



Independent Organizations

**A guide to the various Independent Organizations for the
RPGA's Living Kingdoms of Kalamar Campaign**

By Various Contributors

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Bardic College of Baneta

By Joseph Selby

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

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

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

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

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

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

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

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

ranks of the college often bicker with one another and the number of bards traveling to Baneta has decreased in the past two decades.

Over the years the Bardic College has also had numerous clashes with the College of Magic. These clashes usually involved failure by the Bardic College to follow the strictures of the COM. For this reason the COM denies any member of the Bardic College from being a student at the COM. The Bardic College has retaliated by barring any COM students from their ranks. Recently the two Colleges have begun working together again on a limited basis. Only time will tell if relationships improve or decline.

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

College Ranks

Apprentice

Requirements

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

Duties

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

Benefits

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

Initiate

Requirements

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

Duties

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

- Initiates must pay College dues equal to $\frac{1}{2}$ of their gold earned in the Perform check in Valor Square.

Benefits

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

Journeyman

Requirements

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

Duties

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

Benefits

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

Brother/Sister

Requirements

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

Duties

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

Benefits

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

- +3 competence bonus to Knowledge (History)
- +2 competence bonus to Knowledge (Nobility)

Master

Requirements

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

Duties

- Masters may perform in the College, represented by making a Perform check. The result should be recorded on the log entry for that module. This is a non-adventuring Activity. The Master earns gold equal to their total Perform modifier. Performing also earns the Master one favor with the Bardic College.
- Masters no longer need to pay dues to the College.
- Leadership of the College falls upon the Masters regardless of number. Although they assign menial duties to Brothers and Sisters below them, Masters are known to adopt the truly gifted for private tutoring.

Benefits

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

Bardic College – Brotherhood of Song

By Patty Kinyon

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

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

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

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

Locations

Headquarters: Baneta

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

Roleplaying Summary

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

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

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

Higher-ranking members of the Brotherhood have special access to the Brotherhood's hidden workshops. The existence and location of these shops is a closely guarded secret of the society. Members must take a magical oath of secrecy before obtaining access. The Brotherhood has also discovered a way to create forged marks from the College of Magic through use of illusion. These marks will not stand up to close inspection, but are useful in avoiding detection.

Ranks

Sparrow

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

Requirements

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

Duties

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

Benefits

- Given a pewter pin of a Sparrow with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- Free bed and board for each night in which they give a performance as a member of the Brotherhood (often in the common room of the inn).

- Access to purchase scrolls containing a single arcane spell from the Bardic spell list of value 25 gp or less. These scrolls do not bear the mark of the College of Magic upon them, instead they have a forged mark, lessening discovery by 10%.
- +1 competence bonus to Gather Information when displaying their Brotherhood of Song pin due to the good will shown the Brotherhood.
- May use Brotherhood of Song contacts to purchase a normal or masterwork instrument at a 10% discount.

Finch

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

Requirements

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

Duties

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

Benefits

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

Thrush

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

Requirements

- Must be a Journeyman in the Bardic College of Baneta.
- 12 or more ranks in Perform (Sing)
- 5 or more ranks in either Gather Information
- Charisma 16 or higher

- Must have given 10 performances as a Finch with a check of 24 or higher
- Must swear a magically-binding oath to keep the Brotherhood's secrets. Should any character attempt to subvert or ignore this oath, please contact campaign management.

Duties

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

Benefits

- Given a golden pin of a Thrush with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- +3 competence bonus to Gather Information within Pekal.
- May use Brotherhood of Song contacts and 1 favor to arrange attendance for themselves and up to 6 members of their entourage at a social function as a guest of some renown.
- Access to purchase a scroll containing a single arcane spell from Table 7-23 in the DMG of value 150 gp or less
- Free bed and board for each night in which they give a performance as a member of the Brotherhood (usually a private room in the inn).
- Thrushes may spend one favor with the Brotherhood to obtain access to one of the secret workshops of the society in order to craft any wand of value 750 gp or less. Wands created in this manner are given a forged mark from the College of Magic that lessens the chance of discovery by 10%. This is a non-adventuring Activity.

