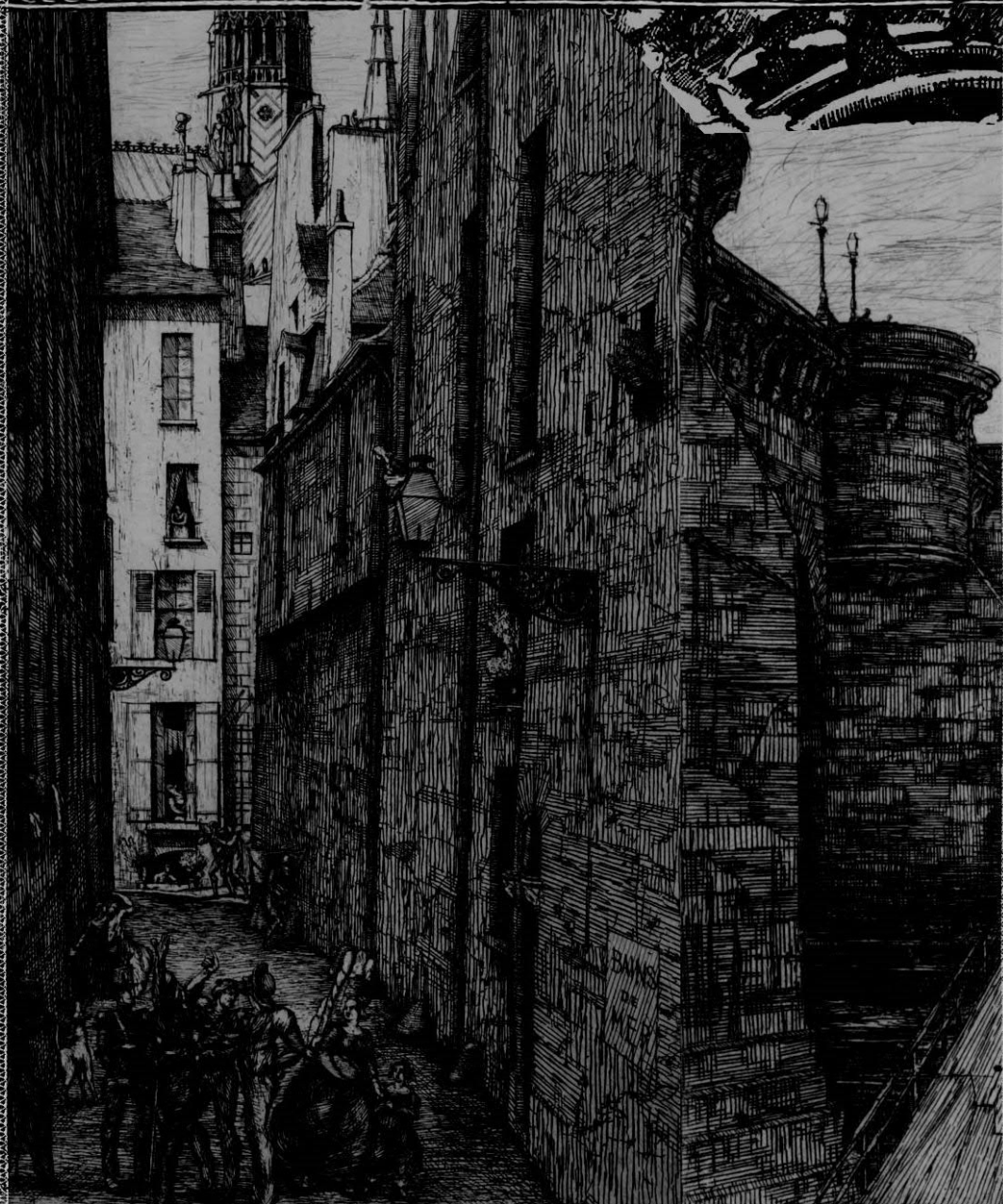


# The Blasphemous Roster

*Guilds of Infinigrad and their Machinations*

*Michael Raston*





**WRITTEN BY  
MICHAEL  
RASTON**

<http://lizardmandiaries.blogspot.com/>

To all the Guild Dogs who have lived and died in The City, thank you. From rag-wearing angels to gangster pigmen, you have all brought Infinigrad to life in your own special way and it wouldn't exist without you.

**ADDITIONAL THANKS TO**

**BEN L.**

**TRENT B.**

<http://maziriansgarden.blogspot.com/>

<http://newfeierland.blogspot.com/>

**RUINED BY  
LUKE  
GEARING**

<http://antlerrr.blogspot.co.uk/>

Thanks, as always, to KoGaM and Naomi.




OH SHIT  
HOMIE

**SALVAGED BY  
JARRETT CRADER**

# CONTENTS

INTRODUCTION.....	PG 1
GUILD GENERATOR.....	PG 3
GUILD EXAMPLES.....	PG 26
VISUAL GENERATOR.....	PG 29
JOB GENERATOR.....	PG 55
MISCELLANIA.....	PG 67





THE CITY ROILS OVER A CORRUPTED AND MUTATED PLANE OF INTERSECTING  
MULTIVERSES, A SITUATION BROUGHT ABOUT BY WANTON ABUSE OF MAGICAL  
WEAPONRY DURING THE ALLEYWAY CONFLAGRATION.

"INFINIGRAD" IS ITS COMMON NAME.

EACH OF THE CITY'S COUNTLESS RACES, SUB-RACES, RACEOIDS, RELIGIONS, GANGS,  
CULTS, CULTURES AND SUB-CULTURES HAVE THEIR OWN NAME FOR IT.

SOMETIMES ONE OF THOSE NAMES COMES INTO VOGUE AND THE CITY HAS A NEW  
UNOFFICIAL NAME FOR A FEW SEASONS.

MOSTLY, THOUGH, IT'S JUST CALLED "THE CITY".

EVERY GUILD HAS THEIR OWN PRIVATE ORIGIN STORY FOR THE CITY, THEIR OWN PRIVATE  
CREATION MYTH THAT PUTS THEM AND THEIR PARTICULAR INTERESTS RIGHT THERE AT  
THE BEGINNING OF IT ALL.

OUT IN PUBLIC, THOUGH, NO ONE WANTS TO CLAIM OFFICIAL OWNERSHIP.

NO ONE WANTS TO BE RESPONSIBLE FOR THE MONSTROSITY THE CITY HAS BECOME.

ACTUALLY BEING THE RIGHTFUL HEIRS TO THE PLACE WOULD BE A LOT OF WORK.

IT'S EASIER TO JUST HAVE A SECRET CREATION CONSPIRACY.

THESE MYTHS LET THE GUILDS JUSTIFY BLEEDING THE PLACE DRY.

THERE USED TO BE OPEN WAR IN THE CITY.

EVERYONE WANTED SOMETHING VALUABLE THAT WAS THERE, SMACK-BANG IN THE  
MIDDLE OF IT.

MAYBE IT WAS BENEATH THE GROUND, MAYBE IT GREW IN SOME HIDDEN GROVE, MAYBE  
IT WAS LOCKED AWAY IN A TOWER.

REGARDLESS, EVERYONE WANTED THAT THING AND THERE WAS WAR.

THE GUILDS FOUGHT FOR CONTROL OF SINGULAR CITY BLOCKS.

THEIR WAR FACTORIES WERE PRACTICALLY BUILT ON TOP OF ONE ANOTHER.

THE GUILDS COULD SIMPLY ROLL THEIR DEATH MACHINES OUT THE DOOR AND THEY  
WOULD HAVE CANNON FODDER TO BLAST.

THIS WENT ON FOR CENTURIES. WHAT THE GUILDS WERE FIGHTING FOR WAS LOST TO  
COMMON KNOWLEDGE.

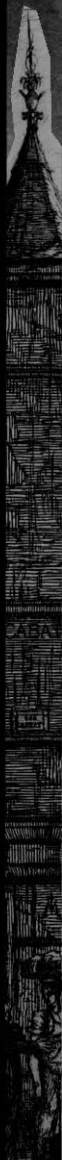
THROUGHOUT THESE CENTURIES THE GUILDS EXPERIMENTED WITH MAGIC AND  
MACHINES, INVENTING NEW MEANS OF ANNIHILATION.

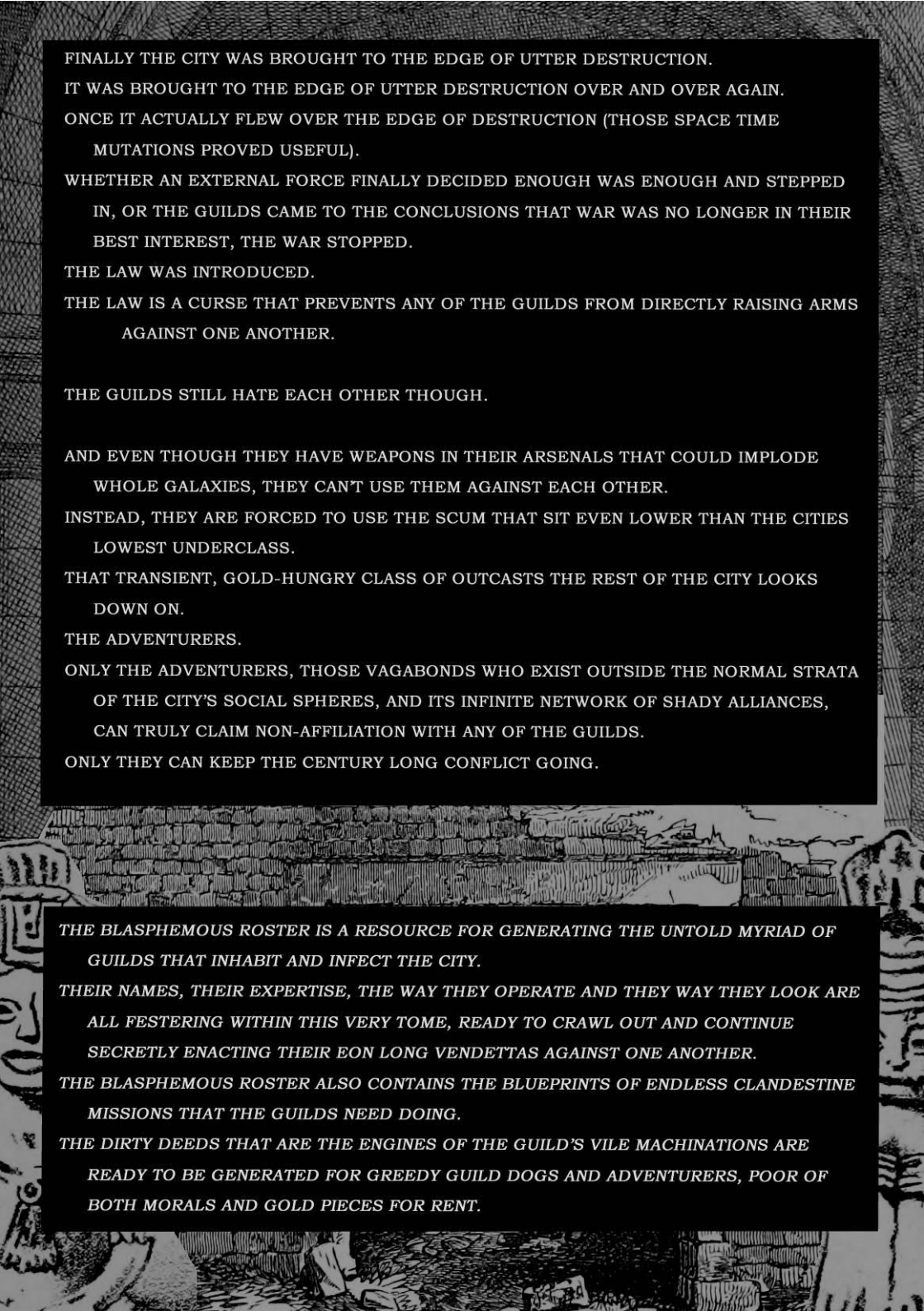
INNUMERABLE RIFTS WERE OPENED TO THE FORTEAN MULTIVERSE, WHOLE SECTIONS OF  
THE CITY WERE LOST TO SPACE TIME MUTATION.

THE GUILDS WERE NOT CONCERNED ABOUT THE THINGS THAT CRAWLED OUT OF THESE  
PORTALS.

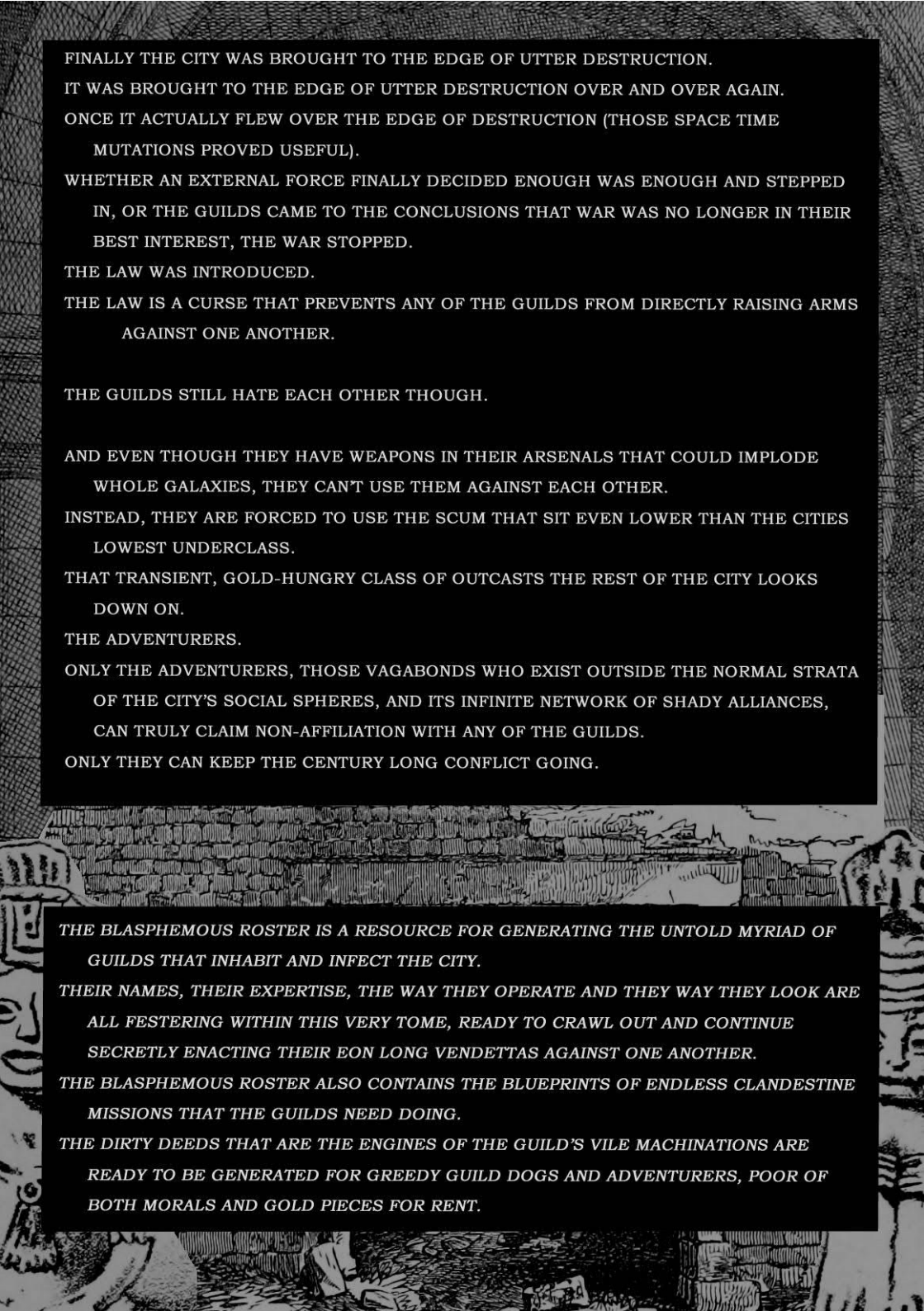
IN FACT THEY QUICKLY WEAPONIZED THEM.

THE THINGS WERE NOTHING COMPARED TO THE HORRORS THE GUILDS WERE ALREADY  
INFLECTING ON ONE ANOTHER.





FINALLY THE CITY WAS BROUGHT TO THE EDGE OF UTTER DESTRUCTION.  
IT WAS BROUGHT TO THE EDGE OF UTTER DESTRUCTION OVER AND OVER AGAIN.  
ONCE IT ACTUALLY FLEW OVER THE EDGE OF DESTRUCTION (THOSE SPACE TIME  
MUTATIONS PROVED USEFUL).  
WHETHER AN EXTERNAL FORCE FINALLY DECIDED ENOUGH WAS ENOUGH AND STEPPED  
IN, OR THE GUILDS CAME TO THE CONCLUSIONS THAT WAR WAS NO LONGER IN THEIR  
BEST INTEREST, THE WAR STOPPED.  
THE LAW WAS INTRODUCED.  
THE LAW IS A CURSE THAT PREVENTS ANY OF THE GUILDS FROM DIRECTLY RAISING ARMS  
AGAINST ONE ANOTHER.  
  
