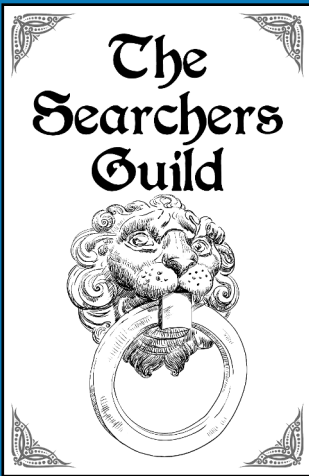


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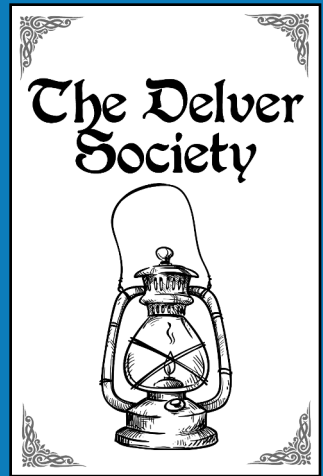
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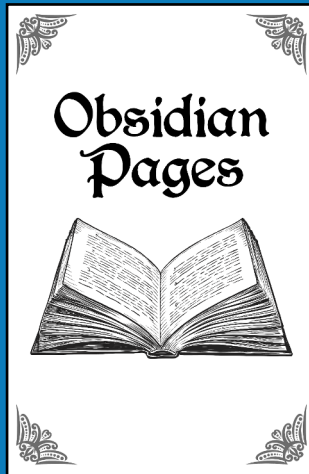
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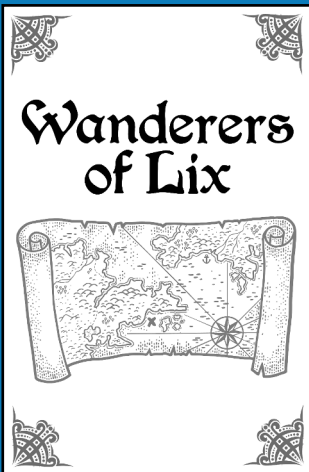
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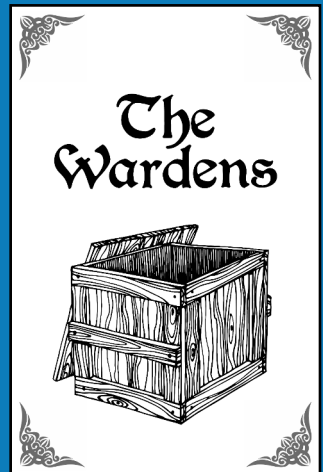
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GUILD

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SOCIETIES for EXPLORERS & ADVENTURERS

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GUILD

There is strength in numbers. And no better example exists of this than in the various guilds that players may encounter during their explorations of the world around them. Merchant guilds, thieves guilds, and wizardry guilds, for example, abound, but they are, by their name, limited to certain classes or careers.

Not so with explorer and adventurer guilds. These guilds survive and flourish because they see not just strength in numbers, but also strength in the variety of skills their members bring to the table. By pooling weaponry, magic items, maps, books, and coins, a guild is able to not only increase the likelihood that its members will return home alive from a delve, but also with their pockets and bags heavy with loot.

In the pages that follow, GMs are going to find five guilds that are always looking for new members. Especially inexperienced members who pay their dues on time. Players will find some unique organizations that are willing to invest in their characters either with some extra funds for equipment or maybe a valuable magic item or scroll that can turn the tide during a dungeon exploration.

There are a number of benefits that guilds provide to players and that GMs will enjoy:

1. GMs can provide PCs preparing for a dangerous delve with a boost in gold or a simple spell scroll that could make the difference in a session.
2. Guild membership doesn't require a lot of behind-the-scenes work by the GM. GM and players can assume that between adventures the guild is allowing the PCs to rest and research their next excursion. This can help a player view their character as more than just a walking-talking-target, but someone with goals and allies.
3. Because each PC can belong to a different guild, there are interesting roleplaying dynamics that can come into play during a session. Maybe a devious plot hatched. Guild membership also makes for more fun discussions (and schemes) when the loot needs to be distributed.

4. Guilds are always a good source for providing players with a direction when they're not sure how to proceed. There's nothing so simple as a guild offering up a map to a dungeon and saying "Go see what you can find down there."

5. Guild membership allows a GM to retain control of the game balance should a powerful magic item be discovered or when the recovered gold is getting out of hand. Membership dues can always be increased, and some guilds will require PCs to turn over items that are put into a pool (possibly for use by the guild to equip members assigned more dangerous delves).

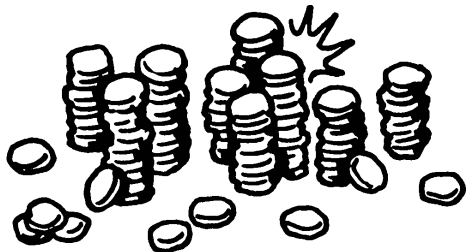
GMs can choose to immediately allow players to join a guild or make them work towards that membership - over the first few sessions, maybe a guild or two begins to show interest in the PCs and makes an offer of membership in exchange for a recovered magic item or the PCs taking on an assignment.

For GMs looking for a bit more immersion and roleplaying, guilds also provide ample opportunity to inject some danger into a session. Rival guilds and members make for a great source of subterfuge and sabotage, above ground or beneath. Guilds have their own secrets, politics and internal conspiracies that are perfect for GMs to mine for session ideas.

My hope is GMs will find the guilds provided in this book useful and fun to drop into their current games. PCs can be invited to join the same guild, or a party may consist of multiple guild members, each with their own motivations.

I welcome your feedback on *GUILDS*. I can always be reached at jimsworkshop@fastmail.com, and if GMs and players find them fun, I'm open to offering up some more in a future book (possibly even with some guilds submitted by readers).

Jim



The Searchers Guild



GUILD HISTORY

One of the most welcoming guilds for adventurers and explorers is the Searchers Guild. For over nine hundred years, the Searchers have provided its members with access to one of the largest libraries of history and magic along with tools for improving the chances of a successful dungeon delve.

Formed by the famed warrior twins, Fariana and her brother Gelric Windblade, after their successful discovery of the Tomb of Lakrak and the recovery of the infamous lich's Staff of the Storm and her substantial library of arcane tomes, the twins used a portion of the sizable treasure recovered to fund the Searchers Guild for its first few years.

The twins aggressively recruited other successful explorers (in the early days, it was often as simple as finding those who survived a single delve) who saw the benefit of combining their knowledge and skills along with a monthly or yearly membership fee to establish a headquarters for the guild.

The Searchers have always been known for their openness to explorers of all experience and skills, but what the guild is most known for these days is its

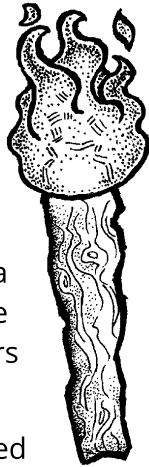
collection of artifacts that are occasionally loaned out to those explorers who provide a strong argument for an artifacts inclusion in a planned delve. Often these artifacts provide benefits from a simple healing to teleportation from danger. A triad of elected caretakers serve for ten years, keeping the locations of the thousands of artifacts secret and

using a custom magical vault system (rumored to consist of over 100 different vaults) and various vault guardians who are able to teleport these items to a Searchers Citadel for collection by members.

While founders Gelric and Fariana are long gone, their mission has stood the test of time, allowing the Searchers to grow in membership size and to continue to build Searchers Citadels in more

cities. In addition to being able to access artifacts from its hidden vaults, these citadels contain libraries that focus on local legends, ruins, and magic and provide methods to contact specialists in a number of subject matters.

Further information on the history of the Searchers Guild may be found in the public archives at any of the guild's citadels.



MEMBERSHIP

Explorers looking to apply for membership may do so at any of the many Searchers Citadels located in over two hundred different cities across the globe.

Temporary membership status is granted and remains in place until the new member has satisfied at least two of the following requirements:

- Six months of membership dues paid on time and in full.
- Delivery of a minimum of three tomes or five scrolls deemed by guild historians to be of historical value.
- Delivery to a Vault Guardian at any citadel of one magical item retrieved from an assigned expedition.
- Verified map of an assigned expedition by an Explorer Searcher and recovery of one or more magic items or a minimum of 5,000gp.

While maintaining temporary membership, the member will be contributing to a personal Vault Reserve. For all members, a total of 50% of each month's dues are set aside and stored in this Vault Reserve that serves as collateral for damage done to borrowed items such as tomes, scrolls and magic items.

Once temporary membership has ended, the new Journey Searcher

will then be given access to all library resources for use in researching future explorations.

A Journey Searcher who has provided a minimum of two magical items to the guild for storage in the vaults will also be granted permission to appeal to the Explorer Searcher or Master Searcher at any citadel for the use of one magic item from the vaults. The member's Vault Reserve will be held by the guild until the magic item has been returned. If the magic item is lost or destroyed, the member will lose the current Vault Reserve and will not be allowed another magic item from the vaults until the full amount of the Vault Reserve lost is repaid.

