

Guildcraft

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Introduction to Guildcraft

Welcome to the world of *Guildcraft*. This book is a tool to enhance the roleplaying experience of your campaign and to allow you to explore new avenues of adventure using your character's skills and class traits in new and exciting ways. In these pages you will find all you need to make use of those skills your characters have and complain they can never use. Each of the core character classes from the d20 fantasy worlds has at least one guild to join. Many of the common and less common skills and trades have guilds also, and player characters are welcome members in these. Political intrigue, secret missions, rival organizations—all of these and more can be found in these pages. Our aim is to give you an added dimension to your campaign, so that instead of beating up bad guys and monsters, your characters can be agents of a larger collective, and the potential exists for different characters to have different secret goals on the same adventure. The roleplaying possibilities are endless.

Historical Guilds

Guilds were the forerunner to the trade union, the Chamber of Commerce, and the cooperative society. They were the civilian counterpart to the armed forces—a group of people bound together by a common interest who worked for the good of the organization as well as that of the individual member.

All cooperative associations charge some kind of dues from members in order to make them viable. These dues may be in the form of monetary payment for the benefits of membership, or they be a certain amount of the member's time spent working for the cause. Some groups require both. For example, the parent/teacher association at just about every school in the free world has a small annual fee and expects each member to donate some time and effort in helping run various fundraisers throughout the year. Community clean-up campaigns (like Adopt a Highway) require only the donation of time on a regular basis. Hobby-based clubs generally require only the payment of annual dues, although they encourage the donation of time as well.

Historically, traders formed guilds to reduce overhead and to increase profits. These guilds were usually in the form of a cooperative. Fishermen still work in co-ops in many places around the world because none of them can afford the cost of setting up their own fish market. Silver- and goldsmiths formed guilds to keep secret the tricks of their craft and also to ensure the survival of the secrets by way of carefully selected apprentices or by handing them down from generation to generation. Mercenary companies form together because it is a better negotiating base to have 100 soldiers for hire rather than one. Merchants formed guilds to keep down the costs of hiring caravan guards, or even the wagons and horses needed to haul their wares from place to place. Eight wagons don't need twice the guards that four do, and few merchants require a whole number of wagons for their products.

Using the Guilds

The guilds presented in this book can serve many purposes. Some are there to give your players bonuses (or balance penalties in some cases) to skills or in combat. Some are there primarily to act as nemeses to your player characters, and others to encourage roleplaying within your group. Each of the organizations presented has some of each of

these factors. It is up to the GM to determine how many of them fit into the campaign and how they fit in.

World Neutrality

All of the entries in this book are designed to be "world neutral" while not appearing generic. The term "world neutral" means that the information presented has been crafted so that it can be dropped into nearly any campaign world without excess changes or development work and without breaking the principles of the world in question. The term generic implies a lack of color or personality, which has been avoided here. The guilds and NPC's in this book have unique names, goals, and functions, although their locations have been left as open as possible. Guilds are typically centered around towns and can either be dropped into an existing town in the campaign or added to a new town created for the purpose of giving the guild a home. GMs are more than welcome to change the names, terms, and details presented in this book in order to suit the individual campaign, and the entries have been written to allow this to be done as painlessly as possible.

How to Read the Entries

The first four chapters in this book contain a variety of fully detailed guilds for use in any number of campaigns. Chapter 1 contains guilds centered around specific classes, Chapter 2 contains guilds centered around particular skills or occupations, and Chapter 3 contains guilds created because of particular social situations. Chapter 4 details a guild designed specifically for adventurers. This guild is the easiest to introduce into most campaigns and provides services invaluable to most PCs.

Within the chapters, each guild is presented with its own name, type, background, and a variety of details on membership and function. The game details of each guild are summed up in the guild's advancement table, which explains the benefits and costs of joining the guild as well as the guild's structure. At the end of the entries are ideas on how to incorporate the guild into your campaign, as well as adventure hooks to get things going quickly. The last section of the entries suggest variations on the guild that the GM can use to better suit his world. Chapter 5 walks you through the process needed to create your own guilds and also explains the full details of the terms used in defining the guilds.

Terminology

In this book, the word "level" refers to a character's total level, derived from his total XP. Rank refers to the number of skill points put into a particular skill. Grade refers to a character's status within a specific guild. This is a little muddy in the mercenary company, where rank is also used in the military sense of the word. We've tried to keep the three concepts separate to avoid any confusion.

Guild Membership & Advancement

Some of the guilds in this book cost nothing to join. Others have a monetary cost, and still others have an XP cost to join. Some have both monetary and XP costs. All but one

of the guilds require XP investments in order to progress through the grades, along with other requirements. The XP used to gain a grade are spent just as a wizard spends XP to craft a magical item.

Guild grades do not stack with character levels, nor do they confer any hit points, "to hit" bonuses, or other level-based benefits unless these are explicitly stated in the text.

Cross-Membership

Some guilds have exclusive membership requirements. For example, mercenary companies do not allow their members to have any other associations. Other groups not only tolerate cross-membership, they encourage it. An adventurer's guild has links to every other guild imaginable, unless that group is either mercenary or secretive. As you read through the guilds in this book and tie them into your campaign, it will become apparent which ones make sense to allow cross-membership and which do not.

Chapter 1 - Class Guilds

This chapter presents a variety of guilds, each based around the particular strengths of a single character class. Each of the core classes has been given its own guild, and some characters may even be able to join more than one. Adventuring PCs are likely to wish to join class-based guilds, and the guilds themselves can serve as impetus for expeditions.

Barbarian Horde

Since the dawn of recorded history, small tribes of nomadic warriors have occasionally banded together for short periods to accomplish goals which were beyond the reach of any one tribe. Most often the goal has been to sack a city or civilization that has encroached on the lands of the nomads and threatened their very existence. To people outside the horde, these nomads are known as barbarians.

Membership

Belief/Code: All members of a barbarian horde share the same belief in bringing down whatever threatens their existence. While this is likely a civilization seeking to expand its borders, it may be a terrible monster such as an ancient dragon that has taken up residence and either eaten or scared away the herds which the barbarians rely on for food and clothing.

Location: All members of a horde come from the same general area, although each tribe has its own roughly defined hunting grounds within that area.

Joining the Horde

Edict: When the lands of the nomads are threatened, the tribal chiefs meet and decide whether the threat is great enough to warrant a horde. If they decide it is, all members of all tribes are automatically members of the horde.

Application: Often, local rangers and druids share the concerns of the nomads and may elect to join the cause.

Size and Scope

The size of a horde can vary enormously, from a single extended family of around 50 to several complete tribes numbering in the low thousands. The perceived level of threat to the tribes will dictate how many join the horde, but even a threat which moves every tribe to action will be limited to at most a couple of thousand. The harsh reality

of tribal nomadic life limits the number of people who can survive, let alone thrive.

Hordes seldom venture outside the region they consider to be their hunting grounds. A horde from the northern wastes is not going to sweep through an entire continent just to get to a major city in the subtropical south. On the other hand, nomadic tribes are often warlike as a necessary adjunct to hunting for sometimes scarce resources, and it is not unknown for two tribes to invoke the horde and battle each other for the right to hunt in an area.

The range of a horde is normally defined by the terrain. It may be hundreds of square miles of savannah or prairie, or it may be limited to the immediate surrounds of a lake or part of a river. It may be a hidden valley deep in the mountains or the frozen tundra of the polar regions. Whatever the range, it will be clearly defined by some natural geographical feature.

Guild Structure & Advancement

Barbarians are chaotic by nature and abhor any kind of organized structure. The make-up of the horde reflects this in that there are few defined grades and advancement is informal.

The majority of barbarians are considered fodder. They charge into battle, careless of their own lives and those who stand before them.

Fodder who show prowess and courage may gain recognition as Chosen Ones. Others of their clan or tribe will follow them into battle when next the horde is on the move.

Chosen Ones who cleave their way through the enemy ranks may rise to the height of War Leader and gain the respect of all the clans or tribes in the region.

War Leaders who survive a few battles end up as Chieftains in their own right, attracting numbers of followers to start their own tribes (or, rarely, their own clans).

A Chieftain may, if his prowess is legendary, unite all the tribes under his Warlord banner for a short time to accomplish a specific goal. This goal need not involve invoking the horde but may be something like constructing a trading post so the tribes can deal with outsiders.

Benefits

Extra Attack: While the horde is invoked, barbarians gain an additional Rage attack per day. Rangers and druids can rage once per day.

Heightened Senses: When the horde is invoked, members' senses are heightened by the thrill of battle. To reflect this, horde members gain a +1 per grade to all Spot and Search rolls. This bonus is lost once the horde disbands but returns when next the horde is summoned.

Reputation: The following die roll bonuses apply whether the horde is currently rampaging or not, as long as the character has been on at least one rampage.

- Chosen Ones gain a +1 bonus to all Charisma-based rolls when dealing with members of their own tribe.
- War Leaders gain a +1 bonus to all Charisma-based rolls when dealing with barbarians of other tribes and a +2 bonus when dealing with their own tribe.
- Chieftains gain the ability to generate a small income from trading with other tribes or outsiders. They make a 1d10 check once per month, modified by Craft if they have it. They gain a +1 bonus to all Charisma-based rolls when dealing with druids and rangers, +2 when dealing with other barbarians, and +4 for their own tribe. They can call a council of chieftains and attempt to summon a horde. While this should be roleplayed, it may involve one or more Diplomacy rolls using the above bonuses in addition to any other modifiers.
- Warlords gain a +2 bonus to Charisma-based rolls when dealing with druids and rangers, +4 when dealing with other barbarians, and +6 for their own tribe.

Summon Horde: A Warlord can summon a horde for a maximum of three days or for one specific task (refer to table 1.2). The size of this horde is dependent on a Diplomacy roll, and the +4 bonus above applies, as do any other modifiers. Any penalties for being a barbarian do not apply, as these are applicable only when dealing with nonbarbarians. A Chieftain can attempt to summon a horde as well, although the DC for him to do so is increased by 5.

These numbers may be modified to suit the population base of your campaign. 2,500 should be the upper limit of any nomadic assembly, no matter how populated the world might be. Beyond this number, people tend to settle and build towns and cities rather than remain nomadic.

