories a day” is uttered. The Guild of Porters and Longshoremen isn’t one of the most respected Guilds, but it is increasingly one of the most powerful, and sometimes most exasperating to deal with for nonmembers.

One evening, about 40 years ago, a rich banker took his riding crop to a laborer he had hired to carry a box of records across the city, simply for putting the box down to rest his back. The laborer called for help, and seeing that the Watchers of Twilight weren’t going to bother doing anything, two nearby teamsters jumped off their wagon and came to the man’s aid, throwing the banker into a rainwater barrel. Both teamsters were arrested and charged with Civil Disobedience, Assault, Battery, Blasphemy, Perjury, Public Drunkenness/Disorderly Conduct, Rioting, and Sedition. The two were convicted on everything except Blasphemy and Perjury and were sentenced to spend the rest of their lives in chain gangs repairing the roads of Pecal. The laborer, an unusually intelligent half-hobgoblin named Jakami Bakholofa, was so appalled by this that he went to the judge after the trial and asked why the penalty was so stiff. The judge replied, “We can’t have the rabble assaulting the merchants and nobles. Now go away.”

Bakholofa went back to his home and pondered for a week. He realized that there were many more menials around than nobles. Bakholofa started going to the various teamsters, dockrats, and laborers all around Pecal and quietly laid some groundwork. “You get time off? How’d you do with that last beating, you alright? Yeah, did you hear what happened to those guys who helped me out? LIFE! That’s right.”

Inside 5 years, the Guild was organized. On the 10th day of Harvest, just as crops were brought in to fill city granaries against winter, the Guild went on general strike. They all suddenly refused to work. No food moved, no fuel was stockpiled, and trade ground to an immediate halt. All over the country, when the Watch arrived to support the merchants, the Guild would congregate in crowds, carrying clubs, and would loom menacingly. The Watch’s attempts to get the goods moving again set off so many brawls that they soon realized the situation was beyond their control.

Very quickly, Prince Kafen realized that something had to be done to prevent mass starvation in his cities, and so gave the transporters formal standing as The Porters and Longshoremen Guild, and acceded to several of their demands. Since that time, Pecal’s Local Lifters have flexed their muscles several times, and have gained significant improvements in wages, working conditions, and benefits. However, they have gained the sullen enmity of several of the merchant Guilds and the nobility. Less involved outsiders wonder if the value of the Guild has been spent and if they are squandering their energies on trivial things these days.

Locations

Headquarters: Bet Rogala

Other Locations: Kalokapeta, Baneta, Lebolelegido, Lanido

Roleplaying Summary

Jakami Bakholofa, now middle-aged, is still a powerful force to be reckoned with and remains head of the guild. He holds great loyalty from the Guild, still pulls a day’s hard work, and is a firm believer in a tough but fair philosophy.

Pecal’s Local Lifters tend to be strong, stubborn, and decidedly team players. Teamwork and coordinated effort have gotten them where they are today, and should keep them there for the indefinite future. The nobles are not typically fond of the Lifters, and none of the merchant Guilds that transport raw materials or finished goods are particularly enamored of the Guild’s fees. The Lifters despise the Moneylenders Guild and hold the Parish of the Prolific Coin in contempt. They also hold a grudge against the Glassblowers Guild, who oppressed the hard workers by withholding payment after a minor accident. They do, however, have a cordial relationship with the Church of the Lord of Silver Linings.

Guild Ranks

Apprentice (Lifter)

Requirements

- Strength of 12 or higher
- 4 or more ranks in Profession (Boater, Porter, or Driver)
- 1 or more ranks in Intimidate

Duties

- Must practice profession at least once per 5 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 2 Victory per module to Pekal's Local Lifters as dues.
- Must aid any other Guild member when called for help.
- If a module or interactive has a strike written into it, the character MUST support the Guild as noted above, or be removed from the Guild.

Benefits

- Gains a +1 meta-org bonus to Intimidate checks in the presence of another Guild member. This bonus stacks with the Aid Another bonus.
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Profession check (round down).
- 20% discount on healings at the Temple of Silver Linings, and a 10% discount on healing at any other major temple except the Parish of the Prolific Coin
- When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc.) if a Guild member identifies himself as such and calls for help, 2-4 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons.

Initiate (Supervisor)

Requirements

- 6 or more ranks in Profession (Boater, Porter, or Driver)
- 2 or more ranks in Intimidate
- 2 or more ranks in Diplomacy
- Must have spent 10 NAAs practicing his trade as a Lifter

Duties

- Must practice profession at least once per 4 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 5 Victories per module to Pekal's Local Lifters as dues.
- Must aid any other Guild member when called for help.
- If a module or interactive has a strike written into it, the character MUST support the Guild as noted above.

Benefits

- Gains a +2 meta-org bonus to Intimidate checks in the presence of another Guild member. This bonus stacks with the Aid Another bonus.
- When practicing their trade, Initiates earn a number of Victories equal to their total Profession check
- Access to purchase one Potion of Cure Light Wounds per NAA.
- When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc.) if a Guild member identifies himself as such and calls for help, 2-6 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons.

Journeyman (Foreman)

Requirements

- 10 or more ranks in Profession (Boater, Porter, or Driver)
- 4 or more ranks in Intimidate
- 4 or more ranks in Diplomacy

- Must have recruited at least one new member to the Guild. (Note on logsheet, as 1 NAA. This counts as practicing the trade.)
- Must have spent 20 NAAs practicing his trade as a Supervisor

Duties

- Must practice profession at least once per 3 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 17 Victories per module to Pekal's Local Lifters as dues.
- Must aid any other Guild member when called for help.
- SPECIAL - If a module or interactive has a strike written into it, the character MUST support the Guild as noted above.

Benefits

- Gains a +4 meta-org bonus to Intimidate and Diplomacy checks in the presence of another Guild member. This bonus stacks with the Aid Another bonus.
- When practicing their trade, Foremen earn a number of Victories equal to twice their total Profession modifier.
- When in a town or near any potential Guild members (at a caravansary, wharf, construction site, etc.) if a Guild member identifies himself as such and calls for help, 2-8 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons.
- Access to purchase one Potion of Cure Moderate Wounds per NAA

Master (Negotiator)

Requirements

- 14 or more ranks in Profession (Boater, Porter, or Driver)
- 4 or more ranks in Intimidate
- 4 Ranks in Diplomacy
- Must have recruited at least 10 members into the Guild. (Each requires 1 NAA, and this counts as practicing the trade)
- Must have spent 20 NAAs practicing the trade as a Foreman.
- Cannot be a member of the Honorable

Duties

- Must practice profession at least once per 2 modules, represented by making a Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 33 Victories per module to Pekal's Local Lifters as dues.
- Must aid any other Guild member when called for help.
- If a module has a strike written into it, the character MUST support the Guild that module as noted above.

Benefits

- Gains a +5 meta-org bonus to Intimidate and Diplomacy checks in the presence of another Guild member. This bonus stacks with the Aid Another bonus.
- When practicing their trade, Masters earn a number of Victories equal to triple their total Profession check.
- When in a town or near any potential Guild members (at a caravansry, wharf, construction site, etc.) if a Guild member identifies himself as such and calls for help, 5-15 uninvolved Guild members will leap to his aid. These members are 1st-level experts armed with simple or improvised weapons.
- Access to purchase one Potion of Cure Serious Wounds per NAA

Stockmens Guild

By Tim Tjarks

The Guild of Stockmen is a moderate size guild with most of its influence in the vast countryside of Pekal, and little influence within the cities. Members of the guild breed and raise domesticated animals of all sorts, but particularly herd animals as a food source. Herds of cattle, goats, and sheep graze the rolling lands to the north and east of Bet Rogala, while swine, poultry, and even honeybees are raised to the south. The Stockmen also represent many of the working horse, dog, and pack animal breeders of the principality

Locations

Headquarters: 2 miles southwest of the village of W'vido, on the Kataret land holdings.

Roleplaying Summary

The goal of the leadership of the Stockmen is to drive upward the price of meat animals sold within the principality, thus enriching the guild membership. This tactic has had some success as the Stockmen hold a near monopoly on the supply of such animals, though the numbers of independent herdsman are sufficient to keep the prices in some semblance of balance. This attempt at price control has pitted the Stockmen against their primary customer, the Meat Cutters guild of Bet Rogala.

The Stockmen have less success at controlling the supply or price of working animals, as many more of the horse and dog breeders tend to see themselves as free spirits, and thus do not choose to join the guild. Attempts to broaden the appeal of the guild to attract new members in that segment have largely fallen flat.

In guild politics within the House of Scale, the Stockmen are unlikely to give much support to the Bakers Guild (which allies itself with the Meat Cutters), though they rarely have common interest with the Chandlers either. The Stockmen vote can be bought, but seldom is.

The current guildmaster is B'nak Kataret, an elderly Kalamaran man who has been the head of the guild for 25 years. He and the Guildmaster of the Meat Cutters (Karuli Fenema) are old friends who have fallen apart due to the conflicting interests of the two guilds.

Guild Ranks

Herder

A herder is an apprentice in the Stockmen guild, and is given the care of smaller animals (goats, poultry) as well as certain mundane tasks in care of larger animals (carrying food, milking). Herders are unlikely to be found tending grazing herds unsupervised, though they may be found in the company of several Herdsmen.

Requirements

- 4 or more ranks in Profession (Herdsmen)
- 1 or more ranks in Handle Animal

Duties

- Must practice trade once per 5 modules, represented by making a Profession (Herdsmen) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 2 Victories per module.

Benefits

- +1 meta-org bonus to Survival checks.
- +1 meta-org bonus to Gather Information checks outside cities
- When practicing their trade, Herders earn a number of Victories equal to 1/2 their total Profession (Herdsmen) check (rounded down).

Herdsman

The vast majority of the guild members are Herdsmen (or Herdswomen). Herdsmen tend grazing herds of animals, at times far from their home compounds. While they are unlikely to own their own cattle, swine, or sheep, they may in fact own their own poultry, goats, or a domesticated beehive. Herdsmen also fill out the ranks of animal trainers for working horses, dogs, and pack animals.

Requirements

- 6 or more ranks in Profession (Herdsmen)
- 2 or more ranks in Handle Animal
- Must have spent 10 NAAs practicing their trade as a Herder

Duties

- Must practice trade once per 4 modules, represented by making a Profession (Herdsmen) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 5 Victories per module.

Effects

- +2 meta-org bonus to Survival checks.
- +2 meta-org bonus to Gather Information checks outside cities.
- When practicing their trade, Herdsmen earn a number of Victories equal to their total Profession (Herdsmen) check.
- 25% discount on the purchase of one horse (light warhorse, riding, or Gaketan mare).

Breeder

A breeder typically owns a number of different animals of one or more specific types, and has access to land and buildings to support the operation. A breeder will employ a number of herdsmen and herd boys to tend their stock. Alternately, a breeder may be employed by a noble or royal house as the lead in tending their stock.

Requirements

- 10 or more ranks in Profession (Herdsmen)
- 4 or more ranks in Handle Animal
- 4 or more ranks in Spot or Heal
- Must have spent 20 NAAs practicing her trade as Herdsman

Duties

- Must practice trade once per 3 modules, represented by making a Profession (Herdsmen) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay Guild dues of 17 Victories per module.

Benefits

- +3 meta-org bonus to Survival checks.
- +3 meta-org bonus to Gather Information checks outside cities.
- When practicing their trade, Breeders earn a number of Victories equal to twice their total Profession (Herdsmen) check.
- 25% discount on the purchase of any horses (light warhorse, riding, or Gaketan mare)

Weaponsmiths Guild

By Tom Abbott

Weapons. Lots of weapons. While for some people weapons consist of fists or spells, every adventurer and soldier needs a backup argument; something hard, solid, that can either gash holes in or crush his foes. Since the war with Tokis started, the need for quality arms has grown exponentially. To supply this need, the Weaponsmiths Guild churns out weapons night and day, making a wide variety of ranged, martial, and siege weapons. The average adventuring company isn't going to be able to afford or transport their own personal ballista, but they will need everything from quarterstaves through greatswords.

The goal of the Weaponsmiths Guild isn't just to fill this need; it is to provide the highest quality of weapons available to the military and adventuring community. To those ends, the Guild is overseen by a committee of skilled weaponsmiths of all races. Drolnar Earthhammer represents the dwarves, and is responsible both for negotiating with the metalsmiths guild for the highest quality metals and for ensuring the quality of heavier armor and weapons. Longshot Belorian represents the elves and oversees the production of fine bows, arrows, and lighter weapons, as well as coordinating with the elves of Cilorealon. The halfling Morely Bigbelly acts as a liaison to the Army and Militia, ensuring they get timely delivery, as well as trained weaponsmiths of their own. The gnomish engineer Leonsrat Steelforge is in charge of more mechanical weapons, including crossbows, ballistae, catapults, and all of the special weapons required by the Navy and Naval Irregulars. Half-orc Skullhammer and Kalamaran Velint Moresbridge act as ambassadors at large, dealing with adventurers, recruiting new talent, smoothing supply issues from other countries, and handling general troubleshooting. The six of them make a surprisingly effective and harmonious team. There is little jostling for position, as each sees the goals of the group as more important than personal advancement.

Locations

Headquarters Location: Leboleghido

Many guild smithies are located in Bet Rogala, Baneta, Lanido, and Dupakido, and siege equipment factories are found in Baneta.

Every city and town has at least one Guild weaponsmith. Military bases have at least ten weaponsmiths and twenty apprentices.

Roleplaying Summary

The Weaponsmiths are not one of the most powerful merchant guilds, as the vast majority of the Pekalese populace does not require their services. However, they are well respected by their customers. Prince Kafen looks on them with a favorable eye, if only because they don't ask for much. Timely payment ensures timely delivery, and the quality is always the very best. The workers in metal tend to be large, strong smiths, with ruddy complexions and soot stained fingers, while the engineers always seem to have an inkstain at the sides of their mouths from chewing on quill tips. The bowyers and fletchers tend to have heavily calloused fingertips, and due to their time sighting down shafts have a tendency to adjust the slant of any hanging art when visiting friends.

Guild Ranks

Apprentice

Apprentices in the Guild must perform many of the menial tasks. Metalworking apprentices pump the bellows of the forge while learning the art of forging strong metals, and bowyers and fletchers are taught which woods to use, how to make the resins needed, and where to obtain supplies. All apprentice work is done under close supervision.

Requirements

- Strength of 12 or Intelligence of 12
- 4 or more ranks in Craft (Weaponsmith), Craft (Bowyer/Fletcher), or Profession (Siege Engineer)

Duties

- Must practice trade at least once per 5 modules, represented by making the appropriate Craft or Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 2 Victories per module to Guild as dues.

Benefits

- +1 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekal
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total appropriate Craft or Profession check.
- 10% off any product that the Blacksmiths and Armorsmiths produce
- Access to necessary supplies (forge, woodshop, or factory) to create weapons for personal use

Journeyman

Journeyman oversee apprentices in the completion of their tasks and begin crafting finer weapons. They are given unsupervised access to the forge or woodshop, but are spot checked by Mentors from time to time.