Dues are calculated as follows:

- Temporary - 100gp per month
- Journey - 500gp per month (Journey granted when Vault Reserve reaches 5,000gp)
- Explorer - 1000gp per month (Master granted when Vault Reserve reaches 30,000gp)
- Master - 3000gp per month; tomes and scrolls lost or damaged do not count against Vault Reserve.

Members can often find citadels with available rooms for a few nights at a discounted rate, allowing them to rest, heal, and plan.

GUILD EXPERTS

The Searchers Guild has the following Retainers available for hire at the nearest citadel.

Treat each Retainer as having accepted the initial offer of employment (if level of party permits); no roll required but the Retainer does apply to Max # of Retainers with no modification to Loyalty rolls.

Yurell - Spelunker

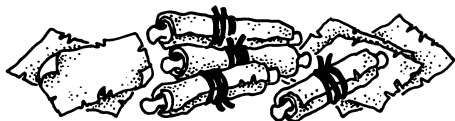
Yurell is an expert at navigating caves and similar subterranean environments. Consider offering the party a bonus to any rolls related to moving over or around dangerous obstacles.

Dwarf, Level 1 Ranger, leather armor, sword, 3d8 +20 gold coins

Konda - Magic-User

Konda is a cranky old man but still up for adventure. His guild dues are owed; once paid, he intends to leave for another citadel for some personal research but he could be convinced to stick around if his share of the loot is increased.

Human, Level 3 Magic-User, +1 dagger, 4d8+10 gold coins



The Searchers Guild has the following Specialists available for hire at the citadel nearest the party's current location:

Tendi - Researcher

Tendi has developed a solid reputation for being able to identify the properties and histories of magic items.

Magic Item Identification: While at a citadel, the Researcher can more easily identify a magic item.

250gp plus 48 hours

500gp plus 24 hours

1,000gp plus 8 hours

Burxom - Map Expert

Burxom never forgets a landmark or the mention of one. His ability to narrow down the location of a map, no matter how vague, makes him a valuable asset to the Searchers Guild.

Map Identification: While at the citadel, the Map Expert will be able to narrow down the location for a found Treasure Map.

Time to identify possible location is 1d4 x 5 research days.

Cost to identify is 100gp per research day.

EXPEDITIONS

Referees/GMs can roll once or more on the following table to find expeditions that the Searchers Guild would like to fund. If the players accept one of the expeditions, the guild will provide 50gp per PC for additional equipment purchases. The guild can provide a map to reach any expedition that is accepted.

d8- Known Details

1	Tomb of Mar Ganush - Frequent Creature(s): Shadow (1d4) Final Room Treasure: 45%: 5 magic items, 2 scrolls Bonus: Guild provides 1d4 Potion of Healing
2	Ruins of Red Gate - Frequent Creature(s): Zombie (1d8) Final Room Treasure: 35%: 3 magic items, 1 potion Bonus: Guild loan of any one magic ring
3	Ferridale Tower - Major Creature(s): Wight Final Room Treasure: 45%: 2 magic items, 1 magic ring Bonus: +1000gp to each member's Vault Reserve on return
4	Bridge of Nightfall - Frequent Creature(s): Demonic Knight Final Room Treasure: 55%: 2 magic items, 3 potions, 2 scrolls Bonus: Guild loans +1 sword and provides 1 scroll
5	Dark Crypts of Vabler - Frequent Creature(s): Ghoul (1d6) Final Room Treasure: 40%: 1 Intelligent Sword, 3 scrolls Bonus: Guild provides one scroll - Protection from Undead
6	Nurbinger Mines - Frequent Creature(s): Goblin (1d8) Final Room Treasure: 50%: 1 magic item, 3 potions Bonus: Guild will reimburse party up to 250gp for bribes
7	Ice Pits of Zem - Frequent Creature(s): Werewolf Final Room Treasure: 45%: 2 wands, 1 magic ring, 2 scrolls Bonus: +5,000gp for vial of Werewolf blood.
8	Stubborn Orcs Cave - Frequent Creature(s): Orc (1d8) Final Room Treasure: 40%: 1 magic sword, 1 scroll Bonus: Guild loan of any one wand and 2 Potion of Healing

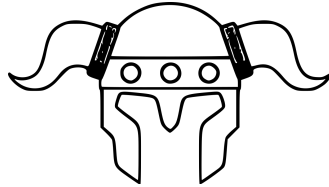
RESOURCES

While researching at a Searchers Citadel, players may be able to convince the guild to loan them one of the thousands of artifacts the guild is rumored to have stored in its many vaults.

While the Searchers Guild is typically hesitant to loan out artifacts to inexperienced members, there are times when the local Master Searcher sees the potential of a particular party. If the GM/Referee feels the party has shown exceptional skill or courage (or are just extremely lucky), a party member might be approached to test out one of the following artifacts. Whether the player is allowed to keep the artifact is up to the GM/Referee.

The GM/Referee is given permission to print out the card(s) and/or scroll(s) and hand them to players to use in their next session.

Helm of Seeing



The wearer has a 1-in-6 chance of spotting a secret/hidden door without needing to search. The hidden door must be within 15 feet of the wearer and the hidden door will glow bright red.

Shadow Ring



When worn by a thief, subtract 10% from any Hide in Shadows skill check roll.

When worn by any other class, an attempt to Hide in Shadows may be made at 5% chance.

Scroll of Toughness

Usable by any class - Common language

Read aloud the words on the scroll while pointing at an ally.

Effect - Ally gains +1 AC

Duration - 3 turns

Dispel - There is a 1-in-6 chance when the ally is hit that the effect will end.

Words of the Wise

Usable by any Cleric

Read aloud the words on the scroll while holding a vial of holy water.

Effect - Cleric may momentarily Turn Undead as if turning at 1 level higher (ex. level 3 Cleric will roll as if turning undead as a level 4 Cleric)

Duration - 2 turns

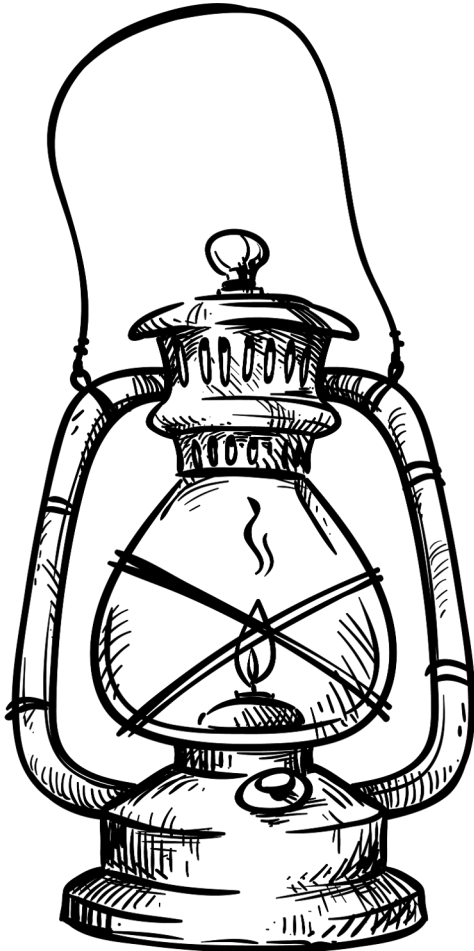
SECRETS

Referees/GMs should roll once per month (after dues are paid) on the following table for a Complication that can serve as possible adventure hooks for an upcoming session.

d8 - Complication

1	A Master Searcher was murdered in the citadel library where the party is currently doing research. This individual was last seen talking to a member of the party.
2	An ancient tome has been stolen and a member of the party was the last one to examine the book. The book has information related to the party's current adventure.
3	A rival guild is suspected of having a spy in the party. If the party has any hirelings or mercenaries, one of them is attempting to steal or sabotage the current adventure.
4	The citadel your party just visited was destroyed by fire. Some investigation will reveal a rival guild used the fire to hide its teleportation into the citadel to steal from the library.
5	Two differing maps of the same tomb have been discovered. One is a fake, the other real. The party is tasked with taking the maps and determining which is accurate.
6	A guild member was poisoned after touching a book a party member used in the past for research. The guild is requesting your party return to the citadel for questioning.
7	The party has been accused of stealing a magic item from another party member's room while staying at a citadel. The magic item has been found in a party member's room.
8	A guild-sponsored expedition has not returned. The party is offered two magic items if they will agree to investigate. The lost expedition has been captured and is being held hostage.

The Delver Society



GUILD HISTORY

The Delver Society was founded almost four hundreds years go by two rival groups. During the exploration of a buried temple, each group discovered an artifact in a separate part of the temple. Only by placing the two artifacts together were the two parties able to open a warded door that allowed them access to an inner sanctuary... and a collection of scrolls that is still unrivaled.