Disadvantages

Hostility: Barbarians are at a social disadvantage at the best of times. When the horde is invoked, any member who is captured can expect to be pilloried in the stocks before being executed (if he is lucky), sold into slavery, or (if it fits the campaign) thrown into the gladiator arena for the amusement of the masses. In any event, the character is out of the campaign unless his fellows can effect a rescue.

Affiliations

Almost none. Barbarian hordes are shunned and feared by everyone else. Only druids and rangers will freely associate with them, and only as individuals, not at an organizational level. Druidic cabals fear the destruction wreaked by a horde merely passing over the territory between them and their objective.

Wargames

Every few years, if there hasn't been an outside threat to deal with, the nomadic tribes get together for mock battles and tests of strength, stamina, and speed. To begin the festivities, each tribe puts on one or more performances depicting past victories (this is where characters get to use their Perform skills) while the onlookers feast on roast beast and drink too much mead and ale. The following day, the events begin in earnest. The first event is a test of speed, where the representatives of each tribe (no more than three per tribe) race from a standing start to a tree some 200 yards away and snatch a pennant from the tree. To win this event involves six opposed Athletics checks. Each +1 is a one-yard lead per check, so the lead can change several times over the event. The winner is the character with the most bonuses after the last roll.

The next event is a test of strength. Each tribe fields a team of up to six individuals with a combined Strength score of not more than 72. Each tribe also fields up to two individual contestants. The object of the exercise is for each individual contestant to engage in a tug of war with another tribe's team. The team makes opposed Strength checks using its highest Strength added to all other Strength modifiers. Each contestant has only his own Strength, or appropriate skill, to pit against the team. Each point of difference in the die rolls is one yard of distance pulled toward the higher roll. The tug of war is over when one side has

Table 1.1 – Barbarian Horde Advancement

Grade	Prerequisites	XP Cost	Benefits
Fodder (1)	1 level in Barbarian, Ranger, or Druid	0	Extra Attack, Heightened Senses
Chosen One (2)	Defeat three opponents in one battle	500	Extra Attack, Heightened Senses, Reputation
War Leader (3)	Lead at least two other barbarians against a superior force and survive, 5 levels in Barbarian	1,000	Extra Attack, Heightened Senses, Reputation
Chieftain (4)	Soundly defeat an opposing force, Leadership	1,500	Extra Attack, Heightened Senses, Reputation, Can call a council meeting and attempt to summon a horde
Warlord (5)	10 levels in Barbarian, Diplomacy 2 ranks	2,000	Extra Attack, Heightened Senses, Reputation, Summon Horde

Table 1.2 – Summon Horde

Warlord DC	Chieftain DC	Size of Horde
10	15	20
15	20	50
20	25	100
25	30	300
30	35	1,000
35	40	2,500

been pulled 10 yards. While contestants are not expected to win (although sometimes it happens), the idea is to last as many rounds as possible and to be the last contestant to lose.

The last event is one of stamina. A race over five miles, with obstacles to overcome, has been set up by the chieftains. Depending on the terrain, these obstacles may include running through dense undergrowth, fording a fast-flowing stream or river, leaping over loose rock (scree), hurdling fallen trees, or climbing a sheer cliff. The winner is the first one to cross the finish line. He receives the accolades of all present, no matter which tribe they are from.

XP awards: Award 30 XP per test, with a bonus 20 XP for any test a character is triumphant in.

Leaving the Horde

With Permission: Once the threat has been dealt with, the horde disbands and the individual tribes go their separate ways until the next threat materializes.

Without Permission: Rangers and druids who abandon the horde before the threat has been neutralized are considered enemies of all the nomadic tribes unless they somehow redeem themselves. They will not be able to receive any kind of aid or shelter and may be killed if they are caught by the tribes.

Tribal members who abandon the horde during the conflict are considered outcasts and are not welcomed at any fires. This is effectively a sentence of death by starvation, by freezing, or as a meal for a denizen of the wilds and is far more cruel than a swift axe stroke would be.

Nomad Chieftain

Grog the Red: Male half-orc Barbarian 6: CR 6; Medium-size humanoid (half-orc); HD 6d12 +6; hp 53; Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9/+4 melee (1d8+2/x3, masterwork battleaxe) or +7/+2 (1d8/x3 longbow); SA Rage; SQ horde abilities, half-orc abilities, barbarian abilities; AI CG; SV Fort +6, Ref +5, Will +2; Str 15, Dex 12, Con 12, Int 8, Wis 11, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Diplomacy +2,

Jump +5, Listen +2, Ride +4, Sense Motive +2, Swim +5, Wilderness Lore +3; Leadership, Lightning Reflexes, Power Attack.

Possessions: masterwork battleaxe, longbow, chain shirt.

Grog the Red is so called because of the trail of blood he tends to leave in his wake. He does not have the red hair normally associated with the appellation. Grog is the head of his clan but is not always comfortable in the role. He is aware of his responsibilities to the clan members and does not relish the way these obligations tie him down. His soul is that of the wanderer, the nomad, and the responsibility of leadership drives him to distraction on a regular basis.

Fortunately for Grog, there is an outlet for his tension. There is always a rival clan or band of marauding monsters invading the clan lands, so Grog spends as much time as he can manage (and as clan leader that's quite a bit) leading war parties in defense of their territory.

Despite not enjoying his clan leader duties, he does take them seriously when he's not off fighting a battle. The sanctity of life, particularly that of clan members, is paramount to him. He therefore does what he can to ensure there is food to eat, shelter for warmth and protection, and a shaman to ward off evil spirits and diseases.

Grog is fierce in combat, preferring to close with his opponents and split them with his battleaxe. His towering bulk makes him a frightening sight for would-be enemies, and the axe he swings only adds to the visage.

Grog is just 25 summers, and his 250-pound frame towers almost 7 feet over the ground. His blond hair and blue eyes, combined with his preferred garb of tanned skins, would have him referred to as a Viking in some places, but he has no knowledge of traveling over water.

Negotiating with Grog can be time-consuming and difficult. He isn't comfortable with fancy talk and would prefer to negotiate most deals with an arm wrestle. He is friendlier (+2 reaction) toward those who arm wrestle him than to those who are scared off by his bulk. It doesn't matter to him who wins the arm wrestle, just that someone is willing to participate.

As a nomad used to living off the land, Grog is not one to kill for its own sake. He kills for food, for warmth, and to defend his clan from invaders. Even when going to council to raise a horde, Grog only does so if he believes the clan lands are threatened in some way.



Your Campaign

The barbarian horde is a very loose and unpredictable force. It is rarely invoked, but when it is, it can come out of nowhere and change things forever. Unless your party contains barbarians, this is probably the best way to use the horde, as an element of fortune or misfortune, as the case may be. The horde can sweep into your campaign unannounced and then disappear just as fast, creating all manner of situations.

If you have barbarians in your party, the horde works well as a hook to draw the party into a new story. The barbarian characters are called to fight some previously unknown evil, and the party may decide to join them. It is also possible that the horde may cause a division in the party, especially if the horde is called to attack civilized lands.

Barbarian PCs who progress in grade may eventually be able to call up the horde themselves, thus providing impressive back-up for an adventuring party. See below under variations for a more permanent type of campaign centered around the horde.

Adventure Hooks

- ✦ The horde is invoked to rescue a captured chieftain from a border town. The characters may either help attack or defend the town.
- ✦ All of the nomads in a large area have disappeared. Supposedly the horde was called, and all of them marched away and never returned. What has happened?
- ✦ The party is trapped in the wilderness by a much more powerful group of creatures. The characters' only hope for survival is to incite the local barbarians against their enemies. Of course, this is easier said than done.
- ✦ A town has recently been attacked by a barbarian horde, and a number of the townsfolk were carried off. Can the party track down the scattered nomads and free these slaves?

Variations

Global Conquest: Probably the most successful barbarian in recorded history was the Mongol leader Temujin. Better known as Genghis Khan, he set out to conquer the known world—and very nearly succeeded.

To run an epic campaign of the scale of Genghis Khan's ravaging hordes, the goal becomes world domination, and the horde is held together by the force of the Khan's will. As this is a powerful character, the Khan should be an NPC, giving specific missions to the PCs as part of the global picture. Look at the rescue mission in Adventure Hooks for an idea about what might be an appropriate mission.

Druid's Cabal

Shrouded in the damp mist, the barely discernible figures shuffled around a stone altar, chanting in a language that had been lost to the civilized races for many centuries. Chained to the altar, unconscious, its tail and head dangling from either end and resting on the damp ground, was a dragon more than 20 feet long. Its huge wings were folded but still hung to the ground; its color was impossible to

tell in the gray vapor. As the chanting rose in volume the dragon awoke with a start and began to struggle. But it was too late. The figures surrounding it turned inward as one and raised their arms to the stone pillars, forming an unseen circle some 50 feet away. With a rumble that quickly became a roar, the altar cracked open and sucked the wyrm into its gaping maw. Within seconds the dragon had disappeared and the altar lay bare in the midst of the cowed druids. One of them spoke, her voice barely above a whisper. "My sisters, as long as the pillars stand the dragon Garex will remain trapped in the womb of the earth. Its magical life force will power our most potent rituals and spells, and Mother Earth herself will hold Garex frozen in time, neither aging nor thirsting, nor tiring until the pillars be sundered. So let it be for all eternity." "So let it be for all eternity," replied the other druids in response to the mantra. They all turned away and vanished into the mist, to return to their stone circle when next the moon was full.

Purpose

Protection/Sharing: Druids are naturally shy, loner types. However, as priests of nature they sometimes have the need to perform rituals or great magic, or defeat a mighty foe, tasks that are beyond the abilities of any one individual. For this reason druids build stone circles, consecrate groves of trees deep in forests, or select some other focal point for their power and a place to meet. A secret organization is then created to guard and utilize these sites, and on important occasions the members gather to work their strange rituals.

Membership

Profession: A druids' cabal is fully open to druid characters. Rangers and barbarians may become members if circumstances warrant it, but their membership benefits are limited.

Joining the Guild

Application: Any druid who feels the need to be part of a larger whole may apply for membership in a cabal, if he can find one. Cabals don't advertise their existence to outsiders.

Invitation: From time to time, the cabal may need more members and will invite druids and perhaps rangers and barbarians to join them. This is usually in the lead-up to an important festival or ritual, where the cabal requires more magical energy than its present members can generate.