Requirements

- 6 or more ranks in Craft (Weaponsmithing), Craft (Bowyer/Fletcher) or Profession (Siege Engineer)
- Must have spent 10 non-adventuring activities practicing the trade as an apprentice
- Successful completion of a Journeyman's Piece, a fine weapon designed to show their skill and craftsmanship (DC 25).
- Must be a current member of the Pekalese Militia or have served in the military with honor. For PCs this means having completed tours in the Militia or Military before beginning play, or being an active member in either meta-org.

Duties

- Must practice trade at least once per 4 modules, represented by an appropriate Craft or Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 5 Victories per module to Guild as dues.

Benefits

- +2 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekal
- When practicing their trade, Journeymen earn a number of Victories equal to their appropriate Craft or Profession check.
- Access to a forge, woodshop, or factory to create weapons for personal use at 20% discount.
- 20% off any product that the Blacksmiths and Armorsmiths produce.

Mentor

Mentors are skilled craftsmen who often own small forges in villages and towns. Other Mentors study under the Master Weaponsmiths to advance their craft even farther.

Requirements

- 10 or more ranks in Craft (Weaponsmith), Craft (Bowyer/Fletcher) or Profession (Siege Engineer)
- 4 or more ranks in Diplomacy
- Must have spent a 20 NAAs practicing his trade as a Journeyman.

Duties

- Must practice trade at least once per 3 modules, represented by an appropriate Craft or Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 17 Victories per module to Guild as dues.

Benefits

- +3 meta-org bonus to all Diplomacy checks with all adventurers and members of the military or guardsmen in Pekal

- When practicing their trade, Mentors earn a number of Victories equal to twice their appropriate Craft or Profession check.
- 30% off any product that the Blacksmiths and Armorsmiths produce
- Access to purchase cold iron from the Guild
- Opportunity to enchant weapons – Mentors who possess favors or influence points from the College of Magic may use one favor to have the College enhance a masterwork weapon with a +1 enchantment. Two favors may be used to enhance a +1 weapon to +2 or to add the following: any quality with a Base Price Modifier of +1 from tables 7-14 and 7-15 in the DMG. The Mentor must pay the normal cost for the enchantment.

Master

Masters are craftsmen who have reached the pinnacle of skill in their field. They require no further instruction from anyone, although they may exchange tips and ideas with other Masters. Masters are qualified to own a workshop in any town in Pekal, and may have apprentices, journeymen, or mentors working underneath them.

Requirements

- 14 or more ranks in Craft (Weaponsmith), Craft (Boyer/Fletcher) or Profession (Siege Engineer)
- 6 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing the trade as a Mentor
- Must have created at least one masterwork weapon (a Craft or Profession check DC: 35) as a masterpiece, to earn final approval from the Guild Masters

Duties

- Must practice trade at least once per 2 modules, represented by an appropriate Craft or Profession check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay 33 Victories per module to Guild as dues.

Benefits

- +4 meta-org bonus to all Diplomacy checks with all members of the military or guardsmen in Pekal
- When practicing their trade, Masters earn a number of Victories equal to triple their appropriate Craft or Profession check.
- 40% off any product that the Blacksmiths and Armorsmiths produce
- Access to purchase mithral from the Guild
- Opportunity to enchant weapons – Masters who possess favors or influence points from the College of Magic may use one favor to have the College enhance a masterwork weapon with a +1 bonus for every favor spent, up to a +3 bonus. Alternatively, masters may use three favors to add any quality with Base Price modifier of +2 from tables 7-14 and 7-15 in the DMG. A Master may also upgrade existing weapons. The Master must pay the normal cost for the enchantment.

Weavers Guild –

By Alana Abbott

The story is told two ways. The Kalamarans and Brandobians have long agreed that this way is true:

A long, long time ago, there was a young woman who was a weaver. She boasted that she was the best weaver in all of Tellene, mortal or divine, and the most beautiful besides. Her proud statements irritated nearly all the goddesses, but it was not until Risk got involved that a course of action was taken. "Bet her that she's not," Risk said simply. "You're playing with a stacked deck." So the goddesses, in the guise of mortals, challenged the girl to a weaving contest. The girl accepted, and her weaving was far superior to any done by human hands, but it was not enough to defeat the goddesses. The Pure One captured the very essence of Love in her threads, while the Shimmering One wove her entire loom with moonlight. The Fate Scribe herself, however, completed the greatest, and as the girl gazed at the tale told in the Queen of Destiny's pattern, from the beginning of time beyond the end, she felt herself shrink in shame until she was no more than thumb sized. The Fate Scribe picked her up and said, "Now, my young weaver, you are a spider, and it is your destiny to weave forever." That is how the first story goes.

The Deji, who may have learned it from the halflings, tell it this way:

In a time when the people of Tellene were still very new, Spider, who is called Asnany and is the cleverest of all the animals, saw that the people were not prepared for winter, even a mild winter, to come. They had not learned the secrets of cloth, and so they could not make clothes for themselves. Knowing the people would die without proper garments, Asnany approached the gods and asked them to teach the people the art of weaving. But the Pure One was too concerned with making them fall in love, and the Raiser was too concerned about teaching them to plant and harvest. Discouraged, Asnany went to the Fate Scribe, but did not ask for help. Instead, Spider watched the Queen of Destiny at her work, and by watching, Asnany learned to weave. Pleased with herself, Spider descended among the people and chose one girl from among them, then whispered the secret in her ear. This is how the people came to know how to weave – or so the Deji tell it.

Either way, weavers across Tellene consider themselves inheritors of both the Fate Scribe and the spider. Because of this, the members of the Weavers Guild of Pekal think of themselves less as a guild than as people following the same calling; for weaving, while a practical art, draws on the powers of the gods themselves, telling the stories of men and gods across the loom. To look on it purely as a business is a betrayal not only to the art, but hubris in the face of the gods.

Locations

Each of the following locations has an accomplished Weaver, who collects dues and distributes materials such as wool and dyes to guild members. These Weavers are also primarily responsible for the effort to begin a silk farm in Pekal.

Baneta: Turaloor Seetoov (Reanaarese, female)

Bet Rogala: Lashnany (Deji, female)

Cilorealon: Ameron Melandar (high elf, male)

Roleplaying Summary

The only goal of the Weavers Guild is to fulfill their duty--the practice of the art of Weaving--in order to provide materials needed for the tailors and haberdashers of Pekal and to create works of art in their rugs and tapestries. In order to gain narrative material for their work, they seek out members of the Bardic College of Baneta and the Artisans Guild. They are opposed to the Moneylenders, seeing them as entirely out for profit. The Weavers also despise the power struggle inside the House of Scales and try to stay entirely out of the hierarchy.

Though many weavers have their own sheep, most do not care for a full flock, and rely on shepherds to provide their needed wool, often importing materials from Ek' Gakel and Korak. When silk was first introduced to Pekal from traders from the Reanaaria Bay, the Weavers were quick to inquire after the resources to create this fine material themselves, and are working to bring silk worms to Pekal to begin a guild silk farm.

Guild Ranks

Apprentice (Thread)

An apprentice is always under the instruction of a more learned weaver. This means the apprentice often has to carry out such duties as caring for and shearing the sheep, cleaning their teacher's home, and other menial chores.

Requirements

- 12 Dexterity or higher
- 4 or more ranks in Craft (Weaver)
- 1 or more ranks in Knowledge (Religion)
- Any non-chaotic alignment

Duties

- Threads must learn the trade from another Weaver, performing chores for them as necessary. They must practice the trade at least once per 5 modules, represented by making a Craft (Weaver) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 2 Victories per module.

Benefits

- +1 meta-org bonus to Sleight of Hand checks.
- +1 meta-org bonus to Knowledge (Religion) checks.
- When practicing their trade, Apprentices earn a number of Victories equal to ½ their total Craft (Weaver) check.
- Access to weaving materials and looms.

Journeyman (Weave)

A journeyman has learned enough about the trade that they are no longer required to perform menial labor for their instructors. They are largely expected to complete their own work at this point, though wise journeymen still study under their former mentors.

Requirements

- 6 or more ranks in Craft (Weaver)
- 2 or more ranks in Knowledge (Religion)
- Must have spent 10 NAAs practicing their trade as Thread.
- Must have created one rug of an artistic quality judged by the apprentice's mentor to be worthy of advancing to the journeyman rank. This is represented by at least one Craft (Weaver) check of 25 or higher.
- Duties
- Must practice the craft of weaving. They must practice the trade at least once per 4 modules, represented by making a Craft (Weaver) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 5 Victories per module.

Benefits

- +2 meta-org bonus to Sleight of Hand checks
- +2 meta-org bonus to Knowledge (Religion) checks.
- When practicing their trade, Journeymen earn a number of Victories equal to their total Craft (Weaver) check.
- Weaving materials are provided by the guild for free. The journeyman may still have access to her instructor's loom if she has not yet purchased her own.

Mentor (Loom)

Mentors are the producers of the guild, responsible for the largest quantities of finished cloth. This is either through their own skilled hands or through the hands of those they teach. Most mentors also begin to see weaving as their calling, not just their art. For that reason few Weavers of this rank ever leave the guild.

Requirements

- 10 or more ranks in Craft (Weaver)
- 4 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must have spent 20 NAAs practicing her trade as a Thread
- Must own a loom
- Must have created one rug of an artistic quality judged by the local guild leader to be worthy of advancing to the mentor rank. This is represented by at least one Craft (Weaver) check of 30 or higher. Taking 10 is permitted on this check.

Duties

- Must practice the craft of weaving. They must practice the trade at least once per 3 modules, represented by making a Craft (Weaver) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 17 Victories per module.
- Mentors may take on apprentices in the Weaver's guild.

Benefits

- +3 meta-org bonus to skill checks based on Sleight of Hand checks.
- +3 meta-org bonus to Knowledge (Religion) checks.
- When practicing their trade, Mentors earn a number of Victories equal to twice their total Craft (Weaver) check.
- Weaving materials are provided by the guild for free. A mentor also has access to silk.
- Opportunity to enchant items – Looms who possess favors of the College of Magic may use one favor to have the College enhance one wondrous item, either gloves, a rope, or a cloak up to 4000 Victories in value. The Loom must pay the normal cost for the enchantment.

Weaver

Weavers are, as a group, very unique and unlike. Each Weaver takes his or her own path as they follow their calling. Many of them become obsessed with particular aspects of weaving or particular types of cloth or color. At this level their craft is truly an art.

Requirements

- Dexterity of 14 or higher
- Wisdom of 12 higher
- 14 or more ranks in Craft (Weaver)
- 4 or more ranks in Knowledge (Religion)
- Must have spent 20 NAAs practicing the trade as a Loom.
- Must have created one rug of an artistic quality judged by the local guild leader to be worthy of advancing to the mentor rank. This is represented by at least one Craft (Weaver) check of 35 or higher. Taking 10 is permitted on this check.

Duties

- Must practice the craft of weaving. They must practice the trade at least once per 2 modules, represented by making a Craft (Weaver) check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity.
- Must pay guild dues of 33 Victories per module.
- Weaves must take on apprentices in the Weaver's guild.

Benefits

- +4 meta-org bonus to Sleight of Hand checks.
- +4 meta-org bonus to Knowledge (Religion) checks.
- When practicing their trade, Weavers earn a number of Victories equal to triple their total Craft (Weaver) check.
- +1 luck bonus to all saving throws

- Opportunity to enchant items – Weavers who possess favors of the College of Magic may use one favor to have the College enhance one wondrous item, either gloves, a rope, or a cloak up to 8000 Victories in value. The Weaver must pay the normal cost for the enchantment.



Military Introduction

Characters interact with the world of Pekal in many different ways, not just through module play. In between modules characters may participate in other activities, depending on their skills, organizations, and beliefs. After any module, a character is free to select which if any of these activities he would like to participate in before the next module. Only one activity may be selected each module. The player records which activity is selected on the log sheet, as well as any necessary skill checks made by the player.

Military Organizations are groups that operate within a royal charter within Pekal. Different organizations offer different activity choices to their members. The following activities are valid choices for members of all Military Organizations in Pekal.

Activities

- Join the Army or Special Branch.
- Advance to a higher rank.
- Fulfill requirements of the Army by serving time on duty.
- Spend favors with the Army to gain access to items, feats, prestige classes and special benefits.

Benefits

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

Requirements

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

Army of Pecal

The Army of Pecal was formed by King Lamnian Endremin some 111 years ago during the Principality's revolt from Kalamar. The army represents the racial integration of Pecal, including halfling slingers, gnomish engineers, elven scouts and archers, and all of the human races. It also includes wizards from the College of Magic who specialize in battlefield magic. Finally, priests of the many temples stand alongside troops to heal the wounded.

There is no formal conscription in Pecal, but many citizens feel a strong duty to helping to protect their country, especially from Tokis and Kalamar. It is considered honorable for young people to serve in the army for 2 years as their service requirement before beginning their lives. Those who have served their two for Pecal also serve in local militias charged with the protection of their home towns.

Organization

The Army is organized into Legions based upon duties and capabilities. Each Legion is led by a Legion Commander. The army itself is led by Marshall Arnal Obano. Legions have been given titles based on history or purpose. There are also a number of special forces which operate outside of the Legion structure, although members may be attached to a legion for specific functions.

Legion of Thunder

- 450 Heavy Cavalry
- 700 Hobilar (lightly armed Cavalry)
- 35 Army Spellcasters
- 60 Army Scouts

Legion of the Waves

- 240 Marines
- 160 Archers
- 14 Army Spellcasters
- 30 Army Engineers
- 1200 militia (this is mostly made up of the Baneta militia, and is exclusively for the defense of the southern shoreline, rather than shipboard duty)

Legion of the Green Grass

- 750 Elven Troops
- 850 Archers
- 470 Light Cavalry
- 65 Army Spellcasters
- 105 Army Engineers
- 110 Army Scouts
- 255 militia

Legion of the Steadfast Heart

- 800 Heavy Infantry
- 50 Heavy Cavalry
- 200 Archers/Slingers
- 30 Army Spellcasters
- 55 Army Engineers
- 55 Army Scouts
- Legion of Might
- 800 Heavy Infantry
- 50 Heavy Cavalry
- 200 Archers/Slingers
- 30 Army Spellcasters
- 55 Army Engineers
- 55 Army Scouts

Legion of Piety

- 850 Heavy Infantry
- 60 Heavy Cavalry
- 300 Archers/Slingers
- 35 Army Spellcasters
- 60 Army Engineers
- 60 Army Scouts
- 385 Militia
- Legion of Courage
- 1850 Heavy Infantry
- 80 Heavy Cavalry
- 300 Archers/Slingers
- 70 Army Spellcasters
- 110 Army Engineers
- 110 Army Scouts
- 510 militia

Training

New recruits undergo extensive training for a compressed regimen of four to six weeks before being assigned to their Legion. Since the start of the war, all basic training is done at the Training Legion, stationed outside Lebolelegido, and trained recruits are dispatched under a corporal as replacements and supplements to all the legions. Active legions have no time to train raw recruits, as they are too likely to be called to immediate battle, causing a waste of new bodies. The vast majority of new recruits are being sent to supplement the southern legions, including the Legions of Green Grass, Courage, Piety, Thunder, and Waves.

Equipment

Pekalese troops are well supplied and equipped compared to many other standing armies. This is in part due to the never-ending war with Tokis and in part due to the Prince's commitment to the army. Troops are allowed to keep their personal equipment when mustering out provided they join their local militia. (This does not include horses.)