THE GUILDS STILL HATE EACH OTHER THOUGH.  
  
AND EVEN THOUGH THEY HAVE WEAPONS IN THEIR ARSENALS THAT COULD IMplode  
WHOLE GALAXIES, THEY CAN'T USE THEM AGAINST EACH OTHER.  
INSTEAD, THEY ARE FORCED TO USE THE SCUM THAT SIT EVEN LOWER THAN THE CITIES  
LOWEST UNDERCLASS.  
THAT TRANSIENT, GOLD-HUNGRY CLASS OF OUTCASTS THE REST OF THE CITY LOOKS  
DOWN ON.  
THE ADVENTURERS.  
ONLY THE ADVENTURERS, THOSE VAGABONDS WHO EXIST OUTSIDE THE NORMAL STRATA  
OF THE CITY'S SOCIAL SPHERES, AND ITS INFINITE NETWORK OF SHADY ALLIANCES,  
CAN TRULY CLAIM NON-AFFILIATION WITH ANY OF THE GUILDS.  
ONLY THEY CAN KEEP THE CENTURY LONG CONFLICT GOING.



THE BLASPHEMOUS ROSTER IS A RESOURCE FOR GENERATING THE UNTOLD MYRIAD OF  
GUILDS THAT INHABIT AND INFECT THE CITY.  
THEIR NAMES, THEIR EXPERTISE, THE WAY THEY OPERATE AND THE WAY THEY LOOK ARE  
ALL FESTERING WITHIN THIS VERY TOME, READY TO CRAWL OUT AND CONTINUE  
SECRETLY ENACTING THEIR EON LONG VENDETTAS AGAINST ONE ANOTHER.  
THE BLASPHEMOUS ROSTER ALSO CONTAINS THE BLUEPRINTS OF ENDLESS CLANDESTINE  
MISSIONS THAT THE GUILDS NEED DOING.  
THE DIRTY DEEDS THAT ARE THE ENGINES OF THE GUILD'S VILE MACHINATIONS ARE  
READY TO BE GENERATED FOR GREEDY GUILD DOGS AND ADVENTURERS, POOR OF  
BOTH MORALS AND GOLD PIECES FOR RENT.



## GUILD GENERATOR



# Guild Generator Instructions

## HOW TO USE THE GUILD GENERATOR:

THE GUILD GENERATOR IS COMPOSED OF TWO SETS OF 10 PAGES.

THE FIRST SET WILL GIVE THE GUILD'S EXPERTISE AND THE FIRST PART OF THEIR NAME (FORENAME), THE SECOND WILL GIVE THE GUILD'S MODUS OPERANDI, THE THING THAT SEPARATES THEM FROM GUILDS OF THE SAME EXPERTISE, AND THE SECOND PART OF THEIR NAME (AFTNAME).

FOR EACH SET OF 10 PAGES, ROLL A D10 AND TURN TO THE PAGE THE RESULT CORRESPONDS TO, THEN ROLL A D4 AND CONSULT THE SET OF RESULTS THAT CORRESPONDS TO. THIS D4 RESULT WILL PROVIDE A SET OF EXPERTISES AND FORENAMES IN THE FIRST SET, AND A SET OF MODUS OPERANDI AND AFTNAMES IN THE SECOND SET.

THE EXPERTISE AND MODUS OPERANDI ARE THEMATICALLY LINKED, AS TO PROVIDE THE GUILD WITH AN APPROPRIATE NAME. IF YOU DO NOT WISH TO HAND PICK THESE FINAL RESULTS THEY ARE FURTHER BROKEN DOWN INTO D6 AND D4 DIE ROLLS.

ONCE YOU HAVE AN EXPERTISE, MODUS OPERANDI AND TWO NAME PARTS YOU COMBINE THEM ALL TOGETHER TO GET THE SEED OF A GUILD.

IMAGES WAFT BOTH LUXURIOUS AND MENACING ABOUT THE WORDS OF THE GENERATOR, POISED TO INFECT THE USER'S MINDSCAPE WITH POSSIBLE IDEAS AND ASPECTS TO INCORPORATE INTO THEIR FRESHLY GENERATED GUILD.

WHAT FOLLOWS IS A FURTHER EXPLANATION OF THE TERMS USED IN THE GUILD GENERATOR:

### EXPERTISE:

THIS IS THE GUILD'S "CORE BUSINESS", THEIR WORK, THE THING THAT THEY CREATE OR SERVICE THAT THEY PROVIDE. THE LISTINGS FOR EXPERTISE ARE GENERALLY BROAD, ALLOWING FOR MANY DIFFERENT GUILDS OPERATING WITH THE SAME EXPERTISE.

### MODUS OPERANDI:

THIS IS WHAT SEPARATES THE GUILD FROM ALL OTHER GUILDS WITH THE SAME EXPERTISE. THIS IS THE THING THAT INFLUENCES EVERYTHING THE GUILD DOES, THEIR SOUL. THE RESULTS HERE CAN BE INTERPRETED IN ANY WAY THAT WILL RESULT IN A WEIRD AND INTERESTING GUILD.

### TWO PART GUILD NAME:

EACH "BLOCK" HAS A SET OF D6 HALF GUILD NAMES. COMBINING THE TWO HALVES TOGETHER SHOULD GIVE A NAME THAT IS REFLECTIVE OF BOTH THE GUILD'S EXPERTISE AND MODUS OPERANDI. RATHER THAN BEING COMPLETELY RANDOM NAMES, THE NAMES SHOULD GIVE A DECENT INDICATION OF WHAT THE GUILD IS LIKE. SOME REARRANGING WILL BE REQUIRED AT TIMES TO ENSURE THE NAMES DON'T SOUND TOO WONKY (OR MAYBE THAT ADDED GRAMMATICALLY OBTUSENESS ADDS TO THE GUILD'S MYSTIQUE)

# Guild Generator - Start Here

## EXPERTISE & FORENAME 1D10

1.....	PAGE 06
2.....	PAGE 07
3.....	PAGE 08
4.....	PAGE 09
5.....	PAGE 10
6.....	PAGE 11
7.....	PAGE 12
8.....	PAGE 13
9.....	PAGE 14
0.....	PAGE 15

NEXT

NEXT

## MODUS OPERANDI & AFTNAME 1D10

1.....	PAGE 16
2.....	PAGE 17
3.....	PAGE 18
4.....	PAGE 19
5.....	PAGE 20
6.....	PAGE 21
7.....	PAGE 22
8.....	PAGE 23
9.....	PAGE 24
0.....	PAGE 25

# Realm of Expertise & Forename - 1

1

## EXPERTISE 1d6

1. PHYSICAL, MAGICAL CARE.
2. RESTORATIVE MEDICINE
3. MAGICAL HEALING
4. RESTORATIVE /

## PROTECTIVE ACCOMMODATION

5. GUIDES
6. MENTAL MAGICAL CARE

## FORENAME 1d6

1. BROTHERHOOD/SISTERHOOD
2. BENEVOLENT
3. THE GOOD
4. THE JOLLY
5. WHITE
6. GOLDEN

2

## EXPERTISE 1d6

1. LAWFUL CHURCHES
2. ACCOUNTING
3. STOREHOUSES
4. VAULTS
5. CATALOGUING
6. CHAOTIC QUARANTINE

## FORENAME 1d6

1. CHURCH OF
2. KEEPERS OF
3. GUARDIANS
4. HOLDERS
5. CUSTODIANS
6. JUDGES

3

## EXPERTISE 1d6

1. CANDLE/LANTERN MAKING
2. EXPLORATION OF DEEP,  
DARK PLACES
3. ASTROLOGY
4. ASTRONOMY
5. SAGES
6. SEERS

## FORENAME 1d6

1. SHINING
2. LEARNED
3. LIGHTBRINGERS
4. THE FLAME
5. FIRE OF
6. THE ILLUMINATED

4

## EXPERTISE 1d6

1. FLYING VEHICLES
2. PSIONICS
3. CALMATIVE ALCHEMY
4. PROVISIONS OF RESTFUL SLEEP
5. GAS PRODUCTION
6. CHURCHES OF UNREALITY  
EXPLORATION

## FORENAME 1d6

1. RISING
2. THE HIGH
3. CALM
4. THE SERENE
5. BILLOWING
6. NEBULATIC

6

# Realm of Expertise & Forename - 2

1

## EXPERTISE 1d6

1. CLEANING AND CLEANSERS OF RECORDS
2. AIR TRAVEL
3. PRESERVATION OF  
SAMPLES/CREATURES/ARTEFACTS
4. QUARANTINE
5. BREEDERS OF SKY-BEASTS
6. BREATHING APPARATUS

## FORENAME 1d6

1. ENGULFING
2. THE EXHAUSTING
3. ABYSSAL
4. VACANTIC
5. VOIDING
6. THE HOLLOW

3

## EXPERTISE 1d6

1. AIR ELEMENTALS/GOLEMS
2. CHIMES & CHARMS
3. SAILCRAFT
4. BELLOWS
5. CRYSTALS OF VARIOUS  
PROPORTIONS
6. ECONOMICS

## FORENAME 1d6

1. LUMINOUS
2. THE DAZZLING
3. GLINTINGOUS
4. FAR
5. THE HAND OF
6. SCINTILLATING

2

## EXPERTISE 1d6

1. COMMUNICATION WITH THE DEAD
2. FOGS AND MISTS
3. HARNESSING OF SPIRITS
4. SUMMONING OF ETHEREAL SERVANTS
5. DELICATE ROBES & GARMENTS
6. HAUNTING MUSIC

## FORENAME 1d6

1. GOSSAMER
2. THE VAPOROUS
3. EXQUISITE
4. COMMUNION
5. COVEN
6. GATHERING OF

4

## EXPERTISE 1d6

1. WEATHER CONTROL AND RECORDING
2. INSTANTANEOUS TRANSPORTATION
3. QUICKENING DUST
4. LIGHTNING AND LIGHTNING POWERED  
CONTRAPTIONS
5. ESOTERIC MARTIAL ARTS
6. BREEDERS OF HORSES AND OTHER  
SWIFT BEASTS

## FORENAME 1d6

1. ALACRATIC
2. CARBUNKLED
3. VOLTAIC
4. THE TEMPEST
5. FLEET
6. GALE

7

# Realm of Expertise & Forename - 3

1

## EXPERTISE 1d6

1. ALCHEMY OF SIZE
2. MINISCULE CONTRAPTIONS
3. ASCETIC CHURCHES
4. SMALL ANIMALS AND PETS
5. PIPES AND PLUMBING
6. DRIED PLANTS OF

UNUSUAL PROPERTIES

## FORENAME 1d6

1. EXIGUOUS
2. THE EPHEMERAL
3. THE DESICCATING
4. CONVEXING
5. LITTLE
6. THE STRINGING

2

## EXPERTISE 1d6

1. ALCHEMY OF VISIBILITY
2. JELLIES
3. SLIMES
4. GLASS & WINDOWS
5. MAGICAL POOLS
6. SEALING OF ENERGIES

FOUL & FAIR

## FORENAME 1d6

1. MOUND
2. FLUMMERY
3. THE TRANSLUCID
4. CLEMENTING
5. TRANSPICUOUS
6. PELLUCID

3

## EXPERTISE 1d6

1. WHOLESOME FARMING
2. ALCHEMY OF HEALTH
3. LIMB REPAIR & REPLACEMENT
4. BUILDERS OF PUBLIC HOUSING
5. FEASTS AND CELEBRATIONS
6. KEEPERS OF LIZARDS

## FORENAME 1d6

1. HYGIEIAC
2. ASCLEPIUS'S
3. THE BEST
4. THE TOASTING
5. LUSTY
6. PARTY OF

4

## EXPERTISE 1d6

1. BEGGARS
2. TRICKSTERS
3. STREET PERFORMERS
4. TEACHERS OF CANTS
5. DISGUISES
6. WATCHERS, SPIES  
& INTELLIGENCE AGENTS

## FORENAME 1d6

1. ASCETIC
2. HOMECOMING
3. THE BUGABOEIFIC
4. SULKING
5. CHURNING
6. FADED

8

# Realm of Expertise & Forename - 4

1

## EXPERTISE 1d6

1. BANKING
2. GEM CUTTING
3. JEWELRY MAKING
4. HIGH-END THIEVERY
5. COIN PRESSES
6. KEEPERS OF THE HORDES

## FORENAME 1d6

1. GLINTING
2. MIDAFIC
3. GEMMED
4. THE PALATIAL
5. HOARDING
6. THE LEO

2

## EXPERTISE 1d6

1. LIBRARIES
2. TEACHING AND SCHOOLING
3. ESOTERIC PHILOSOPHERS
4. HARNESSERS OF PSYCHIC WAVES
5. HUNTERS OF SLEEP & DREAMS
6. MIND SLAVERS

## FORENAME 1d6

1. SATURNAL
2. METIC
3. FELLOWSHIP
4. DIAMONDS OF
5. HALOS OF
6. APPLES OF

3

Fig. 2.

## EXPERTISE 1d6

1. SURGEONS
2. FLESH FARMERS
3. ORGAN HARVESTERS
4. BLOOD BANKERS
5. SACRIFICIAL MAGIC
6. CHURCHES OF DEATH

& CANNIBALISM

## FORENAME 1d6

1. RED
2. THE DRIPPING
3. THE FEAST OF
4. HEART OF
5. SANGUINARY
6. FAMILY

4

## EXPERTISE 1d6

1. MIRRORS
2. GRAILS & GOBLETs
3. POLISHED METALS
4. NEUTRAL CHURCHES
5. INTERNAL ANALYSIS  
(MIND & BODY)
6. ENCASERS OF BEINGS WITHIN  
PRECIOUS STONE

## FORENAME 1d6

1. INVERTIOUS
2. STILL
3. NARCISSISION
4. ECHOING
5. SPECERE
6. SEEING

# Realm of Expertise & Forename - 5

1

## EXPERTISE 1d6

1. BLESSINGS & CURSES
2. FISHING
3. CHURCHES OF THE SUN/MOON
4. THE STUDY OF SEASONS

(ARCANE AND MUNDANE)

5. CONTRACTS
6. SEWAGE

## FORENAME 1d6

1. SIGMATIC
2. SLOSHING
3. EVERFLOWING
4. THE STREAM OF
5. SODDEN
6. QUENCHING

2

## EXPERTISE 1d6

1. HAMMERS - CEREMONIAL  
& CRAFTING
2. AMPUTATION & REPLACEMENT  
OF LIMBS
3. DEBT COLLECTORS
4. ARBITRATION OF SOLEMN OATHS
5. WEIGHTS & MEASURES
6. SCALES

## FORENAME 1d6

1. THE SITTING
2. THE JUST
3. ORDERED
4. RHADAMANTIAN
5. CURTISON
6. TABLETIC

3

## EXPERTISE 1d6

1. ACID WORKERS & PRODUCTION
2. STEAM SMITHS & TINKERS
3. HISTORY DESTROYERS
4. CLEANERS
5. CAUSTIC ALCHEMY
6. DISSOLVING OF BONDS

## FORENAME 1d6

1. DISSOLVING
2. THE CORRODING
3. CARTHAGATIC
4. BAPTISTIC
5. THE LUSTRATING
6. CLEAR

4

## EXPERTISE 1d6

1. PRISON BUILDERS
2. GUARDS
3. BOUNTY HUNTERS
4. FORGERS OF ARMOUR
5. BANKING
6. LOCKSMITHS

## FORENAME 1d6

1. LABYRINTHE
2. IRON
3. LIMBOTIC
4. BULWARK
5. THE RACK OF
6. PROCRUSTE'S

# Realm of Expertise & Forename - 6

1

## EXPERTISE 1d6

1. SHAMEN OF SPIRITS

BEYOND THE CITY

2. TENDERS OF VEGATATIVE

ARCHITECTURE

3. MINDERS OF FORGOTTEN OBELISKS

4. GIANT SLAVE TRADERS

5. ORGY PLANNERS

6. SPECTACLE SMITHS

## FORENAME 1d6

1. THE CULT OF

2. DIONYSIAN

3. GARDENERS

4. DIANIC

5. LAMIAIC

6. PANDORA

2

## EXPERTISE 1d6

1. KEEPING OF BEAST PITS

2. BUTCHERS

3. BASE CULTS OF THE FLESH

4. MEAT MINCERS

5. FERAL TRANSMUTATIONS

6. TATTOOS AND BODY MODDING

## FORENAME 1d6

1. MINOTAURS

2. THE FURRED

3. BRISTLING

4. BARBAROUS

5. PANIC

6. THE SNARLING

3

## EXPERTISE 1d6

1. VEGETATION TENDERS

2. GROWERS OF GARDENS

OF TRANQUILITY

3. DUST OF MEDITATION

& PEACE

4. PERFUME BOTTLERS

5. TREATY WRITERS

& FACILITATORS

6. ADVISORS

## FORENAME 1d6

1. CONCORDIAN

2. THE LINKING

3. THE LOTUS OF

4. OLIVIAL

5. PAX

6. THE GROVE OF

4

## EXPERTISE 1d6

1. BREEDERS OF BEASTS  
& MUTANTS

2. GAMING AND GAMBLING

3. ILLUSIONS

4. RIOT & DISORDER

ENGINEERS

5. DUST OF PSYCHEDELIA  
& VISIONS

6. DUST OF SERUMS  
& MUTATIONS

## FORENAME 1d6

1. PROTEAN

2. PLASMIC

3. APOTHIC

4. EVER SEEKING

5. THE FIGGERING

6. MUTTERING

# Realm of Expertise & Forename - 7

1

## EXPERTISE 1d6

1. PYROMANCY
2. MACHINES OF MASS PRODUCTION
3. FIREWORKS & EXPLOSIVES
4. CEREMONIAL BONFIRES
5. OIL, FLINT & FIRESTARTING
6. BREEDING OF BEINGS OF FIRE