Test/Examination: However a character joins a cabal, he must first prove his worthiness to be a member. For invited members, this demonstration of faith requires the expenditure of 1,000 XP and nothing more. For prospective members who apply to join, the first test has been passed—they found the cabal. Each cabal has its own initiation requirements for applicants, ranging from the swearing of an oath to the ritual shedding of blood, to a more strenuous ordeal involving up to a week of fasting and meditating with little or no sleep allowed. However the rites are administered, the 1,000 XP must also be expended.

Size and Scope

Cabals are small in size, numbering no more than 20 in all but the largest groups. Their ranges are usually

limited to a specific natural feature such as a forest, mountain range, prairie, river delta, or some other easily defined area.

Guild Structure & Advancement

Graded (Merit): A druid's cabal consists of six grades of initiates: member, friend, naturalist, enervator, circle, and high druid. Advancement is based entirely on merit and how well a druid is able to learn the talents of his profession. As a member's grade rises within the guild, the more he becomes trusted, and the more secret information he is allowed access to. A druid's grade reflects how much secret power and knowledge he has accrued within the cabal. The cabal is led by a single figure, called the High Druid. The High Druid makes all the decisions regarding when the cabal will meet and what rituals it will perform. The High Druid is the leader for life of the cabal. If he ever dies or steps down, a successor is elected from among the grade 5 members. The election is held at a cabal meeting, and all members are allowed a single silent vote. Voting is done by placing colored stones corresponding to the candidates into a slot in a sealed coffer.

Benefits

Access to Skills: Since the cabal is a secret organization, all members have Bluff, Sense Motive, and Innuendo as class skills.

Bonus Skills: Each time a member advances in grade he receives one additional skill point. These skill points reflect the shared knowledge that the cabal affords a character.

Bonus Spells: By being a member of the cabal, a druid gains access to secrets that improve his magical abilities. These secrets are reflected in bonus spells. Each time a member advances in grade, he gains one additional spell of the level equal to his new grade. These spells should be chosen as appropriate to the purposes of the cabal. Additionally, at first grade, a bonus 0-level spell is gained.

Call Order: The High Druid can call the cabal to order at will, and all members are expected to attend.

Fraternity: Members of a cabal are dedicated to helping one another protect the wilderness, and if one member comes up against a force that is too powerful for him, he can call on his brethren to assist him. Typically, one to two druids will come to help per grade he has achieved, assuming that the cause is a good one. These brethren are typically within four levels of the druid's own.

Disadvantages

Attendance: Cabal members are expected to attend the rituals of their group, usually dictated by the phases of the moon. Attendance is compulsory unless the High Druid has given leave. Absence without leave on more than one occasion is grounds for expulsion. For campaigns where time is tracked, a druid must spend 12 weeks (or whatever time units you use) per year attending ritual gatherings.

Fraternity: Druids are often asked by their fellow members to assist in fighting off unnatural forces. PCs may be called upon at any time to help or to attend rituals. Such calls are not mandatory unless they come from the high druid.

Secrecy: Members of a cabal must keep their membership secret, even to the point of requesting permission to invite a potential new member into the group. This dates back many centuries to when druids were fond of sacrificing local children to appease the nature gods. While most druids no longer practice those rituals, race memory is long and secrecy is safety.

Affiliations

None. A cabal is a secret organization.

Leaving the Cabal

With Permission: A druid who leaves a cabal with the blessing of the high druid loses all the benefits of membership, with the exception of bonus skill points and class skills. Should the druid ever wish to rejoin the same cabal, a new initiation and an additional 1,000 XP will be required, but the druid will then be reinstated at the grade he was when he left.

As druids are solitary by nature, it is not uncommon for druids to leave when the strictures of membership are seen to be stifling the druid's individuality.

Without Permission: Those who leave the group without the blessing of the High Druid suffer the same results as those leaving with permission, but rejoining later is not possible.

Expulsion: Druids who break the secrecy of the organization may be expelled from the cabal or reprimanded, depending on the severity of the transgression. Druids may also be expelled from a cabal for offending against nature. Such a crime is considered so serious the druid will most likely be put to death in a manner appropriate to the crime.

Table 1.3 – Druids' Cabal Advancement

Grade	Prerequisites	XP Cost	Benefits
Member (1)	2 levels in druid, test/exam	1,000	Access to skills; bonus skill, bonus spells (0, 1 st), Fraternity
Friend (2)	Diplomacy 2 ranks	1,500	Bonus skill, bonus spell (2 nd)
Naturalist (3)	6 levels of druid	2,000	Bonus skill, bonus spell (3 rd)
Enervator (4)	Innuendo 2 ranks	2,500	Bonus skill, bonus spell (4 th)
Circle (5)	10 levels in druid, Diplomacy 4 ranks	3,000	Bonus skill, bonus spell (5 th)
High Druid (6)	12 levels in druid, Sense Motive 2 ranks, Leadership, Available position; election.	3,500	Bonus skill, bonus spell (6 th), Call Order

Note: Druid prestige classes count in determining druid levels.

High Druid

Celeste Alstian: Female elf Druid12: CR 12; Medium-size humanoid (elf); HD 12d8+12; hp 75; Init +3 (Dex), Spd 30 ft.; AC 21 (touch 17, flat-footed 18); Atk +11/+6 melee (1d8+1/x3, long spear +1) or +10/+5 (1d6/x2 quarterstaff) or +16/+11 ranged (1d4+3/19-20/x2 sling +3); SA spells; SQ druid abilities, elven abilities; AI N; SV Fort +9, Ref +7, Will +11; Str 11, Dex 16, Con 12, Int 10, Wis 17, Cha 16.

Skills and Feats: Animal Empathy +8, Concentration +5, Craft (trapmaking) +4, Diplomacy +8, Handle Animal +7, Heal +9, Knowledge (nature) +9, Profession (herbalist) +11, Search +3, Sense Motive +4, Spellcraft +3, Spot +4, Swim +4, Wilderness Lore +7; Brew Potion, Craft Staff, Improved Critical (sling), Leadership, Track.

Druid Spells: (6/6/5/5/3/3/2): 0—create water, detect magic, detect poison, guidance, mending, resistance; 1st—animal friendship, detect snares and pits, entangle, faerie fire, obscuring mist, pass without trace; 2nd—animal messenger, barkskin, flame blade, heat metal, summon swarm; 3rd—neutralize poison, protection from elements, snare; 4th—dispel magic, flame strike, spike stones; 5th—summon nature's ally V, tree stride.

Animal Companion: Vernon, medium viper, AC 16, HP 10, Atk +0 (1d4-1 bite), Speed 20.

Possessions: Sling +3, longspear +1, leather +2, ring of protection +4, ring of free movement, staff of healing, staff of the woods.

Celeste Alstian is a solitary elf who dwells mostly in the forest, in a hut made primarily of twigs and moss. Her hut is alive and its life offers her some degree of privacy from the outside world, as her presence is hard to detect among the living plants that make up her home.

She is slight and has dusky skin, perhaps indicating some drow blood in her lineage. Her hair is raven, her eyes emerald green.

Celeste cares little for the affairs of mortals, unless their business affects "her" forest. She can be persuaded (if she can be found) to aid in any cause which defends nature against incursions. She has little interest in anything else.

Your Campaign

A druids' cabal can easily work either for or against your party. The cabal may be a bonded group of adversaries, determined to track down and destroy the party, or a band of brethren who can help druid characters who get into trouble. The cabal can also simply provide an excellent background for an adventure. What happens, for example, if the dragon mentioned in the intro to this guild is released? The cabal might approach the party and ask for help in recapturing and rebinding the dragon, or that cabal might be long dead, and the dragon becomes free to wreak havoc on the countryside. You also may want to use the secrecy

to the cabal to give a campaign a mysterious flair. Maybe a number of distinct and unrelated events are all the work of the cabal, and point toward some sinister hidden purpose that the party must decipher.

Adventure Hooks

The cabal is a secret group, concerned with the well-being of the natural order. A number of things may disturb the natural order and require action:

✦ A band of undead has invaded the area and is causing havoc among the populace. This isn't of concern to the cabal, but what is of concern is the damage being done to the environment by the

undead hordes and the fleeing common folk. The undead must be stopped, even if that involves enlisting aid from cabal nonmembers

✦ A PC is asked to join the ranks of a cabal. If he refuses, he may be hunted down so as to project the secrets of the guild.

✦ The druids are concerned about the encroachment of "civilization." This is not something that can be fought directly and provides an opportunity for characters to use their skills to negotiate a solution to the balance between an expanding population needing somewhere to live and farmland to provide sustenance, and the need for nature's creatures to have a habitat in which they can survive. The cabal should be played as environmentalists in this situation, but not rabid ones. They are intelligent enough to know that they cannot halt the march of humankind. They simply want to promote the concept of biodiversity. The PCs in this situation should ideally be the deal-brokers between the cabal and the local townsfolk who are expanding the town limits.

✦ A ritual has gone horribly wrong, and the members of a druids' cabal have all become tainted with evil magic, creating overnight a very powerful, and very sinister, secret organization.

Other Druid Guilds

Some cabals might not be as secretive and may even advertise their services to local farmers experiencing a bad season or plagued by locusts. Druids must be careful in taking such assignments, as the natural order of things demands the odd plague and a drought every so often.

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v3.5 Appendix

The update of the core rules to v3.5 has caused some concern for players used to taking materials out of Bastion Press books and dropping them seamlessly into their campaign. This appendix brings all of the essential changes in NPC stats (typically the most time-consuming changes) and a general overview of any changes you might need to implement in *Guildcraft's* rules to once again incorporate it into your campaign.

Table 1.3-Druids' Cabal Advancement

The requirement for Enervator should be changed to Bluff (2 ranks)

Table 1.14-Fools' Guild Advancement Table

Increase Bluff rank requirements by +2 for Imposter grade and above. This change replaces all instances of the Innendo requirement. The benefit for Imposter becomes Skill bonus (Bluff).

Table 3.6-Lochrinn Town Guild Advancement Table

All instances of Wilderness Lore should be changed to Survival.