- Heavy Cavalry – Issued heavy warhorse, barding, chainmail, lance, mace, longsword
- Light Cavalry – Issued light warhorse, spear or lance, composite bow (+1 or +2), leather armor, ammunition
- Hobilar – Issued light riding horse, chainmail, heavy metal shield, longsword,
- Heavy Infantry – Issued chainmail, heavy metal shield, longsword
- Archer – Issued leather armor, longbow, dagger, ammunition
- Marines – Issued leather armor, light wooden shield, longsword
- Elven Troops – Issued chain shirt, longsword, longbow, ammunition
- Slingers – Issued leather armor, sling, dagger, ammunition

Personnel with the rank of Sergeant and above are issued Masterwork versions of the equipment above.

Ranks

Ranks within the Pekalese army are not separated into enlisted and officer ranks. The Prince believes that any person who chooses to fight for Pecal should have the opportunity to advance all the way through the ranks. Every person in the army has the chance to become a landed Honorable as well by the Prince's decree.

- Recruit
- Soldier
- Corporal
- Sergeant
- Lieutenant
- Captain

- Legion Commander (Colonel)
- General
- Marshall

Requirements for Advancement

Each Legion has its own set of requirements for advancement based upon their personnel and tactics. The Legions are detailed individually.



Legion of Thunder

The Legion of Thunder is the premier mounted organization in the Principality. They have a long history of valorous service to Pekal since the early days of the war with Kalamar. Many of the early members of this legion were members of the Kalamar army before Endremin convinced them to join him in his revolt. The legion prides itself on its membership and considers most noble knighthoods to be weak and cowardly. All members of this legion must be able to ride, and ride well. The Legion is led by Michnal Rul and garrisoned outside of Bet Rogala. Since the start of the war with Tokis in the summer of 565 IR, they have primarily patrolled the South Merchant Way between W'Pawido and Fobamido and the surrounding Elos district, ready to quickly support Baneta, Pedido and the Legions of the Green Grass, Piety, and Courage. As an entirely cavalry legion, the Legion of Thunder typically does not travel with militiamen, who cannot keep up the same pace, although they work well with militia infantry and support.

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- 1 or more ranks in Ride
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- Weapon Proficiency Lance or Longsword
- 3 or more ranks in Ride
- Either Mounted Combat or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 5 or more ranks in Ride
- 2 or more ranks in Handle Animal
- 1 or more ranks in Knowledge (Military Tactics)
- Either Ride By Attack or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 7 or more ranks in Ride
- 3 or more ranks in Handle Animal
- 2 or more ranks in Knowledge (Military Tactics)
- Either Formation Expert (CW), Quick Dismount (KPG), Spirited Charge, or Trample feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 9 or more ranks in Ride
- 4 or more ranks in Handle Animal
- 4 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 11 or more ranks in Ride
- 5 or more ranks in Handle Animal
- 5 or more ranks in Knowledge (Military Tactics)
- 3 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Legion of the Waves

This Legion is one of the smallest units in the Pekalese army, but also one of the most important ones. Their mandate is to accompany the Navy to assist in protecting their ships, fight in ship to ship combats, and serve as shock troops in marine invasions. When called upon, their casualties are often high. The legion is commanded by Ytana Ildat and garrisoned with the Navy in Baneta.

The Legion of the Waves was massacred during the invasion of Baneta by Tokite and Kalamaran forces in the summer of 565 IR, and is only now approaching its former numbers. As such, it has had a reduced shipboard and invasion presence, instead serving as the defense of Baneta until its numbers can recover and grow. This Legion is highly motivated, due to their shame at their defeat and the rescue of Baneta by militia and adventurers, and has a burning desire to prove itself an elite, competent fighting force. The Legion has called up the militias of Baneta, Pedido, Nidudes, Motido, Bepikal, Thoth, Thek, Fobamido, Nehosihido, and Mapidu, and is recruiting intensively.

Commander Ildat was commended for her initiative and masterful defense of Baneta. However, her superior officer, the Honorable General Purimal Lasarela, was relieved for not detecting the attack earlier, and to serve as a scapegoat for the government. He has not had his Honorable status removed, but has lost a great deal of prestige and face as a result of his relief.

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- 1 or more ranks in Profession (Sailor)
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- Weapon Proficiency Longbow or Longsword
- 3 or more ranks in Profession (Sailor)
- Either Point Blank Shot or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 4 or more ranks in Profession (Sailor)
- 3 or more ranks in Swim
- Either Precise Shot or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 6 or more ranks in Profession (Sailor)
- 4 or more ranks in Swim
- 2 or more ranks in Knowledge (Military Tactics)
- Rapid Shot feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 8 or more ranks in Profession (Sailor)
- 5 or more ranks in Swim
- 2 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 10 or more ranks in Profession (Sailor)
- 6 or more ranks in Swim
- 4 or more ranks in Knowledge (Military Tactics)
- 3 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Legion of the Green Grass

Founded after the war with Kalamar ended, the Legion of the Green Grass was named for its proclivity towards nature and living out of doors. Originally a term of derision from others, it quickly became a badge of honor as the Legion distinguished itself time after time. The Legion is tasked with patrolling the wild lands near the Kalokopeli Forest. Their garrison is technically in Elvinar, but they are rarely found there. They are commanded by Prince Elevion Solivandrial from Cilorea. The Prince rotates his elven troops with the Cilorean army on a regular schedule. Select non-elves also rotate to the elven army from time to time for cross training.

With the start of the war, the Legion of the Green Grass has left smaller patrols along the Kalokopeli Forest with carrier pigeons and fast riders stationed to call for help as needed, and has moved the bulk of its forces to where the Banader river crosses back into Pekal and has been outfitting itself with small, mobile skiffs to transport it downriver to Baneta if required. To support the smaller patrols along the Kalokopeli Forest, the Legion of the Green Grass has called up the militias of Nudopido, Ka'abidu, Elivnar, Gorido, and Ka'athagedidu, and are training them hard.

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- 1 or more ranks in Survival
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- Weapon Proficiency Longbow or Longsword
- 3 or more ranks in Survival
- Either Point Blank Shot, Mounted Combat, or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 4 or more ranks in Survival
- 2 or more ranks in Knowledge (Nature)
- Either Precise Shot, Track, or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 6 or more ranks in Survival
- 3 or more ranks in Knowledge (Nature)
- 2 or more ranks in Knowledge (Military Tactics)
- Rapid Shot feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 8 or more ranks in Survival
- 4 or more ranks in Knowledge (Nature)
- 3 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 10 or more ranks in Survival
- 7 or more ranks in Knowledge (Nature)
- 4 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Legion of the Steadfast Heart

The Legion of the Steadfast Heart is one of three similar legions that comprise the majority of the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned in Koreta and tasked with the defense of the Northeast. The legion is commanded by Dravor Tineck.

Legion of Might

The Legion of Might is one of three similar legions that comprise the majority of the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned in Dethido and tasked with the defense of the Northwest. The legion is commanded by half-hobgoblin Pol'aw Angash.

Legion of Piety

The Legion of Piety is one of three similar legions that comprise the majority of the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned outside of Bet Rogala normally, but may be moved to support any of the other legions at need. The legion is commanded by halfling Nolan Brightstar.

At the start of the war, the Legion of Piety was moved to just outside Crenolm, and has kept its scouts out to cover the northern half of the E'Liral River. Nolan Brightstar has been strongly requesting reinforcements, but in such a positive manner that there is no question that he expects to trounce the Tokites. He just wants to trounce them badly and keep as many of his men alive as possible. He has called up the militias of Crenolm, Ketatidu, Ka'owad, Sulido, Latidu, Sanidu, Verido, and Vodun to increase his patrol area and keep down monsters, allowing him to focus on the Tokites. These militias will also support his legion directly as needed.

Legion of Courage

The Legion of Courage is the largest legion in the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned in Crenolm and tasked with the defense of the Southeast, including protecting the Principality from Tokis. The legion is commanded by Tror Cetora.

As the primary Legion for securing the southern and southwestern borders of Pekal from Tokis, the Legion of Courage has received the lions share of new recruits in both combat arms and special forces. The Legion of Courage has also taken command of the militias of Lanido, Pikiwido, Ludarido, Kewamen, Kuwido, Labat, Pavido, Topet, Rakelap, Raka, and Wedafido.

(These 4 legions have similar advancement requirements and so are listed together.)

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- 1 or more ranks in Knowledge (Military Tactics)
- Weapon Proficiency Lance, Longbow, Longsword, or Sling
- Either Mounted Combat, Point Blank Shot, Quick Draw, or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 3 or more ranks in Knowledge (Military Tactics)
- Either Ride By Attack, Precise Shot, or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 5 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Diehard feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 7 or more ranks in Knowledge (Military Tactics)
- 3 or more ranks in Knowledge (Military Logistics)
- 2 or more ranks in Knowledge (Military Training)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 9 or more ranks in Knowledge (Military Tactics)
- 5 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Benefits

What follows is a summation of the benefits offered to soldiers in Pekal for service to their country. Benefits from lower ranks are of course accessible by those of a higher rank.

Recruit

- Paid 1 Victory each tour served.
- Issued standard equipment for position (see above)

Soldier

- Paid 2 Victories each tour served.
- May purchase masterwork arms and armor using 10% military discount.

Corporal

- Paid 5 Victories each tour served.
- +1 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Cure Light Wounds from allied temples for each tour served.
- Each 5 tours served earns the corporal 1 favor. If the Corporal belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Corporal belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.

Sergeant

- Paid 10 Victories each tour served.
- +2 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Cure Moderate Wounds from allied temples for each tour served.
- Each 4 tours served earns the sergeant 1 favor. If the Sergeant belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Sergeant belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.

Lieutenant

- Paid 25 Victories each tour served.
- +3 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Cure Serious Wounds from allied temples for each tour served.
- Given access through the College of Magic to purchase a +1 enchantment for one weapon, or upgrade an existing magic weapon with a special ability of no greater than +1 bonus. No weapon may have more than one of these special abilities. This costs one favor and non-adventuring Activity to arrange.

- Given access through the College of Magic to purchase a +1 enchantment for one suit of armor or upgrade an existing suit of magic armor with a special ability of no greater than +1 bonus. No suit of armor may have more than one of these special abilities. This costs one favor and non-adventuring Activity to arrange.
- Each 3 tours served earns the Lieutenant 1 favor. If the Lieutenant belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Lieutenant belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.

Captain

- Paid 50 Victories each tour served.
- +4 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Restoration from allied temples for each tour served.
- SPECIAL: Captains who earn commendations and honors may be elevated to the status of Honorable. 5 certs of favor from the military and/or Prince Kafen will satisfy this requirement.
- Given access through the College of Magic to purchase a +2 enchantment for one weapon (including upgrading from +1 to +2). This cannot be used to add or upgrade an existing special ability. This costs two favors and one Activity to arrange.
- Given access through the College of Magic to purchase a +2 enchantment for one suit of armor (including upgrading from +1 to +2). This cannot be used to add or upgrade an existing special ability. This costs two favors and one Activity to arrange.
- Each 2 tours served earns the Captain 1 favor. If the Captain belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Captain belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.
- Special Favors – Captains may request a special favor from his commanding officers. Requesting a special favor requires spending 2 favors with the military. It also requires 1 Non-Adventuring Activity. A special favor may be requested during an adventure so long as the character spends the following Activity. The request may take one of three forms:
 - Obtain special materials suitable for one weapon including silver, cold iron, and adamantine.
 - Gain the equivalent of a “20” on any skill check, as long as the PC: a) knows he/she is going to have to make the check, and b) the PC has at least two hours before or after the check to contact commanding officers in the military
 - Gain the casting of one non-combat arcane or divine spell up to 5th level. This favor includes the cost of any material components.

Special Branches

The Pekalese army is supported by a number of specialists: Engineers, Spellcasters, and Scouts. These specialists have their own organizations but are usually assigned to the Legions as needed. Specialists placed with a legion are considered within the command structure of that legion. Specialists therefore gain the same benefits as equivalent ranks within the army as well as their own specific benefits.

Army Engineers

The Engineers are a group devoted to the use of engineering to assist in warcraft. They design and build fortifications, build and use siege engines, use alchemist fire, and dig tunnels. Many of the Engineers are gnomes, but there are other races in this group as well. Engineers are required to commit to at least 20 tours of duty.

Sapper (equivalent rank Corporal)

Requirements

- 2 or more ranks in Profession (Engineer)
- 1 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Military Tactics)
- Must complete basic training (2 Activities)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Corporal.
- Access to purchase alchemical concoctions at 10% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Builder (equivalent rank Sergeant)

Requirements

- 4 or more ranks in Profession (Engineer)
- 2 or more ranks in Knowledge (Military Logistics)
- 2 or more ranks in Knowledge (Military Tactics)
- Must have served 10 tours of duty as a Sapper

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Sergeant.
- Access to purchase alchemical concoctions at 20% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Engineer (equivalent rank Lieutenant)

Requirements

- 6 or more ranks in Profession (Engineer)
- 4 or more ranks in Knowledge (Military Logistics)
- 4 or more ranks in Knowledge (Military Tactics)
- Must have served 20 tours of duty as a Builder

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Lieutenant.
- Access to purchase alchemical concoctions at 30% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Master Engineer (equivalent rank Captain)

Requirements

- 10 or more ranks in Profession (Engineer)
- 6 or more ranks in Knowledge (Military Logistics)
- 6 or more ranks in Knowledge (Military Tactics)
- Either Natural Engineer(KPG) or Natural Mathematician (KPG) feat
- Must have served 20 tours of duty as an Engineer

Duties

- Must serve a tour of duty at least once every 2 modules.

- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Captain.
- Access to purchase alchemical concoctions at 50% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Army Spellcasters

Spellcasters associated with the army fall into two broad groups – arcane casters associated with the College of Magic and priests associated with the major Temples. Although no caster is required to belong to the College or a Temple, in practice most of them are members of one or the other. The army does not want dilettante casters and so requires all casters who are not proven by association to be knowledgeable about tactics and soldiering.

The College of Magic and the established Temples of Pekal willingly give their permission to members to support the army if such is their desire. Spellcasters gain the same benefits, including pay, as equivalent ranks within the army as well as their own specific benefits.

Members of the Spellcasters are frequently referred to by individual titles such as Apprentice, Holder of the White Key, or similar titles based upon their calling. The official titles are listed below.

Spell Specialist (equivalent rank Corporal)

Requirements

- Must meet one of the following admissions standards:
 - Arcane caster who is a member of the College of Magic and an Apprentice or higher of the School of Evocation
 - Arcane caster registered with the College of Magic with:
 - 2 or more ranks in Knowledge (Military Tactics)
 - 1 or more ranks in Knowledge (Military Logistics)
 - Divine caster who is a member of any temple organization in Pekal
 - Divine caster of any good deity with:
 - 2 or more ranks of Heal
 - 1 or more ranks of Knowledge (Military Logistics)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Corporal.
- +2 meta-org bonus on all Con checks to continue running and avoid nonlethal damage from a forced march. This bonus stacks with the Endurance feat.
- +2 meta-org bonus to Diplomacy checks made in a military setting or with military personnel.
- Knowledge (Military Tactics) And Knowledge (Military Logistics) are now considered class skills.
- 10% discount on crafting wands

Spell Sergeant (equivalent rank Sergeant)

Requirements

- Must be able to cast 2nd level arcane or divine spells
- 4 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Spell Specialist

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Sergeant.
- -5% spell failure when using shields.
- +2 meta-org bonus on Concentration checks
- 10% discount on crafting magic weapons

Spell Commander (equivalent rank Lieutenant)

Requirements

- Must be able to cast 3rd level arcane or divine spells
- 8 or more ranks in Knowledge (Military Tactics)
- 4 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Spell Commander

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Lieutenant.
- May create scrolls and magic items as an Adept in the School of Evocation or a member of the third tier of their religious meta-org or ally.
- -5% spell failure when wearing light armor.
- +2 meta-org bonus on Spellcraft checks
- 10% discount on crafting magic armor, due to military subsidies.