Larks

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

Requirements

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

Duties

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

Benefits

- Given a golden pin of a Lark with their name and date of initiation into the Brotherhood engraved on the back to identify them as a member of the Brotherhood of Song. This is normally worn upon their sash.
- +3 competence bonus to Gather Information within Pekal.

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

Bardic College – Sisterhood of Dance

By Brandon A. Mann

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

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

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

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

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

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

FACULTY

NOTE: All instructors teach samarata.

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

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

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

- Teaches Alchemy, Fhokki Culture, Accupressure, Languages

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

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

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

- Teaches Arcane Knowledge, Elven Traditions, History

Danseur Sharla Charld, (Brandobian) Basiran Dancer/Fighter/Duelist

- Teaches Form, Fitness and Fencing, Monsters of Tellene

Danseur Koshy (Dejy - Defohy) Basiran Dancer/Ranger/Melanari/Shadowdancer

- Teaches Percussion Instruments, Costumes, Herbalism

Danseur Ameris Reemae (half-elf (Wild elf/Reanaarian)) Basiran Dancer/Melanari

- Teaches Music, Make-up, Philosophy, Ancient Languages

Danseur Zassila Greenfield (Wood elf) Basiran Dancer/Melanari

- Teaches Languages, Herbalism

Coryphée Mali Maleki (Golden halfling) Basiran Dancer/Melanari

- Teaches Halfling Traditions, Acrobatics, Scent and Mood

Standards of Conduct

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

Roleplaying

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

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

Locations

Baneta (Bardic College)

Ranks

Understudy

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

Requirements

- Must be an Apprentice (or higher) in the Bardic College
- Must pay a one-time enrollment fee of 25 Victories.
- Cannot have the feat Trained Basiran from St&St.
- Must speak 3 or more languages.
- Must have 1 or more ranks in any Perform (any musical instrument)
- Must have +1 bonus, or higher, in Dancer's Fitness (Ex).
- Female Students must:
 - Have 4 or more ranks in Perform (Dance)
 - Have 4 or more ranks in Tumble
 - Have a Charisma of 14 or higher
- Male Students must:
 - Have 6 or more ranks in Perform (Dance)
 - Have 6 or more ranks in Tumble
 - Have a Charisma of 16 or higher

Duties

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

Benefits

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

Figurant

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

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

Requirements

- Must have spent 10 Activities as an Understudy with a Perform (Dance) of 16 or higher.
- Must have a +2 bonus in Dancer's Fitness (Ex).
- Must have two of the following:
 - 2 or more ranks in Balance
 - 2 or more ranks in Escape Artist

- 2 or more ranks in Gather Information
- 2 or more ranks in Jump
- 2 or more ranks in Diplomacy
- 2 or more ranks in Knowledge (Arcana)
- 2 or more ranks in Knowledge (Local: Pekal)
- Must have one feat from the following list: Combat Reflexes, Dodge, Double-jointed, Fearless, Gorgeous, Instant Stand, Natural Balance, Natural Rhythm, Quick Draw, Rapid Ready, Scholar, Skill Focus - Perform (Dance)
- Female Students must:
 - Have 6 or more ranks in Perform (Dance)
 - Have 6 or more ranks in Tumble
 - Have 1 or more ranks in Knowledge (Dance Styles)
 - Have a Charisma of 14 or higher
- Male Students must:
 - Have 8 or more ranks in Perform (Dance)
 - Have 8 or more ranks in Tumble
 - Have 2 or more ranks in Knowledge (Dance Styles)
 - Have a Charisma of 16 or higher

Duties

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

Benefits

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

Coryphée

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

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

Requirements

- Must have spent 15 Activities as a Figurant with a Perform (Dance) of 20 or higher.
- Must speak 5 or more languages.
- Must have a +3 bonus in Dancer's Fitness (Ex).
- Must know the spell Quickstep (St.&St.)
- Must have three of the following:
 - 4 or more ranks in Balance
 - 4 or more ranks in Escape Artist
 - 4 or more ranks in Gather Information