Realizing that working together was one of the best ways to ensure success, both groups created the guild that embraces its most basic tenet in action and deed:

"Knowledge Shared is a Life Saved"

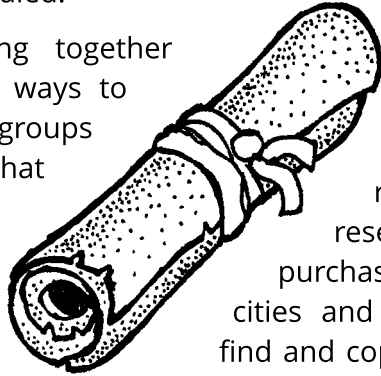
While not secretive in nature, the Delvers do guard their collected knowledge with care. Over hundreds of years, The Delvers have collected and traded with other guilds to increase the size of its massive library of ancient scrolls. Magic items, tomes, and other historical objects are gathered by the Delvers from its numerous members' excursions, but often these items are either traded for more scrolls or sold in auctions to fund further ventures.

One of the most unique aspects of

The Delver Society is the duplication of its vast library by all members in good standing. Members throughout the centuries have been required to make copies of the Delver master library inventory as both insurance against theft or damage, but also to allow the library to spread to over a dozen different towers maintained by the Society in the largest of cities.

While not having as many locations as other guilds, The Delver Society's reputation for accurate research has allowed it to purchase structures in smaller cities and villages where it can find and copy lesser-known works from private libraries.

Beginning approximately two hundred years ago, The Delver Society began work on the gathering of the largest collection of magic scrolls. Non-member adventurers often gain favors with the Delvers by making deposits of found magic scrolls with the guild's librarians. This collection, however, has gained the attention of other guilds with questionable morals, and access to the magic scroll library is more limited and usually not available to any but the most trusted guild members.



MEMBERSHIP

Membership in The Delver Society lasts for one year and membership renewal only has one requirement.

A member must either copy a certain number of scrolls per year OR pay a qualified scribe to perform the work. A found scroll may be donated and counts as one copied scroll.

The Delver Society membership is divided into three ranks:

Student

New members are given a one year probation period.

Dues are 100gp per month and this provides a Student with a minimum of two copied scrolls per month for personal use or by an ally during an exploration.

Scholar

Members who have provided their required scroll copies or deposits with a guild librarian for two straight years.

Dues are 400gp per month. Scholars may request up to four copied scrolls (standard or spell) for personal use or by an ally during an exploration.

Most guild members are at the Scholar level.

Graduate

Members with ten or more years of deposits and copying work.

Dues are 1,000gp per month and this provides a Graduate with up to 15 scrolls (standard or spell) per month for personal use or by allies during an exploration.

Scroll Copying

The continued copying of magical scrolls is a requirement for membership. The nature of the job involves rare, special inks, papers, and other materials that a member must provide at their own expense. While some members will spend time copying scrolls, most will use the services of a Scribe (see **Guild Experts** section) to allow the member to continue their explorations without interruption.

Scrolls to be copied are divided by rank; Students, for example, should expect to only be provided the most basic of magical scrolls to copy. Copying more advanced magic requires practice over time, and The Delver Society only provides scrolls to members that are suitable to their skills and those of their allies.

GUILD EXPERTS

The Delver Society maintains a list of Retainers available for hire by those explorers heading down into the dungeon. Below are two such individuals.

Treat each Retainer as having accepted the initial offer of employment (if level of party permits); no roll required but the Retainer does apply to Max # of Retainers with no modification to Loyalty rolls.

Gopper - Fighter

Gopper is a skilled swordsman and is always looking for a new adventure. His wage request tends to the higher side, but his bravery is often worth the price.

Half-elf, Level 3 Fighter, chainmail armor, sword, 5d8 +10 gold coins

Nalinda - Cleric

Those who give this half-orc cleric a chance won't be disappointed. She is protective of her allies and is never hesitant to rush into combat. Her loyalty is +2 to her employer.

Half-orc, Level 2 Cleric, leather armor, +1 mace, 2d4+8 gold coins

The Delver Society recommends hiring a Specialist for all scroll copying duties:

Scribe

A Scribe is a high-level spellcaster who has also received special training in the proper copying of magic scrolls (including spell scrolls). Costs vary depending on the type of scroll being copied or the spell level.

Standard Scroll Copying:

Base Price: 500gp

Extra Services:

Copied in a non-Common language: +300gp

Arcane Spell Scroll Copying:

- Level 1 Spell: 500gp
- Level 2 Spell: 1,000gp
- Level 3 Spell: 2,000gp
- Level 4 Spell: 4,000gp
- Level 5 Spell: 10,000gp
- Level 6 Spell: 25,000gp

Divine Spell Scroll Copying:

- Level 1 Spell: 400gp
- Level 2 Spell: 800gp
- Level 3 Spell: 1,500gp
- Level 4 Spell: 3,000gp
- Level 5 Spell: 8,000gp
- Level 6 Spell: 20,000gp

EXPEDITIONS

Referees/GMs should roll once on the following table to find an expedition that The Delver Society would like to fund and the party to lead. If the party accepts the invitation, the guild will provide 100gp per PC for equipment purchases. The guild will also provide a map to reach the entrance for the delve.

d4- The Lowdown

1	<i>"We have heard from a reliable source that the ice blockage in the Northern Jyra Pass was cleared after a recent storm. For some time, we've been aware that one of the the entrances to the lost Ice Palace of the northern elves was blocked by the ice. This particular entrance goes right by the library if our map is accurate. We just want the scrolls... you and your friends can keep whatever else you find. It's a dangerous trek, though..."</i>
2	<i>"Last year, two of our senior members were robbed during a trade with the Lirren Gang. We know it was a double-cross by the gang, but they denied it and we still have no proof. They're asking for another trade... this time they say they have the lost Habivex scrolls and they want us to retrieve the Mask of Derthra from the old temple at Murky Waters. They've provided a map, and the scrolls are legitimate. How does an immediate rank promotion sound?"</i>
3	<i>"The auction starts in two weeks. If we can find Lumarra's Amulet, we can offer a trade before the Searchers sell off Niloshis' collection of spell scrolls. They want it, and we know where it is. We have other teams, but they're too far away to reach the catacombs in time. You and your friends are here... now. It's dangerous, but worth it. We'll also provide a few hired swords for extra protection. Just tell us what you think you'll need for scrolls."</i>
4	<i>"This scroll must be protected. At all costs! Take it. Now! Get lost. Hide. Stay hidden. Now go! Once she realizes I'm holding a fake, she'll start the hunt. I wish I could offer more help, but I'll just slow you down. In four days, get to the Temple of Ulotricca and burn it. Burn it completely. And let no one read it, you understand? No one. If Desbrelle finds you, she'll turn you into one of them and use the scroll to build her vampire army. Burn it and the curse is ended."</i>

RESOURCES

The collecting of scrolls -- historical, informational, and magical -- is the lifeblood of The Delver Society.

Members of the Society will find that their allegiance provides benefits in the form of magical scrolls and spell scrolls for use in their adventures.

While the Society does not have an endless supply for its members, a well-researched exploration of a tomb, ruin, or other site that shows promise for delivering more knowledge of the world at large and the presentation of this information to the leadership of The Delver Society will likely result in a member being provided with valuable scrolls for their upcoming adventure.

Scroll of Scorching

Usable by any class -
Common language

Read aloud the words on this scroll while pouring out a small vial of water over the dying coals of a fire. When finished, stir the coals with an edged weapon.

Effect - Edged weapon delivers +2 damage against all Chaos creatures and +1 damage against all other targets.

Duration - 12 turns

Dispel - There is a 1-in-6 chance the edged weapon will lose this effect if it strikes magic armor. The effect ends immediately if weapon touched by water or rain.

Curse of Shadows

Usable by any arcane spellcaster

Point to a single target as you read aloud the words on this scroll. Target must **save-vs-poison**.

Effect - If target fails to save, its mind is filled with horrific images that blend with the surrounding area up to 60 feet from the target. Target is unable to move, attack or defend.

Duration - 2 turns

Song of Werella

Usable by any class - Common language

Sing the lyrics found on this scroll while pointing at an ally.

Effect - One weapon carried by the ally becomes magical and +1 to hit and +2 damage.

Duration - 6 turns or when the weapon is dropped or sheathed.

STRANGE SCROLLS

A number of experimental scrolls have become available recently to Student guild members. These are untried and effects are always temporary and can sometimes produce random effects. One scroll per Student member may be requested per month (in addition to any scrolls provided for special adventures).

d6 - Requires...

- 1 A vial of salt water
- 2 A lump of coal
- 3 Six acorns
- 4 A candle with no wick
- 5 An iron nail
- 6 Two pieces of bark

d6 - Do NOT...