Spell Master (equivalent rank Captain)

Requirements

- Must be able to cast 4th level arcane or divine spells
- 12 or more ranks in Knowledge (Military Tactics)
- 6 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Spell Commander

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Captain.
- May create scrolls and magic items as a Magus in the School of Evocation or a member of the fourth tier of their religious meta-org or ally.
- -5% spell failure when wearing medium armor.
- +2 meta-org bonus on Knowledge (Arcana) or Knowledge (Religion) checks
- Access to Mithral for item creation.

Army Scouts

Unlike the other Special Branches, the Scouts are chosen from the rank and file in the Legions. Characters must already belong to the military before they can serve in the Scouts, and may choose to move into the Scouts when they meet the requirements. Scouts must continue to serve their full term of 40 tours of duty, although time already spent is credited to them. Scouts gain the same benefits as equivalent ranks within the army as well as their own specific benefits.

Watcher (equivalent rank Corporal)

Requirements

- Must be at least a Corporal in the regular branch.
- 4 or more ranks in Survival
- 2 or more ranks in Spot
- 2 or more ranks in Knowledge (Military Tactics)
- Must have the Track feat.
- Must complete advanced training (2 Activities)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Corporal.
- +1 to Survival checks in Pekal and neighboring nations
- +1 to Knowledge (Pekal) checks

Spotter (equivalent rank Sergeant)

Requirements

- 6 or more ranks in Survival
- 2 or more ranks in Hide
- 2 or more ranks in Move Silently
- 2 or more ranks in Listen
- Must have either Endurance or Skill Focus (Survival) feat
- Must have served 10 tours of duty as a Watcher

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Sergeant.
- +2 to Survival checks in Pekal and neighboring nations
- +2 to Knowledge (Pekal) checks

Scout (equivalent rank Lieutenant)

Requirements

- 8 or more ranks in Survival
- 4 or more ranks in Hide
- 4 or more ranks in Move Silently
- 4 or more ranks in Listen
- 4 or more ranks in Spot

- Must have served 20 tours of duty as a Spotter

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Lieutenant.
- +3 to Survival checks in Pekal and neighboring nations
- +3 to Knowledge (Pekal) checks

Advance Scout (equivalent rank Captain)

Requirements

- 10 or more ranks in Survival
- 6 or more ranks in Hide
- 6 or more ranks in Move Silently
- 6 or more ranks in Listen
- 6 or more ranks in Spot
- Must have Woodland Stride or Flawless Stride class ability
- Must have served 20 tours of duty as an Advance Scout

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Captain.
- +4 to Survival checks in Pekal and neighboring nations
- +4 to Knowledge (Pekal) checks
- Advance Scouts may join the Grey Legion once their tour of duty is complete, provided they meet the qualifications. This serves as filling the invitation part of the requirements.

Pekalese Militia

Tom Abbott

Armies are expensive. They require payment, equipment, lodging, intelligence, and support. Prince Kafen, knowing the saying that an army moves on its belly, decided many years ago to reduce costs by not having all of the army mobile. To do this, he issued a decree that every eligible citizen serve in the militia, a locally organized military supplement.

Each or village is supposed to have its own militia. Many towns are too small to provide a sizeable one, but banding together for the common defense is a logical thing to do when faced with all the threats present in Pekal, so small towns will band together with their nearest neighbors to adequately supply and man a militia platoon or company.

The militia are a supplement to the army in time of war, but are frequently the first line of defense against marauding orcs or bandits. Each militia company is commanded by a Sergeant-at-Arms, who is responsible to the local Honorable or Steel Ribbon.

Locations

Every town in Pekal has at least a small, local detachment of the Militia, even if it's just one person who acts as a runner to call the rest of the nearby militia together. The Militia falls under the command of the town magistrates in time of comparative peace, but reverts to the local Honorable, Steel Ribbon, or military commander in time of war. When responding to the military, the Sergeant-at-Arms initially contacts the legion commander to receive orders.

Roleplaying Summary

The Pekalese militia serves a two-fold purpose. It provides a locally trained, inexpensive supplement to the army, and it serves as catch-all organization for those members of Pekal who need to fulfill their two years of public service, but do not qualify for whatever reason for the Army, Navy, Guard, or any other Municipal Organization. The entry requirements are extremely flexible, since there is a role for almost every person. During a tour, the recruit makes no money, but any necessary equipment (armor for the peasants, weapons, fodder for horses) is supplied, as are tents and food. The one downside of this is that EVERYONE who does not enter another Municipal Organization, the Military, or the College of Magic is expected to serve as a recruit in the Militia. Many characters will "serve" this before their adventuring careers begin, but this is not necessary. Most people only serve two tours as a recruit, but there is opportunity for advancement. Some hardy souls stay on to train the newcomers, keep the roll current, and act as liaison to the military and civil leadership.

Guild Ranks

Recruit

Requirements

- Ability to see lightning
- Ability to hear thunder

Duties

- Must serve 2 tours with the Militia. This requires two non-adventuring Activities over the course of the character's first 5 years in the living campaign.
- Must serve if called up to active duty within 1 year after their second non-adventuring activity, as noted on their logsheet.

Benefits

- +1 meta-org bonus to Gather Information checks in Pekal. Since everyone in the country serves at some point, everyone has similar stories and gripes, creating a universal common ground. Uniquely, this is the only meta-org bonus that stacks with similar meta-org bonuses from other organizations.

Corporal

Requirements

- At least one statistic of 13 or higher
- At least two feats of any kind

Duties

- Must serve one tour every 5 modules, noting it on their logsheets. This is a non-adventuring Activity
- Responsible for activating their squad when ordered to do so by a Sergeant.

Benefits

- +1 meta-org bonus to Knowledge: Pecal checks.
- +1 meta-org bonus to Constitution checks to avoid nonlethal damage from a forced march, starvation, or thirst, and Fortitude saves made to avoid nonlethal damage from hot or cold environments. The long hours on the parade ground and on training marches have toughened a corporal's body.

Sergeant

Requirements

- At least one statistic of 14 or higher
- Must have served at least 10 tours as a Corporal

Duties

- Sergeants must serve one tour every 4 modules, noting it on their logsheets. This is a non-adventuring Activity
- Responsible for activating their platoon when ordered to by a Sergeant-at-Arms

Benefits

- Receive removable sergeant's stripes as an indicator of rank. These indicators must be worn when acting in an official capacity.
- +1 meta-org bonus to Diplomacy checks made in a military setting or with military personnel.
- +2 meta-org bonus to Knowledge: Pecal.
- Once every three tours, a guild member can purchase a Potion of Cure Moderate Wounds from Pekalese government stocks. Stockpiles are found in Baneta, Thetukithido, Bet Rogala, B'Fagido, Nubido, Leboleghido, Wedafido, Tatidu, and Crenolm.

Sergeant-at-Arms

Requirements

- At least one statistic of 15 or higher
- At least 4 feats of any type
- Must have served 15 tours as a Sergeant.

Duties

- Sergeants-at-Arms must serve one tour every 3 modules, noting it on their logsheets. This is a non-adventuring Activity
- Responsible for maintaining patrols throughout their sector (village and surrounding areas)
- Responsible for activating their company when ordered to by a member of the Honorable or the Steel Ribbons.
- Responsible for activating their company (50-100 militiamen) on their own initiative when they judge that their sector is under a direct threat, and to notify their superiors when having done so. It is considered dereliction of duty to attempt to pass this responsibility upward, and is treated the same as treason. The counter to this is that no Sergeant-at-Arms can be prosecuted for overreacting and assembling the militia for too small a reason. It is judged better to overreact and be ready than to waffle and be destroyed.

Benefits

- Receive removable sergeant's stripes with a crown over the stripes as an indicator of rank. These stripes must be worn when acting in an official capacity.
- May require help from 3 people in any small town, or up to 10 in a larger town, in defense of the town or in the service of Pekal. Service to Pekal is open to interpretation. These people may be from any NPC class in the DMG except the Aristocrat. Help may be in the form of a combat assist, information, acting as a runner, or requisitioning of equipment. Any single item used must be paid for, but may be paid for after the fact. Help may NOT include the loan of money.
- +3 meta-org bonus to Knowledge: Pekal.
- Once every two tours, a guild member can purchase a Potion of Cure Moderate Wounds from Pekalese government stocks. Stockpiles are found in Baneta, Thetukithido, Bet Rogala, B'Fagido, Nubido, Lebolelegido, Wedafido, Tatidu, and Crenolm.



Municipal Organizations Introduction

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

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

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

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

Activities

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

Benefits

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

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

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

Requirements

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

The following requirements also apply to all Municipal Meta-orgs

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

Cartographers Guild

by Kalen Tjarks

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

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

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

Ranks

Wanderer

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

Requirements

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

Duties

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

Benefits

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

Scout

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

Requirements

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

Duties

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

Benefits

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

Apprentice Mapmaker

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

Requirements

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

Duties

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

Benefits

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

Expert Mapmaker

Expert mapmakers are considered to be some of the finest practitioners of their craft. Their maps are highly sought after by nobility and wealthy merchants and adventurers. Experts usually develop their own signature mark for their maps to thwart forgers and identify their work. Expert calligraphers who are also clerics of the Temple of the Stars often assist Journeyman Sovile in inscribing maps with the texts of the Endless Journey.

Requirements

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

Duties

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

Benefits

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

Master Mapmaker

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

Requirements

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

Duties

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

Benefits

- +8 metaorg bonus on Knowledge: Geography checks.
- +3 circumstance bonus on Charisma-based skill checks with nobility and merchants, due to the mapmaker's reputation
- Issued masterwork artisan's tools for Craft: Painting or Craft: Calligraphy, map cases, and map making supplies. Also receive 10% discount on magnifying glasses, all maps (see Goods and Gear, Table 7-1H), and all transportation costs.
- Free casting of any first through third level spell, once per module, by an NPC cleric of the Traveler. Only available in Bet Rogala, Baneta, or if NPC cleric is present in module. Does not include any extraordinary material costs.
- All mapmakers receive one map of their choosing inscribed with the Endless Journey, as well as religious instruction, from Journeyman Sovile.
- Members of the Temple of the Stars receive one favor as an ally of the Assembly of Light for each activity spent in mapmaking.

Chimney Sweeps - Rooftop Defenders

By Alana Abbott

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

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

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

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

Roleplaying Summary

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

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

Locations

Headquarters: Bet Rogala, South Merchant Way

Branch offices: Baneta, Lebologido

Ranks

Bristle

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

Requirements

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

Duties

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

Benefits

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

Broom

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

Requirements

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

Duties

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

Benefits

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

Brush

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

Requirements

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

Duties

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

Benefits

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

- Brushes may treat any broom, mop, or other mundane pole as a quarterstaff, rather than an improvised weapon, for purposes of combat and damage. (If the Brush is not proficient with a quarterstaff, this rank does not confer proficiency.)

Sweep

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

Requirements

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

Duties

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

Benefits

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

Night Protector

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

Requirements

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

Duties

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

Benefits

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

City Guard

By Alana Abbott

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

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

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

Locations

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

Honorable City Guard Members in Bet Rogala

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

Roleplaying Summary

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

As protectors of their city, guardsmen assist the army in manning important posts at the gates and on the walls. These assignments are often regarded as desirable and so lower-ranking members rarely obtain them. As enforcers of the law, guardsmen often carry special weapons or substances that will allow them to subdue fugitives and criminals so that they can be brought to justice. City Guard members are allowed to make arrests for any of the easily defined laws (possession of illegal items, robbery) if they are themselves witness to the crime. If they only suspect an individual of criminal activity and

have no further evidence, the investigation of this alleged wrongdoing is much more labor intensive and is carried out by the Constabulary.

Guard Ranks

Recruits

Requirements

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

Duties

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

Benefits

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

Guard

Requirements

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

Duties

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

Benefits

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

Deputy

Requirements

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

Duties

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

Benefits

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

Captain

Requirements

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

Duties

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

Benefits

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

Colonel

Requirements

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

Duties

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

Benefits

- City Guard Colonels may arrest a criminal if they see the criminal commit a crime. They may also make arrests if appropriate evidence is brought before them to arrest a suspect and deliver them to the Constabulary.
- +8 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +8 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- City Guard Colonels are authorized to gather "special forces" to apprehend a criminal.

Watcher of Twilight (Alternate Colonel Rank)

Requirements

- Must be Lawful
- 10 or more ranks in Knowledge: Local (Bet Rogala)

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

Duties

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

Benefits

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

Guardian of the Golden Bough (Alternate Colonel Rank)

Requirements

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

Duties

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

Benefits

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

The Constabulary

By Brian Schulman

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

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

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

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

Role-playing Summary

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

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

Constabulary Ranks

Deputy Constable

Requirements

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

Duties

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

Benefits

- Deputy Constables may submit paperwork to have a subject arrested if they and one other witness see the crime committed

- Deputy Constables caught breaking minor laws in the course of an investigation MAY avoid prosecution
- +1 meta-org bonus to Knowledge Local (Bet Rogala)
- +1 meta-org bonus to Sense Motive

Constable

Requirements

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

Duties

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

Benefits

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

Deputy Investigator

Requirements

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

Duties

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

Benefits

- Deputy Investigator may submit paperwork to have a subject arrested if they see the crime committed
- Deputy Investigators caught breaking laws in the course of an investigation MAY avoid prosecution
- +2 meta-org bonus to Knowledge Local (Bet Rogala)
- +2 meta-org bonus to Gather Information
- +2 meta-org bonus to Bluff or Intimidate (choose one)
- Provided one dose of Gamatara per duty rotation

Investigator

Requirements

- 10 or more ranks in Knowledge: Local (Bet Rogala)

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

Duties

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

Benefits

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

Chief Investigator

Requirements

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

Duties

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

Benefits

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

Dungeoneers

By Cajon Gonzales

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

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

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

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

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

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

Dungeoneers explore the tunnels looking for collapses, blockages, creatures, thieves, and any thing else that is out of the ordinary. They are a tight knit group of mixed races and genders that risk their lives to keep the waters flowing and safe. Like other municipal organizations, the Dungeoneers are regulated by government ordinance and control. Unlike some other organizations, they are not closely supervised as long as they continue to do their duties.