- 4 or more ranks in Jump
- 4 or more ranks in Diplomacy
- 4 or more ranks in Knowledge (Arcana)
- 4 or more ranks in Knowledge (Local: Pekal)
- Must have two feats from the following list: Combat Reflexes, Dodge, Double-jointed, Fearless, Gorgeous, Instant Stand, Natural Balance, Natural Rhythm, Quick Draw, Rapid Ready, Scholar, Skill Focus Perform (Dance)
- Female Students must:
 - Have 8 or more ranks in Perform (Dance)
 - Have 8 or more ranks in Tumble
 - Have 2 or more ranks in Knowledge (Dance Styles)
 - Have a Charisma of 14 or higher
- Male Students must:
 - Have 10 or more ranks in Perform (Dance)
 - Have 10 or more ranks in Tumble
 - Have 4 or more ranks in Knowledge (Dance Styles)
 - Have a Charisma of 16 or higher

Duties

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

Benefits

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

Danseur

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

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

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

Requirements

- Must have completed 20 Activities as a Coryphée with a Perform (Dance) of 24 or higher.
- Must speak 7 or more languages.
- Must have 12 or more ranks in Perform (Dance)
- Must have 12 or more ranks in Tumble

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

Duties

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

Benefits

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

Choreographer aka Mistress of the Dance

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

Requirements

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

Duties

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

other Activity or they will be expelled. Choreographers must study and teach at least once every 2 Activities or be expelled.

Benefits

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

Cilorealon Circle - The Druids Grove

By Troy E. Daniels and Patrick Judy

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

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

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

Locations

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

Roleplaying Summary

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

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

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

Ranks

Vin-Mical

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

Requirements

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

Duties

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

Benefits

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

Vin'Ducal

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

Requirements

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

Duties

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

Benefits

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

Vin'Nabar

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

Requirements

- 12 Constitution or higher

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

Duties

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

Benefits

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

Vin'Tor

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

Requirements

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

Duties

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

Benefits

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

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

The Bone Shard Society

By Daniel Doty

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

Many fight; some die. Fewer become champions.

The Bone Shard Society has but few rules:

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

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

Role-playing Summary

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

Fight Mechanics

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

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

All fights take place on a flat, unobstructed area of 25 feet by 25 feet. Opponents begin centered in the arena, 10 feet from one another and 5 feet from the boundary line. Anyone who leaves or is forced from the

ring before the match ends will forfeit. The match otherwise ends when one combatant yields, is unconscious, or is dead. Winning a match earns one Favor with the Society and counts towards advancement to the next tier. Losing a match does not earn a Favor and does not promote advancement. Losing too many times may actually result in demotion.

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

Gambling

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

Ranks

Brawler

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

Requirements

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

Benefits

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

Champion Brawler: Xiaoshan The Fallen Monk

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

Tier 4 Fighter

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

Requirements

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

Benefits

- The maximum wager is 5 gold, 10 gold on a championship bout.
- May invite non-members to enter into the Society as Brawlers.
- May spend one favor to get a 25% discount on normal weapons, armor, and equipment that “fell off an oxcart.” The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- May spend one favor to get a 20% discount on masterwork simple weapons, light or medium armor, shields, and tools that “fell off an oxcart.” The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- “*I know a guy.*” Spend one NAA and two favors to receive a 10% discount on a masterwork martial weapon or set of heavy armor.
- “*I got what you need.*” Spend one favor to buy one Potion of Cure Light Wounds at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.

Tier 4 Champion: Stabby Gort

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

Tier 3 Gladiator

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

Requirements

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

Benefits

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

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

- *“I got what you need.”* Spend one favor to buy one Potion of Cure Moderate Wounds at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.
- *“Got a ‘rat’ problem?”* Spend one favor to buy one dose of Saardolos extract at full price. The purchase is arranged at a bout and picked up at the next bout. This does not require the use of an additional NAA, but may not be collected in-game.