- 1 ...read at night
- 2 ... drop scroll on ground
- 3 ... allow undead to touch
- 4 ... read while in water
- 5 ... read with ranger nearby
- 6 ... roll up the scroll

d8 - Effect on Ally

- 1 Random Healing
- 2 AC +1 - 1d4 turns
- 3 Weapon +1 - 1d4 turns
- 4 Height doubles
- 5 Height halves
- 6 Strength +1 - 1d6 turns
- 7 Dexterity +1 - 1d6 turns
- 8 +1d8 hit points - 1d8 turns

d8 - Effect on Enemy

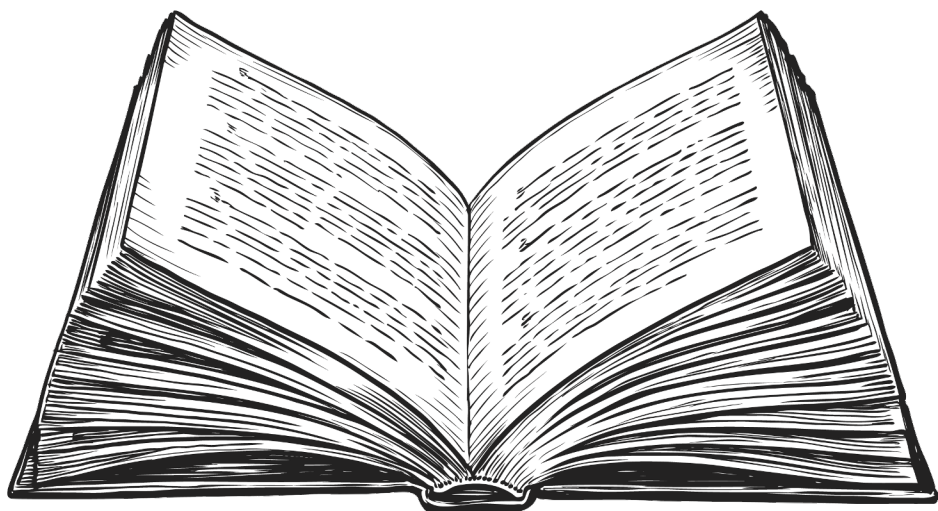
- 1 Random damage
- 2 AC -1 - 1d4 turns
- 3 Save-vs-death or die
- 4 Save-vs-poison or die
- 5 Enemy flees
- 6 Enemy petrified - 2 turns
- 7 Enemy blinded - 2 turns
- 8 Enemy sobs - 2 turns

d12 - Random/Unusual Event Upon Casting

- 1 Target makes save-vs-spells or falls asleep for 1d4 turns
- 2 No unusual effect
- 3 Target makes save-vs-spells or fall to ground laughing 1d4 turns
- 4 No unusual effect
- 5 Target makes save-vs-spells or weapon(s) turn to mist
- 6 No unusual effect
- 7 Target swaps Strength and Dexterity scores for 4d6 turns
- 8 No unusual effect
- 9 Target swaps Intelligence and Wisdom scores for 4d6 turns
- 10 No unusual effect
- 11 Target swaps Constitution and Charisma scores for 4d6 turns
- 12 No unusual effect



Obsidian Pages



GUILD HISTORY

Of all the guilds known to recruit skilled explorers and adventurers, Obsidian Pages has to be the most obscure and secretive.

The origin of Obsidian Pages is lost to time, and many scholars agree it is one of the oldest guilds, with mention of it in ancient tomes and scrolls dating back over a thousand years or more.

Members do not talk about Obsidian Pages except with their most trusted of allies. Even then, very little information is provided that is not related to the next planned delve. What details are known are often nothing more than speculation and rumor. There are, however, some facts that have been shared by ex-members.

For example, one former member wrote a book about her time in the guild, claiming that the name of the guild comes from a special book with pages made from thin sheets of obsidian. On its pages are etched the names of the thousands of arcane tomes in the guild's possession. Additionally, the name of each tome's finder (or at least the name of the person who places the book into the hands of a guild librarian) is added at the end of a book's name, and leadership of the guild is based solely on a count of the names and that

individual with the highest number leads the guild.

Other guilds have discovered information from member who were kicked out of Obsidian Pages for one reason or another:

- The guild primarily focuses on arcane tomes with spells and sells off scrolls to purchase additional books from collectors and explorers.
- The current leader is a man named Kixel Strongblade, with over 270 tomes credited.
- Members are not allowed access to the guild's library until they offer up 25 tomes. Until then, members are paid a fee for each book they deliver to the guild librarians. Those fees may also be used to purchase scrolls and magic items from the guild.

While Obsidian Pages is secretive, it has never been accused of any wrongdoings. Claims of thefts and murder of collectors have never been proven, and when the leadership does occasionally contact other guilds, it is always a pleasant discussion and it often provides information on the culprits of those crimes.

MEMBERSHIP

Membership in Obsidian Pages is offered privately and in person by a senior member. Members are most often identified following a significant delve, and then followed for weeks to determine if they possess the skills and fortitude required for the more aggressive delves that Obsidian Pages prefers to assign and fund.

Obsidian Pages differs from other guilds in that there are no dues for members. Instead, members are teased with access to the vast library the guild has built over centuries and centuries. Until a member is able to provide 25 books to the guild, they will not be given access to the library for research and other needs.

The guild survives by taking magic items, scrolls, and other items recovered from its members delves and selling them through auction houses and merchants so the guild may maintain its anonymity. (The guild frequently changes its locations in cities, and it is rumored that a secret guild of merchants assists Obsidian Pages in moving its large collections.)

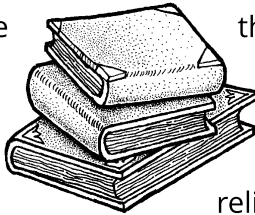
A percentage of the sale of these items is provided to the member who brought them to the guild; this may be why Obsidian Pages

sees so few magic-users joining its ranks because membership requires turning over all items recovered and magic-users tend to be the recipients of found magic items in lieu of shares of gold. Thieves, however, make up a significant percentage of Obsidian Pages membership, given they often "acquire" objects that they are unable to use.

One key benefit to joining the Obsidian Pages (if invited), however, is access to a vast array of relic items. These are often items that are single use but that one use is typically a very powerful effect.

Obsidian Pages will sell (not trade) members one relic item for every 1000 gold coins worth of items they deliver. A member wishing to purchase a relic may peruse what is available at the guild's current location (that changes every month) and make a single purchase. The cost is low, but Obsidian Pages will never be known for its charitable nature.

Members that cease to provide regularly to the guild will find themselves scratched from the membership roster along with a warning - *keep your mouth shut and you'll never have to be watching over your shoulder.*



GUILD RETAINERS

Obsidian Pages never has a shortage of individuals looking for quick employment. The fact that most of them tend to be of questionable character may or may not matter to a member needing to fill out some positions for an upcoming expedition.

Treat any Retainer selected as having accepted the initial offer of employment (if level of party permits); no roll required but the Retainer does apply to Max # of Retainers with no modification to Loyalty rolls unless stated.

Murk - Fighter

Murk lacks a sense of humor and is not a fan of humans, but gold coins will always win out. He can be trusted in combat... not so much when it comes to carrying loot.

Half-orc, Level 2 Fighter, leather armor, dagger and short sword, 3d8 +10 gold coins

Tillian - Thief

Tillian's smile is deceiving; her friendliness is only as strong as the wages put in her hands. She has a significant fear of undead creatures.

Half-elf, Level 3 Thief, +1 dagger, 2d8+30 gold coins

Paminus - Acrobat

Trained as a thief, but kicked from the guild for unknown reasons, Paminus only wants a high wage and access to the occasional magic item in exchange for services.

Human, Level 4 Acrobat, no armor, +2 dagger, magic ring, 2d8 +30 gold coins

Dolis - Cleric

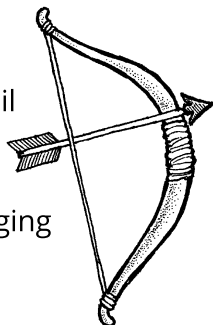
Hiring Dolis is difficult. Let the guild know and, if she is interested, she'll make contact. Dolis is loyal to those who pay her fee, and her knowledge of the Beneath is extensive.

Drow, Level 5 Cleric, leather armor, mace +1, 1d8 + 20 gold coins, Detects secret doors 3-in-6 chance

Sharlom - Ranger

Quiet and violent is Sharlom's reputation. Pay him well and hopefully you'll stay on his good side.

Human, Level 6 Ranger, chainmail armor, shield, sword +1, succeeds at foraging 3-in-6 chance



CHALLENGE

Obsidian Pages often puts challenges in front of certain members with whom the guild is displeased. Likewise, successful members are also given challenges by the guild. It's up to the member to determine whether they are viewed favorably by the guild... or not. Obsidian Pages won't say.

d8 - Bring us...