Locations

Bet Rogala, Baneta, Koreta

Roleplaying Summary

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

Organization Ranks

Cleaner

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

Requirements

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

Duties

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

Benefits

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

Delver

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

Requirements

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

Duties

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

Benefits

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

Troubleshooter

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

Requirements

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

Duties

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

Benefits

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

Dungeoneer

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

Requirements

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

Duties

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

Benefits

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

Master Dungeoneer

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

Requirements

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

Duties

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

Benefits

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

Lamp Lighters

Original Concept Tim Tjarks

Revisions By Brian Spurling

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

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

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

Locations

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

Roleplaying Summary

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

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

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

Ranks

Victory Way Lighter

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

Requirements

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

Duties

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

Benefits

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

Merchant Lighter

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

Requirements

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

Duties

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

Benefits

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

Temple Lighter

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

Requirements

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

Duties

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

Benefits

- +2 metaorg bonus to Spot
- +2 metaorg bonus to Gather Information.
- Free casting of any first or second level spell, once per module, by an NPC cleric of the Eternal Lantern. This is only available in Bet Rogala, Baneta, or if an NPC cleric of the Eternal Lantern is written into the module. This does not include any extraordinary cost of materials

- Temple Lighters who are also members of the Assembly of Light earn one favor with the Assembly for each Activity spent at duty. These may be used as if the Temple Lighter were a Spark in that temple organization.

Royal Lighter

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

Requirements

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

Duties

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

Benefits

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

Old Town Lighter

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

Requirements

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

Duties

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

Benefits

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

Lebolelegido Tactical Academy

By Shawn Merwin and Joseph Selby

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

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

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

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

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

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

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

Ranks

Trainee

Requirements

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

Duties

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

Benefits

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

Novice

Requirements

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

Duties

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

Benefits

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

Combatant (Assistant Instructor)

Requirements

- Base attack bonus +8 or higher
- 6 or more ranks in Knowledge (Fighting Styles)

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

Duties

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

Benefits

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

Veteran (Junior Instructor)

Requirements

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

Duties

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

Benefits

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

Champion (Senior Instructor)

Requirements

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

Duties

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

Benefits

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



Street Sweepers - Victory Way Irregulars

By Alana Abbott

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

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

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

Locations

Headquarters: Bet Rogala, Victory Way

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

Roleplaying Summary

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

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

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

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

Ranks

Soot Sweeper

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

Requirements

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

- 2 or more ranks in Gather Information

Duties

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

Benefits

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

Royal Sweeper

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

Requirements

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

Duties

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

Benefits

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

City Sweeper

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

Requirements

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

Duties

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

Benefits

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

Head Sweeper

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

Requirements

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

Duties

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

Victory Way Irregulars

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

Requirements

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

Duties

- Must serve 3 duty rotations every 4 mods. This earns the Victory Way Irregular 20 Victories. This is a non-adventuring Activity.
- May serve a “special duty rotation” which yields the Victory Way Irregular 1 favor.
- Must report all suspicious activities, especially those that could involve the Thieves Guild.

Benefits

- +4 metaorg bonus to Knowledge: Local (Bet Rogala) checks.
- +4 metaorg bonus to Spot
- +3 metaorg bonus to Gather Information checks in the city where duties are fulfilled.
- +3 metaorg bonus to Craft (Poisonmaking) checks.

- Irregulars may spend favors from the Street Sweepers to gain access to items, spells, and feats available to the Steel Ribbons just as if they belonged to that organization. Every 2 favors from the Sweepers count as one favor for this purpose.
- Irregulars have access to items, spells, and feats available to the Bet Seder Thieves' Guild just as if they belonged to that organization. Every 1 favor from the Sweepers gives them one time/one use access to this ability.



Religions in Pekal Introduction

The deities of Pekal are a diverse group who watch over the intelligent races in all of Tellene. Each culture has their own names for these gods and their own way of worshipping them. Some gods have multiple names and temples even within the same culture. In Pekal, as in the rest of Tellene, worship of a god is defined by the temple organization. In Living Kingdoms of Kalamar, all organized worship is done through the temple organizations in Pekal.

Service to a temple and study of its precepts is commonly expected of all members, from the lowest acolyte to the highest priest. Advancement in a temple is typically based upon both completion of service and knowledge of the temple's dogma.

Temples in Pekal are required by law to maintain a relationship with the College of Magic to restrict the use of magic within the Principality. The College allows temples of accepted faiths to govern their own members in the creation of magical items, provided that the temples follow the College's guidelines and restrictions. Members and allies of the religious organizations use those rules for creating magical items rather than those of the College of Magic.

All Temples require their members to have performed their 2 years of community service to Pekal prior to advancing beyond the first rank.

Temple Size

Not all Temples are equal in the campaign because not all Temples are equal within Pekal. The size of each Temple within the Principality determines the available structure and benefits of that Temple. The organization details listed will change whenever events within the campaign change church size or influence.

All Temples have allies and enemies among the other Temples. In Pekal, allies of the larger Temples have access to some of the benefits of the organization, provided they show their willingness to work for the Temple. In game terms, allies of the larger Temples may work in that Temple to gain favors. These favors may be used to gain access within the Temple to items, feats, and spells. Each Temple has a listing showing what benefits are available to allies of that Temple.

Domains

These are the domains available in Living Kingdoms of Kalamar without documentation:

- Kingdoms of Kalamar Players Guide – Beastmaster, Cavern, Charm, Craft, Darkness, Divination, Exorcism, Family, Hatred, Illusion, Mentalism, Metal, Moon (Diadolai), Moon(Pelselond), Moon(Veshemo), Ocean, Oblivion, Portal, Renewal, Retribution, Rune, Scalykind, Sentinel, Slime, Spell, Spider, Storm, Suffering, Tempest, Terror, Time, Timing, Trade, Undeath, Warding
- Players Handbook v3.5 – Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, Water

Activities Within Temples

Characters may interact with temples in different ways within the campaign. Some may choose to spend their non-adventuring time studying liturgy to advance within a temple. Others may concentrate on service to a temple in order to gain favors. The following Activities are used within the temples for characters. Each Activity occurs after a module the character plays and is noted on the logsheet for that module. Only one Activity can be done for any module.

- Join a temple.
- Advance in rank within a temple.
- Members or Allies of a temple may work in the temple (earning 1 favor from that temple). Most temples rely upon their members to voluntarily offer their services where needed. These services come in many forms, from participating in rituals to charitable works. Each Activity used to work in a temple earns a favor for the character.
- Members of a temple may study the canon of the religion. Learning religious beliefs and their proper application is time consuming and requires great commitment. Members who do not spend time studying do not advance in ranks in the temple.

- Members or Allies may spend favors to Craft magical items. See text in each temple to see what options are available to that faith.
- Members or Allies may spend favors to learn and gain access to limited spells, feats, or prestige classes.
- SPECIAL –Characters may gain special favors or influence from Temples as part of normal play. These favors or influence may be spent as noted on the cert but require spending an Activity to do so.
- Non-members may use an Activity to spend multiple favors or influence points with a Temple to discount the cost of a spell cast by the priests of the Temple. Each favor or influence point spent will discount the cost by 10%. There is no limit on the number of favors that can be spent in this fashion.
- Members or Allies of a Temple may use an Activity to spend multiple favors or influence points with that Temple to discount the cost of a spell cast by the priests of the Temple. Each favor or influence point spent will discount the cost by 20%. There is no limit on the number of favors that can be spent in this fashion. This discount stacks with other member benefits.

Benefits

Unless otherwise noted, all benefits from lower ranks in a temple are available to those of higher ranks. If at any point a PC no longer meets the requirements for one or more ranks of a temple, they immediately lose all benefits of those ranks, but retain any accumulated Favors.

Item Creation

Please see the Item Creation Rules for the College of Magic. Members of a religion in Pekal substitutes College of Magic favors with their own Church's favors. Use the following chart to determine equivalency to College of Magic Degrees. (Note that this does not confer actual Degree within the College of Magic.)

Church Rank	College of Magic Degree
1-2	Junior Apprentice
3	Apprentice
4	Adept
5	Magus
6-7	Instructor
8	Professor

Cathedrals in Pecal

These large organizations have multiple buildings and locations throughout the Principality. They have many layers and responsibilities available for priests. At this time only two religions are large enough to be classified as Cathedrals – The Temple of Enchantment and The Parish of Love.

Temple of Enchantment

The Temple of Enchantment is the most influential religion within Pecal, especially in the capital city. Much of the work of the Temple is unknown to the populace at large, but it is known that they frequently oppose the College of Magic in political circles. Despite this, the two organizations maintain cordial relationships outside of the political maneuverings. The Temple of Enchantment is known to speak out against what they call the frivolous use of magic and to urge their members who also belong to the College of Magic to adopt a more conservative approach. The Temple is also one of the major forces behind the ban upon psionic powers and the continued application of that ban.

Hokalas, The Riftmaster, The Gatekeeper, Sorcerer Supreme, The Flowmaster

Church: Temple of Enchantment

Priesthood: The Keyholders

Spheres of Influence: Magic

Symbol: A platinum key

Place of Worship: Mountains

Colors: Black, white

Animal: Dragon

Raiment: Robes with black and white checkered pattern

Domains: Knowledge, Magic, Timing, Summoner, Illusion, Portal, Spell

Sacrifice: Magical items on holy days

Locations: Cathedral in Bet Rogala, Temple in Cilorealon, Shrines in Baneta, Koreta, Leboleghido, Cilorealon

Allies: Followers of The Lord of Silver Linings, The Founder, The Eye Opener, The Fate Scribe, and The Mother of the Elements

Holder of the White Key

Requirements

- Must be a worshipper of The Riftmaster.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Temple of Enchantment each adventure.

Benefits

- 10% discount on spells cast by priests of the Temple of Enchantment.
- +1 competence bonus to Knowledge (Arcana).
- Receive a 50% discount on tuition fees for entry into the College of Magic.
- Holders of the White Key may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 or 1st level arcane scroll from DMG Table 7-23 at standard price. This is a non-adventuring Activity.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.

Holder of the Brass Key

Requirements

- Must meet the requirements for Holder of the White Key.

- 5 or more ranks in Knowledge (Religion).
- 1 or more ranks in Knowledge (Arcana).
- Must have studied the canon, The Balance, for at least 1 Activity.

Duties

- Minimum of 4 Victories tithed to the Temple of Enchantment each adventure.

Benefits

- Holders of the Brass Key may spend 1 favor to:
- Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), or Knowledge (Nobility).
- Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-Adventuring Activity.
- Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

Holder of the Black Key

Requirements

- Must meet requirements for Holder of the Brass Key.
- Must own a copy of the canon, The Balance (cost of 55 gp).
- 6 or more ranks in Knowledge (Religion).
- 2 or more ranks in Knowledge (Arcana).
- Must have studied the canon, The Balance, for at least 3 Activities.

Duties

- Minimum of 6 victories tithed to Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

Benefits

- 20% discount on spells cast by priests of the Temple of Enchantment.
- +1 competence bonus to Spellcraft skill.
- Holders of the Black Key may spend 2 favors to:
 - Receive training to Channel Positive Energy to Restore the Balance. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 or 2nd level arcane scroll from DMG Table 7-23 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to cast the spell Dispel Magic as a 9th level cleric. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase a wand of any 1st level cleric or wizard spell with only 5 charges remaining for 150 victories. The caster level of the wand is 1st.

Holder of the Copper Key

Requirements

- Must meet requirements for Holder of the Black Key.
- 7 or more ranks in Knowledge (Religion)

- 4 or more ranks in Knowledge (Arcana)
- Must be able to cast 1st level divine spells
- Must have studied the canon, The Balance, for at least 5 Activities.

Duties

- Minimum of 8 victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

Benefits

- +2 competence bonus to Knowledge (Arcana)
- Holders of the Copper Key may spend 2 favors to:
 - Purchase a single 3rd level divine scroll from DMG Table 7-24 or 3rd level arcane scroll from DMG Table 7-23 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Gain access to the Prestige classes: Loremaster. This is a non-adventuring Activity.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: +1 Light Mace, Pearl of Power 1st, Headband of Intellect +2, or Periapt of Wisdom +2. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Pay to have a single suit of armor or shield enchanted with a +1 enhancement bonus to Armor Class. The priest must pay the appropriate cost for the upgrade.

Holder of the Green Key

Requirements

- Must meet requirements for Holder of the Copper Key.
- 9 or more ranks in Knowledge (Religion)
- 6 or more ranks in Knowledge (Arcana)
- Must be able to cast 2nd level divine spells
- Must have studied the canon, The Balance, for at least 10 Activities.

Duties

- Minimum of 10 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

Benefits

- 30% discount on spells cast by priests of the Temple of Enchantment.
- +2 competence bonus to Spellcraft
- Holders of the Green Key may spend 3 favors to:
 - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: Bracers of Armor +4, Pearl of Power 3rd, Headband of Intellect +4, or Ring of Wizardry I. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Purchase a single 4th level divine scroll from DMG Table 7-24 or 4th level arcane scroll from DMG Table 7-23 at standard price.

- Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
- Purchase a single wondrous item with a market value of up to 4000 gp from the Temple.
- Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Holder of the Bronze Key

Requirements

- Must meet requirements for Holder of the Green Key.
- 10 or more ranks in Knowledge (Religion)
- 7 or more ranks in Knowledge (Arcana)
- Must have studied the canon, The Balance, for at least 12 Activities.

Duties

- Minimum of 12 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

Benefits

- Holders of the Bronze Key may spend 3 favors to:
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs.
 - Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs.
 - Purchase a +1 weapon of their choice or pay for a weapon to be enchanted to +1. The priest must pay the appropriate cost for the weapon or upgrade.
 - Purchase a wand of any 2nd level arcane or divine spell with 5 charges remaining for 900 gp. The caster level of the wand is 3rd.

Holder of the Blue Key

Requirements

- Must meet requirements for Holder of the Bronze Key.
- 11 or more ranks in Knowledge (Religion)
- 8 or more ranks in Knowledge (Arcana)
- Must be able to cast 3rd level divine spells
- Must have studied the canon, The Balance, for at least 15 Activities.

Duties

- Minimum of 14 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

Benefits

- 40% discount on spells cast by priests of the Temple of Enchantment.
- +3 competence bonus to Knowledge (Arcana)
- Holders of the Blue Key may spend 4 favors to:
 - Purchase a single 5th level divine scroll from DMG Table 7-24 or 5th level arcane scroll from DMG Table 7-23 at standard price.
 - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

- Purchase a magical ring from DMG Table 7-18 with a market price of 3000 gp or less.

Holder of the Silver Key

Requirements

- Must meet requirements for Holder of the Blue Key.
- 12 or more ranks in Knowledge (Religion)
- 8 or more ranks in Knowledge (Arcana)
- Must be able to cast 4th level divine spells
- Must have studied the canon, The Balance, for at least 18 Activities.

Duties

- Minimum of 18 Victories tithed to the Temple of Enchantment each adventure. These will be used as sacrifices on the new and full phases of the moon Diadolai. It is permissible and expected to substitute unbalancing magical items if the Key is in possession of them.

Benefits

- +3 competence bonus to Spellcraft.
- 50% discount on spells cast by priests of the Temple of Enchantment.
- Holders of the Silver Key may spend 4 favors to:
 - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase a single wondrous item with a market value up to 8000 gp.

Allies of the Temple of Enchantment

Requirements

- Must be a worshipper of The Lord of Silver Linings, The Founder, The Eye Opener, The Fate Scribe, or The Mother of the Elements.
- Must be able to cast 1st level divine spells from their deity.

Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
 - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
 - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

- Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
- Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Parish of Love

The Parish has been popular in Pekal for many years, not as a political power but as something that touches the daily lives of the people. Most citizens of Pekal pay homage to The Pure One at the major events of life, especially at marriages and births. The Priests of the Parish concern themselves with the people of Pekal and are welcome at most gatherings.