Nomad Chieftain

Grorg the Red: Male half-orc Barbarian 6: CR 6; Medium-size humanoid (half-orc); HD 6d12 +6; hp 53; Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9/+4 melee (1d8+2/x3, masterwork battleaxe) or +7/+2 (1d8/x3 longbow); SA Rage; SQ horde abilities, half-orc abilities, barbarian abilities; AI CG; SV Fort +6, Ref +5, Will +2; Str 15, Dex 12, Con 12, Int 8, Wis 11, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Diplomacy +2, Jump +5, Listen +2, Ride +4, Sense Motive +2, Survival +3, Swim +5; Leadership, Lightning Reflexes, Power Attack.

Possessions: masterwork battleaxe, longbow, chain shirt.

High Druid

Celeste Alstian: Female elf Druid 12: CR 12; Medium-size humanoid (elf); HD 12d8+12; hp 75; Init +3 (Dex), Spd 30 ft.; AC 21 (touch 17, flat-footed 18); Atk +11/+6 melee (1d8+1/x3, long spear +1) or +10/+5 (1d6/x2 quarterstaff) or +16/+11 ranged (1d4+3/19-20/x2 sling +3); SA spells; SQ druid abilities, elven abilities; AI N; SV Fort +9, Ref +7, Will +11; Str 11, Dex 16, Con 12, Int 10, Wis 17, Cha 16.

Skills and Feats: Concentration +5, Craft (trapmaking) +4, Diplomacy +8, Handle Animal +12, Heal +9, Knowledge (nature) +9, Profession (herbalist) +11, Search +3, Sense Motive +4, Spellcraft +3, Spot +4, Survival +7; Swim +4; Brew Potion, Craft Staff, Improved Critical (sling), Leadership, Track.

Druid Spells: (6/6/5/5/3/3/2): 0—create water, detect magic, detect poison, guidance, mending, resistance; 1st—charm animal, detect snares and pits, entangle, faerie fire, obscuring mist, pass without trace; 2nd—animal messenger, barkskin,

flame blade, heat metal, summon swarm; 3rd—neutralize poison, protection from elements, snare; 4th—dispel magic, flame strike, spike stones; 5th—summon nature's ally V, tree stride.

Animal Companion: Vernon, medium viper, AC 16, HP 10, Atk +0 (1d4-1 bite), Speed 20.

Possessions: Sling +3, longspear +1, leather +2, ring of protection +4, ring of free movement, staff of healing, staff of the woods.

High Master

Sir Gart Ouveron, High Master of the Golden Blades:

Male human Fighter 20: CR 20; Medium-size humanoid (human); HD 20d10+40; hp 156; Init +5, Spd 30 ft.; AC 29 (touch 23, flat-footed 21); Atk +27/26*/22/21*/17/12 melee (1d8+9+1d6, 1d8+8*/15-20/x2, +5/+3* longsword) or +30/22*/17*/12* ranged (1d4+5, 1d4+2*/19-20/x2, +3/+0* dagger); SA none; SQ Golden Blades abilities; AI LN; SV Fort +14, Ref +11, Will +9; Str 15, Dex 21, Con 15, Int 15, Wis 17, Cha 14.

Skills and Feats: Appraise +3, Climb +7, Craft (weapon repair) +12, Diplomacy +17, Handle Animal +7, Intimidate +17, Jump +7, Knowledge (weaponry) +17, Listen +8, Ride +15, Sense Motive +13, Speak Language (Elven), Spot +8, Tumble +10; Alertness, Ambidexterity, Blind-Fight, Combat Expertise, Deflect Arrows, Dodge, Feint, Improved Critical (longsword), Improved Disarm, Improved Unarmed Strike, Improved Two-Weapon Fighting, Leadership, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (dagger), Weapon Specialization (longsword), Whirlwind Attack.

Special Qualities: Spell Resistance 19, Golden Blades abilities (+2 bonus to AC, +1 to attack rolls)

Possessions: +3 dagger, 4 daggers, +4 glamered leather armor of spell resistance, +5 keen longsword of shock, +3 keen weightless longsword, ring of protection +5.

Grand Master

Marron: Male human Monk 20: CR 20; Medium-size humanoid (human); HD 20d8; hp 88; Init +11, Spd 90 ft.; AC 37 (touch 29, flat-footed 34); Atk +15/+10/+15 melee (1d4/19-20/x2, dagger) or +22/+17/+12 ranged (1d4/19-20/x2, throwing dagger) or +15/+12/+8/+6/+3 (1d20, unarmed); SA none; SQ monk abilities, immunity to fear (magical or otherwise); AI LG; SV Fort +12, Ref +19, Will +18; Str 10, Dex 17, Con 10, Int 14, Wis 26, Cha 12.

Skills and Feats: Balance +22, Climb +12, Concentration +15, Diplomacy +11, Escape Artist +17, Hide +27, Jump +18, Knowledge (arcana) +5, Knowledge (martial arts) +8, Knowledge (philosophy) +5, Listen +15, Move Silently +17, Perform +7 (oratory), Speak Language (Elven), Speak Language (Halfling), Spot +10, Swim +5, Tumble +17; Ambidexterity, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Special Qualities: All monk abilities, immunity to fear (magical or otherwise).

Possessions: Belt, monk's outfit, bracers of armor +8, manual of quickness in action +4 (used), necklace of adaptation, ring of protection +3.

Grand Master

Sir Bran Macasemes: Male human Paladin 17: CR 17; Medium-size humanoid (human); HD 17d10+34; hp 119; Init +1, Spd 30 ft.; AC 31 (touch 18, flat-footed 23); Atk +27/+22/+17/+12 melee (1d10+9/17-20/x2, sword, bastard) or +18/+13/+8/+3 ranged (1d10/19-20/x2, crossbow, heavy); SA none; SQ paladin abilities; AI LG; SV Fort +12, Ref +6, Will +7; Str 20, Dex 13, Con 14, Int 12, Wis 15, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +8, Handle Animal +13, Heal +7, Knowledge (military) +11, Knowledge (religion) +11, Ride +21, Speak Language (Dwarven); Exotic Weapon Proficiency (sword, bastard), Improved Critical (sword, bastard), Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (sword, bastard).

Special Qualities: Paladin abilities—access to Domain of Healing (9th-level caster for healing spells), access to Domain of Protection (protective ward power), Aura of Courage, Detect Evil, Divine Grace, Divine Health, Lay On Hands (68 hp per day), Remove Disease 6/week, Smite Evil, Special Mount, Second Special Mount, Turn Undead.

Paladin Spells (3+1/3+1/2+1/1+1): 1st—*bless*, *divine favor*, *magic weapon*, and either *cure light wounds* or *sanctuary* (domain spells); 2nd—*delay poison*, *resist elements*, *undetectable alignment*, and either *cure moderate wounds* or *shield other* (domain spells); 3rd—*dispel magic*, *heal mount*, and either *cure serious wounds* or *protection from elements* (domain spells); 4th—*dispel evil* and either *cure critical wounds* or *spell immunity* (domain spells).

Possessions: full plate armor +5, holy bastard sword +4, large steel shield +5.

Guildmaster

Burtip Tipple: Male half-elf Rogue 10/Bard 2: CR 12; Medium-size humanoid (half-elf); HD 12d6+24; hp 74; Init +3, Spd 30 ft.; AC 20 (touch 15, flat-footed 17); Atk +13/+8 melee (1d4+3/19-20/x2, dagger +3) or +11/+6 ranged (1d8 + 2 x3 longbow +2); SA sneak attack; SQ rogue abilities, bard abilities, half-elf abilities; AI CN; SV Fort +13, Ref +5, Will +6; Str 10, Dex 16, Con 15, Int 14, Wis 10, Cha 14.

Skills and Feats: Appraise +9, Balance +8, Bluff +8, Climb +8, Decipher Script +8, Diplomacy +12, Disguise +8, Forgery +7, Gather Information +10, Hide +8, Intimidate +6, Knowledge (religion) +3, Listen +12, Move Silently +14, Open Lock +8, Perform (act) +9, Sleight of Hand +8, Search +8, Sense Motive +6, Speak Language (Draconic), Speak Language (Elvish), Speak Language (Infernal), Speak Language (Undercommon), Spot +6, Tumble +14, Use Magic Device +5, Use Rope +8; Dodge, Improved Critical (dagger), Skill Focus (gather information), Track, Weapon Finesse.

Special Qualities: Half-elf abilities—Immunity to sleep spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Spells: (3/1): 0—*dancing lights*, *detect magic*, *flare*, *light*, *prestidigitation*; 1st—*charm person*, *cure light wounds*.

Possessions: Dagger +3, longbow +2, leather armor +3, ring of protection +2.

Eparch

Bishop Alander Moy: Male half-elf Cleric 16: CR 16; Medium-size humanoid (half-elf); HD 16d8+48; hp 114; Init +0, Spd 30 ft.; AC 22 (touch 14, flat-footed 22); Atk +16/+11/+6 melee (1d6+3/x2, mace, light) or +12/+7/+2 ranged (1d4/x2, sling); SA none; SQ half-elf abilities; AI CG; SV Fort +15, Ref +5, Will +18; Str 9, Dex 10, Con 16, Int 15, Wis 22, Cha 17.

Skills and Feats: Concentration +18, Diplomacy +19, Heal +10, Knowledge (arcana) +8, Knowledge (religion) +10, Profession (fisherman) +8, Sense Motive +12, Speak Language (Celestial), Speak Language (Gnome), Spellcraft +19; Endurance, Extra Turning, Great Fortitude, Iron Will, Leadership, Spell Penetration.

Special Qualities: Half-elf abilities—Immunity to sleep spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Cleric Spells (12/11+1/11+1/11+1/10+1/10+1/9+1/9+1/8+1): 0—*detect magic* x4, *guidance* x2, *light*, *read magic* x2, *resistance* x3; 1st—*bane* x2, *bless* x2, *command* x2, *divine favor* x2, *doom*, *magic weapon* x2; 2nd—*aid*, *augury*, *calm emotions*, *endurance*, *enthrall*, *gentle repose*, *hold person*, *lesser restoration*, *silence*, *speak with animals*, *zone of truth*; 3rd—*bestow curse*, *daylight*, *deeper darkness*, *dispel magic* x2, *invisibility* *purge*, *prayer* x2, *remove curse*, *remove disease*, *searing light*, *water walk*; 4th—*control water*, *discern lies*, *dismissal*, *divine power*, *imbue with spell ability*, *restoration*, *sending*, *spell immunity*, *status*, *tongues*; 5th—*atonement*, *break enchantment*, *commune*, *dispel law*, *flame strike*, *greater command*, *hallow*, *healing circle*, *scrying*, *true seeing*; 6th—*animate objects*, *banishment*, *blade barrier*, *forbiddance*, *geas/quest*, *greater dispelling*, *harm*, *heal*, *word of recall*; 7th—*control weather*, *destruction*, *greater scrying*, *holy word*, *refuge*, *regenerate*, *repulsion*, *resurrection*, *spell immunity*, *word of chaos*; 8th—*antimagic field*, *cloak of chaos*, *discern location*, *earthquake*, *fire storm*, *holy aura*, *mass heal*, *symbol of stunning*; Cleric Domains—Chaos, Good, Strength.