1	<i>"The Searchers have found Boarick's Tome of Ash. We want it. They want potions. Lots of them. Bring us at least eight potions. They've given us six months."</i>
2	<i>"That exploration you and your... friends... have planned? See if you can find us a wand or two. That old wizard, Figgie, is haggling and we want a copy of his spellbook."</i>
3	<i>"This comes from on high. The leadership will be at the Dark Night Auction next year. They want to sell off a collection of magic rings. Find me one and I'll owe you a favor."</i>
4	<i>"I can't guarantee how long the offer will last, but the next time you head down, see if you can find a magic sword. If you do, I can trade it for ten tomes you can add to that guild book."</i>
5	<i>"Next time you're in the Dented Helm, if you can find a way to steal the ledger from behind the bar, I have a buyer for it. No idea why, but they want it bad. I'll get you Asher's Book of Night."</i>
6	<i>"I heard you're heading down into the Burgle Catacombs. True? One of our old members dropped a special item down there. You'll know when you find it. Bring it back for us?"</i>
7	<i>"I heard one of your colleagues took a wand from your last trip down? Any chance you could convince them to let us buy it? That wand will get you all eight volumes of Kub's Histories."</i>
8	<i>"Your deliveries have been low lately, my friend. Your next delve better be a good one. Maybe try and sneak something out that your partners didn't see you pick up?"</i>

RESOURCES

Obsidian Pages has a vast collection of relic devices. How they are able to discern each relic's magical ability is unknown, but many suspect that the guild has a number of highly-skilled and highly-paid sorcerers in its ranks that work to identify these items.

The relics are a powerful draw for members, especially those who lack magical talents. Relics may be single-use items, but the end results of activating one is usually memorable to all who are present.

Guild prices are never high for relics; the guild would rather them be easily available to members if it means a slight increase in the chance that member will return with loot to sell or books for the libraries.

Finger Bone of Sir Trayliv



Relic - Single use.

Place the finger bone into the keyhole of a locked door. The door will unlock. The finger bone crumbles to dust.

1-in-6 chance the entire door will crumble to dust.

Durginy's Pipe



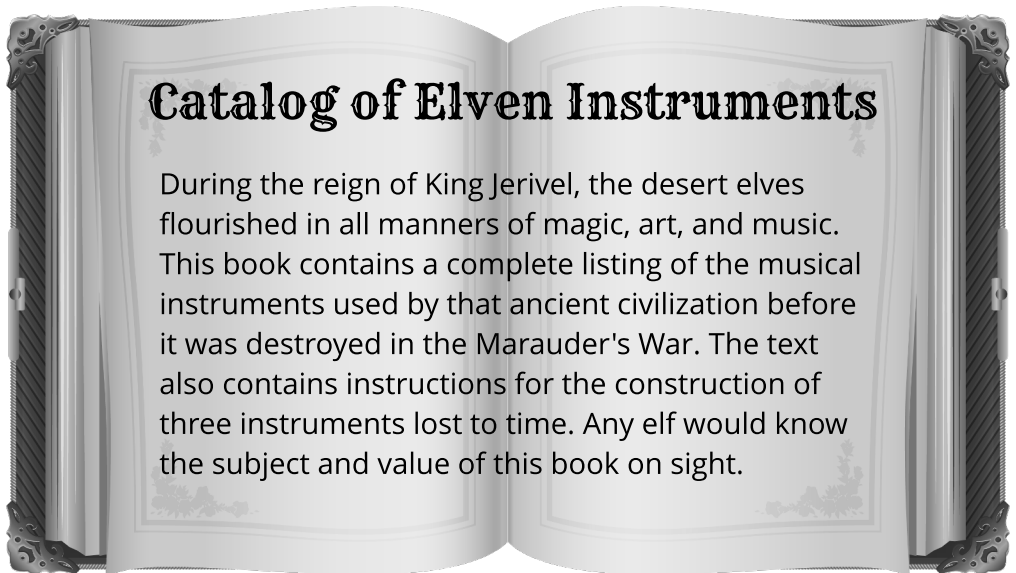
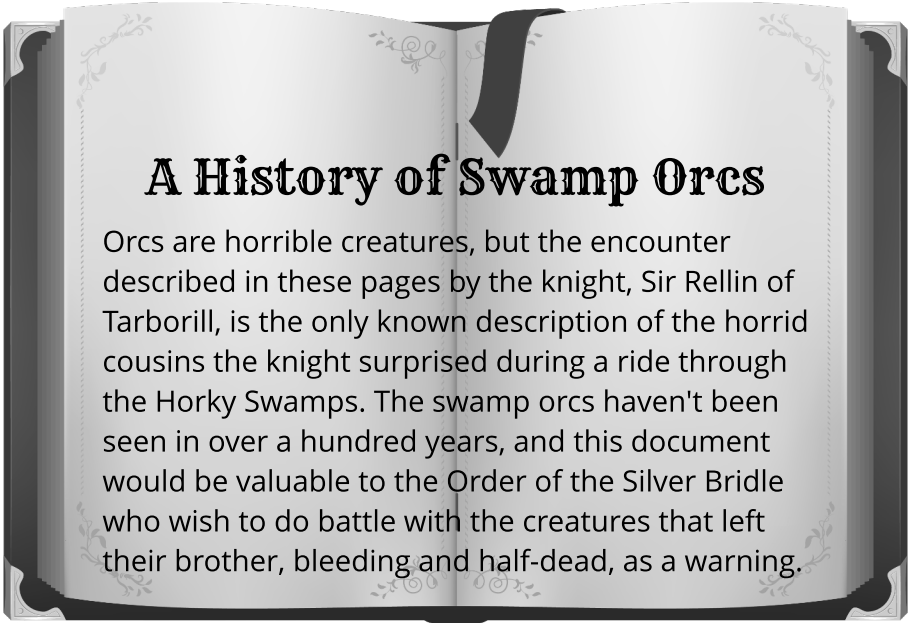
Relic - Single use.

Light a bit of tobacco in the pipe one final time. The smoke will reveal any hidden doors (glowing blue) within 60 feet.

2-in-6 chance any torches lit within 30 feet will extinguish.

RESOURCES, CONT.

GMs/Referees can offer up the following printable props to represent rare books that have been discovered in the dark dungeons. Obsidian Pages members can use these as bargaining tools or sell them outright at the discretion of the GM/Referee.



RANDOM RELICS

Referees/GMs can generate up to six unique relics (reroll duplicates) for any members looking to buy one before a delve. If the relic survives after usage, it loses ability and becomes normal object. Random pricing can be generated, but Obsidian Pages members are often good at haggling...

d6 - Item's Name

- 1 Sharwim's
- 2 The Priest of Bolav's
- 3 Ackor's
- 4 The Hangman's
- 5 Old Hulgrig's
- 6 A Necromancer's

d6 - Item Type

- 1 Glove
- 2 Dagger
- 3 Quill
- 4 Ring
- 5 Sash
- 6 Tooth

d8 - Usable...

- 1 only by magic-users
- 2 only by elves
- 3 only by dwarves
- 4 only by thieves
- 5 only at night
- 6 only within 10' of a flame
- 7 only against undead
- 8 against living creatures

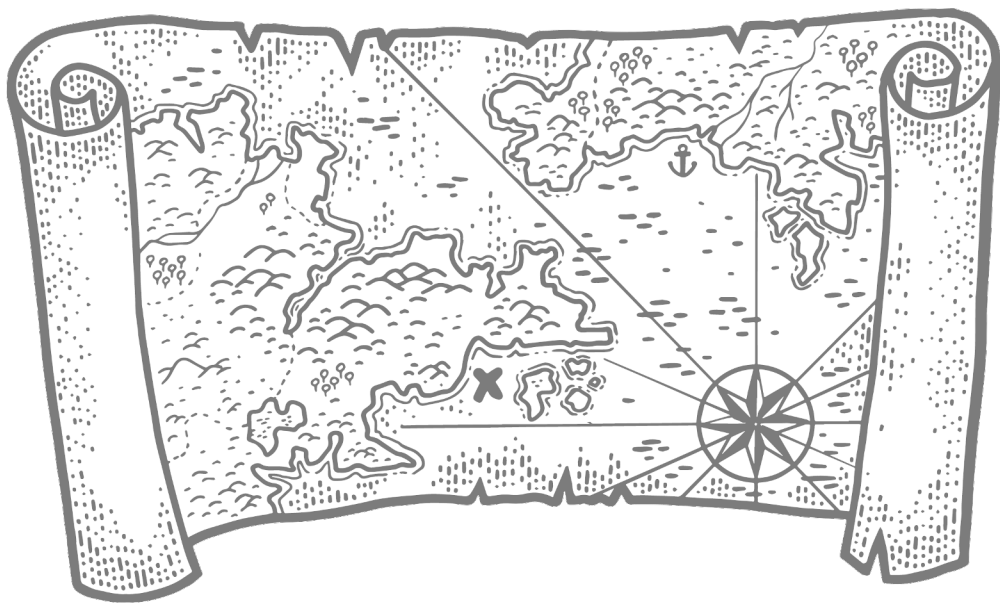
d8 - Price

- 1 1d4 x 10gp
- 2 1d8 x10gp
- 3 1d10 x 10gp
- 4 1d4 x 20gp
- 5 1d8 x 20gp
- 6 1d10 x 20gp
- 7 1d8 x 50gp
- 8 1d10 x 50gp

d12 - Special Ability

- 1 Burn relic - target receives +1 AC for 1d4 turns
- 2 Grind relic into ground with foot to heal yourself for 1d8 hp
- 3 Throw at target's feet - target must **save-vs-petrify** or turn to stone
- 4 Drop relic into water - point at target; target invisible for 1d4 turns
- 5 Scratch relic with lump of coal; gain 1d4 temporary hp
- 6 Place relic in bag of sand - point at target; target paralyzed 1d4 turns
- 7 Drop relic in holy water; point at ally; ally gains infravision 24 hours
- 8 Bury relic in ground; gain 4-in-6 chance to listen at doors for 24 hours
- 9 Dip relic in ink; cast *sleep* using total of 3d8 hit dice, 5HD or lower
- 10 Destroy relic; choose 1d8 hp healing or 2d8 hp damage to one target
- 11 Toss relic into moving water; cast *fireball* as level 3 magic-user
- 12 Wrap relic in blank scroll; cast *cure disease* on one target