Lelani, The Pure One, Lady Love, Protector of the Heart

Church: Parish of Love

Priesthood: Children of Love

Spheres of Influence: Love, harmony

Symbol: Dove over a white rose

Place of Worship: Temples or flower gardens

Colors: Pastels, white and floral patterns

Animal: Dove

Raiment: Green, yellow, pink, or blue robes with silver roses on the collars

Domains: Good, Healing, Luck, Community, Charm

Sacrifice: Selfless, good deeds as often as possible

Locations: Cathedral in Bet Rogala, Temple in Cilorealon

Allies: Followers of The Peacemaker, The Lord of Silver Linings, and The Shimmering One

Initiate

Requirements

- Must be a worshipper of The Pure One.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Parish of Love each adventure.

Benefits

- +1 competence bonus to Diplomacy.
- 10% discount on spells cast by priests of the Parish of Love.
- Initiates may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Obtain from the Temple a letter of introduction for the PC to any NPC in Pekal. This letter will serve to set that NPC's initial reaction status to Friendly or Neutral, at the DM's discretion.

Servant of Harmony

Requirements

- Must meet requirements for Initiate.
- Must own a copy of the canon, The Way of Love (cost of 45 gp).
- 6 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must have studied the canon, The Way of Love, for at least 5 Activities.

Duties

- Minimum of 5 victories tithed to the Parish of Love each adventure.

Benefits

- +1 competence bonus to Sense Motive. 20% discount on spells cast by priests of the Parish of Love.
- Servants of Harmony may spend 2 favors to:
 - Receive training to Channel Positive Energy to Grace of the Rose. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to cast the spell Calm Emotions as a 7th level cleric (save DC 17). It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Use the Temple's influence to obtain an invitation for the PC and up to 5 companions to any function or gathering of less than royal origin that is not otherwise closed to the public.
 - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

Advocate of Harmony

Requirements

- Must meet requirements for Servant of Harmony.
- 8 or more ranks in Knowledge (Religion)
- Must be able to cast 1st level divine spells
- Must have studied the canon, The Way of Love, for at least 10 Activities.

Duties

- Minimum of 10 Victories tithed to the Parish of Love each adventure.

Benefits

- +2 competence bonus to Diplomacy
- 30% discount on spells cast by priests of the Parish of Love.
- Advocate of Harmony may spend 3 favors to:
 - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a Pearl of Power 1st, Circlet of Persuasion, Cloak of Charisma +2, or Bracers of Armor +2. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Use the Temple's influence to obtain an invitation for the PC and up to 5 companions to any function or gathering, including those of royal origin that is not otherwise closed to the public.

Keeper of Harmony

Requirements

- Must meet requirements for Advocate of Harmony.
- 10 or more ranks in Knowledge (Religion)
- 4 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied the canon, The Way of Love, for at least 15 Activities.

Duties

- Minimum of 20 Victories tithed to Parish of Love each adventure.

Benefits

- +2 competence bonus to Sense Motive
- 40% discount on spells cast by priests of the Parish of Love.
- Keeper of Harmony may spend 4 favors to:
 - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +1 Merciful Club, Cloak of Charisma +4, Pearl of Power 3rd, or Bracers of Armor +4. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
- Use the Temple's influence to obtain an audience for the priest (and just the priest) with anyone in Pekal.

Servant of Love

Requirements

- Must meet requirements for Keeper of Harmony.
- 12 or more ranks in Knowledge (Religion)
- 6 or more ranks in Diplomacy
- 3 or more ranks in Sense Motive
- Must be able to cast 3rd level divine spells
- Must have studied the canon, The Way of Love, for at least 20 Activities.

Duties

- Minimum of 30 Victories tithed to the Parish of Love every adventure.

Benefits

- +3 competence bonus to Diplomacy.
- 50% discount on spells cast by priests of the Parish of Love.
- Servants of Love may spend 5 favors to:
 - Craft a single wondrous item with a market value up to 10000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Advocate of Love

Requirements

- Must meet requirements for Servant of Love.
- 14 or more ranks in Knowledge (Religion)
- 8 or more ranks in Diplomacy
- 5 or more ranks in Sense Motive
- Must be able to cast 4th level divine spells
- Must have studied the canon, The Way of Love, for at least 25 Activities.

Duties

- Minimum of 35 Victories tithed to the Parish of Love every adventure.

Benefits

- +3 competence bonus to Sense Motive.
- Advocates of Love may spend 6 favors to:
 - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Allies of the Parish of Love

Requirements

- Must be a worshipper of The Peacemaker, The Lord of Silver Linings, or The Shimmering One.
- Must be able to cast 1st level divine spells from their deity.

Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
 - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
 - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 4500 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
 - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wondrous item with a market value up to 12000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 11250 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Large Temples in Pekal

These organizations usually have one large temple and a few smaller temples in various locations throughout the Principality. Shrines are also common. There are limited positions and responsibilities for priests. The religions classified as large temples are The Halls of the Valiant, The Home Foundation, The Assembly of Light, and The Church of Life's Fire.

Halls of the Valiant

In contrast to the Assembly of Love, the Halls of the Valiant do not play a large part in the everyday lives of the citizens of Pekal. Most of the members of this faith are from the noble houses. Those others are usually members of knightly orders or aspire to be knights. This does not mean that the Halls do not play an important role in Pekal – far from it! The precepts of the Valiant influence all military organizations and knightly orders through their leaders.

Deb'fo, Knight of the Gods, The Valiant, The Swift Sword, Champion of Tellene, Evil Slayer

Church: Halls of the Valiant

Priesthood: Servants of the Swift Sword

Spheres of Influence: Chivalry, valor

Symbol: Golden eye on a blue and white diamond pattern

Place of Worship: Temples and altars usually in cities, towns or villages

Colors: Blue, gold, white

Animal: White stallion

Raiment: Blue, gold, or white robes or tunics

Domains: Good, Law, Protection, War, Nobility

Sacrifice: The symbols or weapons of defeated foes, immediately after battle

Locations: Temple in Baneta, Churches in Bet Rogala, Koreta, Cilorealon

Allies: Followers of The Lord of Silver Linings, The True, The Speaker of the Word, and The Powermaster

Purifier

Requirements

- Must be a worshipper of the Knight of the Gods.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the temple each adventure.
- Must confront and destroy evil. Purifiers should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

Benefits

- +1 competence bonus to Knowledge (History) skill when dealing with warfare and tactics.
- 10% discount on spells cast by priests of the temple.
- 20% discount on the following items: lance, long sword, large steel shield, chainmail armor, light warhorse.
- Purifiers may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Gain access to the feat: [CV] Aesthetic Knight. This is a non-adventuring Activity.

Defender

Requirements

- Must meet requirements for Purifier.
- Must own a copy of the canon, To Serve (cost of 50 gp).
- 6 or more ranks in Knowledge (Religion)
- 1 or more ranks in Knowledge (History or Nobility)
- Must have studied the canon, To Serve, for at least 2 activities.
- Must have confronted and destroyed evil in at least 5 encounters. An encounter is defined as a combat encounter with initiatives. The opponent must be evil and must be destroyed. The judge is the final arbiter on which encounters qualify.

Duties

- Minimum of 5 victories tithed to The Halls of the Valiant each adventure.
- Must confront and destroy evil. Defenders should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

Benefits

- +1 competence bonus to Knowledge (Nobility) skill when dealing with the nobility of Pekal.
- 20% discount on spells cast by priests of the temple.
- 20% discount on the following masterwork items: masterwork lance, masterwork long sword, masterwork chainmail armor, masterwork half-plate armor, masterwork full plate armor, masterwork large steel shield, heavy warhorse.
- Defenders may spend 2 favors to:
 - Receive training to Channel Positive Energy to Strength in Numbers. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to Smite Evil as if they were a 5th level Paladin (2 smite attempts at +4 to hit and +5 to damage) for 24 hours. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

Protector

Requirements

- Must meet requirements for Defender.
- 8 or more ranks in Knowledge (Religion)
- 2 or more ranks in Knowledge (History or Nobility)
- Must be able to cast 1st level divine spells
- Must have studied the canon, To Serve, for at least 5 activities.
- Must have confronted and destroyed evil in at least 10 encounters.

Duties

- Minimum of 10 Victories tithed to the Halls of the Valiant each adventure.
- Must confront and destroy evil. Protectors should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

Benefits

- +2 competence bonus to Knowledge (History) skill when dealing with warfare and tactics.
- 30% discount on spells cast by priests of the temple.
- Protectors may spend 3 favors to:
 - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a +1 Long Sword, Gauntlets of Ogre Power, +1 Chainmail Armor, or +1 Heavy Steel Shield. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.

Guardian

Requirements

- Must meet requirements for Protector.
- 10 or more ranks in Knowledge (Religion)
- 3 or more ranks in Knowledge (History or Nobility)
- Must be able to cast 2nd level divine spells
- Must have studied the canon, To Serve, for at least 10 activities.
- Must have confronted and destroyed evil in at least 20 encounters.

Duties

- Minimum of 20 Victories tithed to the Halls of the Valiant each adventure.
- Must confront and destroy evil. Guardians should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

Benefits

- +2 competence bonus to Knowledge (Nobility) skill when dealing with the nobility of Pekal.
- 40% discount on spells cast by priests of the temple.
- Guardians may spend 4 favors to:
 - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 2000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +2 Evil Outsider Bane Long Sword, Belt of Giant Strength +4, Stone Horse (Destrier), or +1 Medium Fortification Full Plate Armor. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.

Champion

Requirements

- Must meet requirements for Guardian.
- 12 or more ranks in Knowledge (Religion)
- 4 or more ranks in Knowledge (History or Nobility)
- Must be able to cast 3rd level divine spells

- Must have studied the canon, To Serve, for at least 15 activities.
- Must have confronted and destroyed evil in at least 30 encounters.

Duties

- Minimum of 30 Victories tithed to The Halls of the Valiant every adventure.
- Must confront and destroy evil. Champions should record on their event sheet each time they accomplish this goal. The judge will determine when a particular encounter qualifies.

Benefits

- +3 competence bonus to Knowledge (History) skill when dealing with warfare and tactics.
- 50% discount on spells cast by priests of the temple.
- Champions may spend 5 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Allies of the Halls of the Valiant

Requirements

- Must be a worshipper of The Lord of Silver Linings, The True, The Speaker of the Word, or The Powermaster.
- Must be able to cast 1st level divine spells from their deity.

Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
 - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
 - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 2000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical weapons with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
 - Craft magical armor or shield with a +2 enhancement or upgrade existing armor or shield to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a magical weapon with a +2 enhancement or upgrade an existing weapon to a +2 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

- Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



The Home Foundation

The priests of the Home Foundation are frequently involved in the everyday business of Pekal. Many craftsmen prefer The Counselor to The Landlord because she stresses service to the community over profits. The priests are naturally very involved with marriage, especially the customs and rituals surrounding it. Many priests act as sounding boards and counselors to the communities they serve. Since the war with Kalamar the Foundation has evolved towards the stewardship of property as well, especially within the larger cities.

Taladari, The Holy Mother, Homemaker, The Counselor

Church: The Home Foundation

Priesthood: Brotherhood of Industry

Spheres of Influence: Home, industriousness, marriage

Symbol: A house encircled by a ring

Place of Worship: Churches are found in cities, towns and villages

Colors: White, blue, gray

Animal: Beaver

Raiment: Colored robes and short gray cylindrical caps

Domains: Good, Healing, Law, Community, Family

Sacrifice: Labor in the service of the community. Also scrap lumber, which is burned.

Locations: Churches in Bet Rogala, Cilorealon

Allies: Followers of The Founder, The Mule, The Speaker of the Word, The Peacemaker, and Raconteur

Binder

Requirements

- Must be a worshipper of The Holy Mother.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to The Home Foundation each adventure.

Benefits

- +1 competence bonus to any 2 Craft skills learned (at least 1 rank).
- 10% discount on spells cast by priests of The Home Foundation.
- Binders may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Obtain a building permit to build a dwelling or inn upon any plot of land they own.

Brother/Sister

Requirements

- Must meet requirements for Binder.
- Must own a copy of the canon, The Home (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, The Home, for at least 5 activities.

Duties

- Minimum of 5 victories tithed to The Home Foundation each adventure.

Benefits

- +1 competence bonus to any 2 Craft skills learned (at least 1 rank).
- 20% discount on spells cast by priests of The Home Foundation.
- Brothers/Sisters may spend 2 favors to:
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to cast Consecrate as a 9th level cleric. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Gain use of a craftsman's workshop along with workers and normal materials sufficient to create a crafted item. This could be a mundane object, a suit of armor, a weapon, or a fine object. The brother/sister must pay for the materials unless he is already in possession of them. This is a non-adventuring Activity.
 - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

Uncle/Aunt

Requirements

- Must meet requirements for Brother/Sister.
- 8 or more ranks in Knowledge (Religion)
- Must be able to cast 1st level divine spells
- Must have studied the canon, The Home, for at least 10 activities.

Duties

- Minimum of 10 Victories tithed to The Home Foundation each adventure.

Benefits

- +2 competence bonus to the 2 Craft skills chosen as a Binder.
- 30% discount on spells cast by priests of The Home Foundation.
- Uncles/Aunts may spend 3 favors to:
 - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: +1 Merciful Logsword, Periapt of Wisdom +2, Amulet of Health +2, Belt of Endurance. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Purchase an existing building under foreclosure for half cost. Players who use this option must contact campaign staff for details.

Father/Mother

Requirements

- Must meet requirements for Uncle/Aunt.
- 10 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied the canon, The Home, for at least 15 activities.

Duties

- Minimum of 20 Victories tithed to The Home Foundation each adventure.

Benefits

- +2 competence bonus to the 2 Craft skills chosen as a Brother/Sister.
- 40% discount on spells cast by priests of The Home Foundation.
- Fathers/Mothers may spend 4 favors to:
 - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: +2 Merciful Longsword, Periapt of Wisdom +4, Amulet of Health +4, Lyre of Building (1 charge, good for 1 days usage). If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Obtain a piece of fallow land within a city or town to build a dwelling, inn, or workshop. Players who use this option must contact campaign staff for details.

Allies of The Home Foundation

Requirements

- Must be a worshipper of The Founder, The Mule, The Speaker of the Word, The Peacemaker, or Raconteur.
- Must be able to cast 1st level divine spells from their deity.

Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
 - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
 - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft magical armor or shield with a +1 enhancement. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:

- Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



The Assembly of Light

No city in Pekal is without the services of the Assembly of Light, for no city is without the Lamplighters. Membership in the Assembly is not restricted to the major cities, but few towns or villages have more than a small shrine to Dirasip. Even so, it is a rare person who does not give thanks to The Shining One when seeing the sun rise after a long or difficult night. The priests of the Assembly seem content with the current state of affairs, spending most of their time in the cities.