Tier 3 Champion: Lykos, Fist of the Battle Rager

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

Tier 2 Warrior

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

Requirements

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

Benefits

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

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

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

Tier 1 Master

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

Requirements

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

Benefits

- The maximum wager is 50 gold, 100 gold on a championship bout.
- *"I know this mage with the mother of all gambling problems."* Spend one NAA and eight favors to commission the creation or upgrade of one wondrous item valued up to 16,000 victories at full price. This item has been made illegally, and is subject to seizure by the College of Magic.
- May spend one NAA and eight favors to commission the creation or upgrade of one magical weapon, shield, or set of armor of up to a +2 enhancement bonus and +1 special ability at full price. The character must supply the weapon or set of armor to be enchanted, in addition to the price of the enchantment. This item has been made illegally, and is subject to seizure by the College of Magic.
- *"I'll see what I can find out."* Spend two favors and 20 victories to gain a +8 bonus to one Gather Information check. This takes 24 hours longer than the skill check would normally take and is only usable within Leboleghido, Bet Rogala, Baneta, Bet Kalamar, Sobeteta, Bet Urala, Korem, P'Bapar, Prompeldia, Rinukagh, and Bet Seder.

Grand Champion: Theldaras, The Chain of Fate

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

Grand Champion

Requirements

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

Benefits

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

Brawler tier:

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

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

Tier 4:

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

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

Tier 3:

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

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

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

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

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

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

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

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

The Blooded

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

By Troy E. Daniels

Introduction

We are the Blooded.

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

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

Show us.

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

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

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

A warrior armed with compassion can sleep at night.

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

Toleden, Southern Watcher of the Blooded Council of Elders.

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

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

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

Ferina, Eastern Watcher of the Blooded Council of Elders

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

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

Structure of the Blooded

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

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

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

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

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

Requirements to Join –

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

According to the Pekal Gazetteer, you must have :

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

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

Path of the Gladiator

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

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

Requirements for the Path of the Gladiator –

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

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

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

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

Requirements for the Path of the Warrior –

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

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

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

Explanation of "Path Certificates"

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

Noteworthy Events –

A noteworthy event is something that happens in the game that is almost epic in scope. Should the potential Blooded jump from the balcony, swing across the room, land on the top of the table and with a single blow take down the enemy whilst the rest of the party stands around in dumbfounded amazement, that is certainly a noteworthy event. When you mark something as a noteworthy event it should certainly be something that the bards will sing about. If it is the same old attack routine on the same old Orc chieftain that you have used time and time again, then it probably is NOT a noteworthy event, and should not be marked as so.

Your Bard

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

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

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

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

Applying for Membership

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

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

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

Advancement/Benefits of Membership by Rank

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

Member of the Blooded

Requirements

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

Duties

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

Benefits

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

Senior Member of the Blooded

Requirements

- The Member must have “Served the Blooded” a minimum of 10 times. This requirement shows a commitment to the organization and also to the Member’s Favored Cause.

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

Duties

- *Share your Information* – If something happens during the course of an adventure that you recognize as being one of the favored causes that you personally do not champion you must report it to the Blooded Halls. You must spend at least 10 Victories to dispatch a bard to the Halls and deliver the message.
- *Influence Others* – It is your responsibility when dealing with your favored cause to use your influence and fame to correct the situation. After an adventure where you used any of your favored cause abilities you must spend 1 NAA to clean up the situation and insure that everything is put right.
- *Serve the Blooded* – Your continued service is required by the organization in order to advance its causes. You must spend at least one NAA per four scenarios serving the Blooded. Each time you do this you gain a favor that may be used inside of the organization. You may “Serve the Blooded” more than just once every five scenarios to accumulate more favors.
- *Encourage Greatness* – If you see someone that you feel may be worthy of the title of one of the Blooded, you should take him or her under your wing and encourage them to excel in all that they do. Give them one of the Path certificates as appropriate to their class.

Benefits

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

Veteran of the Blooded

Requirements

- The Member must have “Served the Blooded” a minimum of 20 times. This requirement shows a commitment to the organization and also to the Member’s Favored Cause.