Wanderers of Lix

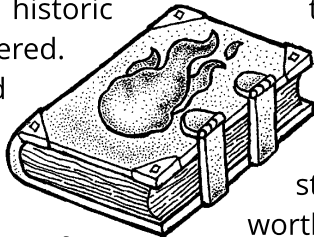


GUILD HISTORY

Almost as secretive as Obsidian Pages is the guild known as the Wanderers of Lix. Although the Wanderers have quarters in most medium and large cities, not much is known about this group of explorers other than rumors and the occasional information obtained during rare partnerships with other guilds.

Lix of Bonastrak was an explorer who rose to fame after his discovery of the Lost Library of Hazarpool and the hundreds of intact spellbooks and historic tomes that were recovered.

Lix was able to fund (from the sale of most of the spellbooks of which he reportedly had no interest in) a number of additional explorations based on the information he discovered in the remaining books, and it was during his final outing with his fifteen of his most trusted companions that he uncovered the Portal of Sal Nortan. Survivors reported that Lix activated the portal and he and six of his crew moved through the boundary without hesitation. The remaining explorers were instructed to wait for no more than ten days before leaving; on the fifth day, Lix and two others exited the portal and spoke nothing more of it.



From that point forward, not much else is known other than Lix spent the remainder of his life and fortune creating the Wanderers guild (later renamed to Wanderers of Lix after its founder's death).

The Wanderers, it is said, possess a handful of significant secrets, most of which are known only to the highest and most trusted leaders in the guild. These secrets purportedly contain details about the end of the world... or secrets to slow the inevitable crawl towards the end of the world.

All that is known of the Wanderers of Lix and its current work is that it strives to invite the most worthy of members to join its fight against an unknown enemy that it calls The Conclave.

It is known that membership in the Wanderers of Lix is by invitation only - not much is known about how the organization finds new members to recruit, but there is no doubt that the guild continues to grow in size.

It is also very apparent that membership in this guild appears to be for life. Whatever knowledge is gained by joining is either sufficient to keep members from quitting or talking about the group's activities and knowledge.

MEMBERSHIP

Membership in the Wanderers of Lix is by invitation only. Typically membership is offered from an existing member who has approached senior leadership with evidence of the nominee showing both extreme competence and the ability to keep a secret.

When temporary membership status is offered, the new member is often assigned a few simple tasks to complete that involve research but it is not uncommon for a new member to be asked to approach their allies and/or fellow party members to consider an exploration that is secretly assigned by the Wanderers.

Dues for membership are not exorbitant but they do allow the guild to participate in numerous auctions. Dues are as follows:

- Temporary - 30gp per month
- Trusted - 200gp per month
- Protector - 500gp per month
- Guardian - 1000gp per month

All members begin their membership with the gift of a token. This token is an enchanted object that many members have found to be lifesaving. As guild members move up in rank, the number of tokens they may take into the field increases. (The number is determined by the Guardian who oversees a group of

100 guild members who have the rank of Temporary to Protector.)

Once a member reaches Trusted status (after 6 months of membership), the guild will begin to offer that member the ability to attend auctions and other events where certain items are to be bid on (maps) and the funds provided by the guild. (Guardians will also set the maximum bid the guild is willing to offer.)

It is at these auctions that the Wanderers show their true interests -- maps. They collect maps of all sorts of places -- ruins, tombs, collapsed villages and cities, and much more. Because this interest is known, many auctions will attempt to discover if a Wanderer is in the audience in order to increase the starting bid. Guild members are encouraged to keep their membership secret so they can participate in these auctions so they can get a fair price for items of interest.

The benefit of the large map collection is that the Wanderers will often possess information that may benefit a member's upcoming exploration. Members are encouraged to file a request with their Guardian if they are making plans for a delve; advanced knowledge could mean survival.

GUILD EXPERTS

The Wanderers of Lix can typically put a member in touch with a few hirelings and experts who might be able to offer a sword or a summary of rumors or legends related to a newly discovered tomb or dungeon.

Bendriss - Fighter

Bendriss is a veteran delver who is certainly capable of holding his own in a fight. As a long-time Wanderer, he can be convinced to join a party if fellow member of the Wanderers makes the offer.

Human, Level 2 Fighter, chainmail armor, sword, 4d8 +10 gold coins

Timon - Thief

Although Tim is not a member of the Wanderers of Lix, he appears to have some idea of the secrets they protect as he is more than willing to sign up to help a party that has been assigned a mission by a Guardian. He is trusted by the Wanderers, even though his reputation as a skilled thief keeps members on guard.

Halfling, Level 3 Thief, leather armor, 2d8+30 gold coins

If any members of the Wanderers fall in battle, Timon will look for the right moment to flee.

The Wanderers of Lix Guild can also offer the following Specialists' services at any guild headquarters:

Gickwys - Validator

Gickwys is one of many experts that the Wanderers use to authenticate acquisitions, especially maps.

Item Authentication: For an auction, having a validator inspect an item early can ensure that a fake isn't being purchased.

50gp for items valued under 500gp

100gp items valued 500-5000gp

250gp items valued over 5000gp

Yavpall - Collector

The Wanderers have a number of map collectors who they trust and who may make purchases without obtaining guild approval first.

Map Purchase: Wanderer adventurers who find maps during their explorations may always sell them to a Collector for some extra coin:

Complete map: 5d10+50gp

Partial map: 2d10+20gp

Damaged map fragment : 1d10gp

THE CONCLAVE

The Wanderers of Lix are mysterious, but it is well known that they have an enemy known as The Conclave. Little is known about this organization, but the the most dangerous and secretive organizations have been known to publicly put a stop to any discussions of the Conclave by their members. But... there are rumors.

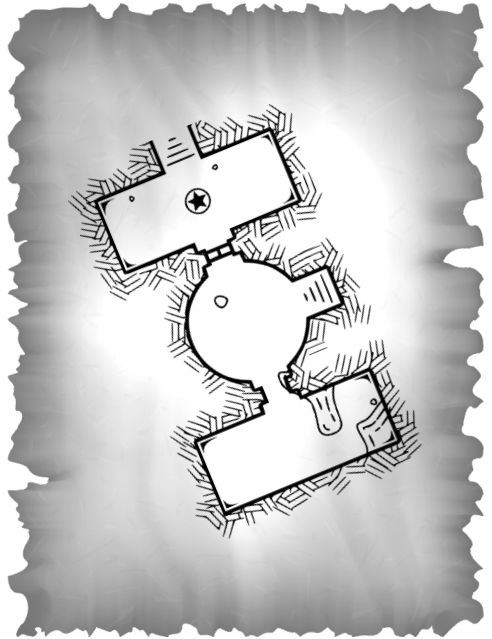
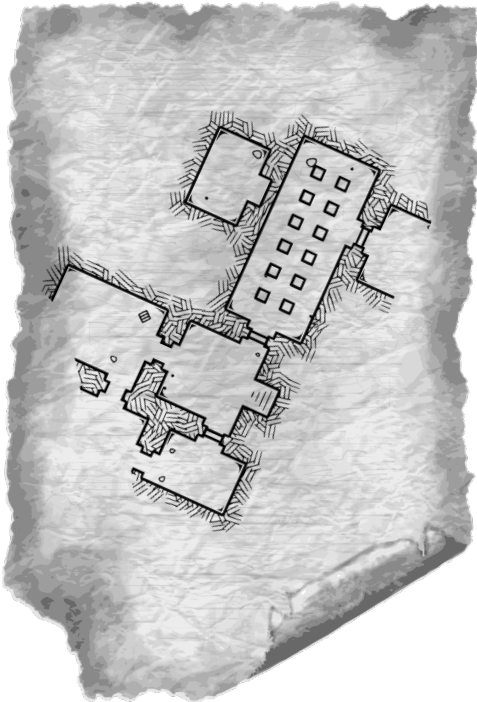
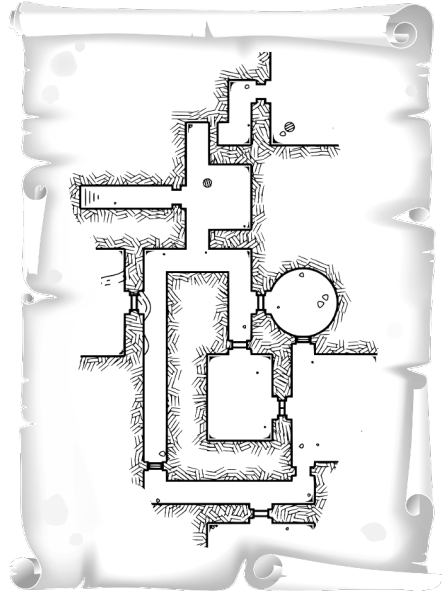
d8 - What is The Conclave?