## FORENAME 1d6

1. THE FLAME
2. BURNING
3. YAULPING
4. PYRE
5. THEREMIN
6. OATH OF

3

## EXPERTISE 1d6

1. EXPLORERS BEYOND THE CITY
2. SHIPWRIGHTS OF AIR AND SEA
3. WHEELED TRANSPORTATION
4. CONSTRUCTION & INSTALLATION OF ADDITIONAL MECHANICAL LIMBS
5. OCTOPI TRADERS, BREEDERS & KEEPERS
6. AUTOMATONS OF ALL TYPES

## FORENAME 1d6

1. FAMILY OF
2. BONDAGED
3. AMBULATORY
4. THE REACH OF
5. THE MANIED
6. GANGLY

2

## EXPERTISE 1d6

1. DEMOLITION
2. ROCK CRUSHERS
3. RUIN CLEARERS
4. TRASH PILFERERS  
\* & EXPLORERS
5. RE-(USERS/FORMATTERS/CYCLERS)
6. WASTE DISPOSAL

## FORENAME 1d6

1. ROTTED
2. SCAVENGING
3. SAPROGENIC
4. THE RUINOUS
5. THE RUIN OF
6. ABADDON

4

## EXPERTISE 1d6

1. DIVINATORS
2. FORTUNE TELLERS
3. MAP MAKERS & KEEPERS
4. PROPHECY ENSURERS
5. NEGOTIATORS
6. GOODS FROM BEYOND THE WALLS AND PLANES

## FORENAME 1d6

1. THE SONS OF
2. EMINENT
3. APPOLLIC
4. CASSANDRA
5. STINARING
6. FATE'S

12

# Realm of Expertise & Forename - 8

1

## EXPERTISE 1d6

1. BEAST TRAINERS
2. ZOOKEEPERS
3. GROWERS OF MASS
4. MOCKERS AND JOKERS
5. FALSEHOOD MANUFACTURERS
6. LEVIATHAN RESEARCHERS

## FORENAME 1d6

1. TITANIC
2. SHUDDERING
3. AVERT
4. PALE
5. CURSED
6. OIANIC

3

## EXPERTISE 1d6

1. SILK GARMENTS
2. ROBES
3. BEDDING (MAGICAL  
& MUNDANE)
4. PROSTITUTION
5. BEER, WINE &  
SPIRITS
6. PILLOWS & CUSHIONS

## FORENAME 1d6

1. THE LOVELY
2. DALLIANT
3. VOLUPTIAN
4. CALYPTIC
5. BRAIDED
6. THE ENCOMPASSED

2

## EXPERTISE 1d6

1. CYCLOPEAN ARCHITECTS
2. GROWERS OF  
MONSTROSITIES
3. MUMMY & PANTOMIMERS
4. BUILDERS OF TOWERS
5. DUST OF GROWTH &  
MASS INCREASING
6. BUILDERS OF HALLS &  
GATHERING SPACES

## FORENAME 1d6

1. TITANIC
2. SHUDDERING
3. AVERT
4. PALE
5. CURSED
6. OIANIC

4

## EXPERTISE 1d6

1. CHAINS
2. BOOKBINDING
3. LEATHERWORKING
4. LOCK PICKING
5. WOODWORKING
6. BRIDGES OF ALL TYPES

## FORENAME 1d6

1. THE BINDING OF
2. BOUND
3. FRANGED
4. FRACT
5. CRACKED
6. CHAINED

# Realm of Expertise & Forename - 9

1

## EXPERTISE 1d6

1. PORTAL MERCHANTS  
& MANUFACTURERS
2. EXPLORERS OF THE  
LOWER DEPTHS
3. GATE MAKERS
4. HOLES AND PITS
5. CULTS OF NIHILISM
6. MONOLITH MAKERS

## FORENAME 1d6

1. BLACK
2. VOIDING
3. MELCHONIC
4. INON
5. STEER
6. MOUNTAIN

2

## EXPERTISE 1d6

1. HOURGLASS CRAFTERS
2. HISTORIANS
3. MUSEUM OPERATORS
4. SEEKERS, FINDERS  
& TRADERS OF CURIOS
5. SCROLL MAKERS  
& WRITERS
6. WIZARDS AND CRAFTERS  
OF TIME

## FORENAME 1d6

1. THE PASSING
2. KRONOS'
3. CHRONIC
4. TEMPUS
5. STONE'S BANE
6. DUST

3

## EXPERTISE 1d6

1. TUNNEL SMITHS
2. SPELUNKERS
3. TREASURE HUNTERS
4. BEETLE BREEDERS
5. SECRET HOARDERS
6. VAULT HOLDERS

## FORENAME 1d6

1. NEPTUNE'S
2. DEEP
3. BATHIC
4. INFRADIC
5. HUMUS
6. BURIED

4

## EXPERTISE 1d6

1. STONE MINERS
2. CRYSTAL GROWERS
3. MASONS
4. SCULPTORS
5. SOIL CHEMISTS
6. ENERGETIC & DECORATIVE  
BOULDERS AND ROCKS

## FORENAME 1d6

1. THE FOUNDATION  
OF
2. PETROS
3. GEODIC
4. CALCITE
5. LAPID
6. BOULDIC

# Realm of Expertise & Forename - 10

1

## EXPERTISE 1d6

1. TORTURERS
2. POISONERS
3. FORGERS OF WEAPONS
4. CHAOTIC CHURCHES
5. BILE BREWERS
6. VOODIC CURSE OPERATORS

## FORENAME 1d6

1. DOLOROUS
2. ODYN
3. ACHERONS
4. CERCITIC
5. SEETHING
6. MARS

3

## EXPERTISE 1d6

1. THIEVES
2. MORTUARIES
3. SHADOW SMITHS
4. FUNERAL OPERATORS
5. ASSASSINS
6. LIQUIDATORS

## FORENAME 1d6

1. DARK  
BROTHER/SISTERHOOD
2. THE SHADOW
3. NYX'S
4. KELARING
5. DEMIOS
6. HADES

2

## EXPERTISE 1d6

1. RELIC HUNTERS
2. GOD KILLERS
3. FRUSTRATION CAUSERS
4. ATHEISTS
5. SHRINE VANDALS
6. SACRIFICE

## SOURCERS

## FORENAME 1d6

1. CACKLING
2. LAMIAE
3. HECTATIC
4. PSEUDES
5. DESCENDED
6. PROFANIC

4

## EXPERTISE 1d6

1. MALADY SMITHS
2. NECROMANCY
3. GRAVEYARDS
4. PLAGUE BREWERS
5. BONE BUILDERS
6. FLESH WARPERS  
& CRAFTERS

## FORENAME 1d6

1. MORTUM
2. THE ETERNAL
3. ROT
4. DECAYED
5. MORTIFEROUS
6. THANIC

# Modus Operandi & Aftname - 1

1

## MODUS OPERANDI 1d4

1. OVERLY GENEROUS WITH SERVICES
2. GOES BEYOND DUTY TO  
HELP THE DOWNTRODDEN
3. ACTS OF CHARITY
4. WORKS ARE SOBERINGLY  
WHOLESOME

## AFTNAME 1d6

1. BESTOWERS OF BENISONS
2. BENED
3. EUDEMON
4. BONITARY
5. OF THE PAX
6. AUGUST

2

## MODUS OPERANDI 1d4

1. ALOOF, BUT AVOIDS ANY  
CREATION OF SUFFERING
2. REGIMENTED AND MILITARISTIC  
BUT WHOLESOME
3. MASS PRODUCERS  
X - EVERYTHING IDENTICAL
4. MUST ENSURE JUSTICE AT ANY COST

## AFTNAME 1d6

1. OF ORTHODOXY
2. ORTHOS
3. COSMOS
4. THE WAY
5. HIERACH
6. OF THE HIERURGY

3

## MODUS OPERANDI 1d4

1. ETHEREAL AND CONCERNED WITH  
MATTERS ABOVE THIS PLANE OF  
EXISTENCE
2. SEEMINGLY AWARE OF EVENTS  
IN THE FUTURE
3. WORK WILL ALWAYS GLOW  
INCREASING LIGHT INTELLECTUAL  
AND PHYSICAL
4. WORK IS THE IDEALIZED FORM OF  
GUILD'S EXPERTISE, PARAGONS  
IN THEIR FIELD

## AFTNAME 1d6

1. MONSTRACK
2. ILLUMED
3. PHOS
4. OF THE SUN
5. OF THE LIGHT
6. GLOW

4

## MODUS OPERANDI 1d4

1. BLISSFUL SINGLEMINDED PURSUIT  
OF PERFECTION OF CRAFT
2. CONSUMPTION OF WORK LEADS  
TO FEELINGS OF BLISS
3. WORK IS ACHIEVED VIA  
MEDITATING BANDS OF MONKS
4. WORK FLOATS THROUGH MAGICAL  
MEANS

## AFTNAME 1d6

1. OF NIBBANA
2. OF THE ARK
3. EGG
4. DELOS
5. RISEN
6. CALMED

# Modus Operandi & Aftname - 2

1

## MODUS OPERANDI 1d4

1. IS AN EMPTY HUSK OF A GUILD -  
BARELY MORE THAN A SINGLE MEMBER
2. WORK IN CONTAINERS AND  
RECEPTACLES
3. WORK IS FAKE, SHAMS  
& BAD COPIES
4. GUILD IS CONSTANTLY ACQUIRING  
NEW MEMBERS, SUCKING THEM  
UP WITH ABANDON

## AFTNAME 1d6

1. OF THE EMPTY
2. NULL
3. OF AHSUR
4. OF THE BREATH
5. VACUOUS
6. VOID

2

## MODUS OPERANDI 1d4

1. WORK IS CONDUCTED THROUGH  
USE OF GHOSTS & SPIRITS
2. GUILD'S EFFECTS ARE INSIDIOUS  
BUT IT IS LITTLE KNOWN, BARELY  
MORE THAN A RUMOUR
3. ALWAYS WHISPER, METAPHORICALLY  
& LITERALLY
4. HORRORS OF THE PAST HAUNT  
THE GUILD.

## AFTNAME 1d6

1. SHADE
2. OF THE LARVAL
3. OF PRETA
4. X'S TENDRILS
5. X'S MEMORY
6. OF THE GATHERED

3

## MODUS OPERANDI 1d4

1. BLUSTERING, ABRUPT AND  
INFINITELY RUDE
2. OBSESSED WITH THE MOVEMENTS OF  
THE WINDS, PHYSICAL, MENTAL &  
MAGICAL
3. CREATION OF WORK MOTIVATED  
BY SOME UNSEEN DEITY
4. WORK SEEMS TO BE SELF-CREATING,  
RATHER THAN BEING THE RESULT  
OF SOME ENTITIES EFFORT

## AFTNAME 1d6

1. LIBER
2. MOTUS
3. OF HERMES
4. OF THE UNSEEN HAND
5. BILLOWS
6. VENTI

4

## MODUS OPERANDI 1d4

1. STRIKE FIRST - QUESTIONS &  
CONSEQUENCES LATER
2. CREATES AT A SPEED BEYOND  
BELIEF
3. NO FIXED HEADQUARTERS, GUILD  
IS A TRANSIENT CARAVAN
4. WORK IS RELIANT UPON, CREATED  
WITH/DURING STORMS - BE IT  
WEATHER, MAGICAL, PSYCHIC

## AFTNAME 1d6

1. PHRENET
2. OF HERA
3. OF JUPITER
4. OF HADAD
5. TEMPEST
6. OF ALACRITY

# Modus Operandi & Aftname - 3

1

## MODUS OPERANDI 1d4

1. INCREDIBLY SECRETIVE, WORKS  
BARELY KNOWN OF
2. WORK IS MINIATURIZED
3. GUILD IS IN THE PROCESS OF  
PREPARING TO LEAVE THIS  
REALITY
4. GUILD IS WRACKED BY SOME  
TERRIBLE WASTING ILLNESS

## AFTNAME 1d6

1. PENATES
2. VESTA
3. HYPOD
4. MINUTIAD
5. OF CONVEX
6. EPHEMERAL

3

## MODUS OPERANDI 1d4

1. ALWAYS IN THE BACKGROUND  
- AN INCREDIBLY LIGHT TOUCH
2. WORK IS ALWAYS TEMPORARY -  
FADES AND BREAKS
3. CREATES THE NON-PHYSICAL  
EQUIVALENT OF THEIR EXPERTISE
4. GUILD SERVES THOSE NOT IN  
THE PHYSICAL REALM

## AFTNAME 1d6

1. CLAPPERDOGEONS
2. OF JANUS
3. OF THE FADED
4. SULKERS
5. X'S SHADOW
6. DISSIPATION

2

## MODUS OPERANDI 1d4

1. BLUNTLY HONEST & PRAGMATIC
2. MAKES TRANSLUCENT VERSIONS  
OF WORKS (GLASS, CRYSTAL, ICE)
3. GUILD MEMBERS ARE NEVER,  
EVER SEEN
4. GUILD IS THE MOST MUNDANE  
AND BASIC MANIFESTION OF  
EXPERTISE

## AFTNAME 1d6

1. ALATHEA
2. OF THE CLEAR POOL
3. CLARITY
4. OF PELLUCIDITY
5. BARE
6. VISUS

4

## MODUS OPERANDI 1d4

1. REVIVING THINGS LONG  
FORGOTTEN AND ABANDONED
2. WORK IS GROWN THROUGH  
NATURAL, REGENERATIVE MEANS
3. WORK LEADS TO THE CREATION  
OF NEW LIFE FORMS
4. GUILD OPERATES OUT OF BROKEN,  
FORGOTTEN AREAS - SLOWLY  
REVIVING THEM

## AFTNAME 1d6

1. CROMLECH
2. OF THE QUINARY
3. BEARERS OF THE  
CADUCEUS
4. SERVANTS OF  
HYGIEIA
5. FUBSEYS
6. OF THE TONIC

# Modus Operandi & Aftname - 4

1

## MODUS OPERANDI 1d4

1. PURELY CONCERNED WITH MATERIAL PROFIT
2. WORK IS INCREDIBLY OPULENT AND BE-JEWELLED
3. GUILD IS IMMEASURABLY, OBSCENELY WEALTHY
4. WORK IS FUELED BY GEMS OF SOME TYPE

## AFTNAME 1d6

1. GOLDEN KEY
2. OF THE LION
3. OF LADON
4. REDGE
5. GOREE
6. OF THE FLEECE

2

## MODUS OPERANDI 1d4

1. CREATES BOOKS ON/IS THE WRITTEN VERSION OF [EXPERTISE]
2. RECORDS HISTORY OF [EXPERTISE] - RATHER THAN CREATE OTHER WORK
3. WORK IS PURELY THEORETICAL
4. WORK IS MANIFESTED THROUGH SHEER FORCE OF THOUGHT

## AFTNAME 1d6

1. OF SATURN
2. OF METIS
3. BRINGERS OF THE APPLE
4. DIAMOND
5. METRON
6. OF PROMETHEUS

3

## MODUS OPERANDI 1d4

1. WORK IS MADE OF FLESH AND BONES - LIVING OR DEAD
2. FUEL OF WORK IS BLOOD & SACRIFICE
3. WORK IS CONCERNED WITH THE INTERNAL ORGANS OF [EXPERTISE]
4. WORK IS THE INVERSE, OR INSIDE OUT OF [EXPERTISE]