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

Duties

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

Benefits

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

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

Explanation of Favored Cause

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

Troy – May 3, 2006

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

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

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

Table Blooded Favored Causes (Table 1.0)

Cause	Explanation/Example
Corruption- <ul style="list-style-type: none">- Government- Merchants- College of Magic- Guilds- Religion	Those that are corrupt must be brought to the light. Corruption runs deep in an organization or community where it is found.
Slavery	You oppose the sale and or use of sentient beings for forced labor. Even indenturing (the act of working for free to pay off a debt) is distasteful for you.
Oppression	
Hunger	All people, common or noble should have a good supply of food. Unfair pricing off food or hoarding is unethical and must be corrected.
Poverty	It is the right of everyone to be able to work and make a decent wage. All should be able to live in some manner of comfort.
Animals	Although it is acceptable for animals to be beasts of burden and or livestock, they should be treated with kindness and some modicum of dignity.
Environment	We all live in the same world and we all have to protect it for the future of our children. Littering, polluting ground water, starting forest fires and other acts of environmental cruelty will not be tolerated.
Child Abuse	Children of any race are the future of that race. They should be in school, not working in factories. They should be at their father's knee or their mother's skirts learning the crafts and skills that they will need when they are adults. Those that physically, mentally, magically, or spiritually abuse a child will be brought to the light of the public eye for scrutiny;
Abuse of Magic	Those who use their magic in a manner that causes harm to those that do not deserve it, either physically, emotionally, or financially will be brought to justice. Using magic in self defense or in the pursuit of one's vocation is tolerated as long as the use is not excessive and does not violate the above tenets.

Education for the masses	All people have the right to a basic education. Reading and writing are fundamental to the continuance of our future as a people.
Deforestation	Although druids do tolerate some taking of lumber for industry, they expect that new plants are brought in to replenish the woods. Wanton destruction of the forest harms the environment as well as the creatures that live in the forest and will not be tolerated.
Sanctity of Death*	The dead are dead, and should not be disturbed. Vile necromancers that bring them back from their eternal slumber or those that desecrate graveyards will be punished.
Destruction of Knowledge	Burning scrolls of history or literature, the destruction of art are all anathema to you. Those that hoard or destroy these things will be taught a lesson, possibly a hard one!
Exploitation	Be it the using of women for pleasure and pay (prostitution) or a local bully running a protection racket, exploitation occurs virtually anywhere you can go. You however will do something about it.

Path of the Gladiator

Know ye that the following wishes to become one of The Blooded

Becoming one of The Blooded takes more than spending a few dozen Victories and playing apprentice to a bunch of spell-slinging wizards. The Blooded is something that is earned through combat. But not just combat. Heroic combat. Epic Combat. The type of combat that bards sing about for generations to come.

You will chronicle your heroic exploits on this document. If your Game Master believes that you have done something truly heroic during a Living Kingdoms of Kalamar event then he or she will note it on this logsheet with brief details of your deeds. They will sign it and have another player from the table witness it. Once you have completed this document you will make a copy of it and mail it to the address listed in The Blooded Meta-Campaign Book. Completion of this document is not a guarantee that you will be admitted into The Blooded. It is merely an application. See the Blooded Meta-Campaign book for more information about the selection process for this Meta-Organization.

1. Scenario Name - _____ Date - _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

1st Bardic Notice - At this point, pay 100 Victories for a bard of at least 2nd level to compose a ballad in your honor. This fee also will pay for the bard to take word of your exploits to the halls of the Council of Elders. They will hear of your deeds and hopefully take notice. This is a non-adventuring activity and is should be noted on your logsheet as Blooded, Bard 1st. GM's Initials that the 100 Victories has been spent: _____

2. Scenario Name - _____ Date - _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

3. Scenario Name - _____ Date - _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

4. Scenario Name - _____ Date - _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

5. Scenario Name - _____ Date - _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

Bardic Application – During your final deed you must have a bard or other skilled orator in your party (minimum of 10 ranks in Perform (Oration or Song). He or she will compose the ballad that will define you to the Council of Elders. It is by their words that you will show your true worth and become eligible to become a member of The Blooded. Pay them 500 Victories and they will carry your tale to the council. Refer to The Blooded Meta-Campaign book for information on what to do after this document has been completed. GM's Initials that the 500 Victories has been spent: _____



Path of the Warrior

Know ye that the following wishes to become one of The Blooded

Becoming one of The Blooded takes more than spending a few dozen Victories and playing apprentice to a bunch of spell-slinging wizards. The Blooded is something that is earned through combat. But not just combat. Heroic combat. Epic Combat. The type of combat that bards sing about for generations to come.