1	The Conclave is a group of magic-users who have discovered a secret that will give them infinite power; it requires the sacrifice of all living creatures, however.
2	The Conclave is actually made up of the most inner circle leaders of the Wanderers of Lix; the work of the normal guild members is actually to cover the real work of The Conclave.
3	Sixteen extra-planar creatures of unknown origin were trapped in our plane of existence over 100 years ago in an attempt to invade and exterminate our world.
4	The Conclave is a secretive guild of liches. These liches seek to enslave all living creatures in an attempt to ensure that their existence is never threatened.
5	The Conclave does not exist. It is a conspiracy created by the leadership of the Wanderers of Lix to distract members of other guilds from digging further into the guild's true goals.
6	Over two hundred years ago, The Conclave formed to destroy magic in our world. It consists of non-magic members who are planning a rite that will fulfill this goal.
7	A group of wizards known as The Conclave has traveled back in time to destroy the Wanderers of Lix because its members stop a dark ritual in fifty more years.
8	The Conclave is a growing guild of intelligent and cooperative creatures that have decided that the time of the humans, elves, dwarves, and halflings is over.

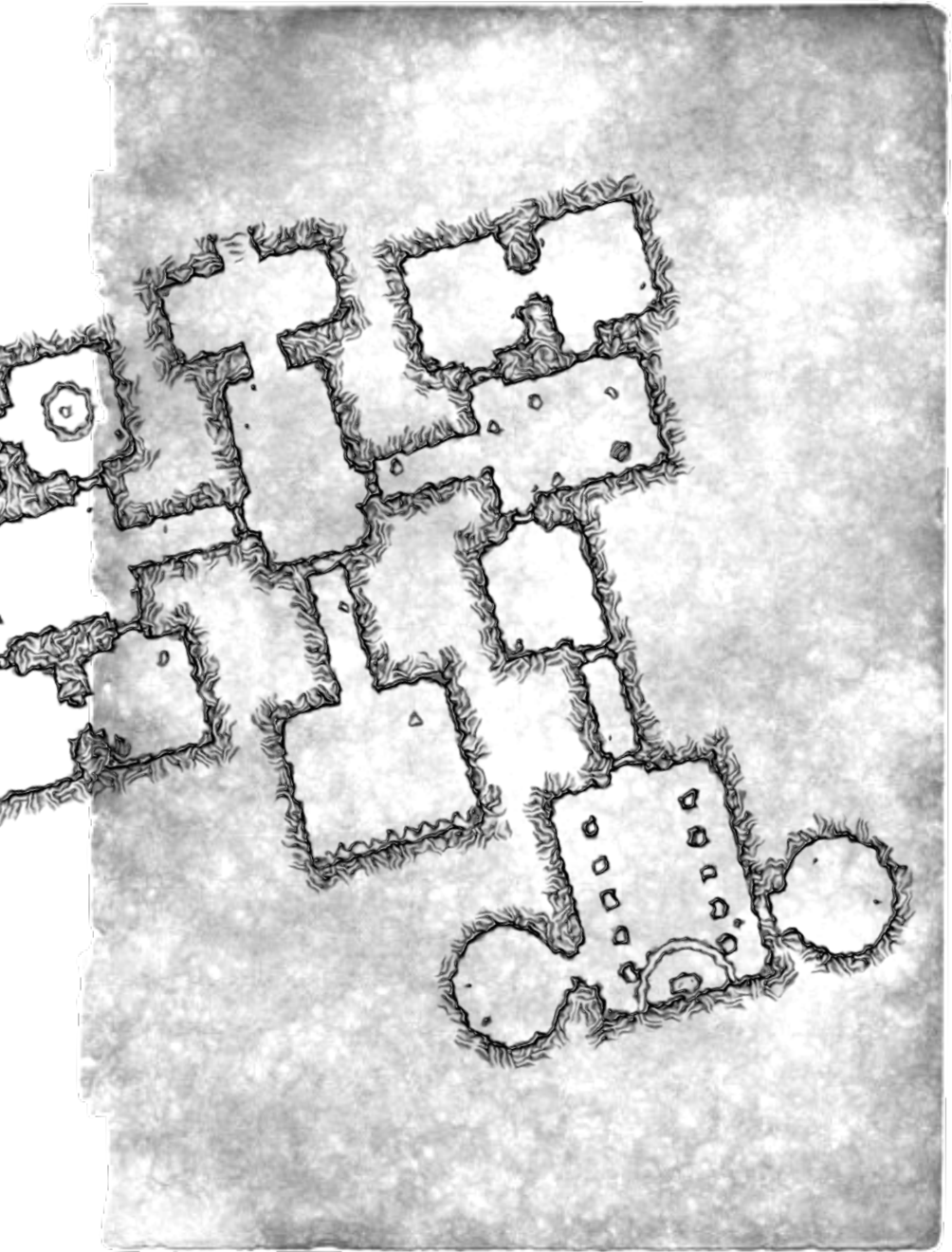
RESOURCES

Collecting maps is an important task for all Wanderer of Lix guild members. No map is insignificant; fragments to verified copies are all acceptable to the guild.

Referees can provide the following fragments and complete map (next page) to players as rewards in their delves. The guild will always pay for fragments and complete maps, so keep this mind if you're looking for ways to provide items that aren't necessarily magical in nature but that can provide gold (and thus, XP) to players.



RESOURCES, CONT.



Print out map on white paper and cut to create distressed edging. Brew two cups of tea or coffee, wait to cool. Pour liquid into cooking pan or plastic bin. Soak printed map in liquid for 20 minutes. Remove and let dry. (Placing under something heavy will prevent curling.)

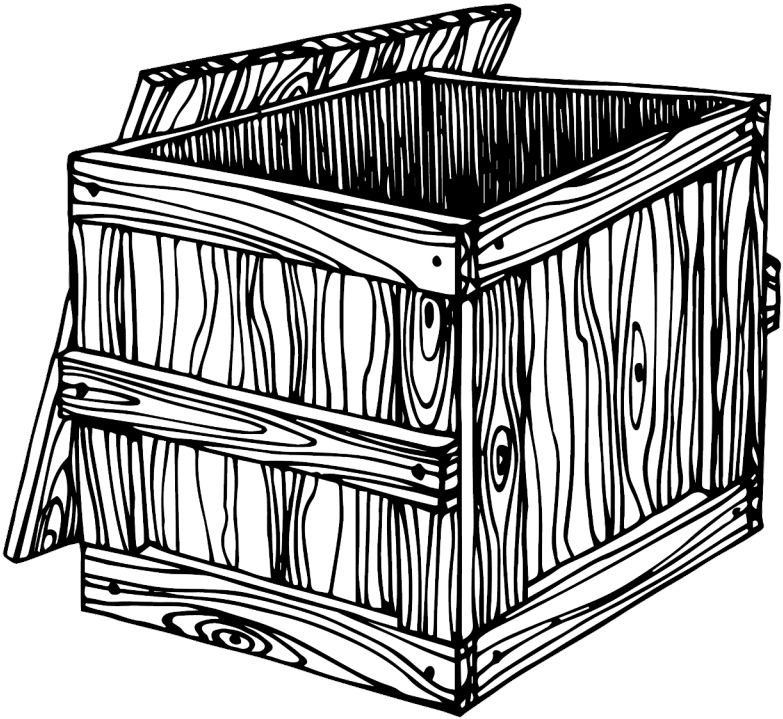
SPECIAL ABILITY

All members of the Wanderers of Lix are provided with a special arcane token (a wooden coin) that can be used once; members are encouraged to use it ONLY in a dire emergency. The token has eight possible uses.

Token Abilities

1	Snap the token in half with your hands; heal yourself for 1d8+4 damage and gain temporary immunity to fire or cold (your choice) for 10 minutes.
2	Drop the token in a vial of water; pour the water on an ally to heal them for 1d8+4 damage and give them +2 AC for 1 turn and +1 to hit for 1 turn.
3	Scratch the letter X on the surface of the token; point to a creature and speak the word "sleep" to force the creature to slumber for 1d4 turns. The creature gets no saving throw.
4	Crack the token into pieces with a blunting weapon; the weapon becomes +1 for 2 turns. When used against undead, the weapon deals 2x damage for 2 turns.
5	Split the token in half with a bladed melee weapon; the weapon becomes +1 for 2 turns. When used against any creature of Chaotic alignment, the weapon deals 2x damage.
6	Drop the token in a vial of vinegar and pour on any weapon; that weapon deals 3x damage against creature that is immune to poison.
7	Drop the token in a vial of holy water and pour onto any weapon; the wielder of that weapon is immune to Energy Drain (from any creature) for 10 minutes.
8	Burn the token in a lantern or over a torch; you regenerate 3hp at the start of each round for 10 minutes.