Possessions: bracers of armor +8, crystal ball with *see invisibility*, +4 dispelling light mace, ring of protection +4.

Moderator

Aleksa Barthum: Female human Sorcerer 18: CR 18; Medium-size humanoid (human); HD 18d4; hp 45; Init +2, Spd 30 ft.; AC 25 (touch 17, flat-footed 23); Atk +12/+7 melee (1d6+3/x2, quarterstaff) or +11/+6 ranged (1d4/x2, dart); SA none; SQ Summon Familiar; AI CG; SV Fort +6, Ref +8, Will +12; Str 12, Dex 14, Con 11, Int 16, Wis 12, Cha 22.

Skills and Feats: Concentration +21, Diplomacy +24, Gather Information +10, Knowledge (arcana) +20, Knowledge (geography) +9, Profession (cartographer) +6, Search +16, Speak Language (Draconic), Speak Language (Elven), Speak Language (Halfling), Spellcraft +23; Combat Casting, Empower Spell, Extend Spell, Maximize Spell, Silent Spell, Still Spell, Spell Focus (enchantment), Spell Penetration.

Sorcerer Spells (12/12/12/12/12/12/12/12/11/9): 0—*daze*, *detect magic*, *disrupt undead*, *flare*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*charm person*, *comprehend languages*, *hypnotism*, *magic missile*, *sleep*; 2nd—*flaming sphere*, *hypnotic pattern*, *invisibility*, *levitate*, *hideous*

laughter; 3rd — dispel magic, fireball, hold person, suggestion; 4th — charm monster, rainbow pattern, scrying, holy sword (paladin); 5th — dominate person, prying eyes, seeming, teleport; 6th — legend lore, mass suggestion, veil; 7th — greater scrying, limited wish, prismatic spray; 8th — discern location, whirlwind (druid); 9th — meteor swarm.

Possessions: bracers of armor +8, carpet of flying, ring of protection +5, rod of splendor, staff of the illusionist.

Chancellor

Grett Austrimer: Male human Wizard 19: CR 19; Medium-size humanoid (human); HD 19d4+19; hp 57; Init +0, Spd 30 ft.; AC 23 (touch 10, flat-footed 23); Atk +12/+7 melee (1d4+3/x2, dagger) or +9/+4 ranged (1d4+1/x2, dagger); SA none; SQ Summon Familiar; AI LN; SV Fort +8, Ref +6, Will +13; Str 14, Dex 11, Con 14, Int 22, Wis 15, Cha 16.

Skills and Feats: Appraise +13, Concentration +22, Craft (alchemy) +31, Craft (jewelry) +15, Craft (metalwork) +15, Craft (woodwork) +15, Decipher Script +21, Diplomacy +11, Knowledge (arcana) +31, Knowledge (commerce) +17, Knowledge (history) +11, Knowledge (nature) +10, Knowledge (nobility and royalty) +12, Knowledge (politics) +17, Knowledge (the planes) +26, Profession (teacher) +19, Sense Motive +6, Speak Language (Celestial), Speak Language (Draconic), Speak Language (Dwarven), Speak Language (Elven), Spellcraft +36; Brew Potion, Craft Magic Items and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Leadership, Scribe Scroll, Spell Penetration.

Wizard Spells (13/13/13/13/13/13/13/12/12 per day): 0 — all; 1st — animate rope, comprehend languages, identify, magic missile (x2), magic weapon, magic aura, floating disk, unseen servant; 2nd — arcane lock, detect thoughts, invisibility, knock, locate object, magic mouth, obscure object, see invisibility, web; 3rd — dispel magic, explosive runes, fly, illusory script, keen edge, lightning bolt, tongues; 4th — bestow curse, detect scrying, minor creation, polymorph, remove curse, scrying, stoneskin; 5th — major creation, permanency, sending, stone shape, teleport; 6th — analyze dweomer, contingency, guards and wards, legend lore, true seeing; 7th — greater scrying, limited wish, spell turning, vision; 8th — binding, demand, polymorph any object, symbol of death; 9th — foresight, wish.

Possessions: bracers of armor +8, dagger of souls, ring of wizardry (I), robe of the archmagi, tome of clear thought +3 (used).

Senior Mask

Franco DeVoron: Male halfling Bard 17: CR 17; Small-size humanoid (halfling); HD 17d6+17; hp 68; Init +3, Spd 20 ft.; AC 19 (touch 19, flat-footed 16); Atk +17/+12/+7 melee (1d6+1/19-20/x2, small longsword) or +15/+10/+5 ranged (1d4/x2, sling); SA spells; SQ bard abilities, halfling abilities, Fool abilities; AI CN; SV Fort +7, Ref +14, Will +15; Str 8, Dex 16, Con 13, Int 17, Wis 15, Cha 22.

Skills and Feats: Appraise +26, Bluff +29, Decipher Script +20, Diplomacy +30, Disguise +20, Escape Artist +23, Gather Information +22, Intimidate +18, Perform (string instruments) +24, Sense Motive +16; Iron Will, Skill Focus (appraise), Skill Focus (bluff), Skill Focus (diplomacy), Skill Focus (perform), Weapon Finesse.

Special Qualities: Halfling abilities — +4 Hide; +2 Climb, Jump, Listen, and Move Silently; +1 to all saving throws;

low-light vision; +2 bonus to fear saving throws; +1 attack modifier to thrown attacks; Small creature attack modifiers. Fool abilities — Barbed Wit, Demoralize, Fool's Curse, Scorn, skill bonus (Bluff, Diplomacy, Intimidate).

Bard Spells (10/10/10/10/9/9/7): 0 — dancing lights, daze, detect magic, ghost sound, prestidigitation, read magic; 1st — cause fear, charm person, hypnotism, sleep, ventriloquism; 2nd — detect thoughts, enthrall, invisibility, suggestion, undetectable alignment; 3rd — bestow curse, fear, good hope, remove curse; 4th — detect scrying, dominate person, legend lore, modify memory; 5th — dream, greater dispelling, mind fog, nightmare; 6th — geas/quest, mass suggestion, repulsion.

Possessions: hat of disguise, ring of protection +5, small flute sword, vest (cloak) of charisma +6.

Avenger Profiles

Brigadier Gareth Silvier - Male human Fighter 14/Cleric 4/Rogue 2: CR 20; Medium-size humanoid (human); HD 14d10+4d8+2d6+60; hp 176; Init +2, Spd 20 ft.; AC 28 (touch 14, flat-footed 27); Atk +26/+26/+16/+11 melee (1d8+9/19-20/x2, long sword +4) or +21/+16/+11/+6 ranged (1d8+1/19-20 x2, repeating crossbow +1); SA spells; SQ none; AI LG; SV Fort +16, Ref +12, Will +9; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 17.

Skills and Feats (ability mods included): Climb +10, Concentration +6, Craft (Armorsmith) +2, Craft (weaponsmith) +4, Diplomacy +11, Gather Information +6, Handle Animal +7, Intimidate +5, Jump +6, Knowledge (religion) +4, Listen +8, Move Silently +3, Ride +13, Search +9, Spot +10, Swim +8; Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Endurance, Great Cleave, Improved Bullrush, Improved Critical (longsword), Leadership, Lightning Reflexes, Mounted Combat, Power Attack, Ride-By Attack, Track, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Cleric Spells (5/5+1/3+1); Deity God of Justice/War/Valor; Domains War, Law: 0 — detect magic, detect poison, light, read magic, virtue; 1st — bless, command, invisibility to undead, magic weapon, protection from evil, remove fear; 2nd — bull's strength, hold person, lesser restoration, spiritual weapon.

Possessions: Repeating crossbow +1, full plate +3, spiked gauntlet +1, longsword +4, ring of protection +2, small steel shield +3.

Fighter (Sword) Colonel Cromarty - Male dwarf Fighter 6/Avenger 7/Cleric 3/Rogue 3: CR 19; Medium-size humanoid (dwarf); HD 13d10+3d8+3d6+76; hp 185; Init +1, Spd 20 ft.; AC 26 (touch 15, flat-footed 25); Atk +25/+20/+15/+10 melee (1d8+7/x3, battleaxe +4) or +19/+14/+9/+4 ranged (hand axe +1); SA spells; SQ dwarf abilities, cleric abilities, rogue abilities, Avenger abilities; AI LE; SV Fort +15, Ref +9, Will +13; Str 16, Dex 12, Con 18, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +12, Concentration +7, Craft (gem-cutting) +1, Diplomacy +10, Gather Information +6, Handle Animal +3, Knowledge (arcana) +1, Knowledge (history) +2, Move Silently +5, Open Lock +5, Ride +2, Search +4, Sleight of Hand +7, Spot +5, Use Magic Device +2; Cleave, Combat Casting, Endurance, Great Cleave, Improved Critical (battleaxe), Improved Sunder,

Iron Will, Leadership, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Special Qualities: Avenger abilities—Avenge Wrong, Damage Reduction (3), Determination, Overcome Odds, Tenacity, Vengeful Focus, Willpower. Dwarf abilities. Cleric Spells (4/4+1/3+1); God of Death; Domains Death, Evil. 0—*detect magic, light, resistance, virtue*; 1st—*bane, cause fear, command, doom, protection from good*; 2nd—*death knell, hold person, silence, sound burst*.

Possessions: battleaxe +4, small steel shield +3, hand axe +1, dwarven plate +3.