You will chronicle your heroic exploits on this document. If your Game Master believes that you have done something truly heroic during a Living Kingdoms of Kalamar event then he or she will note it on this logsheet with brief details of your deeds. They will sign it and have another player from the table witness it. Once you have completed this document you will make a copy of it and mail it to the address listed in The Blooded Meta-Campaign Book. Completion of this document is not a guarantee that you will be admitted into The Blooded. It is merely an application. See the Blooded Meta-Campaign book for more information about the selection process for this Meta-Organization.

1. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

1st Bardic Notice - At this point, pay 200 Victories for a bard of at least 3rd level to compose a ballad in your honor. This fee also will pay for the bard to take word of your exploits to the halls of the Council of Elders. They will hear of your deeds and hopefully take notice. This is a non-adventuring activity and is should be noted on your logsheet as Blooded, Bard 1st. GM's Initials that the 200 Victories has been spent: _____

2. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

3. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

4. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

5. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

6. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

7. Scenario Name - _____ Date – _____ GM /RPGA# _____
Deed - _____

RPGA GM Signature _____ Witness Signature _____

Bardic Application – During your final deed you must have a bard or other skilled orator in your party (minimum of 10 ranks in Perform (Oration or Song). He or she will compose the ballad that will define you to the Council of Elders. It is by their words that you will show your true worth and become eligible to become a member of The Blooded. Pay them 500 Victories and they will carry your tale to the council. Refer to The Blooded Meta-Campaign book for information on what to do after this document has been completed. GM's Initials that the 500 Victories has been spent: _____

Thieves Guild of Bet Seder - Society of Iconoclasts

By Brian Spurling

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

Locations

Headquarters: Bet Seder

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

Roleplaying Summary

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

Ranks

Iconoclast

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

Requirements

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

Duties

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

Benefits

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

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

The Edge

By Daniel Donnelly

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

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

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

Locations

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

Role-playing Summary

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

Ranks

Edge Member

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

Requirements

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

Duties

- Have fun
- Help those that can not help themselves

Benefits

- +2 circumstance bonus to all Charisma based skills while in a tavern or an inn.

- “Bottle of your Best” – most taverns have the good stuff hidden away for their best patrons. Taverns in those cities with an Edge presence hold onto a few good bottles or casks for the members. In most cases they are only charged normal prices.

Edge Recruiter

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

Requirements

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

Duties

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

Benefits

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

Edge Leader

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

Requirements

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

Duties

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

Benefits

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

Edge Toastmaster

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

Requirements

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

Duties

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

Benefits

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

The Gray Legion

By Brandon A. Mann

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

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

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

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

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

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

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

Naval Irregulars - Corsairs of Elos Bay

By Thomas Abbott

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

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

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

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

Locations

Baneta, currently

Roleplaying Summary

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

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

Ranks

Deckhand

Requirements

- Cannot be lawful
- 4 or more ranks in Profession (Sailor)

- 2 or more ranks in Swim
- 1 or more ranks in Use Rope
- Proficiency with at least one projectile weapon or ability to cast one ranged offensive spell.
- Must swear fealty to Prince Kafen and Pekal.

Duties

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

Benefits

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

Seaman

Requirements

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

Duties

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

Benefits

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

Mate

Requirements

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

Duties

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

Benefits

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

Captain

Requirements

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

Duties

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

Benefits

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

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

Steel Ribbons

By Greg Manuel

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

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

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

Roleplaying Notes

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

Locations

Scattered through towns and villages throughout Pekal.