## AFTNAME 1d6

1. GREED OF SATURN
2. OF THE DEEP
3. CHAMBERS
4. CLARET
5. AGARTHAN
6. OF ARES' FEAST

4

## MODUS OPERANDI 1d4

1. GUILD IS AN EVIL/GOOD TWIN OF ANOTHER GUILD - ITS ARCH-NEMESIS
2. WORK HAS BEEN HALTED FOR AEONS
3. ALL WORK IS MADE IN PAIRS
4. WORK REFLECTS END USER IN SOME WAY - PHYSICAL, MENTAL OR MAGICAL

## AFTNAME 1d6

1. OF INVERTING
2. OF THE STILL LAKE
3. OF THE GRAIL
4. CAULDRON
5. BANE OF GORGONS
6. SPECULUM

# Modus Operandi & Aftname - 5

1

## MODUS OPERANDI 1d4

1. MOTIVATED BY ANCIENT GRUDGES & OATHS
2. CONSTANTLY RE-USES & RECYCLES OWN WORK
3. WORK IS INFUSED WITH WATER - EVER DAMP & MOIST
4. WORK EVER DESTROYS & REBUILDS ITSELF

## AFTNAME 1d6

1. OF THE OUROBOROS
2. OF MERCURY
3. SELENE
4. PONTUS
5. OF OCEANUS
6. THE WHEEL

2

## MODUS OPERANDI 1d4

1. ONLY ALLOWS USE OF WORK TO THOSE THE GUILD JUDGES WORTHY
2. WORK SOMEHOW REDUCES ALL TO TOTAL EQUALITY
3. GUILD IS RUN BY A BYZANTINE SET OF RULES & LAWS
4. WORK IS USED FOR JUDGEMENT OF OTHERS

## AFTNAME 1d6

1. OF THE GAVEL
2. OF MINOS
3. HOLDERS OF THE TABLETS
4. PHYLAXIS
5. MODUS
6. THE JUDGE

3

## MODUS OPERANDI 1d4

1. WORK IS ETHEREALLY CLEAN, TIDY & OVER-ORGANISED
2. WORK IS INCREDIBLY ACIDIC, EATS THROUGH EVERYTHING IT TOUCHES
3. WORK ENSURES USERS CONDUCT THEMSELVES WITH HIGHER MORAL STANDARD
4. WORK DISSIPATES OVER TIME

## AFTNAME 1d6

1. HERCULEAN BANE
2. OF CORROSION
3. OF PURGATION
4. ARSUS
5. OF STEAM
6. PURGED

4

## MODUS OPERANDI 1d4

1. GUILD IS OPERATED ENTIRELY BY SLAVES
2. USE OF WORK IS SOMEHOW ENTRAPPING TO THE USER
3. HARNESSES, CHAINS AND OTHER RESTRAINING DEVICES ARE VITAL TO THE WORK
4. GUILD IS INCREDIBLY STRICT AND RIGID IN DELIVERY OF EXPERTISE

## AFTNAME 1d6

1. IRON KEY
2. OF THE IRON
3. POEN
4. DEMIRGIC
5. CHAINED
6. CRUST

# Modus Operandi & Aftname - 6

1

## MODUS OPERANDI 1d4

1. WORK IS HUNTED/HARVESTED  
FROM THE WILD BEYOND THE  
CITY'S WALLS
2. WORK REPLICATES ITSELF  
- ALWAYS BECOMES A PEST  
OR NUISANCE
3. GUILD DOES NOT INHABIT BUILDINGS  
- PREFERS WILDERNESS HABITATION
4. GUILD IS A TOTAL OUTSIDER & STRANGER,  
ALL OTHERS HATE IT - THE LAW IS THE  
ONLY REASON IT HAS NOT BEEN  
ERADICATED UTTERLY

## AFTNAME 1d6

1. OF THE WOLF
2. DIANA
3. HYPERION
4. DIONYSUD
5. FLORA
6. OF SILVANUS

3

## MODUS OPERANDI 1d4

1. WORK IS EVER CALMING & PEACEFUL
2. WORK IS COMPLETELY DERIVED THROUGH  
NATURAL/ ORGANIC MEANS
3. GUILD MEMBERS ARE UTTER PACIFISTS
4. GUILD BASED IN GROVE OF SOME TYPE

## AFTNAME 1d6

1. OF THE LOTUS
2. OF CONJUNCTION
3. PROMISE
4. BLISS
5. DYROPE
6. GROVE

2

## MODUS OPERANDI 1d4

1. WILD BEASTS ARE A LARGE  
COMPONENT OF WORK
2. GUILD CONDUCTS ITSELF  
WITH BRUTAL SAVAGENESS
3. CREATES THE EDIBLE VERSION  
OF EXPERTISE
4. GUILD CONSUMES (PART OR ALL)  
OF USERS OF EXPERTISE

## AFTNAME 1d6

1. GROWL
2. THE FEAST
3. OF THE HUNT
4. HESTIA
5. OF ARTEMIS
6. THE PACK

4

## MODUS OPERANDI 1d4

1. COMPLETED WORK IS IN A STATE  
OF CONSTANT FLUX & MUTATION
2. GUILD BARELY OPERATES DUE TO  
CONSTANT INFIGHTING
3. USE OF WORK WILL WARP USER  
FOREVER
4. WORK ACHIEVES THE OPPOSITE EFFECT  
OF WHAT IS NORMALLY EXPECTED FROM  
EXPERTISE

## AFTNAME 1d6

1. OF MUTTERS
2. VICIS
3. EREBIAN
4. MOTUS
5. OF PROTEUS
6. JUPITER

# Modus Operandi & Aftname - 7

1

## MODUS OPERANDI 1d4

1. WORK IS POWERED BY STEAM, FIRE, FLAMES, HEAT ETC
2. WORK IS ALWAYS ON THE BRINK OF EXPLODING
3. WORK IS CREATED IN SOME ENORMOUSLY HOT FURNACE
4. WORK BURNS OR MELTS ALL THAT IT TOUCHES

## AFTNAME 1d6

1. OF THE FLAME
2. OF PYRE
3. IGNITION
4. THERMIC
5. ARDOURIC
6. PLAUDING

2

## MODUS OPERANDI 1d4

1. GUILD IS IN DISARRAY, BARELY HELD TOGETHER AND COLLAPSING
2. WORK IS PIECED TOGETHER FROM THE RUBBLE AND RUINS OF PAST GUILDS
3. WORK IS INTENDED TO BRING WRACK AND RUIN
4. WORK IS INTENDED TO SELF-DESTRUCT UPON USE

## AFTNAME 1d6

1. OF SAPROGY
2. OF ABADON
3. WRACK
4. GOMMORAH
5. OF BELLONA
6. CTHON

3

## MODUS OPERANDI 1d4

1. WORK ALWAYS HAS TOO MANY ADDITIONAL APPENDAGES & ADDITIONS
2. WORK IS INTENDED TO BE USED IN A NET-LIKE FASHION
3. WORK IS IN CONSTANT MOTION
4. GUILD IS OBSESSED WITH HANDS, AND HAND-LIKE APPENDAGES

## AFTNAME 1d6

1. BEARERS
2. GRASPED
3. CASTOR
4. OF DURGA
5. IN BONDAGE
6. EMBRACED

4

## MODUS OPERANDI 1d4

1. GUILD IS SEEMINGLY AWARE OF THE FUTURE
2. GUILD IS CONTROLLED BY OUTSIDE AGENTS
3. GUILD IS MOTIVATED BY SOME APOCALYPTIC/REDEMPTIVE CENTRAL PROPHECY
4. GUILD ACTS THROUGH OTHER GUILDS

## AFTNAME 1d6

1. VISUS
2. OF APOLLO
3. HELENUS
4. NEREUS
5. OF FATE
6. PROPHET

# Modus Operandi & Aftname - 8

1

## MODUS OPERANDI 1d4

1. CREATIONS ARE OBSCENELY LARGE
2. WORK IS ALWAYS TERRIFYING & MONSTROUS, A SPECIALITY TAKEN TOO FAR
3. ALL WORK IS A HORRIFYING MOCKERY OF THE FIELD
4. GUILD MEMBERS ARE MONSTERS OR WORK IS DERIVED FROM OR ASSOCIATED WITH MONSTERS

## AFTNAME 1d6

1. OF THE TITANS
2. ODIUM
3. X'S CURSE
4. PHOBOS
5. CACUS
6. SLOBBER

3

## MODUS OPERANDI 1d4

1. WORK IS INCREDIBLY PLEASURABLE OR PLEASURE BASED
2. WORK IS OVERLY INTOXICATING
3. GUILD OPERATES THROUGH SEDUCTION, CREATING WILLING SLAVES
4. GUILD IS INCREDIBLY WILLING TO TAKE NEW MEMBERS - ANY RABBLE ALLOWED TO ENTER

## AFTNAME 1d6

1. OF VOLUPTUDE
2. EMBRACE
3. OF CALYPSO
4. ANALGESIC
5. ANODYNE
6. ANJANA

2

## MODUS OPERANDI 1d4

1. HUGELY POPULAR GUILD - AN ENORMOUS MEMBERSHIP
2. TOOLS OF CREATION ARE GIGANTIC
3. GUILD MEMBERS ARE GIANTS OR WORK IS DERIVED FROM OR ASSOCIATED WITH GIANTS
4. A SINGULAR ASPECT OF WORK OR GUILD IS GIGANTIC

## AFTNAME 1d6

1. OF LEASTRY
2. MAW
3. TOWER
4. OF KRATOS
5. BROOD OF URANUS
6. GOLIATH

4

## MODUS OPERANDI 1d4

1. WORK IS DONE BY SLAVES OR OTHERWISE FORCED LABOUR
2. AN INTERNAL TENSION IS STRAINING GUILD, THREATENING TO TEAR IT APART
3. WORK EITHER OPERATES IN, OR SOURCED FROM CRACKS IN SOCIETY, REALITY, BUILDINGS, ETC
4. WORK IS CREATED TO BREAK THINGS APART

## AFTNAME 1d6

1. CRAQUELURE
2. FRAYING
3. STRICTUS
4. STRINGE
5. OF THE CRACK
6. OF ATLUS

# Modus Operandi & Aftname - 9

1

## MODUS OPERANDI 1d4

1. WORK IS ALWAYS MINED, SOURCED  
OR CONTRACTED FROM DEEP BELOW
2. GUILD IS COVER AND DECOY FOR  
SECRET GUILD NESTLED WITHIN
3. GUILD IS WARPED BY INFLUENCES FROM  
THE LOWER PLANES
4. GUILD CONDUCTS ALL WORK BENEATH  
THE EARTH - RARELY EVER VISITING  
THE SURFACE

## AFTNAME 1d6

1. OF THE DEEP
2. BELOW
3. OF BATH
4. INFRA
5. LABYRINTH
6. BURY

3

## MODUS OPERANDI 1d4

1. WORK IS THE ANTITHESIS OF EXPERTISE
2. THERE IS A DEEP HUNGER IN THE GUILD,  
A HOLE THAT CAN NEVER BE FILLED
3. GUILD AND MEMBERS ARE CORPULENT  
IN ALL THINGS
4. WORK INVOLVES OR IS DERIVED FROM  
SOME SORT OF VOID OR ANTIMATTER

## AFTNAME 1d6

1. OF THE VOID
2. OF MELANCHONY
3. OF THE MOUNTAIN
4. MASS
5. BLACK
6. PLEROMA

2

## MODUS OPERANDI 1d4

1. WORK IS INCREDIBLY SOLID AND DURABLE
2. GUILD IS VENERABLE, A STALWART OF  
THE EXPERTISE
3. WORK IS ALWAYS CONDUCTED THROUGH  
OR WITH STONE AND MINERALS
4. WORK IS PLANTED AND GROWN FROM  
SEEDS IN SOME WAY

## AFTNAME 1d6

1. PETRY
2. GEOD
3. OF BOULDERS
4. LAPIDARIAN
5. SAPPHIRINE
6. OF THE ROCK

4

## MODUS OPERANDI 1d4

1. OBSESSED WITH RECORDING & RECORDS
2. ALL WORK IS ANCIENT, AEON AGED  
ANTIQUES
3. GUILD IS OBSESSED WITH TIME PASSING  
IN SOME WAY, STOPPING, REVERSING ETC
4. GUILD CLAIMS TO BE ONE OF THE ORIGINAL  
GUILDS OF THE CITY, FORMED IN  
PRE-HISTORY

## AFTNAME 1d6

1. TEMPOROUS
2. OF KRONOS
3. OF THE ALL LORD
4. OF DUST
5. OF PASSING
6. TICK/TOCK

# Modus Operandi & Aftname - 10

1

## MODUS OPERANDI 1d4

1. CREATION OF WORK CAUSES GUILD MEMBERS IMMENSE PAIN
2. WORK IS ONLY CREATED TO ENACT A GREAT HATRED UPON SOMETHING
3. WORK CANNOT BE USED WITHOUT ENDURING GREAT PAIN
4. GUILD SEEKS TO ALWAYS HARM AND CRUSH

## AFTNAME 1d6

1. OF DOLOR
2. ACHERON
3. SEETH
4. OF MARS
5. OF PHOBOS
6. DEMOS

3

## MODUS OPERANDI 1d4

1. MUST CONSTANTLY STEAL OTHER GUILD'S WORK, CREATES NOTHING OF ITS OWN ACCORD
2. CREATES A SHADOWY VERSION OF EXPERTISE
3. GUILD IS OBSESSED WITH THE FACT SOMETHING WAS TAKEN FROM THEM
4. GUILD MEMBERS STEAL FROM USERS OF EXPERTISE

## AFTNAME 1d6

1. OF NYX
2. OF HADES
3. CRYPT
4. SORROW
5. SATURN
6. ORCUS

2

## MODUS OPERANDI 1d4

1. WORK IS CREATED THROUGH THE SUFFERING OF OTHERS
2. WORK DESECRATES THAT WHICH IS HOLY TO OTHER GUILDS
3. WORK IS CREATED FOR AND BY CRUEL TORTURE
4. GUILD WORSHIPS THE MOST PROFANE AND HORRIBLE OF IDOLS/IDEALS

## AFTNAME 1d6

1. OF LAMIA
2. HECATE
3. DESCENDING
4. OF BALE
5. ERIS
6. DISCORDIA

4

## MODUS OPERANDI 1d4

1. SERVICES ARE LETHAL & FINAL
2. WORK HELPS THOSE SEEKING DEATH
3. ALL WORK IS BROKEN
4. ALL GUILD MEMBERS ARE DEAD OR DYING

## AFTNAME 1d6

1. OF DECAY
2. THANATOS
3. MORT
4. OF ACHLYS
5. TARTARUS
6. DOOM



## *GUILD EXAMPLES*



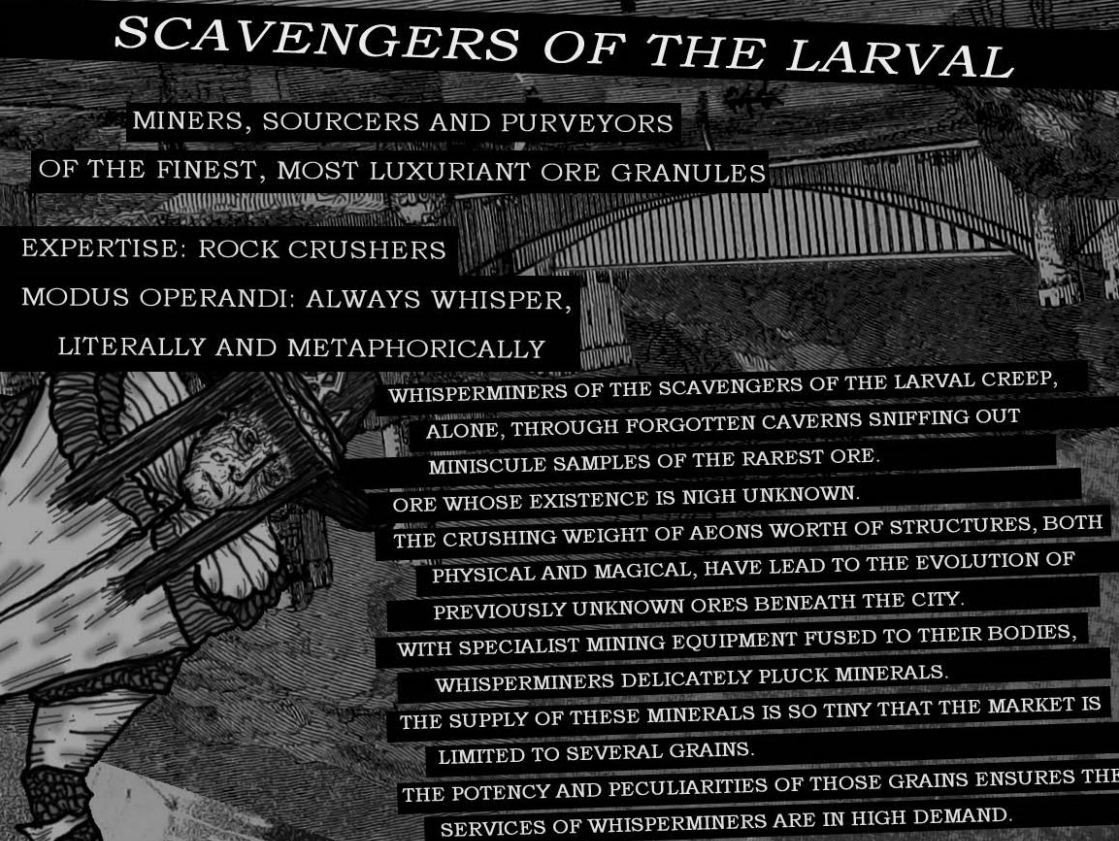
# SCAVENGERS OF THE LARVAL

MINERS, SOURCERS AND PURVEYORS

OF THE FINEST, MOST LUXURIANT ORE GRANULES

EXPERTISE: ROCK CRUSHERS

MODUS OPERANDI: ALWAYS WHISPER,  
LITERALLY AND METAPHORICALLY



WHISPERMINERS OF THE SCAVENGERS OF THE LARVAL CREEP,  
ALONE, THROUGH FORGOTTEN CAVERNS SNIFFING OUT  
MINISCULE SAMPLES OF THE RAREST ORE.

