



Merchants and Guilds

**A guide to the many Merchant groups and Guild houses in the
RPGA's Living Kingdoms of Kalamar Campaign.**

By Various Contributors

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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 Pecal 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 Laugher, 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

Journeymen 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 Pecal. 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.

Armorers 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 Armorers Guild remains constant. The Armorers Guild is one of the most powerful in all in Pekal for the simple reason that armor keeps people alive. The Armorers Guild has also made it their business to cooperate with the Pekal military especially during the heavy fighting. Prince Kafen hasn't forgotten it, nor will the Guild leaders let him.

Iron is not plentiful in Pekal, 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 Armorers. 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 armorer. Military bases have a few more.

Roleplaying Summary

The main goal for the Armorers 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 Kafen and all things associated with the military.

Darvon'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 Chandlers 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 Chandlers and Bakers, court the Armorers 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 Pekal
- 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, Journeyman 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 Pecal
- +3 meta-org bonus to Diplomacy within Pecal, +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 Pecal. 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 Pecal 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 Pecal who cannot afford them.

The current Guildmaster is Samuel 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 play 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 led 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 to 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, Leboleghido, 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 Pecal.
- +3 meta-org bonus to Diplomacy within Pecal
- 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 Pekal. 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 Pekal. 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 Pekal, 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 ½ 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, Journeymen 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 journeyman

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
Lebolegrado
Cilorealón

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, Hawkers 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 Pecal. 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 (Pecal)
- +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 man the delivery points for metal in the cities of Pekal, 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 Pekal 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, Journeyman 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 Pekal 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 Pekal 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, Lebolegido

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 Theodorus 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 Theodorus'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 - Pekal'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 Pekal. 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 Pekal 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, Pekal'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, Lebolevido, 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.

Pekal'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 herdsmen 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 (Herdsman)
- 1 or more ranks in Handle Animal

Duties

- Must practice trade once per 5 modules, represented by making a Profession (Herdsman) 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 (Herdsman) check (rounded down).

Herdsmen

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

By Alana Abbott

Guild

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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.