Wizard (Arcane) Colonel Weelow Sumguid - Female human Wizard 18/Fighter 2: CR 20; Medium-size humanoid (human); HD 18d4+2d10+20; hp 90; Init +3, Spd 30 ft.; AC 26 (touch 18, flat-footed 23); Atk +15/+10/+5 melee (1d8+4/19-20/x2, long sword +3) or +16/+11/+6 (1d4+5/19-20 x2 dagger +4) or +14/+9/+4 ranged (no preferred weapon); SA spells; SQ wizard abilities; Al LN; SV Fort +9, Ref +12, Will +12; Str 13, Dex 16, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Craft (alchemy) +15, Craft (calligraphy) +8, Diplomacy +9, Gather Information +6, Intimidate +3, Knowledge (arcana) +12, Knowledge (nature) +8, Knowledge (religion) +7, Knowledge (the planes) +13, Ride +12, Search +6, Sense Motive +6, Speak Language (Draconic), Speak Language (Gnoll), Speak Language (Infernal), Spellcraft +9, Spot +8, Swim +8; Blind-Fight, Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Great Fortitude, Heighten Spell, Improved Critical (longbow), Maximize Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Spell Mastery (GM's choice), Spell Penetration.

Familiar: Hawk (golden), HD 18, AC 26, HP 35, Spd 10, Atk +16/+11/+6 (1d4-2 claws)

Wizard Spells (5/6/6/6/5/5/5): 0—*any*; 1st—*burning hands, enlarge, feather fall, magic missile, magic weapon, reduce, shocking grasp, floating disk*; 2nd—*cat's grace, darkvision, flaming sphere, shatter*; 3rd—*fireball, gust of wind, invisibility sphere, lightning bolt, magic circle against chaos, tongues, wind wall*; 4th—*remove curse, wall of fire, wall of ice, shadow conjuration*; 5th—*cone of cold, hold monster, shadow evocation, teleport, transmute mud to rock, transmute rock to mud, wall of force*; 6th—*antimagic field, forceful hand, chain lightning, control weather, disintegrate, flesh to stone, globe of invulnerability, greater shadow evocation, freezing sphere, stone to flesh*.

Possessions: longsword +3, dagger +4, chain shirt +4, ring of protection +5.

Priest (Angels) Colonel Quincy Notarbuth - Male half-orc Cleric 16/Avenger 4: CR 20; Medium-size humanoid (half-orc); HD 16d8+4d10+20; hp 128; Init +2, Spd 30 ft.; AC 22 (touch 15, flat-footed 20); Atk +22/+17/+12/+7 melee (1d8+6/x2, morning star +5) or +18/+13/+8/+3 ranged (no preferred weapon); SA spells; SQ cleric abilities, Avenger abilities, half-orc abilities; Al LN; SV Fort +12, Ref +8, Will +21; Str 12, Dex 14, Con 12, Int 15, Wis 20, Cha 10.

Skills and Feats: Climb +4, Concentration +9, Diplomacy +12, Gather Information +1, Heal +18, Knowledge (arcana) +10, Knowledge (religion) +13, Listen +9, Profession (apothecary) +13, Profession (herbalist) +13, Ride +7, Search +7, Speak Language (Draconic), Speak Language (Giant), Spellcraft +5, Spot +9, Survival +9, Swim +6, Use Rope +5; Combat Casting, Endurance, Iron Will,

Leadership, Maximize Spell, Skill Focus (diplomacy), Spell Penetration, Track.

Special Qualities: Avenger abilities—Avenge Wrong, Damage Reduction (1), Determination, Tenacity, Willpower.

Cleric Spells; half-orc abilities—Darkvision, Orc Blood.

(6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/2+1); Deity Wisdom/Truth; Domains Law, Strength: 0—*create water, detect magic, detect poison, guidance, light, read magic, resistance*; 1st—*bless, command, detect undead, divine favor, entropic shield, obscuring mist, protection from chaos, remove fear, sanctuary*; 2nd—*bull's strength (x2), calm emotions, hold person, lesser restoration, silence, spiritual weapon*; 3rd—*daylight, dispel magic (x2), invisibility purge, magic vestment, prayer, searing light*; 4th—*freedom of movement, neutralize poison, order's wrath, restoration, status, tongues*; 5th—*break enchantment, dispel chaos, flame strike, greater command, insect plague, raise dead*; 6th—*blade barrier, heal, stoneskin, word of recall*; 7th—*dictum, grasping hand, repulsion, summon monster VII*; 8th—*clenched fist, mass heal, shield of law*.

Possessions: Morningstar +5, chain shirt +3, ring of protection +3, ring of counterspells, rod of lordly might, rod of thunder.

Ranger (Blitz) Captain Ilana Liveoak - Female half-elf Ranger 9/Druid 5: CR 14; Medium-size humanoid (half-elf); HD 9d10+5d8+14; hp 97; Init +2, Spd 30 ft.; AC 17 (touch 15, flat-footed 15); Atk +15(+16)/+9(+10)/+5 (+6) melee (1d6+4/18-20/x2, scimitar +2(1d4+4/19-20/x2 dagger +3) or +14/+9/+4 ranged (no preferred weapon); SA spells; SQ druid abilities, ranger abilities, half-elf abilities; Al LN; SV Fort +11, Ref +6, Will +9; Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 14.

Skills and Feats: Animal Empathy +9, Climb +8, Craft (bowyer) +3, Diplomacy +8, Handle Animal +9, Heal +5, Hide +8, Knowledge (nature) +6, Listen +9, Move Silently +8, Ride +6, Search +9, Speak Language (Celestial), Spellcraft +2, Spot +10, Survival +8, Swim +8; Improved Two-Weapon Fighting, Leadership, Mounted Combat, Track, Weapon Focus (scimitar), Weapon Focus (dagger).

Special Qualities: Half-elf abilities—Immunity to sleep spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Druid Spells (5/4/3/1): 0—*detect magic, detect poison, flare, light, read magic*; 1st—*calm animals, detect snares and pits, entangle, pass without trace*; 2nd—*barkskin, chill metal, speak with animals*; 3rd—*call lightning*.

Ranger Spells (2/1): 1st—*delay poison, resist elements*; 2nd—*sleep*.

Possessions: Scimitar +2, dagger +3, masterwork leather, ring of protection +3, ring of charm animal, ring of sustenance, potion of fire breath, multiple cure light and cure serious potions.

Platoon (Barb) Lieutenant Quillin Amenia - Male elf Fighter 8/Cleric 2: CR 10; Medium-size humanoid (elf); HD 8d10+2d8+10; hp 72; Init +4 (Dex), Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +11/+6 melee (1d8+4/19-20/x2, long sword +2) or +13/+8 ranged (1d8+2/x2 longbow +2); SA spells; SQ cleric abilities, fighter abilities, elf abilities; Al LG; SV Fort +10, Ref +6, Will +5; Str 14, Dex 18, Con 12, Int 11, Wis 11, Cha 12.

Skills and Feats: Climb +9, Craft (bowyer) +4, Diplomacy +5, Ride +10, Swim +7; Dodge, Far Shot, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longbow).

Special Qualities: Elven abilities—Immunity to sleep spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Cleric Spells (4/2+1); Deity God of Chivalry/Honor; Domains Law, Good: 0—*detect magic, guidance, light, resistance*; 1st—*bless, command, protection from evil*.

Possessions: Longsword +2, longbow +2, masterwork chain shirt.

Chairman

Reeva Hoffnin: Human female Expert 8: CR 4; Medium-size humanoid (human); HD 8d6–8; hp 20; Init –1, Spd 30 ft.; AC 11 (touch 11, flat-footed 12); Atk +6/+1 melee (1d6/19–20/x2, shortsword); SA none; SQ none; AI NE; SV Fort +1, Ref +1, Will +11; Str 11, Dex 8, Con 9, Int 20, Wis 17, Cha 17.

Skills and Feats: Appraise +16, Bluff +16, Diplomacy +14, Forgery +16, Gather Information +7, Intimidation +14, Knowledge (dirty tricks) +10, Knowledge (financial) +16, Listen +5, Profession (merchant) +16, Sense Motive +14, Speak Language (Dwarven), Speak Language (Elven), Speak Language (Gnome), Speak Language (Orcish), Spot +14; Iron Will, Leadership, Skill Focus (bluff), Skill Focus (profession).

Possessions: goggles of minute seeing (used for Forgery), ring of protection +2.

Guildmaster

Odonchak Fahgroth-Hybu: Human male Adept 10/Warrior 4: CR 7; Medium-size humanoid (human); HD 10d4+4d8+14; hp 50; Init +1, Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +16 melee (1d10+6/x3, glaive); SA none; SQ none; AI LN; SV Fort +11, Ref +5, Will +11; Str 17, Dex 13, Con 14, Int 19, Wis 16, Cha 11.

Skills and Feats: Climb +5, Concentration +12, Craft (alchemy) +14, Craft (armorer) +9, Craft (jewelrysmith) +9, Craft (weaponsmith) +22, Craft (woodcraft) +9, Diplomacy +8, Intimidate +4, Jump +5, Knowledge (artifacts) +9, Knowledge (gemstones) +9, Knowledge (metals) +14, Knowledge (weaponsmithing) +17, Profession (etcher) +9, Sense Motive +12, Spellcraft +9; Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Skill Focus (craft [weaponsmith]), Weapon Focus (glaive).

Adept Spells (6/6/5/4): 0—*detect magic* x2, *light, mending* x2, *read magic*; 1st—*comprehend languages, endure elements, magic stone, magic weapon* x3; 2nd—*lesser restoration* x2, *make whole* x2, *resist elements*; 3rd—*blindness/deafness, continual flame, locate object, protection from elements*.

Possessions: glaive of thundering +3, studded leather armor of fire resistance +3.

A Loyal Henchman

Cousin Harkin: Male human Fighter 2: CR 2; Medium-

size humanoid (human); HD 2d10+7; hp 17; Init +2, Spd 30 ft.; AC 19 (touch 14, flat-footed 17); Atk +6 melee (1d8+2/19–20/x2, longsword) or +4 ranged (1d6/x3, shortbow); SA none; SQ none; AI N; SV Fort +5, Ref +2, Will +1; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Intimidate +2, Ride +5, Spot +2; Feint, Power Attack, Toughness, Weapon Focus (longsword).

Possessions: chainmail, dagger, large wooden shield, masterwork longsword, shortbow (20 arrows).