ORE WHOSE EXISTENCE IS NIGH UNKNOWN.

THE CRUSHING WEIGHT OF AEONS WORTH OF STRUCTURES, BOTH  
PHYSICAL AND MAGICAL, HAVE LEAD TO THE EVOLUTION OF  
PREVIOUSLY UNKNOWN ORES BENEATH THE CITY.

WITH SPECIALIST MINING EQUIPMENT FUSED TO THEIR BODIES,  
WHISPERMINERS DELICATELY PLUCK MINERALS.

THE SUPPLY OF THESE MINERALS IS SO TINY THAT THE MARKET IS  
LIMITED TO SEVERAL GRAINS.

THE POTENCY AND PECULIARITIES OF THOSE GRAINS ENSURES THE  
SERVICES OF WHISPERMINERS ARE IN HIGH DEMAND.

## OJAN OF THE FATES

EXPERTISE: GROWERS OF MONSTROSITIES

MODUS OPERANDI: GUILD ACTS

THROUGH OTHER GUILDS

IN THE CITY A GUILD OPENLY ATTACKING ANOTHER IS AN ACT OF WILLFUL SUICIDE.

THE LAW PROMPTLY ANNIHILATES ALL THOSE THAT WOULD BRING CONFLICT BETWEEN THE  
GUILDS.

OJAN OF FATES IS A GUILD THAT OVERSEES THE INCEPTION, GROWTH AND

ULTIMATE DESTRUCTION OF GUILDS THAT ARE THE CITY'S VERSION OF SUICIDE BOMBERS.


THE FLESH PLANNERS OF THE GUILD ARE THE ARCHITECTS OF VAST, EON SPANNING  
CONSPIRACIES THAT ENTRAP UNWITTING MEMBERS OF OTHER GUILDS.

WHEN THE TIME IS RIPE, AND ALL THE INFINITESIMALLY DELICATE DOMINOES ARE IN PLACE,  
PLANS OF OJAN OF FATES ARE ENACTED.

THESE PLANS PLAY OUT IN A BRIEF FLURRY OF BLOODSHED BETWEEN TWO GUILDS.

A CONFLICT COMES SEEMINGLY OUT OF NOWHERE. THIS BLOODSHED IS PROMPTLY FOLLOWED BY  
BOTH GUILDS ERASURE FROM REALITY BY THE FOREVER VIGILANT CURSITE MONKS.

THE DEPTH AND BREADTH OF GUILDS ENTRAPPED IN OJAN OF FATES, PLANS IS KNOWN ONLY BY  
THE MOST ANCIENT OF FLESH PLANNERS, AS ARE THE BENEFICIARIES OF THE GUILDS ACTIONS.



# RHADAMANTIAN HOLDERS OF THE TABLETS

EXPERTISE: ARBITRATION OF SOLEMN OATHS

MODUS OPERANDI: ONLY ALLOWS USE OF

WORK THE GUILD JUDGES WORTHY

THE GUILD RHADAMANTIAN HOLDERS OF THE TABLETS CLAIMS TO HAVE IN ITS POSSESSION  
STONE RECORDED RULES THAT GOVERN THE CURRENT METAPHYSICAL REALITY OF THE  
CITY.

AFTER CENTURIES OF STUDYING THESE RULES THE GUILD AND ITS ACOLYTES HAVE ADOPTED  
AN ALOOF AND DISTANT DEMEANOR.

MOST OF THE GUILD'S MEMBER HAVE THE UNSETTLING HABIT OF BLANKLY STARING PAST  
EVERYTHING AND EVERYONE THAT COMES BEFORE THEM. IN FACT, THOSE TOO SULLIED BY  
BASE DESIRES SIMPLY CAN'T BE HEARD BY OR COMMUNICATE WITH THE ACOLYTES OF THE  
GUILD.

SOME EVEN CLAIM TO HAVE SEEN HOLDERS OF THE TABLETS CALMLY WALK THROUGH  
PERSONS, BUILDINGS AND THINGS OF A CHAOTIC LEANING - AS IF THEY WERE NEVER  
THERE.

THE KNOWLEDGE, MEDITATIONS AND INSIGHTS THE ACOLYTES OF THE TABLETS HOLD ARE  
DEEMED HIGHLY VALUABLE BY ORDER SEEKING GUILDS.

THE RHADAMANTIAN HOLDERS OF THE TABLETS ARE OFTEN EMPLOYED AS THIRD PARTY  
JUDGES IN THE INTERPRETATION OF ANCIENT OATHS, PROMISES AND CONTRACTS.

## THE GOSSAMER CALMED

EXPERTISE: HAUNTING MUSIC

MODUS OPERANDI: CONSUMPTION OF WORK

LEADS TO FEELINGS OF BLISS

ORIGINALLY COMPOSERS AND PERFORMERS OF TRADITIONAL FUNERAL DIRGES, THE GOSSAMER

CALMED WERE BANISHED FROM THAT FIELD SOME TIME BEFORE THE GUILD WARS.

HISTORY TELLS THAT THE BANISHMENT WAS DUE TO THE GUILD MUSIC'S TENDENCY TO

DEVOLVE BURIAL RITUALS INTO SENSUAL NEAR-ORGIES.

AFTER PROFANING ONE TOO MANY SOLEMN BURIALS, THE MEMBERS OF THE GUILD BECAME

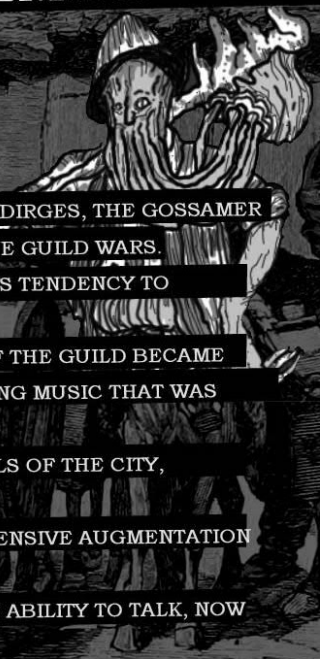
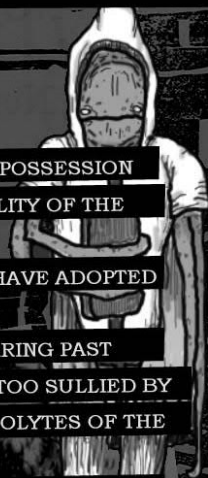
WANDERING MINSTRELS, WHO SHARED THE SECRET ART OF CREATING MUSIC THAT WAS  
BOTH SADDENING AND ORGASMIC.

MINSTRELS OF THE GUILD CAN BE FOUND IN ALL QUARTERS AND LEVELS OF THE CITY,

PERFORMING TO SHUDDERING, SOBBING CROWDS.

THE GUILD'S INSTRUMENT OF CHOICE, THE MEERPIPES, REQUIRES EXTENSIVE AUGMENTATION  
AND MUTATION TO BE PLAYED EFFECTIVELY.

BECAUSE OF THIS, MANY OF THE GUILD'S MEMBERS ARE WITHOUT THE ABILITY TO TALK, NOW  
ONLY ABLE TO COMMUNICATE THROUGH THEIR MUSIC.





## *VISUAL GENERATOR*



# Visual Generator Instructions

TO GENERATE THE APPEARANCE OF GUILD MEMBERS AND THEIR BASE OF OPERATIONS, ROLL ON THE FOLLOWING TABLES AND CONSULT THE RESULTING TABLE IN THE VISUAL GENERATOR.

ROLL A D6 AND A D8 ON THE ALLOCATED VISUAL GENERATOR PAGE AND USE THAT GRID SQUARE AS A REFERENCE.

COMBINE THAT GRID SQUARE WITH A RESULTING GRID SQUARE FROM THE ASPECT VISUAL GENERATOR INTO A COHESIVE GUILD MEMBER AND THEIR BASE OF OPERATIONS' APPEARANCE.

WHAT DO THE GUILD MEMBERS LOOK LIKE? ROLL A D6:

- 1) PAGE 31.
- 2) PAGE 32.
- 3) PAGE 33.
- 4) PAGE 34.
- 5) PAGE 35.
- 6) PAGE 36.

WHAT DOES THEIR BASE OF OPERATIONS LOOK LIKE? ROLL A D6:

- 1) PAGE 37.
- 2) PAGE 38.
- 3) PAGE 39.
- 4) PAGE 40.
- 5) PAGE 41.
- 6) PAGE 42.

COMBINE WITH,  
ROLL A D12:

- 1) PAGE 43.
- 2) PAGE 44.
- 3) PAGE 45.
- 4) PAGE 46.
- 5) PAGE 47.
- 6) PAGE 48.
- 7) PAGE 49.
- 8) PAGE 50.
- 9) PAGE 51.
- 10) PAGE 52.
- 11) PAGE 53.
- 12) PAGE 54.

# Guild Members 1

d

1

2

3

4

5

6

1

2

3

4

5

6

7

8



# Guild Members 2

0

1

2

3

4

5

6

1

2

3

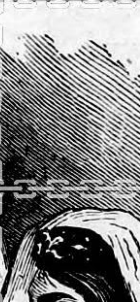
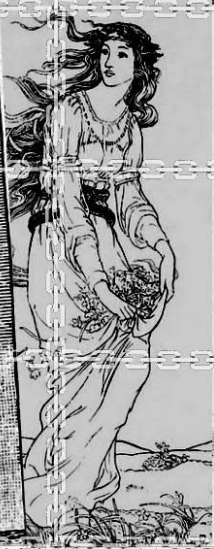
4

5

6

7

8



# Guild Members 3



0

1

2

3

4

5

6

1

2

3

4

5

6

7

8

33

# Guild Members 4

d

1

2

3

4

5

6

1

2

3

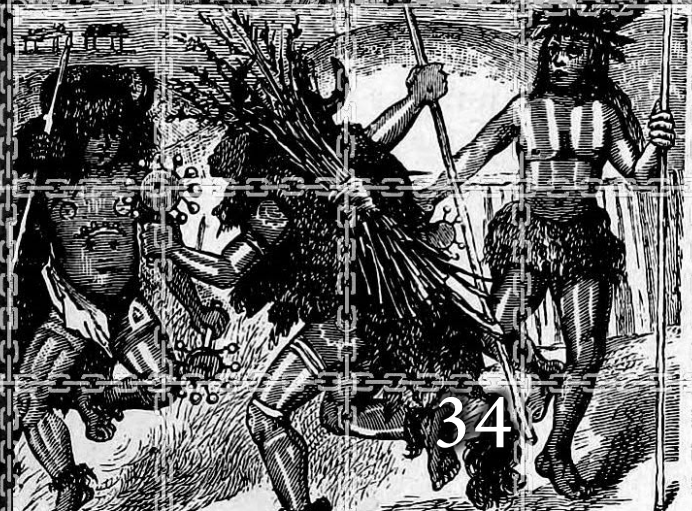
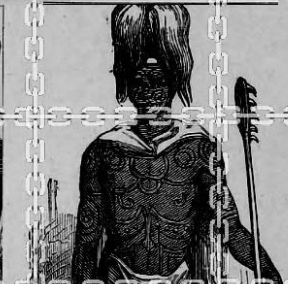
4