Dirasip, The Eternal Lantern, The Shining One, Lord of Luminosity, Radiance

Church: The Cathedral of Light

Priesthood: The Order of Light

Spheres of Influence: Day, light, dawn

Symbol: Half of a sun shining over the horizon

Place of Worship: Open air temples in cities, altars in towns and villages

Colors: White, yellow, gold

Animal: Rooster

Raiment: White robes with gold adornments

Domains: Fire, Good, Law, Sun, Glory, Sentinel

Sacrifice: Small white, yellow, or gold gems, monthly

Locations: Temple in Bet Rogala, Churches in Baneta, Koreta

Allies: Followers of The Shimmering One, The True, The Traveler, and Raconteur

Spark

Requirements

- Must be a worshipper of The Eternal Lantern.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

Benefits

- +1 competence bonus to Knowledge (Religion) when dealing with Undead.
- 10% discount on spells cast by priests of The Assembly of Light.
- 20% discount on Tindertwigs, Sunrods, Bullseye/Hooded Lanterns, and Alchemist Fire
- Sparks may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Purchase an Everburning Torch.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Flicker

Requirements

- Must meet requirements for Spark.
- Must own a copy of the canon, The Radiant Order (cost of 60 Victories).
- 6 or more ranks in Knowledge (Religion)
- Must have studied The Radiant Order for at least 5 activities.

Duties

- Minimum of 5 victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

Benefits

- +1 competence bonus to Knowledge (The Planes) when dealing with Evil Outsiders.
- 20% discount on spells cast by priests of The Assembly of Light.
- Flickers may purchase Everburning Torches from the Church at standard prices.
- Flickers may spend 2 favors to:
 - Receive training to Channel Positive Energy to Touch of Dawn.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Request the loan of a Holy Relic. This relic is a holy symbol that grants the priest the ability to add 3 to a single Turning Check roll and Turning Damage roll when the holy symbol is used as part of a Turning Attempt. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

Flame

Requirements

- Must meet requirements for Flicker.
- 8 or more ranks in Knowledge (Religion)
- Must be able to cast 1st level divine spells
- Must have studied The Radiant Order for at least 10 activities.

Duties

- Minimum of 10 Victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

Benefits

- +2 competence bonus to Knowledge (Religion) when dealing with Undead.
- 30% discount on spells cast by priests of The Assembly of Light.
- Flames may purchase an Everburning Torch specially crafted in the object they desire at a 20% discount.
- Flames may spend 3 favors to:
 - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a +1 Heavy Mace, a Minor Circlet of Blasting, a Lesser Strand of Prayer Beads, or a +1 Daylight Heavy Steel Shield. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with The Assembly of Light, at the rate of 100 gp / Favor.

Torch

Requirements

- Must meet requirements for Flame.
- 10 or more ranks in Knowledge (Religion)
- 2 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied The Radiant Order for at least 15 activities.

Duties

- Minimum of 20 Victories worth of white, yellow, or gold gems tithed to The Assembly of Light each adventure.

Benefits

- +2 competence bonus to Knowledge (The Planes) when dealing with Evil Outsiders.
- 40% discount on spells cast by priests of The Assembly of Light.
- Torches may spend 4 favors to:
 - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +1 Holy Cold Iron Heavy Mace, a Phylactery of Undead Turning, a Major Circlet of Blasting, or +1 Moderate Fortification Full Plate Armor. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with The Assembly of Light, at the rate of 100 gp / Favor.
 - Add the Daylight special ability to any magical shield or armor in their possession. The PC must pay for the cost of the upgrade.

Allies of The Assembly of Light

Requirements

- Must be a worshipper of The Shimmering One, The True, The Traveler, or Raconteur.
- Must be able to cast 1st level divine spells from their deity.

Benefits

- Allies with 2 ranks in Knowledge (Religion) may spend 2 favors to:
 - Purchase a single Everburning Torch.
 - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) may spend 4 favors to:
 - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 10 ranks in Knowledge (Religion) may spend 6 favors to:
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

- Allies with 12 ranks in Knowledge (Religion) may spend 8 favors to:
 - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Add the Daylight special ability to any magical shield or armor in their possession. The PC must pay for the cost of this upgrade.



The Church of the Life's Fire

No faith is stronger in the villages and hamlets of Pekal than that of the Field Mother. Priests of the Church are often workers as well, tending to their flock as they help them tend to their crops. The Church believes in the wise use of land and so welcomes both druids and priests of Regorike equally.

Regorike, The Raiser, Farmer's Wife, The Midwife, Field Mother, Queen of Green Pastures, The Bringer of Life, Mother Tellene

Church: The Church of the Life's Fire

Priesthood: Friends of the Fields

Spheres of Influence: Harvest, life, fertility, agriculture

Symbol: A blazing hearth

Place of Worship: Simple temples in agriculturally-dominated territories

Colors: Brown, green

Animal: Deer

Raiment: Earthen-colored robes or tunics

Domains: Good, Healing, Plant, Protection, Community, Creation, Family

Sacrifice: Bushels of milled grain, help with harvest each year

Locations: Cathedral in Leboleghido, Temple in Koreta, Churches in Bet Rogala, Baneta, Shrine in Cilorealon

Allies: Followers of The Mother of the Elements, The Lord of Silver Linings, The Shimmering One, The Bear, The Guardian, The Founder, The Mule, The Peacemaker, The Landlord, and the Powermaster

Fielder

Requirements

- Must be a worshipper of the Raiser.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Church of the Life's Fire each adventure.

Benefits

- +1 competence bonus to Knowledge (nature) skill.
- 10% discount on spells cast by priests of the Church of the Life's Fire.
- Fielders may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase a single animal (including horses, dogs, etc) from PHB at 20% discount.

Field Leader

Requirements

- Must meet requirements for Fielder.
- Must own a copy of the canon, Blessings of the Land (cost of 30 gp).
- 6 or more ranks in Knowledge (Religion) or Knowledge (Nature)
- Must have studied the canon, Blessings of the Land, for at least 5 activities.

Duties

- Minimum of 5 victories tithed to Church of the Life's Fire each adventure.

Benefits

- +1 competence bonus to Survival skill.
- 20% discount on spells cast by priests of the Church of the Life's Fire.
- Field Leaders may spend 2 favors to:
 - Receive training to Channel Positive Energy to Preserve Life. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Request the loan of a Holy Relic. The relic is a holy symbol that grants the priest the ability to cast the spells Entangle and Barkskin one time each as a 7th level Druid. . It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase a small plot of land to farm. Players who choose this option must contact campaign staff for details.
 - Attend a retreat given by the temple to learn other aspects of the god. (In game terms the character can then change one domain previously selected to another domain allowed by their church and god.) This is a non-adventuring Activity.

Field Master

Requirements

- Must meet requirements for Field Leader.
- 8 or more ranks in Knowledge (Religion) or Knowledge (Nature)
- Must be able to cast 1st level divine spells
- Must have studied the canon, Blessings of the Land, for at least 10 activities.

Duties

- Minimum of 10 Victories tithed to the Church of the Life's Fire each adventure.

Benefits

- +2 competence bonus to Knowledge (nature) skill.
- 30% discount on spells cast by priests of the Church of the Life's Fire.
- Field Master may spend 3 favors to:
 - Purchase a single 3rd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Request the loan of any simple or martial weapon from the PHB made of the following special material: Adamantine. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of a Sacred Relic. The relic takes the form of one of these magic items: a +1 Sickle, a Wilding Clasp, a Periapt of Wisdom +2, a Rust Bag of Tricks. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.

High Field Master

Requirements

- Must meet requirements for Field Master.
- 10 or more ranks in Knowledge (Religion) or Knowledge (Nature)
- 2 or more ranks in Diplomacy
- Must be able to cast 2nd level divine spells
- Must have studied the canon, Blessings of the Land, for at least 15 activities.

Duties

- Minimum of 20 Victories tithed to Church of the Life's Fire each adventure.

Benefits

- +1 competence bonus to Survival skill.
- 40% discount on spells cast by priests of the Church of the Life's Fire.
- High Field Master may spend 4 favors to:
 - Purchase a single 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Request the loan of an Exalted Relic. The relic takes the form of one of these magic items: a +1 Keen Sickle, Decanter of Endless Water, a Periapt of Wisdom +4, Tan Bag of Tricks. If lost/destroyed then the full cost of the item must be paid by the borrowing priest. If they cannot pay, then ALL gold earned is paid towards the repayment of this debt. The PC or his companions may offset payment by expending Favors with the temple, at the rate of 100 gp / Favor.
 - Attend a retreat to learn additional aspects of their faith. (In game terms the character may replace one of their current domains with the Weather domain from Complete Divine.) This is a non-adventuring Activity.

Allies of The Church of the Life's Fire

The Church of the Life's Fire honors all those with a commitment to or connection with the land. Unlike other temples, their allies are expected to serve in the countryside and small hamlets, helping with the plantings and the harvest. The alliance with those who follow the Bear extends to shamen and druids as well as clerics.

Requirements

- Must be a worshipper of The Mother of the Elements, The Lord of Silver Linings, The Shimmering One, The Bear, The Guardian, The Founder, The Mule, The Peacemaker, The Landlord, or the Powermaster. If a shaman or druid, they must adhere to the teachings of the Bear, although they are not required to worship him.
- Must be able to cast 1st level divine spells.

Benefits

- Allies with 2 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 2 favors to:
 - Purchase a 1st or 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 8 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 4 favors to:
 - Purchase a 3rd or 4th level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 150 gp.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

- Purchase any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron.
- Allies with 10 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 6 favors to:
 - Purchase a potion from DMG Table 7-17 whose value does not exceed 300 gp.
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Allies with 12 ranks in Knowledge (Religion) or Knowledge (Nature) may spend 8 favors to:
 - Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Craft a single wondrous item with a market value up to 8000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Major Shrines in Pekal

These organizations usually have several shrines, one of which is large enough and ornate enough to be named a temple. Priests of these organizations have very limited positions and responsibilities.

The Courts of Justice

Fapeki, The True, The Blind One, The Magnificent Magistrate, The Exalted Judge

Church: The Courts of Justice

Priesthood: Truthseekers

Spheres of Influence: Justice, truth

Symbol: A scale balanced on the tip of a golden sword

Place of Worship: City temples (which often contain courtrooms)

Colors: White, gold

Animal: Falcon

Raiment: White or gold robes with gold or white hems

Domains: Good, Knowledge, Law, Protection, Nobility, Retribution

Sacrifice: Gold once per month

Locations: Churches in Bet Rogala, Baneta, Cilorealon, Shrine in Koreta

Referee

Requirements

- Must be a worshipper of The True.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Courts of Justice each adventure.

Benefits

- +1 competence bonus to Knowledge (Local) when dealing with laws and courts.
- 10% discount on spells cast by priests of the Courts of Justice.
- Referees may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Obtain Temple representation in a civil or legal matter.

Arbitrator

Requirements

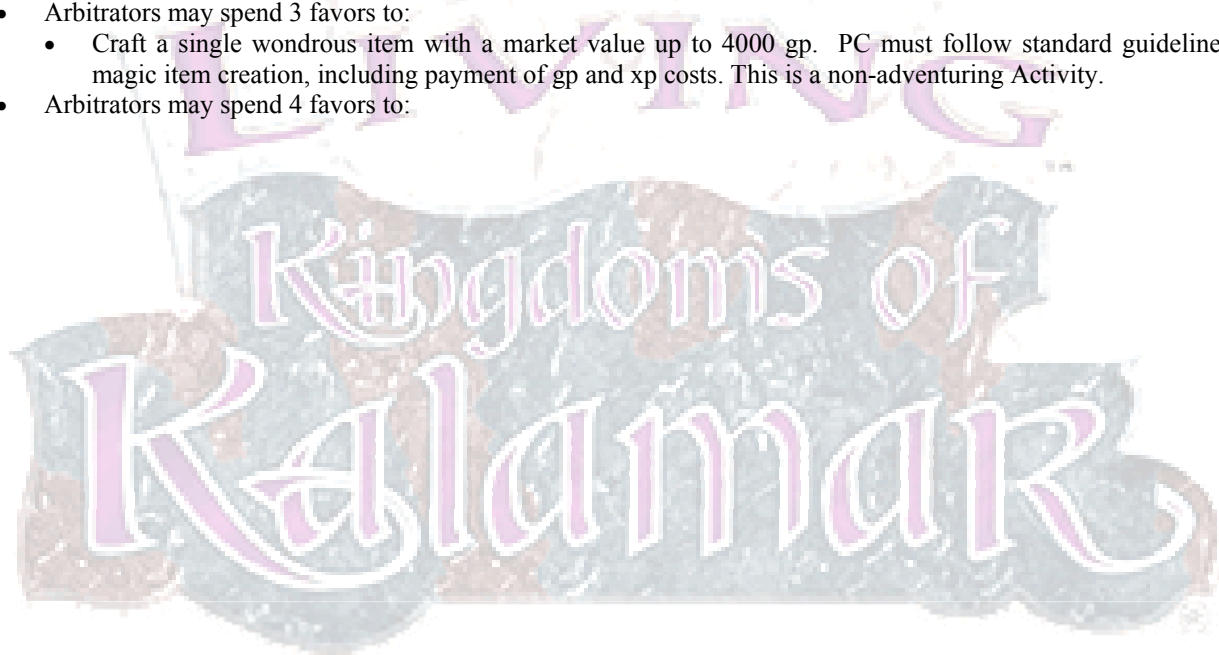
- Must meet requirements for Referee.
- Must own a copy of the canon, Judgment (cost of 55 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon for at least 5 activities.

Duties

- Minimum of 5 victories tithed to the Courts of Justice each adventure.

Benefits

- +1 competence bonus to Profession (lawyer).
- 20% discount on spells cast by priests of the Courts of Justice.
- Arbitrators may spend 2 favors to:
 - Receive training to Channel Positive Energy to Unblinking Eye. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Request the loan of a Holy Relic. This relic is a holy symbol that casts Zone of Truth as a 5th level caster. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - View records and findings from any legal proceeding in Pekal not specifically sealed by the Prince.
- Arbitrators may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Arbitrators may spend 4 favors to:



House of Solace

P'Rofali, The Peacemaker, Lord of Tranquility, Lord of Ease, The Peaceful One, King of Comfort, Master of Serenity, The Pacifier

Church: House of Solace

Priesthood: The Peacemakers

Spheres of Influence: Peace and comfort

Symbol: Two hands clasped in friendship

Place of Worship: Simple but comfortable blue and green churches found in rustic settings

Colors: Sky blue, light green, lavender

Animal: Sheep

Raiment: Soft cotton robes in light green, sky blue, or lavender

Domains: Good, Healing, Protection, Warding, Community

Sacrifice: Weapons beaten into plowshares monthly

Locations: Temple in Tutido

Peace Lover

Requirements

- Must be a worshipper of The Peacemaker.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the House of Solace each adventure.

Benefits

- +1 competence bonus to Diplomacy skill.
- 10% discount on spells cast by priests of the House of Solace.
- Peace Lovers may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase a Wand of Cure Light Wounds (CL 1) with only 5 charges remaining for 100 Victories.

Peace Keeper

Requirements

- Must meet requirements for Peace Lover.
- Must own a copy of the canon, Amities (cost of 30 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon for at least 5 activities.

Duties

- Minimum of 5 victories tithed to the House of Solace each adventure.