Ravanera Matriarch

Setrilla Ravanera: Female half-elf Aristocrat 16: CR 8; Medium-size humanoid (half-elf); HD 16d8; hp 72; Init +1, Spd 30 ft.; AC 15 (touch 15, flat-footed 14); Atk +15/+10/+5 melee (1d4+3/19–20/x2, +3 dagger) or +13/+8/+3 ranged (1d4/19–20/x2, throwing dagger); SA none; SQ half-elf abilities; AI N; SV Fort +5, Ref +6, Will +14; Str 10, Dex 12, Con 11, Int 17, Wis 17, Cha 22.

Skills and Feats: Appraise +8, Bluff +24, Diplomacy +27, Gather Information +21, Intimidate +27, Knowledge (politics) +13, Knowledge (trading) +13, Listen +9, Perform (oratory) +7, Read Lips +8, Sense Motive +25, Spot +16; Alertness, Iron Will, Leadership, Skill Focus (bluff), Skill Focus (diplomacy), Skill Focus (sense motive).

Special Qualities: Half-elf abilities—Immunity to sleep spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Possessions: cloak of charisma +4, greater spell reflecting dagger +3, medallion of thoughts, ring of protection +4.

Head Chef

Finkle “Chops” Jeladinle, Head Chef of the Feasters: Male gnome Expert 8: CR 4; Small-size humanoid (gnome); HD 8d6+16; hp 40; Init +2, Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Atk +6/+1 melee (1d6/19–20/x3, +1 cleaver) or +8/+3 ranged (1d4–1/19–20/x2, throwing knife); SA spells; SQ gnome abilities; AI LN; SV Fort +9, Ref +4, Will +12; Str 8, Dex 14, Con 17, Int 13, Wis 18, Cha 13.

Skills and Feats: Appraise +6, Craft (alchemy) +10, Craft (kitchen goods) +8, Diplomacy +6, Handle Animal +7, Knowledge (nature) +8, Knowledge (recipes) +11, Listen +8, Profession (chef) +11, Search +5, Speak Language (Dwarven), Speak Language (Elven); Iron Will, Leadership, Skill Focus (profession).

Special Qualities: Spells & spell-like abilities—may cast *dancing lights, ghost sound, prestidigitation*, and *speak with animals (burrowing mammals)* each once per day; Feasters abilities—+2 bonus to Fort saves, Great Fortitude feat; gnome abilities—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants, +2 Alchemy, +2 Listen,

Possessions: +1 keen cleaver, masterwork kitchen tools.

Agron Mindbane

Male dwarf Fighter 10/Cleric 3: CR 13; Medium-size humanoid (dwarf); HD 10d10+3d8+26; hp 105; Init +1, Spd

15 ft.; AC 20 (touch 12, flat-footed 19); Atk +20/+15/+10 melee (1d8 +9/19-20/x3, battleaxe +3) or +13/+8/+3 ranged (no preferred weapon); SA spells; SQ cleric abilities, fighter abilities, dwarf abilities; AI NG; SV Fort +12, Ref +5, Will +8; Str 18, Dex 12, Con 14, Int 11, Wis 14, Cha 10.

Skills and Feats: Climb +7, Concentration +4, Craft (gemcutting) +3, Diplomacy +2, Handle Animal +3, Heal +3, Jump +7, Knowledge (religion) +2, Ride +4, Search +1, Spot +3, Survival +4, Swim +7;; Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Enlarge Spell, Great Cleave, Improved Critical (battleaxe), Leadership, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Special Qualities: dwarf abilities

Cleric Spells (4/3+1/2+1): Deity: Any dwarven good; Domains Earth, Protection: 0—*detect magic, guidance, light, read magic*; 1st—*bless, divine favor, invisibility to undead, magic stone*; 2nd—*bull's strength, hold person, shield other*.

Possessions: dwarven plate, battleaxe +3, wand of cure moderate wounds.

Baye Karin

Female half-elf Cleric 6/Sorcerer 6: CR 12; Medium-size humanoid (half-elf); HD 6d8+6d6+12; hp 69; Init +0, Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atk +9/+4 melee (1d8+1/x2, masterwork morningstar) or +7/+2 ranged (no preferred weapon); SA spells; SQ cleric abilities, sorcerer abilities, half-elf abilities; AI CG; SV Fort +8, Ref +4, Will +13; Str 12, Dex 10, Con 12, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +5, Craft (alchemy) +8, Diplomacy +7, Heal +10, Knowledge (arcana) +6, Knowledge (religion) +8, Profession (herbalist) +11, Search +7, Speak Language (Draconic), Speak Language (Infernal), Spot +8, Swim +5; Brew Potion, Extend Spell, Skill Focus (heal), Spell Focus (conjunction), Track.

Special Qualities: Half-elf abilities—Immunity to sleep spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Cleric Spells (5/4+1/4+1/3+1): Deity: Any chaotic non-Evil elven; Domains Chaos, Protection: 0—*detect magic, guidance, mending, resistance, virtue*; 1st—*command, detect undead, entropic shield, sanctuary, shield of faith*; 2nd—*hold person (x2), lesser restoration, shatter, silence*; 3rd—*dispel magic, prayer, protection from elements, searing light*.

Sorcerer Spells (6/7/6/4): 0—*detect poison, flare, ghost sound, light, mending, ray of frost, read magic*; 1—*comprehend languages, grease, mage armor, true strike*; 2—*acid arrow, summon swarm*; 3—*flame arrow*.

Familiar: Fluffy (owl); HD 6, HP 25, AC 20, Atk +12/+7 (1d4-2/x2, claws(2)), speed 10.

Possessions: Masterwork morningstar, leather armor +1, ring of wizardry (II), rod of thunder, wand of color spray, wand of cure moderate wounds, ring of protection +3.

Bob

Male human Fighter 8/Cleric 7: CR 15; Medium-size humanoid (human); HD 8d10+7d8+15; hp 102; Init +1, Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +15/+10/+5 melee (1d8+2/17-20/x2, masterwork longsword) or

+14/+9/+4 ranged (1d6/x3, shortbow); SA spells; SQ cleric abilities, fighter abilities; AI LG; SV Fort +12, Ref +5, Will +14; Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Bluff +4, Climb +6, Concentration +5, Craft (carpentry) +4, Diplomacy +7, Gather Information +5, Handle Animal +3, Jump +5, Knowledge (arcana) +7, Knowledge (engineering) +8, Knowledge (geography) +7, Knowledge (religion) +7, Listen +6, Ride +6, Search +4, Sense Motive +4, Speak Language (Celestial), Speak Language (Draconic), Spot +7, Swim +4; Alertness, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical (longsword), Power Attack, Run, Skill Focus (knowledge [engineering]), Skill Focus (knowledge [geography]), Weapon Focus (longsword).

Cleric Spells (6/5+1/4+1/3+1/1+1): Deity: none, domains Knowledge, Protection: 0—*detect magic (x2), detect poison, guidance, light, read magic*; 1st—*bless, command, detect undead, entropic shield, remove fear, sanctuary*; 2nd—*delay poison, endurance, hold person, lesser restoration, shield other*; 3rd—*daylight, dispel magic, invisibility purge, protection from elements*; 4th—*divination, neutralize poison*.

Possessions: Masterwork longsword, masterwork chain shirt.

Grnugh (pronounced Grunge)

Male half-orc Druid 2/Sorcerer 2: CR 4; Medium-size humanoid (half-orc); HD 2d8+2d4+8; hp 27; Init +1, Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d+1/x2, sickle or quarterstaff) or +3 ranged (no preferred weapon); SA spells; SQ druid abilities, sorcerer abilities, half-orc abilities; AI N; SV Fort +7, Ref +1, Will +8; Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Animal Empathy +3, Concentration +4, Craft (alchemy) +1, Diplomacy +4, Handle Animal +4, Heal +3, Knowledge (arcana) +1, Knowledge (nature) +2, Search +1, Spot +3, Survival +3; Spell Focus (Evocation), Track.

Special Qualities: Half-orc abilities—Darkvision, Orc Blood.

Druid Spells (4/3): 0—*detect poison, guidance, purify food and drink, resistance*; 1st—*entangle, faerie fire, pass without trace*.

Sorcerer Spells (6/5): 0—*dancing lights, detect magic, disrupt undead, light, mending*; 1st—*burning hands, magic missile*.

Familiar: Harold (rat), HD 2, HP 8, AC 15, Atk +6 (1, bite), speed 15

Possessions: quarterstaff, sickle, leather, several potions of cure light wounds, potion of neutralize poison.

Hieral Topitt

Male human Ranger 6/Assassin 8: CR 14; Medium-size humanoid (human); HD 6d10+8d6+14; hp 90; Init +3, Spd 30 ft.; AC 18 (touch 16, flat-footed 18); Atk +15(+15)/+10(+5)/+5 melee (1d8+4/19-20/x2, longsword, 1d4+3/19-20/x2, dagger) or +17/+12/+7 ranged (1d8/x3, longbow); SA spells, sneak attack, death attack; SQ assassin abilities, ranger abilities; AI LN; SV Fort +9 (+12 vs. poison), Ref +11, Will +6; Str 15, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +6, Decipher Script +3, Diplomacy +2, Disable Device +2, Disguise +4, Gather Information +3, Hide +12, Listen +10, Move Silently +12, Ride +7, Search +4, Spot +9, Survival +10, Swim +8, Tumble +7, Use Magical Device +3, Use Rope +7; Alertness, Cleave, Improved Two-Weapon Fighting, Power Attack, Track, Weapon Focus (dagger), Weapon Focus (longsword).

Special Qualities: Ranger abilities—favored enemy (dragons), favored enemy (orcs), two-weapon fighting at -2/-2 (already factored into attack bonuses); assassin abilities—poison use, uncanny dodge (AC bonus), uncanny dodge (can't be flanked), sneak attack +3d6, death attack.

Ranger spells (2/1): 1st—*delay poison, resist elements*; 2nd—*sleep*.

Assassin spells (1, 10% chance of failure): *spider climb*.

Possessions: Ring of protection +2, longsword +2, dagger +1, masterwork longbow.