5

6

7

8



**4**





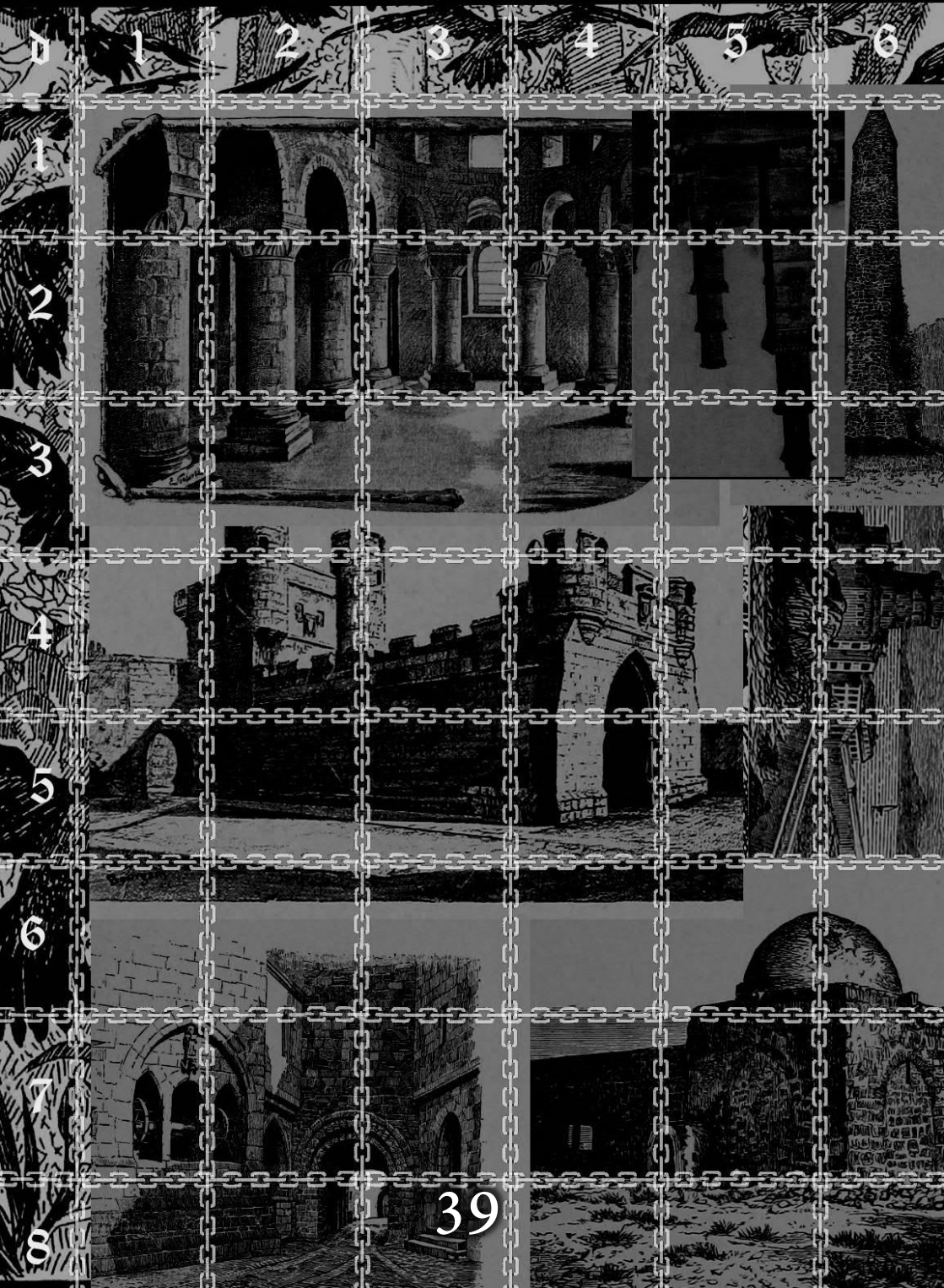
# Guild Base 1



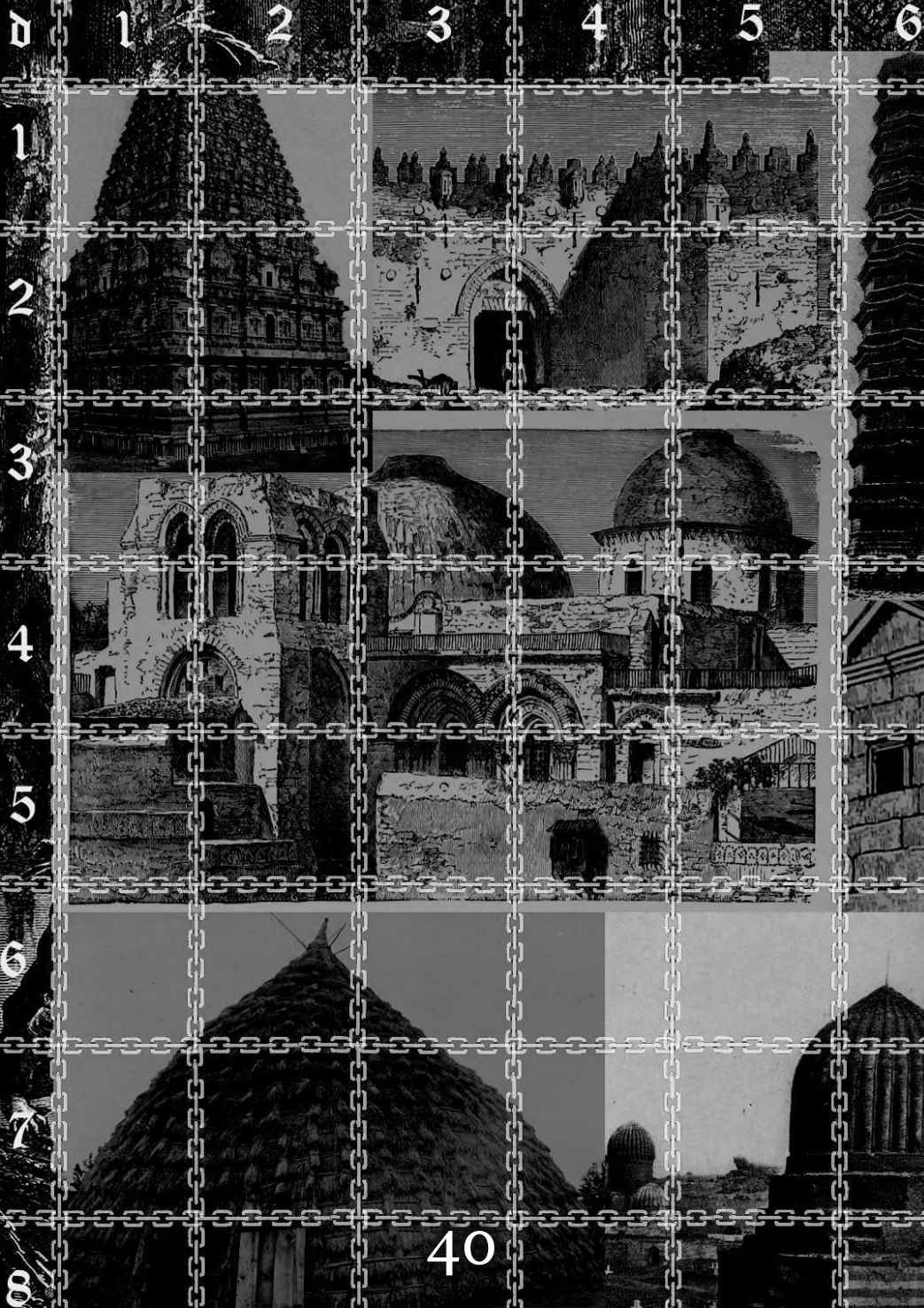
# Guild Base 2



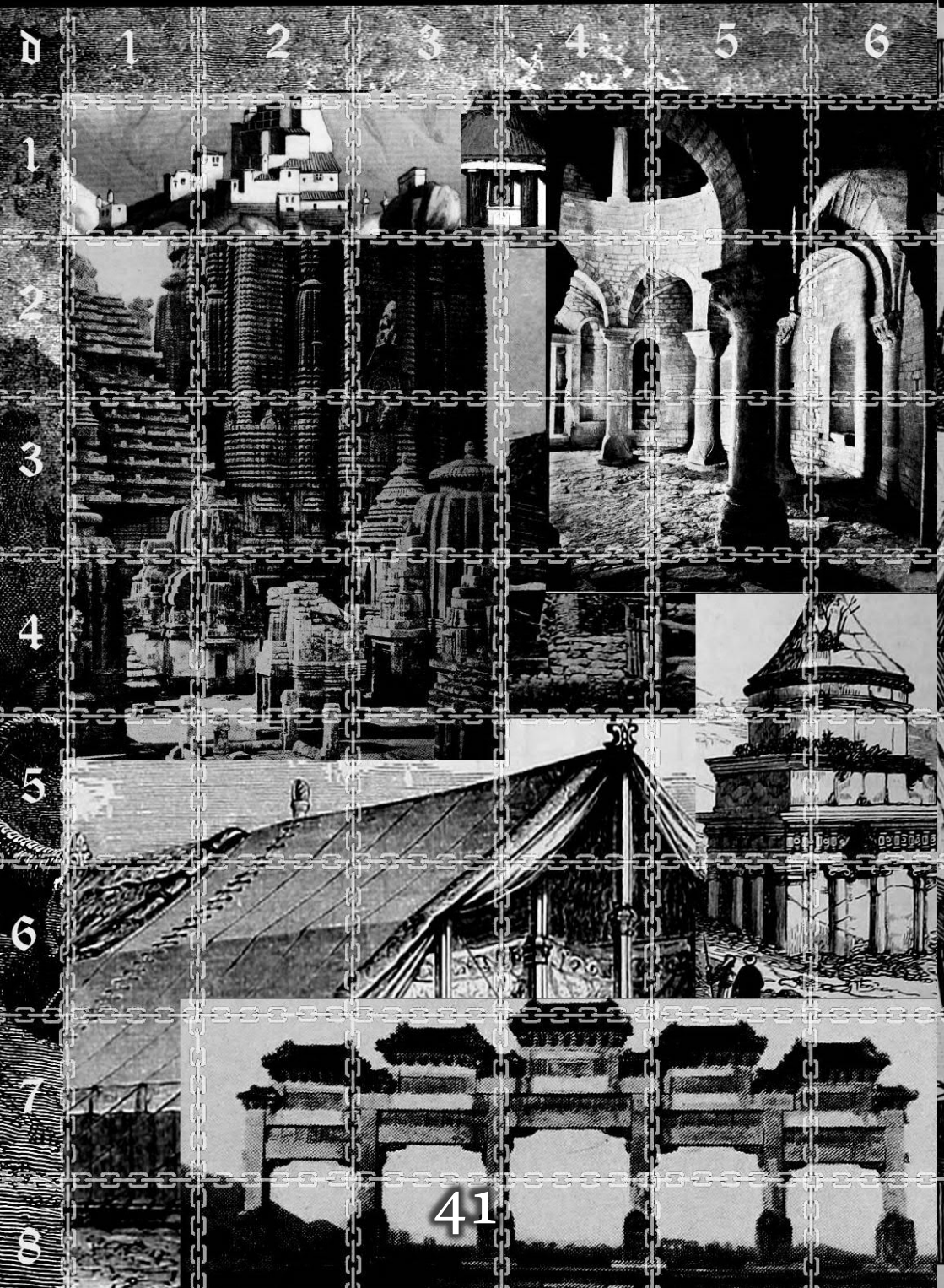
# Guild Base 3



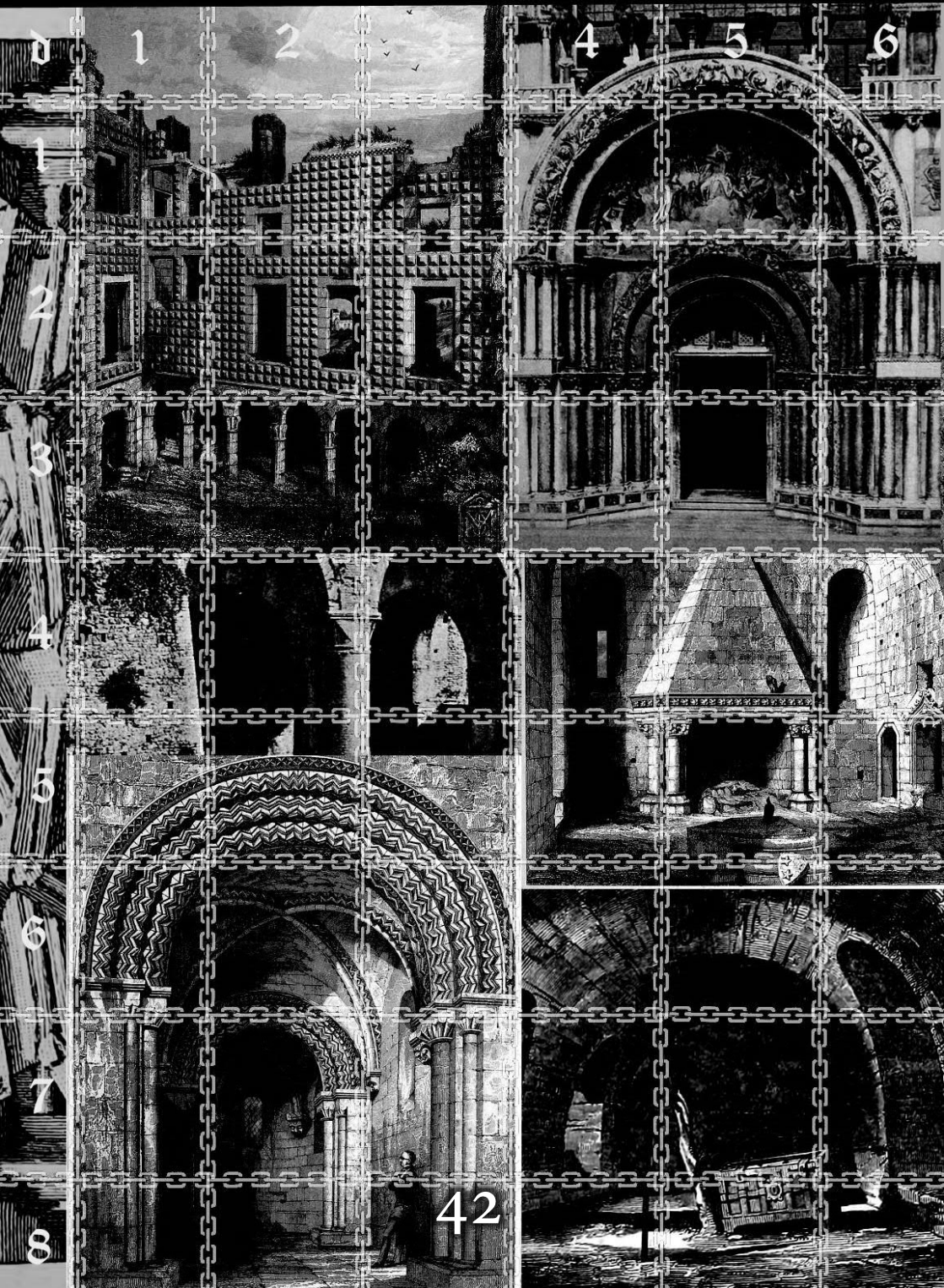
# Guild Base 4



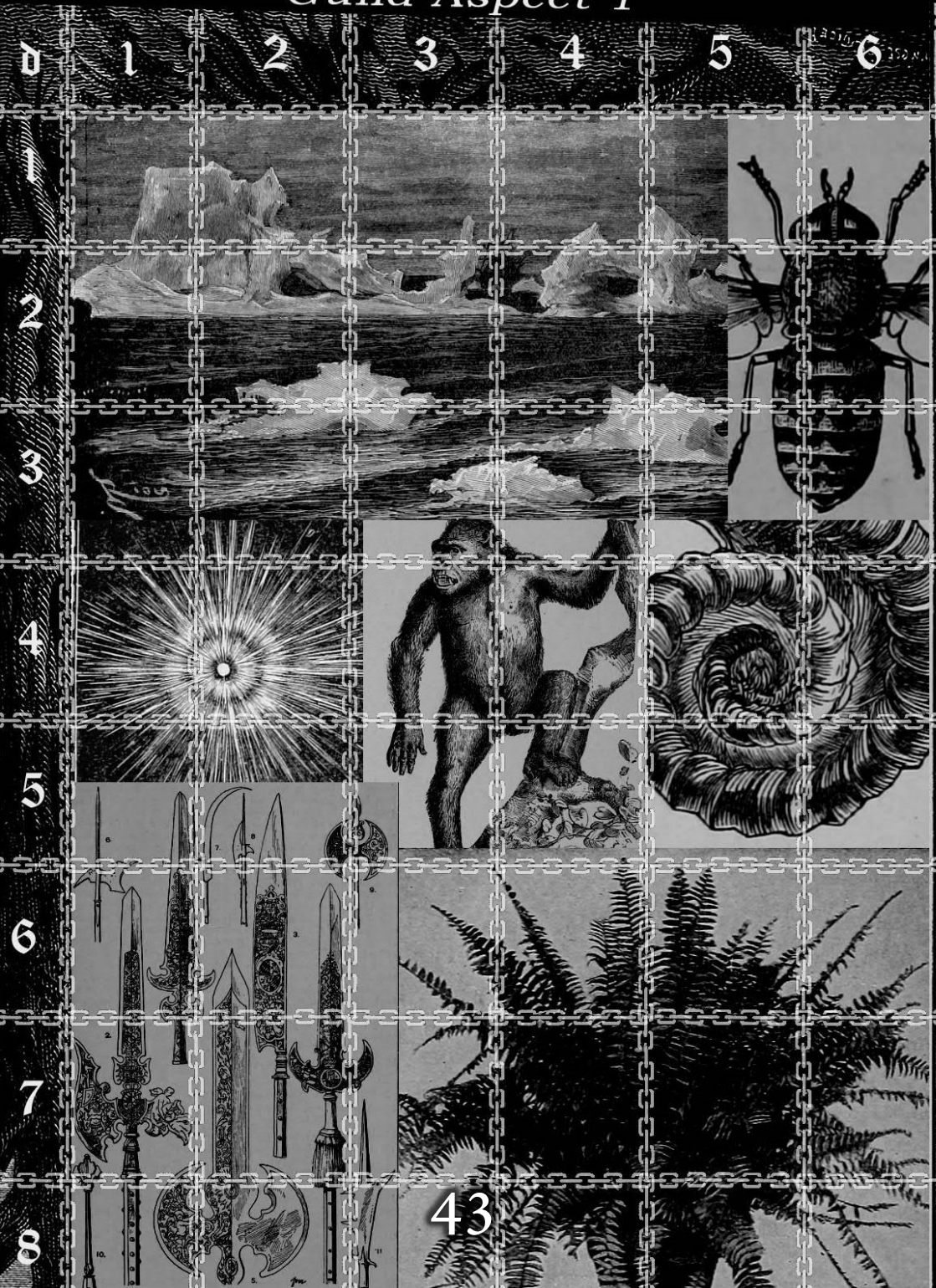
# Guild Base 5



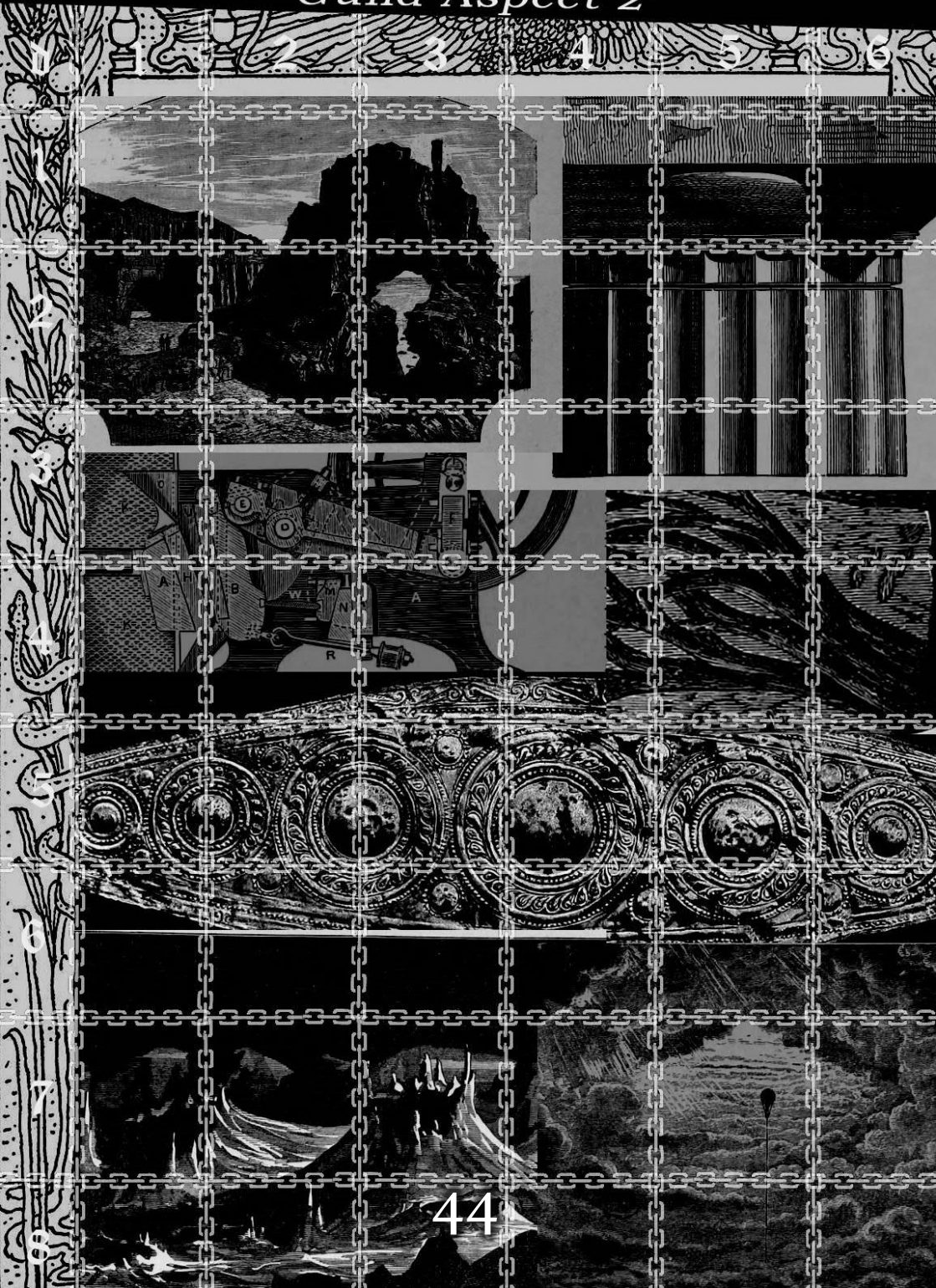
# Guild Base 6



# Guild Aspect 1



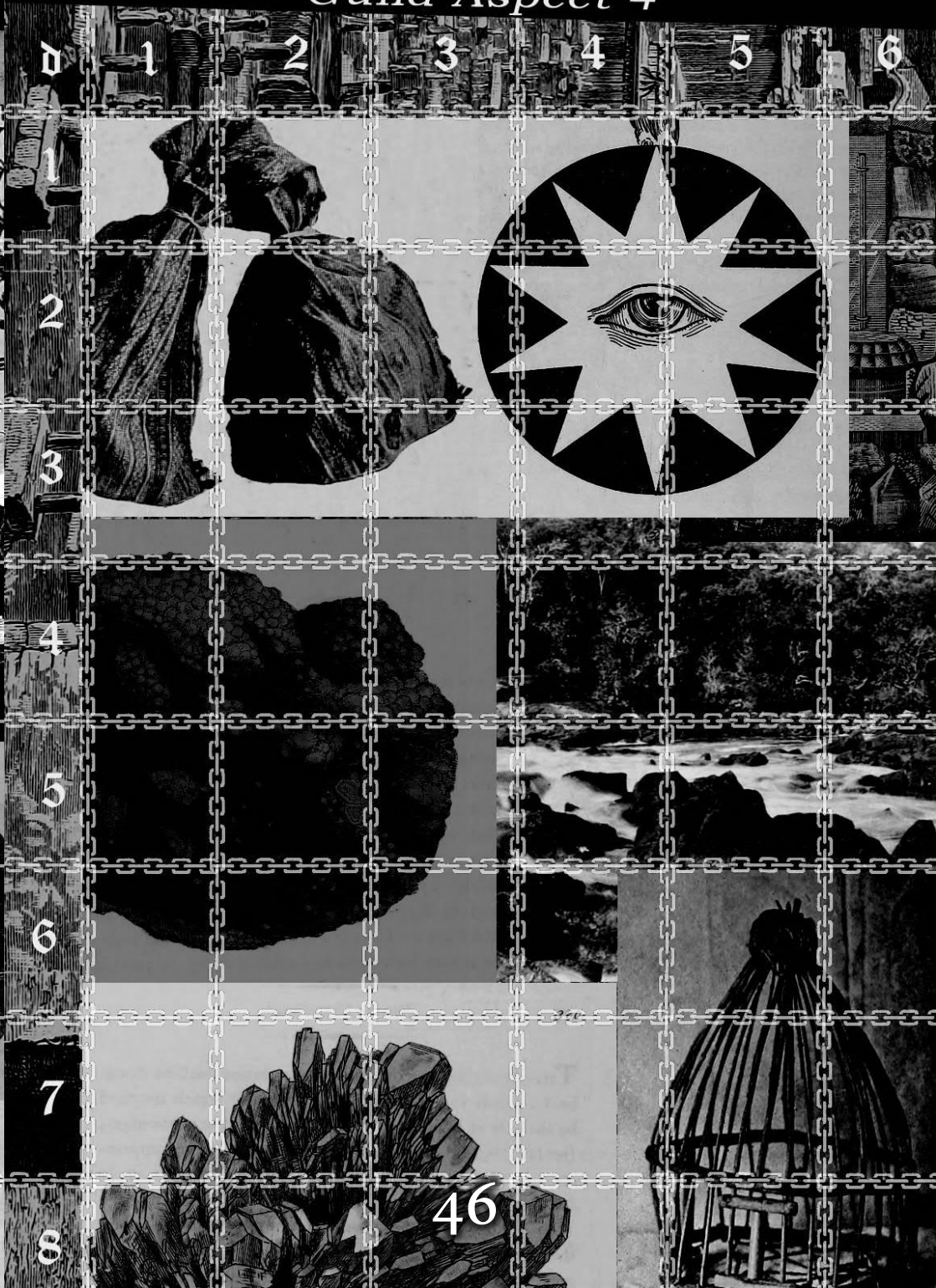