Benefits

- +1 competence bonus to Sense Motive skill.
- 20% discount on spells cast by priests of the House of Solace.
- Peace Keepers may spend 2 favors to:
 - Receive training to Channel Positive Energy to Mind Like Water. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This relic is a holy symbol that removes any unwanted mental condition on one person, such as rage, fear, shaken, etc. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Craft a single wand with a market value up to 750 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. The Wand must be a Healing, Good, or Protection domain spell. This is a non-adventuring Activity.
- Peace Keepers may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Church of Everlasting Hope

Selanadi, Lord of Silver Linings, Caregiver, Lord of the Blue Sky

Church: Church of Everlasting Hope

Priesthood: The Merciful Fates

Spheres of Influence: Mercy, hope, healing

Symbol: A psi symbol with a circle above the center vertical line, set atop a rainbow

Place of Worship: Open air temples

Colors: Sky blue, rainbow, silver

Animal: Dog

Raiment: Sky blue robes with rainbow-colored adornments

Domains: Good, Healing, Luck, Exorcism, Renewal

Sacrifice: A concoction of rare herbs on a monthly basis and healing of all those in need

Locations: Church in Bet Rogala, Shrine in Cilorealon

Gentle

Requirements

- Must be a worshipper of the Lord of Silver Linings.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)
- 1 or more ranks in Heal

Duties

- Minimum of 2 Victories of rare herbs tithed to the Church of Everlasting Hope each adventure.

Benefits

- +1 competence bonus to Heal skill.
- 10% discount on spells cast by priests of the Church of Everlasting Hope.
- Gentles may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase a Wand of Cure Light Wounds (CL 1) with only 5 charges remaining for 100 Victories.

Tender

Requirements

- Must meet requirements for Gentle.
- Must own a copy of the canon, Every Cloud (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Every Cloud, for at least 5 activities.

Duties

- Minimum of 5 victories tithed to the Church of Everlasting Hope each adventure.

Benefits

- +2 competence bonus to Heal skill.
- 20% discount on spells cast by priests of the Church of Everlasting Hope.
- Tenders may spend 2 favors to:
 - Receive training to Channel Positive Energy to Fate's Mercy. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast one of the following spells: Remove Disease, Cure Blindness/Deafness, or Cure Serious Wounds as a 7th level cleric. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Tenders may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Theater of the Arts

Pinini, Raconteur, The Eternal Bard, Loremaster

Church: Theater of the Arts

Priesthood: The Merry Muses

Spheres of Influence: Art, poetry, music, humor

Symbol: A theatrical mask or a jester's hat

Place of Worship: Theaters or public forums

Colors: Red, gold

Animal: Peacock

Raiment: Artist's clothing

Domains: Chaos, Good, Knowledge, Luck

Sacrifice: Works of art annually and a poem, song, or joke dedicated to Pinini weekly

Locations: Temple in Baneta, Churches in Bet Rogala, Cilorealon

Speaker

Requirements

- Must be a worshipper of the Raconteur.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Theatre of the Arts each adventure.

Benefits

- +1 competence bonus to any single Perform skill already learned (min. 1 skill rank).
- 10% discount on spells cast by priests of the Theatre of the Arts.
- Speakers may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Obtain admission to any performance held by the Bardic College or the Entertainers Guild. This includes one guest as well, but admission may be standing room only.
 - Gain access to [CV] Devoted Performer. This is a non-adventuring Activity.

Singer

Requirements

- Must meet requirements for Speaker.
- Must own a copy of the canon, Creation (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Creation, for at least 5 Activities.

Duties

- Minimum of 5 victories tithed to Theatre of the Arts each adventure.

Benefits

- +1 competence bonus any single Perform skilled learned (min. 1 skill rank).
- 20% discount on spells cast by priests of the Theatre of the Arts.
- Singers may spend 2 favors to:

- Receive training to Channel Positive Energy to Touch of the Muse.
- Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to Inspire Courage as the Bardic ability. The effect lasts for 10 rounds and is cast as an 8th level bard (+2). It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Gain an audition with the Bardic College of Baneta for admission.
- Singers may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



The Founder's Creation

Sobati, The Founder, The Great Builder, The Upholder

Church: The Founder's Creation

Priesthood: Builders of Law

Spheres of Influence: Law, order, cities

Symbol: Red bricks and a sword on a blue background

Place of Worship: Temples in all major cities and congregations in most smaller towns.

Colors: Blue, red

Animal: Bee

Raiment: Comfortable work clothes with a badge on the left shoulder

Domains: Earth, Law, Protection, Craft, Metal, Planning

Sacrifice: Silver melted and reformed into bricks

Locations: Temples in Baneta, Koreta, Church in Bet Rogala, Shrines in Leboleigido, Cilorealon

Builder

Requirements

- Must be a worshipper of The Founder.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Founder's Creation each adventure.

Benefits

- +1 competence bonus to Knowledge (Architecture & Engineering) skill.
- 10% discount on spells cast by priests of the Founder's Creation.
- Builders may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Request aid from the church in the form of any single item from the PHB whose value does not exceed 100 gp. The item must be returned to the temple at the end of the adventure if not destroyed/lost/used.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Gain admission to any public building to study its structure.

Stonemason

Requirements

- Must meet requirements for Builder.
- Must own a copy of the canon, Keystones (cost of 40 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Keystones, for at least 5 Activities.

Duties

- Minimum of 5 victories tithed to the Founder's Creation each adventure.

Benefits

- Knowledge (Architecture & Engineering) becomes a class skill.
- 20% discount on spells cast by priests of the Founder's Creation.
- Stonemasons may spend 2 favors to:
 - Receive training to Channel Positive Energy to Strength of Stone. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.

- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Stone Shape as a 10th level caster. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Stonemasons may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Temple of the Three Strengths

Sitiri, Powermaster, The Harbinger of Healing, The Invigorator, The Quickener

Church: Temple of the Three Strengths

Priesthood: Seekers of the Three Strengths

Spheres of Influence: Strength, medicine

Symbol: Mountain rising up through a cloud

Colors: Blue, white, silver

Animal: Ox

Raiment: Blue sleeveless robes, with a silver girdle at higher levels. They shave their heads except for a braided ponytail

Domains: Healing, Knowledge, Law, Strength, Mentalism

Sacrifice: Burnt herbs every ten days

Locations: Temple in Lebolelegido, Church in Bet Rogala

Aspirant of the First Strength

Requirements

- Must be a worshipper of the Powermaster.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Temple of the Three Strengths each adventure.

Benefits

- +1 competence bonus to Heal skill.
- 10% discount on spells cast by priests of the Temple of the Three Strengths.
- Aspirant of the First Strength may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Aspirant of the Second Strength

Requirements

- Must meet requirements for Aspirant of the First Strength.
- Must own a copy of the canon, The Triad (cost of 35 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, The Triad, for at least 5 Activities.

Duties

- Minimum of 5 victories tithed to the Temple of the Three Strengths each adventure.

Benefits

- +1 competence bonus to all Strength checks (including Grapple).
- 20% discount on spells cast by priests of the Temple of the Three Strengths.
- Aspirants of the Second Strength may spend 2 favors to:
 - Receive training to Channel Positive Energy to The First Strength. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.

- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Cure Blindness/Deafness, Remove Disease, or Cure Serious Wounds as a 10th level caster. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Aspirants of the Second Strength may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Parish of the Prolific Coin

Golidirin, The Landlord, Profitmaker, The Coinmaster

Church: Parish of the Prolific Coin

Priesthood: The Profiteers

Spheres of Influence: Money, business, greed

Symbol: A golden weight scale

Place of Worship: Decorated temples near markets

Colors: Gold, silver, platinum

Animal: Livestock

Raiment: The finest and most fashionable cloths available

Domains: Knowledge, Luck, Trickery, Rune, Trade

Sacrifice: Gold

Locations: Churches in Bet Rogala, Baneta, Koreta

Clerk

Requirements

- Must be a worshipper of The Landlord.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Parish of the Prolific Coin each adventure.

Benefits

- +1 competence bonus to Appraise skill.
- 10% discount on spells cast by priests of the Parish of the Prolific Coin.
- Clerks may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Purchase any normal or masterwork item at a 20% discount.

Accountant

Requirements

- Must meet requirements for Apprentice.
- Must own a copy of the canon, The Ledger (cost of 25 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, The Ledger, for at least 5 Activities.

Duties

- Minimum of 5 Victories tithed to the Parish of the Prolific Coin each adventure.

Benefits

- +1 competence bonus to any single Profession skill learned (min. 1 skill rank)
- Appraise becomes a class skill.
- 20% discount on spells cast by priests of the Parish of the Prolific Coin.
- Accountants may spend 2 favors to:
 - Receive training to Channel Positive Energy to Greed of Misers. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast the spell Tongues as a 10th level wizard. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Accountants may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Elven Churches of Cilorealon

There are some organizations within the elven city of Cilorealon that are not commonly present within the Principality itself. These organizations usually limit membership to elves and half-elves only and have strict advancement regulations. Advancement to levels higher than those shown are available through play opportunities only.

Temple of the Patient Arrow

Kalenadil, The Great Huntress, Bulls-Eye, The Merry Marksman, The Tenacious Bowman

Church: Temple of the Patient Arrow

Priesthood: The Golden Arrows

Spheres of Influence: Hunting, archery, patience

Symbol: Hawk with spread wings against a green background

Place of Worship: Temples that borders forests. Altars in dwellings of devoted woodsmen.

Colors: Green, brown

Animal: Hawk

Raiment: Green and brown robes, cloaks or tunics

Domains: Animal, Chaos, Good, Luck

Sacrifice: Gold or silver arrow and fresh game on the new moon

Locations: Church in Cilorealon

Stalker

Requirements

- Must be a worshipper of The Great Huntress.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Temple of the Patient Arrow each adventure.
- Must participate in church archery contests at least once per every 10 modules.

Benefits

- +1 competence bonus to Craft (Bowyer) and Craft (Fletcher) skills.
- 10% discount on spells cast by priests of the Temple of the Patient Arrow.
- Stalkers may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Gain Access to purchase one darkwood strength bow, up to +6 bonus. Only one such bow is granted to each Stalker. If the bow is lost or destroyed it is not replaced.

Tracker

Requirements

- Must meet requirements for Stalker.
- Must own a copy of the canon, One Arrow (cost of 40 gp).
- 6 or more ranks in Knowledge (Religion).
- Must have studied the canon, One Arrow, for at least 5 Activities.
- Must be an elf or half-elf.

Duties

- Minimum of 5 victories tithed to the Temple of the Patient Arrow each adventure.

Benefits

- +1 competence bonus to Search and Survival.
- 20% discount on spells cast by priests of the Temple of the Patient Arrow.
- Trackers may spend 2 favors to:
 - Receive training to Channel Positive Energy to Divine Arrow. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
 - Gain access to one of the following feats: Domain Focus, Divine Spellpower, Domain Spontaneity, Sacred Boost, True Believer, Consecrate Spell, Reach Spell. This is a non-adventuring Activity.
 - Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
 - Request the loan of a Holy Relic. This holy symbol allows the priest to cast True Strike or Bless Weapon. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
 - Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
 - Gain access to enhance their darkwood bow to a +1 enchantment.
- Trackers may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Church of the Silver Mist

B’Neli, The Coddler, The Night Watchman, The Imparter of Inspiration

Church: Church of the Silver Mist

Priesthood: Dream Weavers

Spheres of Influence: Restful sleep, dreams, aspirations

Symbol: Crossed hands resting on one’s chest as if sleeping

Place of Worship: Restful shelters anywhere. Large, domed structures in cities.

Colors: Silver, midnight blue, light gray

Animal: Felines

Raiment: Silver, midnight blue or gray robes, cloaks or tunics with stars and moon symbols as decorations

Domains: Chaos, Good, Healing, Protection, Mind, Mysticism

Sacrifice: A good deed or silver pieces daily

Locations: Church in Cilorealon

Dreamer

Requirements

- Must be a worshipper of The Coddler.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion)

Duties

- Minimum of 2 Victories tithed to the Church of the Silver Mist each adventure.

Benefits

- +1 competence bonus to Listen
- 10% discount on spells cast by priests of the Church of the Silver Mist.
- Dreamers may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Dreamweaver

Requirements

- Must meet requirements for Dreamer.
- Must own a copy of the canon, Tranquility (cost of 60 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Tranquility, for at least 5 Activities.

Duties

- Minimum of 5 victories tithed to the Church of the Silver Mist each adventure.

Benefits

- +1 competence bonus to Spot.
- 20% discount on spells cast by priests of the Church of the Silver Mist.
- Dreamweavers may spend 2 favors to:
 - Receive training to Channel Positive Energy to Oblivion. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.
 - Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.

- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Good Hope as a 9th level bard. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Dreamweavers may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.



Church of Chance

Rigel, Risk, Old Lucky, Master of Stealth, Prince of Chance, King of the Dice

Church: Church of Chance

Priesthood: Challengers of Fate

Spheres of Influence: Thievery, gambling, luck

Symbol: Two six-sided dice

Place of Worship: Anywhere

Colors: Gray, dark brown, black

Animal: Raccoon

Raiment: Dark colored cloaks and caps

Domains: Chaos, Luck, Trickery

Sacrifice: A pilfered item or risky task on the first day of the week

Locations: Shrines in Bet Rogala, Baneta, Koreta, Cilorealon

Shadow

Requirements

- Must be a worshipper of Risk.
- May not be a member of another church.
- 1 or more ranks in Knowledge (Religion).
- 1 or more levels of Infiltrator.
- Must be an elf or half-elf.

Duties

- Minimum of 2 Victories tithed to the Church of Chance each adventure.

Benefits

- +1 competence bonus to Hide and Move Silently.
- 10% discount on spells cast by priests of the Church of Chance.
- Shadows may spend 1 favor to:
 - Purchase a single 1st level divine scroll from DMG Table 7-24 at standard price.
 - Ask the clergy for information, giving a +4 circumstance bonus to Knowledge (Religion), Knowledge (History), Knowledge (Local), Knowledge (Nobility) or Gather Information.
 - Craft a scroll of a single spell. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

Ghost

Requirements

- Must meet requirements for Shadow.
- Must own a copy of the canon, Chances (cost of 50 gp).
- 6 or more ranks in Knowledge (Religion)
- Must have studied the canon, Chances, for at least 5 Activities.

Duties

- Minimum of 5 victories tithed to the Church of Chance each adventure.

Benefits

- +2 competence bonus to Hide and Move Silently
- +1 competence bonus to Spot and Listen.
- 20% discount on spells cast by priests of the Church of Chance.
- Ghosts may spend 2 favors to:
 - Receive training to Channel Positive Energy to Ill Chance. This is a non-adventuring Activity.
 - Purchase a single 2nd level divine scroll from DMG Table 7-24 at standard price.

- Purchase a single potion from DMG Table 7-17 whose value does not exceed 50 gp.
- Request the loan of any simple or martial masterwork weapon from the PHB made of the following special materials: Silver or Cold Iron. The weapon must be returned to the church at the end of the adventure or be replaced if destroyed/lost.
- Request the loan of a Holy Relic. This holy symbol allows the priest to cast Greater Invisibility as a 7th level wizard. It is Command Word activated. This relic is a one-use item that must be returned to the church after the adventure. If the item is not used during the adventure, the cost is reduced to one favor. If the item is lost, the PC must pay 150 gp to replace this specially crafted holy symbol.
- Craft a single potion from the DMG Table 7-17 list. PCs must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.
- Ghosts may spend 3 favors to:
 - Craft a single wondrous item with a market value up to 4000 gp. PC must follow standard guidelines for magic item creation, including payment of gp and xp costs. This is a non-adventuring Activity.