Markeet Greenaxe

Female elf Barbarian 5/Sorcerer 5: CR 10; Medium-size humanoid (elf); HD 5d12+5d4+10; hp 65; Init +4, Spd 30 ft.; AC 19 (touch 16, flat-footed 15); Atk +8/+8 melee (1d8 +1/19-20/x2, longsword) or +13/+8 ranged (1d8/x3, masterwork composite longbow); SA spells; SQ barbarian abilities, sorcerer abilities, elf abilities; Al CG; SV Fort +6, Ref +8, Will +6; Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +4, Concentration +5, Craft (alchemy) +4, Craft (bowmaking) +3, Handle Animal +6, Jump +4, Knowledge (arcana) +3, Knowledge (history) +4, Knowledge (nature) +3, Ride +8, Search +5, Speak Language (Orc), Spot +5, Survival +9, Tumble +6; Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Special Qualities: Elf abilities—Immunity to *sleep* spells and similar magical effects; +2 saving throw bonus against Enchantment spells or effects; Low-light Vision; +1 bonus to Listen, Search, and Spot checks; Elven Blood.

Sorcerer Spells (6/7/5): 0—*dancing lights, detect magic, flare, light, mending, read magic*; 1st—*magic armor, magic weapon, shield, shocking grasp*; 2nd—*cat's grace, flaming sphere*.

Familiar: Slippery (weasel), HD 5, HP 27, AC 17, Atk +11/+6 (1, bite), speed 20.

Possessions: masterwork composite longbow, leather +1, ring of charm animal, ring of protection +2, wand of invisibility, staff of swarm insects.

Paddy Paddyson

Male gnome Wizard 8: CR 8; Small-size humanoid (gnome); HD 8d4; hp 36, Init +2, Spd 20 ft.; AC 21 (touch 21, flat-footed 19); Atk +7 melee (1d4-1/19-20/x2, *dagger of wounding*) or +4 ranged (no preferred weapon); SA spells; SQ wizard abilities, gnome abilities; Al LE; SV Fort +3, Ref +4, Will +7; Str 8, Dex 14, Con 13, Int 18, Wis 12, Cha 12.

Skills and Feats: Appraise +6, Bluff +3, Concentration +8, Craft (calligraphy) +7, Diplomacy +6, Gather Information +4, Knowledge (arcana) +9, Knowledge (history) +7, Knowledge (the planes) +8, Ride +3, Speak Language (Abyssal), Speak Language (Draconic), Speak Language (Elven), Speak Language (Goblin), Speak Language (Infernal), Speak Language (Orc), Speak Language

(Undercommon), Spellcraft +10, Swim +3; Extend Spell, Maximize Spell, Scribe Scroll, Still Spell, Toughness.

Special Qualities: Gnome abilities—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants, +2 Listen, +2 Alchemy.

Wizard Spells (4+1/5+1/4+1/4+1/3+1): Specialty Evocation; Prohibited Transmutation; 0—any; 1st—*color spray, grease, hold portal, identify, mage armor, magic missile, obscuring mist, ray of enfeeblement, shield*; 2nd—*darkness, flaming sphere, invisibility, shatter*; 3rd—*fireball, flame arrow, lightning bolt, wind wall*; 4th—*fire shield, ice storm, wall of fire, wall of ice*.

Familiar: Beak (raven), HD 8, HP 12, AC 18, Atk +8 (1, claw (x2)), speed 10.

Possessions: bracers of armor +5, dagger of wounding, ring of protection +3, wand of lightning bolt, wand of web.

Tusslehat Seedhand

Male halfling Rogue 6: CR 6; Small-size humanoid (halfling); HD 6d6; hp 26; Init +5, Spd 20 ft.; AC 19 (touch 17, flat-footed 14); Atk +6 melee (1d4/19-20/x2, masterwork dagger) or +11 ranged (1d6/x3, masterwork composite shortbow); SA sneak attack +3d6; SQ thief abilities, halfling abilities; Al CG; SV Fort +3, Ref +11, Will +4; Str 10, Dex 20, Con 10, Int 10, Wis 12, Cha 13.

Skills and Feats: Balance +9, Bluff +5, Climb +7, Craft (locksmith) +6, Decipher Script +4, Diplomacy +4, Gather Information +5, Hide +13, Knowledge (history) +1, Knowledge (nobility) +1, Listen +7, Move Silently +11, Open Lock +13, Search +3, Sense Motive +4, Sleight of Hand +8, Spot +4, Survival +2, Tumble +6, Use Magic Device +3, Use Rope +6; Dodge, Skill Focus (open lock), Track.

Special Qualities: Halfling abilities—+4 Hide; +2 Climb, Jump, Listen, and Move Silently; +1 to all saving throws; low-light vision; +2 bonus to fear saving throws; +1 attack modifier to thrown attacks; Small creature attack modifiers.

Possessions: masterwork dagger, masterwork composite shortbow, ring of protection +1.

Sample Expert (Animal Trainer)

Booker Moog: Male gnome Expert 6: CR 3; Small humanoid (gnome); HD 6d6+6; hp 24; Init +1 (Dex); Spd 20; AC 11 (touch 11, flat-footed 10); Atk +5 ranged (1d2 subdual/x2, whip); SA spells; SQ gnome abilities; Al LN; SV Fort +3, Ref +3, Will +9; Str 7, Dex 12, Con 13, Int 14, Wis 18, Cha 16

Skills and Feats: Bluff +8, Craft (alchemy) +8, Craft (leatherwork) +6, Heal +9, Gather Information +8, Handle Animal +14, Listen +11, Knowledge (nature) +11, Profession (animal keeper) +15, Sense Motive +9; Exotic Weapon Proficiency (whip), Skill Focus (handle animal), Skill Focus (profession).

Special Qualities: Spells & spell-like abilities—may cast *dancing lights, ghost sound, prestidigitation*, and *speak with animals* each once per day; gnome abilities—Low-light vision, +2 save vs. illusions, +1 attack vs. kobolds and goblinoids, +4 dodge vs. giants, +2 Listen, +2 Alchemy.

Possessions: a variety of animals, *mystical spoon*, whip.

Sample Trading Post Master

Dogfish: Male half-orc Ranger 6: CR 6; Humanoid (half-orc); HD 3d6+3d10-6; hp 24; Init +1 (Dex); Spd 30; AC 15 (touch 13, flat-footed 14); Atk +6 melee (1d6/x3 handaxe & 1d4 19-20/x2 dagger), +5 ranged 1d10 19-20/x2 heavy crossbow; SQ half-orc abilities, ranger abilities; AI N; SV Fort +4, Ref +4, Will +2; Str 17, Dex 12, Con 9, Int 14, Wis 16, Cha 9

Skills and Feats: Appraise +10, Climb +6, Decipher Script +5, Diplomacy +5, Gather Information +8, Handle Animal +4, Heal +6, Knowledge (nature) +6, Listen +5, Move Silently +9, Profession (trader) +9, Search +5, Sense Motive +9, Speak Language (Common), Speak Language (Draconic), Speak Language (Goblin), Speak Language (Orc), Spot +5, Survival +9, Use Rope +4; Endurance, Skill Focus (profession), Track, Toughness.

Special Qualities: Half-orc abilities – Darkvision, Orc Blood; ranger abilities – Favored Enemy (beasts), Two-Weapon Fighting, Track.

Possessions: wolves, leather armor, buckler, heavy crossbow, handaxes, daggers, *ring of protection* +2, *bracelet of friends* (6 charms).

Guild Seneschal

Each medium to large hall of the collective has its own seneschal. This one is typical of what you'll find. Some will be retired adventurers rather than active adventurers taking a sabbatical.

Grufald Umsber: Male human Fighter 10/Cleric 5/Sorcerer 3: CR 18; Medium-size humanoid (human); HD 10d10+5d8+3d4+18; hp 116; Init +1, Spd 30 ft.; AC 20 (touch 14, flat-footed 19); Atk +19/+14/+9 melee (1d8+6/19-20/x2, long sword +1) or +18/+13/+8 (1d8+4 x2 heavy mace +1) or +15/+10/+5 ranged (no preferred weapon); SA spells; SQ none; AI NG; SV Fort +13, Ref +6, Will +15; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +9, Concentration +5, Craft (alchemy) +3, Diplomacy +10, Gather Information +4, Handle Animal +7, Heal +5, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (religion) +4, Ride +7, Search +1, Spellcraft +3, Swim +9; Alertness, Cleave, Combat Casting, Enlarge Spell, Great Cleave, Iron Will, Maximize Spell, Power Attack, Skill Focus (diplomacy), Skill Focus (ride), Track, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Cleric Spells (5/5+1/4+1/3+1): Deity God of Magic/Fore-sight; Domains Magic, Knowledge: 0—*detect magic, guidance, read magic, resistance, virtue*; 1st—*bless, detect secret doors, divine favor, protection from evil, remove fear, shield of faith*; 2nd—*aid, consecrate, hold person, identify, lesser restoration*; 3rd—*daylight, dispel magic, invisibility purge, wind wall*.

Sorcerer Spells (6/6): 0—*arcane mark, detect magic, light, ray of frost, read magic*; 1st—*color spray, comprehend languages, magic missile*.

Possessions: longsword +1, heavy mace +1, chain shirt +2, *ring of protection* +3.

Typical Guildhall Servants

Guildhall Servant: Human Commoner 1: CR 1/2; Medium humanoid (human); HD 1d4+5; hp 7; Init +1 (Dex); Spd 30; AC 13 (touch 11, flat-footed 12); Atk +1 melee

(1d6+1/x2, club); SA none; SQ none; AI LN; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 15, Int 10, Wis 10, Cha 10

Skills and Feats: Craft (varies) +4, Gather Information +2, Listen +4, Profession (servant) +4, Spot +2; Alertness, Toughness.

Possessions: guildhall keys, leather armor, club, dagger.

Office Staffer: Human Expert 2: CR 1; Medium humanoid (human); HD 2d6+2; hp 7; Init +1 (Dex); Spd 30; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d4/x2, dagger); SA none; SQ none; AI LN; SV Fort +0, Ref +1, Will +4; Str 10, Dex 12, Con 12, Int 15, Wis 12, Cha 12

Skills and Feats: Bluff +5, Craft (scribe) +8, Decipher Script +7, Gather Information +6, Knowledge (guild business) +8, Listen +5, Profession (secretary) +8, Sense Motive +6, Spot +4; Alertness, Toughness, Skill Focus (profession).

Possessions: guildhall keys, scribe's tools, dagger.



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