# Guild Aspect 2



# Guild Aspect 3



# Guild Aspect 4



# Guild Aspect 5



# Guild Aspect 6

1 2 3 4 5 6

1

2

3

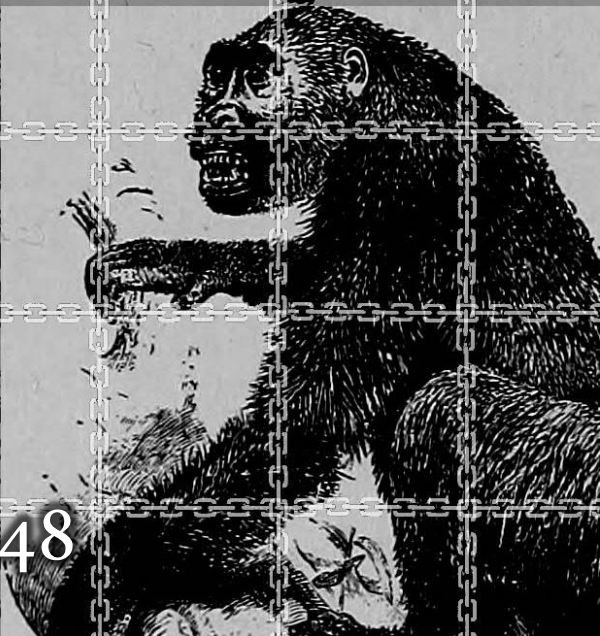
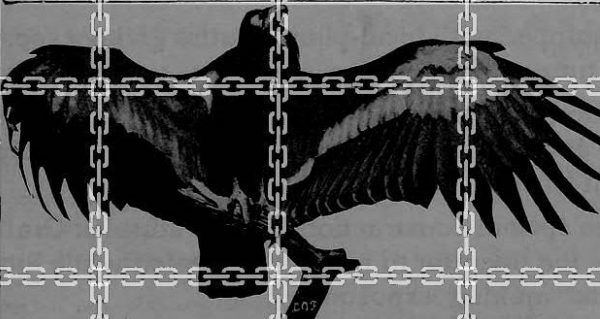
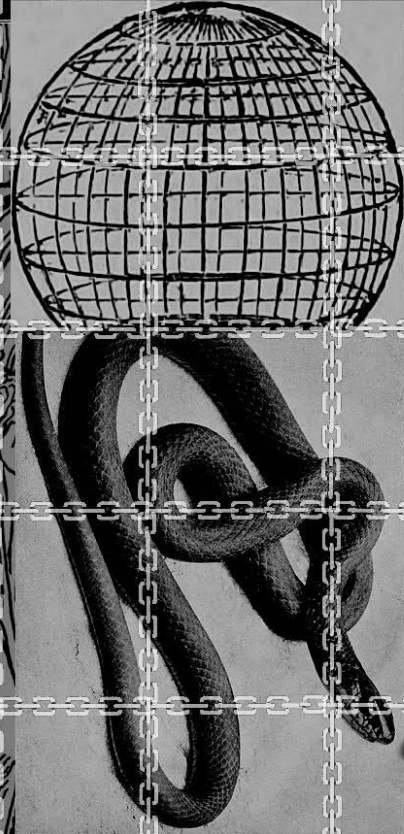
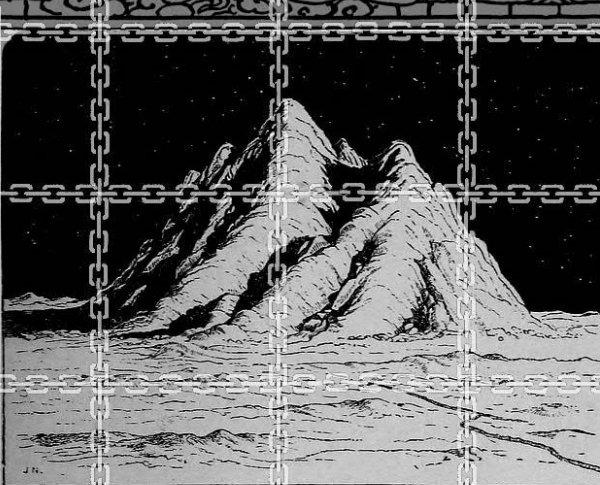
4

5

6

7

8



# *Guild Aspect 7*

d

1

2

3

4

5

6

1

2

3

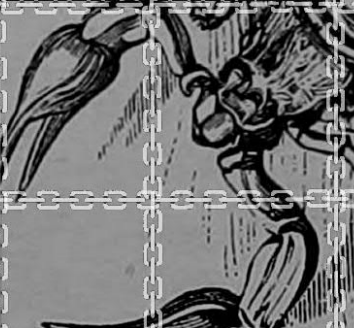
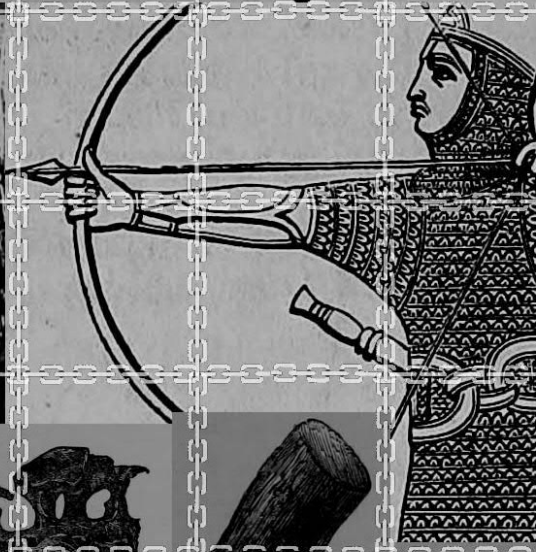
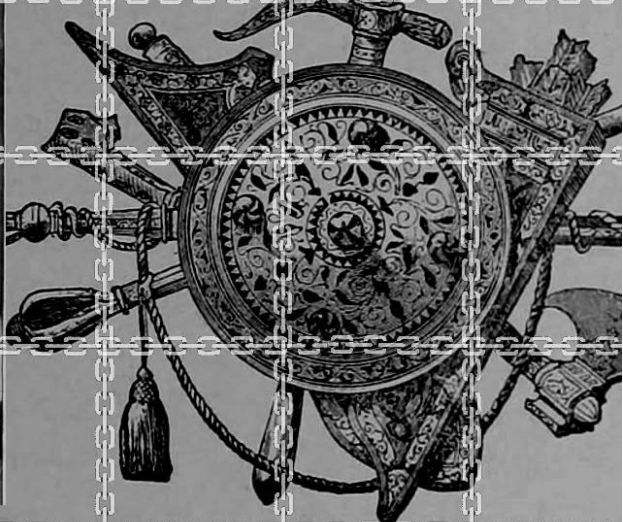
4