The Wardens



GUILD HISTORY

The guild known as The Wardens is most often viewed by those aware of its mission in one of two ways - either respect or derision. Some view Wardens as saviors... others as criminals.

The Wardens have taken it upon themselves to collect as many living (and undead) creatures as possible to study, learn their strengths and weaknesses, and to even try to find a way to communicate with those rare creatures that have typically been considered unintelligent and incapable of negotiations.

The Wardens don't collect animals such as bears, wolves, and similar wildlife; this guild is all about the rare and exotic creatures that are frequently given the simple name of "monster."

Across the globe, the guild has built a number of structures they call sanctuaries. (Many call them zoos and seek to destroy them or at a minimum, open the gates and free their captives.) It is in these sanctuaries that Wardens conduct their tests on creatures gathered from the farthest reaches.

Members pay dues to support these activities and are also recompensed for the capture of live specimens that the guild will collect and move to the proper

sanctuary that has the best chances of securing the creature and keeping it fed (if it feeds) and alive. This isn't always possible as some creatures simply cannot survive in captivity, and others (such as dragons) are simply too powerful, intelligent, and deadly to even attempt to house.

The locations of the Warden sanctuaries are a closely guarded secret, known only to the highest of the guild leadership. Members may request an opportunity to view and observe a creature that is unknown to them, but this request can take months or even years.

Membership in the guild does have advantages, however, for those willing to suffer the scorn from those who view the guild's activities as evil or inhumane. Members can often request assistance in the form of items created to counter many innate abilities such as charm, poison, petrify, and even the stealing of life-essence.

The Wardens are quite comfortable with their activities given that the knowledge gained from their sanctuaries have saved many a life of both guild member and ally.

MEMBERSHIP

While the Wardens do not hide from the world, they do not advertise their presence in cities with structures for study and discussion as many guilds will do. The existence of the guild's sanctuaries is well known, but not their locations. For this reason, gaining the attention of the Wardens is not as easy as walking into a building and applying for membership.

Members who desire to join the Wardens must keep their eyes open for membership invitations that most often take the form of posts put up in local taverns. These announcements will express the guild's desire to obtain a certain quantity of a certain creature type (alive, of course), and the posts will contain additional instructions for how to contact the guild should you have a live specimen of the type the guild is trying to acquire.

After that, very little is known of the process for joining the guild. The few members who have left the organization and shared any information have told of new members being assigned a Custodian (the second highest level of membership) who will work with new members to try and take on expeditions into areas that the Custodian is assigned. The Custodian will either have obtained

information on a creature that has been seen in the area and is desired by the guild or will have received a special request by the guild's inner leadership ranks known as Collectors.

The Wardens do not limit themselves to one of each type of creature; as a matter of fact, it is widely believed that the Wardens will take as many live creatures as are needed, but the reward paid to members will be lower (or zero) for creatures that the guild has in abundance.

In lieu of the yearly dues of 1000gp, membership is automatically renewed with the delivery of a desired creature. A desired creature is often a rare or extremely dangerous (or both) creature that the guild is wishing to study and possibly develop some sort of magic or method for fighting or even avoiding the creature altogether.

The Collectors will promote a member to Custodian after a certain value of creatures have been delivered to the guild; what this total value is, however, is unknown. Custodians are not required to deliver creatures, but instead will assign new members to keep the guild's sanctuaries filled and their number growing.

GUILD EXPERTS

The Wardens have their own specialists in addition to hirelings who are often open to negotiations to help fellow Wardens recover a desired creature.

Treat each Hireling as having accepted the initial offer of employment (if level of party permits); no roll required but the Retainer does apply to Max # of Retainers with no modification to Loyalty rolls.

Lopen - Ranger

Lopen is a skilled ranger who focuses his training on the tracking of rare and elusive creatures. His fee can be a bit high, but he has helped a number of Wardens in their search for special creatures.

Half-elf, Level 4 Ranger, leather armor, sword, 5d8 +30 gold coins

After hiring Lopen, there is a 4-in-6 chance he can accurately research and then track a desired creature if given one week.

While Lopen is with the Warden, he has a 2-in-6 chance of identifying possible methods for the capture of a desired creature based on his substantial knowledge of traps and containment methods.



Lopen also has a 4-in-6 chance of sneaking up on an opponent.

Yurell - Custodian

Yurell is the perfect example of a Warden Custodian. After many years of hunting and capturing dozens of special creatures, he finally accepted promotion to Custodian and now directs up to eight new Warden members.

Yurell is qualified to make assignments to Wardens; these assignments have no deadline, but a new assignment will not be granted until the current one is completed.

Yurell pays all his Wardens on time and awards bonuses for fast delivery as well as delivering creatures that are uninjured. He prefers methods that involve sleep or charming a creature rather than subduing through attacks that could possibly kill.

If a PC wishes to join the Wardens, Yurell will hear of this and may approach the PC (3-in-6 chance) with a special but simple assignment to prove the PC's skill and intent.

TESTING

The Wardens have a few sanctuaries that are dedicated to finding ways to thwart many of the deadliest creatures or at least to reduce the damage they may inflict on a party. Each member is offered a random item (often a potion) to test out during their explorations, or a specific item can be requested if a mission is known to have the respective creature involved.

d8 - Deterrents

1	Anti-Petrification Potion - should you encounter a creature that has an ability or self-defense mechanism that involves petrification, this can grant immunity for one hour.
2	Ring of Cold Resistance - the wearer gains +1 AC against any attacks involving cold, including magical attacks and weapons.
3	Detect Invisibility Potion - after drinking potion, you will be able to detect any invisible creatures within 60 feet. There is a 1-in-6 chance the creature will appear as a blue mist.
4	Helmet of Focus - wearing the helmet gives the wearer a 2-in-6 chance to avoid any charm attempts from a creature within 30 feet.
5	Alertness Potion - drink this potion to gain a 4 hour immunity to any sleep magic or special abilities that would cause you to slumber.
6	Cloak of Life Protection - there is a 2-in-6 chance that the wearer may avoid an attempt at life drain. If successful, the cloak is destroyed.
7	Anti-Weakness Potion - after drinking this potion, you have an 2-hour immunity to any magic or effects that would reduce HP or a stat value (such as STR or WIS).
8	Necklace of Anti-Lycan - should the wearer be bit or scratched by a lycanthrope and reduced to less than half HP, the wearer may save-vs-breath weapon to avoid infection.

RESOURCES

On the following pages are a few examples of the posts that the Wardens will post in taverns, near and far. This is the preferred method for the Wardens to express their needs, and rewards are often higher for existing members who have shown a reliability to deliver.

EXPLORERS!

Large Reward To Be Paid

A wealthy collector desires a live bugbear. A reward of 1000 gold coins will be paid for the successful delivery of the creature.

An additional 250 gold coins will be paid if the creature is delivered unharmed.

If you have captured a bugbear, deliver a message of success to the owner of the establishment in which you received this offer. You will be contacted within three days with instructions for delivery.

WANTED

ONE ETTIN

2000 GOLD

PAYMENT ON DELIVERY

LEAVE A SEALED

MESSAGE FOR HEDRIS

WITH THE BARTENDER

WITH A LOCATION AND

TIME TO MEET.

OFFERS

Once a member has established they can deliver more than one creature alive (or undead) in a reasonable amount of time, they may be offered a special request that comes with a significant payment.

d8 - Special Request

1	After many failed attempts, the Wardens have issued a guild-wide offer of 3000 gold coins for the capture of a live manticore.
2	A study on kobold group activity is being planned. The Wardens would like 5 or more kobolds captured and are willing to pay 100 gold coins per kobold delivered.
3	A reward is being offered for information on the location of a phoenix. Contact your Custodian for details. Do not attempt capture; a special team is being assembled for this endeavor.
4	Any Warden who can capture a live giant squid is asked to do so - the more, the better. Failing capture, for each vial of ink that is provided, a fee of 25 gold coins will be paid.
5	A magic chest has been created to capture a wight. Any Warden wishing to test it is asked to contact their Custodian. Pay is double for a captured specimen.
6	An oil to protect armor from a black pudding has been tested with good results. All Wardens are encouraged to obtain a free sample from their Custodian for personal use.
7	The location for an eye of terror has been discovered. Only volunteers are being accepted; no assignments for its capture will be made. Hazard pay is triple.
8	The capture of a gelatinous cube has been difficult. A possible solution for the capture and transport of one has been found. Contact your Custodian if you are interested.

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