Ranks

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

Protector

Requirements

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

Duties

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

Benefits

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

Guardian

Requirements

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

Duties

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

Benefits

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

Defender

Requirements

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

Duties

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

Benefits

- +3 circumstance bonus to Gather Information while in Pekal
- +3 competence bonus to Knowledge: Military Tactics
- +1 competence bonus to Knowledge: Military Logistics
- +1 competence bonus to Knowledge: Military Training

- May purchase normal and masterwork weapons and armor from the Steel Ribbons stockpile at 30% discount.
- May request assignment of a Protector to personally train. Defenders with Leadership can be assigned a Protector as a cohort. Contact campaign staff for cohort assignment.

Sentinel

Requirements

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

Duties

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

Benefits

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

The Village of Tresana

By Brian Schulman

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

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

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

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

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

Roleplaying Summary:

The Village of Tresana is one of the few places in Pecal where users of psionic talents are welcomed with open arms. As an organization, it will only accept those into its ranks who have both performed a service to the Village and display some form of psionic talent. All new entrants are carefully screened by the most

powerful telepaths in the village, as are all who return from traveling abroad. The group has no desire to interfere with, or interact with, the College of Magic. The council does look forward to the day when psionics will be legal, but does not work overtly towards that end. They do seek out people with psionic talent, as training those talents is one of their key missions, but they tend to look down on those who use their talents for adventure or profit. As a group they are generally good and will help those in need if they can do so safely, but would rather be left to their own devices. In addition, they are focused on the advancement of their psionic power and see training as a duty. Most would never leave their village if it were not required.

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

Locations

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

Ranks

Friend

Requirements:

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

Duties:

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

Benefits:

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

Student

Requirements:

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

Duties:

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

Benefits:

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

Psionic Master

Requirements:

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

Duties:

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

Benefits:

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

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

The Warriors of the Emerald Wave

By Earl Bailey

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

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

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

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

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

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

Ranks

Runner

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

Requirements

- Must have honorably finished their 2 years of public service to Pekal. In LKoK, the player must write a short character background that includes public service, or spend 2 NAAs serving in the Militia.

- The character cannot currently belong to any other meta-organization, although past membership (such as the Militia) is acceptable.
- Must swear an oath of allegiance to the Warriors of the Emerald Wave.
- Must be a citizen of the Principality of Pekal.
- Must have the Track feat.
- Must have BAB +2 or higher
- Must have at least 1 rank in Survival.
- Must be of good alignment.
- Must be invited to join by a current member.
 - Note: A character with a favor from the Warriors meets this requirement.
 - Special: Working with the Warriors successfully in “The Rounds” meets this requirement.

Duties

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

Benefits

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

Woodsmen

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

Requirements

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

Duties

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

Benefits

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

Tracker

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

Requirements

- Must have served at least 10 Activities as a Woodsman.
- Must have at least 10 ranks in Survival.
- Must be of good alignment.

- Must have one of the following abilities: Skirmish, Fast Movement, Sneak Attack, Trackless Step, Woodland Stride, or Flawless Stride.
- Must have an Intelligence score of 13 or higher.
- Must have any two of the following feats: Alertness, Animal Affinity, Athletic, Diehard, Endurance, Fleet of Foot, Improved Toughness, Run, Self-Sufficient, Stealthy, Track.
- Must have any 2 of the following:
 - 4 or more ranks in Gather Information
 - 4 or more ranks in Search
 - 4 or more ranks in Listen
 - 4 or more ranks in Spot
 - 4 or more ranks in Move Silently
 - 4 or more ranks in Hide

Duties

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

Benefits

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

Hunter

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

Requirements

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

Duties

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

Benefits

- +4 competence bonus to Survival checks.
- +4 competence bonus to Knowledge (Nature) checks.
- +3 competence bonus to Knowledge (Local: Pekal) checks.

- Access to purchase darkwood Masterwork Composite Longbows (+1 to +4) during any Activity spent patrolling. This bow cannot be sold or traded.
- Hunters are paid 10 Victories for each patrol.

Dire Hunter

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

Requirements

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

Duties

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

Benefits

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