5

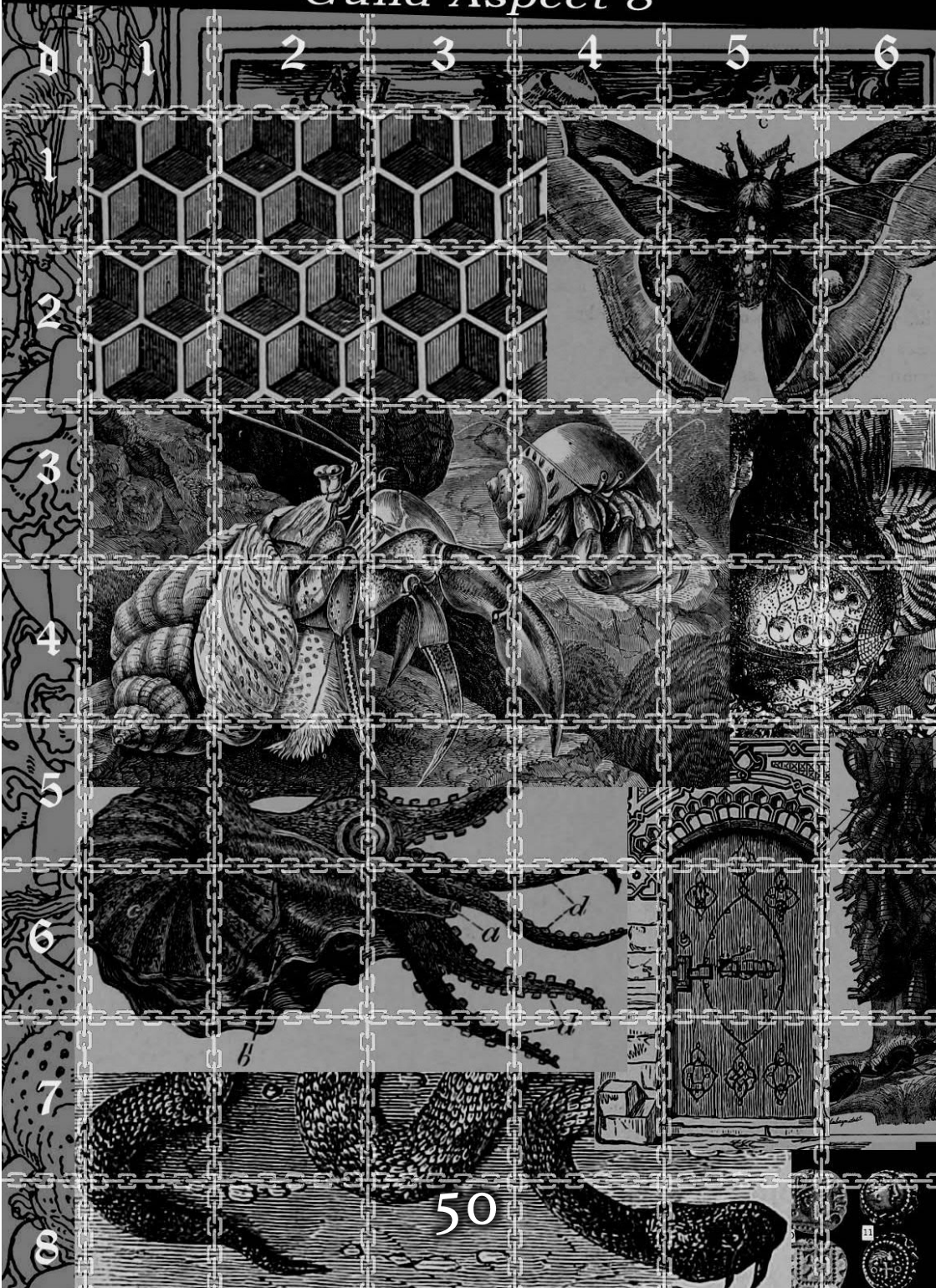
6

7

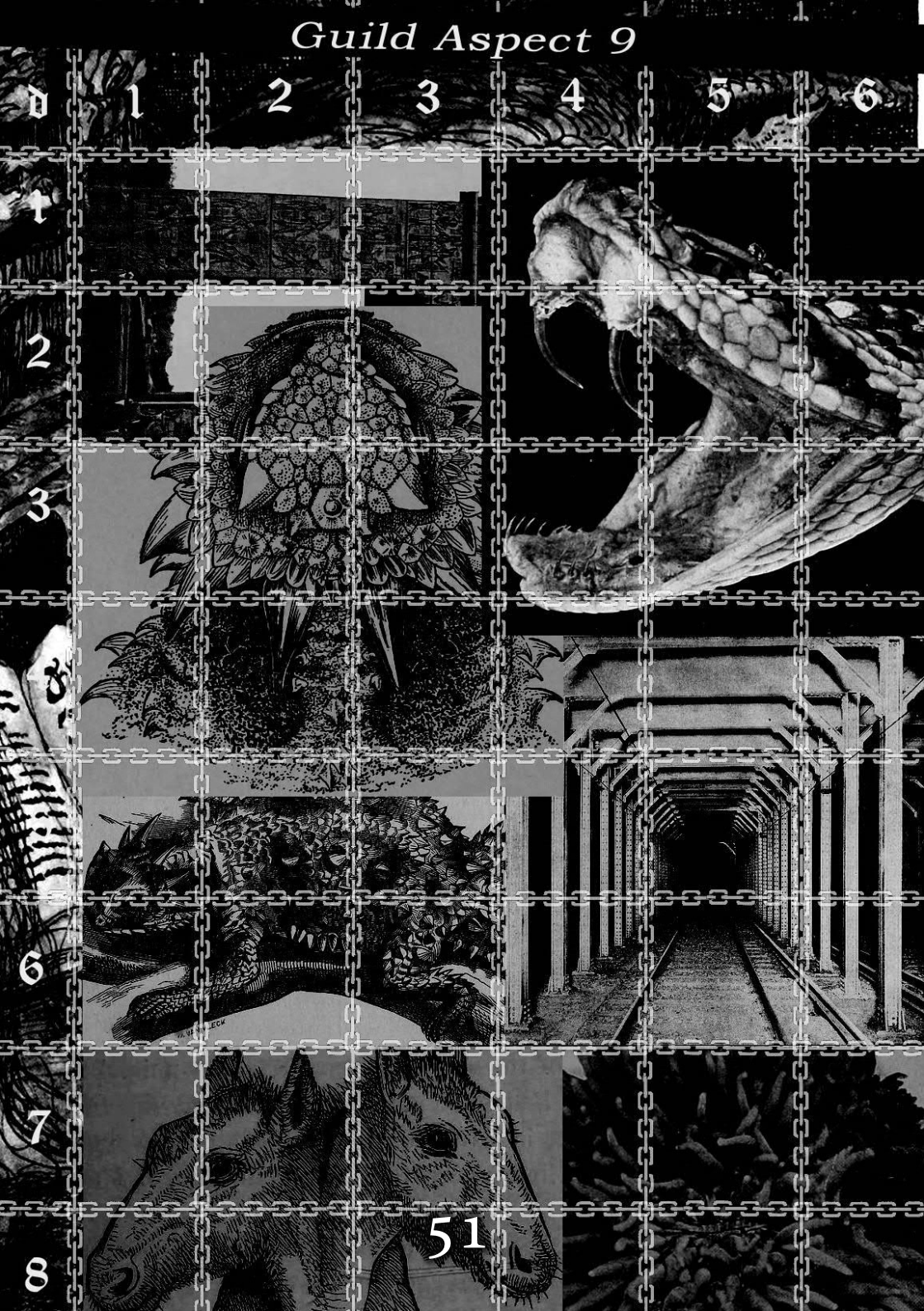
8



# Guild Aspect 8



# Guild Aspect 9



# *Guild Aspect 10*



# Guild Aspect 11



# Guild Aspect 12

d

1

2

3

4

5

6

1

2

3

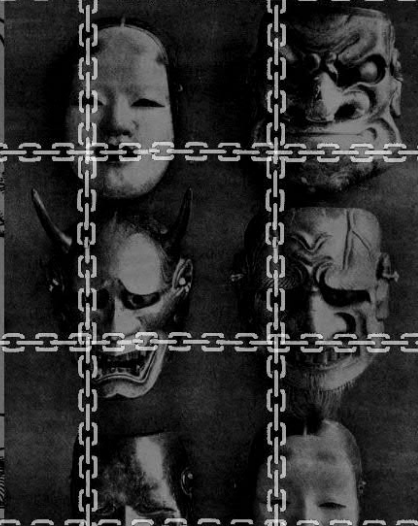
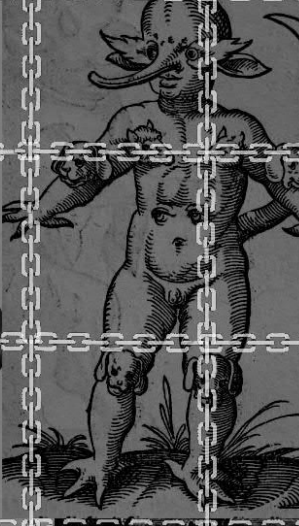
4

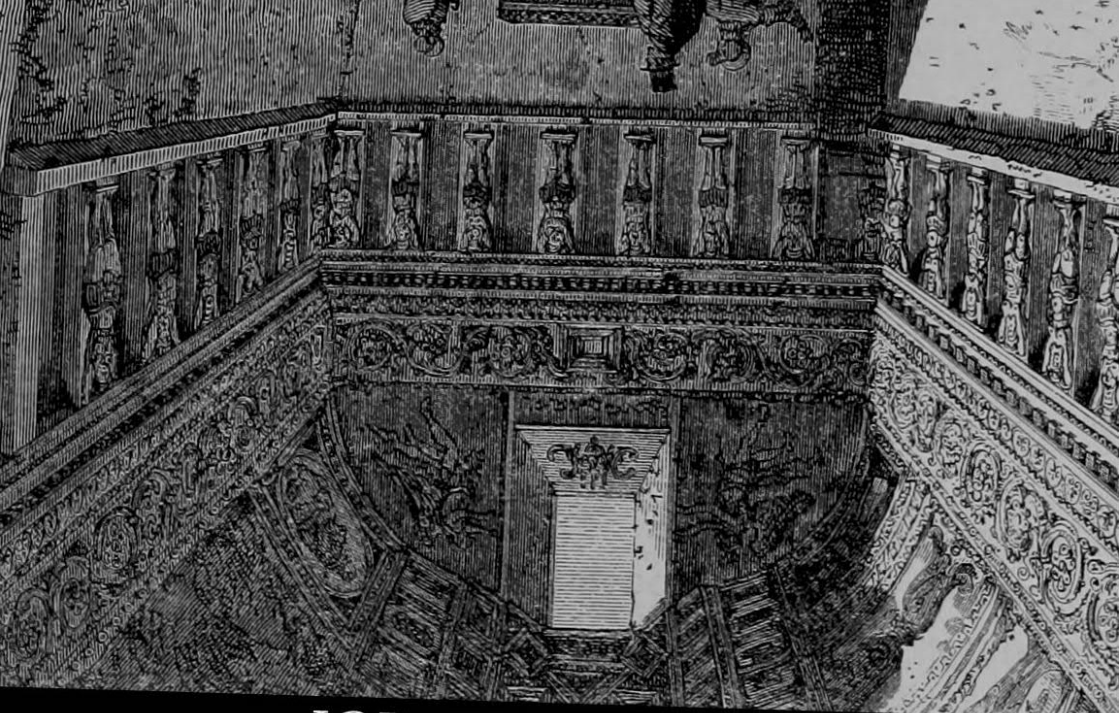
5

6

7

8





## *JOB GENERATOR*



# HOW TO USE THE JOB GENERATOR

JUST AS THERE ARE MULTITUDE OF GUILDS THAT EXIST IN THE CITY, THERE IS A NEAR INFINITE AMOUNT OF NASTY WORK THOSE GUILDS NEED DOING. THE GUILD DOG UNDERCLASS OF INFINIGRAD IS ALWAYS WILLING TO GET DIRTY DEEDS DONE, OFTEN FOR DIRT CHEAP, BUT OFTEN MORE EXOTIC FORMS OF PAYMENT MAY PRESENT THEMSELVES.

WHAT HORRIBLE THING DOES THE GUILD YOU GENERATED WANT DONE IN THE CITY? WHERE DO THEY WANT IT COMPLETED AND WHAT HORRORS AWAIT THERE? MOST IMPORTANTLY, WHAT PITTANCE OF PAYMENT ARE THEY GOING TO OFFER TO UNLUCKY GUILD DOGS FOR DOING IT?

ROLL ON THE FIVE TABLES BELOW AND COMBINE YOUR RESULTS TO FIND OUT!

TARGET	DESIRED ACTION	JOB LOCATION	ANGER AT SITE	REWARD
PG 57-58	PG 59-60	PG 61-62	PG 63-64	PG 65-66



## EXAMPLE:

TARGET	SOMETHING TINY, A DEVICE THAT MAKES THINGS SMALLER OR SOMEONE IN THE PROCESS OF DISAPPEARING.
DESIRED ACTION	CALM, SUBDUE OR MESMERISE TARGET.
JOB LOCATION	IN-BETWEEN PLACES; ALLEY WAYS, CROSSROADS, ROOFTOPS AND THE LIKE.
DANGER AT SITE	A LINGERING AND DEADLY CONTAGION WAFTS THROUGH LOCATION.
REWARD	MEDICINE, SURGERY OR REJUVENATION.

THE SCAVENGERS OF THE LARVAL WANT TO RECOVER SEVERAL SAMPLES OF A PECULIAR AND RARE MINERAL THAT FORMS BRIEFLY ON THE TONGUE OF THOSE RECENTLY KILLED BY THE CRYSTALLINE PLAGUE. A RECENT OUTBREAK HAS OCCURRED IN A SQUATTER INFESTED ALLEYWAY. SAMPLES WILL ONLY BE AVAILABLE FOR THE NEXT D4 DAYS BEFORE THEY ARE BLOWN INTO THE ATMOSPHERE BY BELLIGERENT CORPSE GAS. THE SAMPLES MUST BE ENCASED IN SPECIALIZED HOLDING CHESTS TO PREVENT FURTHER INFECTION SPREADING. THESE CHESTS ARE THE SIZE OF BEER BARRELS AND ARE INCREDIBLY HEAVY AND UNWIELDY. IN EXCHANGE FOR D12 TOUNGSCRAPINGS (EACH IN INDIVIDUAL QUARANTINE CHESTS) WORTH OF SAMPLES THE GUILD WILL PROVIDE D8 STONES OF HEALING.

# Target of Job

2

1

1. A HELPFUL, KINDLY INDIVIDUAL OR ITEM THAT BRINGS PEACE, GOODWILL OR HAPPINESS
2. A PLACE EMPTY, BARREN OR ISOLATED, A PERSON FOOLISH AND BLATHERING OR ALONE AND VACUOUS
3. SOMETHING TINY, A DEVICE THAT MAKES THINGS SMALLER OR SOMEONE IN THE PROCESS OF DISAPPEARING
4. SOMETHING OF GREAT MATERIAL VALUE, A HOARD OF WORTH OR A VAULT, A PERSON DEALING WITH GREAT QUANTITIES OF WEALTH
5. SOMEONE ACTIVELY PERSECUTING, PURSUING OR OTHERWISE ANNOYING THE GUILD
6. A SUBSTANCE OR PERSON THAT LEADS TO AN ABUNDANCE OF GROWTH
7. A DEVICE EVER BURNING, TOILING AND CHURNING, SOMEONE WHO CANNOT CEASE WORKING
8. A MONSTER, PARTICULARLY TERRIFYING TO THE GUILD
9. A DEVICE DIGGING DEEPER AND DEEPER INTO REALMS UNKNOWN, SOMEONE CLOSE TO THE SECRET CORE OF THINGS
10. A FIGURE, GROUP OR DEVICE IN TOTAL OPPOSITION TO THE GUILD, THE GUILD'S NEMESIS

1. A HOLY ICON OR PERSON THAT BESTOWS STRUCTURE, ORDER AND CALM
2. SOMETHING OR SOMEONE THAT DOESN'T QUITE EXIST, OR ISN'T QUITE TANGIBLE, THE MEMORY OR PART RECOLLECTION OF SOMEONE/THING
3. SOMEONE OR SOMETHING TAKEN FOR GRANTED BUT VITAL AND IMPORTANT, MOST SEE RIGHT THROUGH TARGET
4. A GREAT MIND OR A DEVICE OF LEARNING AND INSTANT ENLIGHTENMENT
5. A JUDGE, A DEVICE THAT REDUCES ALL TO THE SAME LEVEL
6. A BEAST OF IMPORT, A BIZARRE AND RARE DELICACY, A SKILLED HANDLER OF BEASTS
7. SOMETHING OR SOMEONE BROKEN, LOST, RUINED AND DESTROYED
8. SOMEONE OR SOMETHING LARGE BEYOND RECKONING AND NORMAL DIMENSIONS
9. A MATERIAL, PERSON OR DEVICE THAT GIVES SUPPORT AND STRUCTURE TO THE THINGS AROUND IT
10. A DEVICE OR PERSON EMPLOYED IN TORTURE OR THE DESTRUCTION AND DESECRATION OF SACRED THINGS

57

# Target of Job

4

1. A SUBSTANCE OR MATERIAL THAT LEADS TO  
BLISS AND SERENITY, A PERSON OF PEACE  
AND EQUANIMITY

2. A FAST MOVING OR ERRATIC PERSON OR  
DEVICE, AN ITEM THAT ACTS LIKE A  
WHIRLWIND

3. SOMEONE NEW, YOUNG OR FRESH, MEDICINE  
OR DEVICE THAT LEADS TO HEALTH AND  
VIGOUR

4. A TWIN OR SET OF TWINS, A DEVICE OF  
DUPLICATION

5. A DEVICE THAT ENTRAPS, HOLDS OR  
INCARCERATES, A PERSON WHO  
ENTRAPPS OTHERS

6. A SUBSTANCE OR DEVICE THAT INDUCES  
CHAOTIC CHANGES, A PERSON WHO  
CONDUCTS CHAOTIC EXPERIMENTS

7. AN INDIVIDUAL OR HOLY ITEM THAT PLAYS A  
CENTRAL PART IN AN UNFOLDING PROPHECY

8. SOMEONE CLOSE TO THE EDGE OF  
BREAKDOWN OR COLLAPSE, A DEVICE OF  
VITAL IMPORTANCE SPUTTERING AT THE  
END OF ITS LIFE

9. A RECORDING DEVICE, STOCKPILE OF  
RECORDS, A HISTORIAN

10. AN INDIVIDUAL LONG DEAD OR DYING, A  
DEVICE NOW DEFUNCT, UNUSED AND  
ROTTING

3

1. SOMETHING THAT SHINES AND LIGHTS THE  
WAY, A PERSON WHO LEADS OTHERS

2. A DEVICE THAT MOVES THE WORLD AROUND  
IT, A PERSON WHO CAUSES REACTIONS IN  
OTHERS WITH SILENCE AND STEALTH

3. SOMETHING OUTSIDE THE REALM OF THE  
PHYSICAL, A PERSON WITHOUT A BODY

4. AN INTERNAL MECHANISM FROM A LARGER  
DEVICE, A SPECIFIC INTERNAL ORGAN OF  
SOMEONE DEEMED IMPORTANT

5. A DEVICE OF HARSH CLEANING, SCRUBBING  
AND REMOVAL, A PERSON WHO CLEANS,  
CLARIFIES AND POLISHES

6. A SACRED, SPECIAL OR OTHERWISE  
IMPORTANT PLACE

7. A DEVICE OR PERSON EMPLOYED IN  
TRANSPORTATION


8. SOMEONE OR SOMETHING LUXURIANT,  
SENSUAL, SOFT, WELCOMING OR  
ADDICTIVE

9. A DEVICE OR PERSON ENDLESSLY  
CONSUMING




10. SOMEONE OR SOMETHING THAT ONCE  
BELONGED TO THE GUILD, NOW LOST

# Desired Action

2

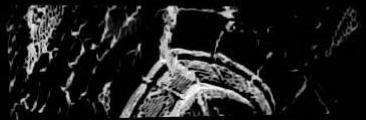
- 
1. RE-ORDER OR FORCEFULLY CORRECT TARGET
  2. HAUNT A TARGET OR REPLACE IT WITH A GHOSTLY COPY
  3. MAKE TARGET DISAPPEAR
  4. LEARN SOMETHING NEW FROM TARGET, OR ENFORCE A NEW THOUGHT IN TARGET
  5. BRING JUSTICE TO TARGET
  6. FEED TARGET OR HAVE TARGET EATEN (EITHER PHYSICALLY, MENTALLY, MAGICALLY)
  7. DESTROY TARGET
  8. CAUSE TARGET TO GROW TO AN ENORMOUS SIZE
  9. FREEZE TARGET IN PLACE, TURN TARGET TO STONE, CAUSE TARGET TO STOP/CEASE
  10. DESANCTIFY OR OTHERWISE CORRUPT TARGET

1

- 
- 
- 
1. INSTALL OR DELIVER A GIFT OR BOON TO TARGET.
  2. CREATE A VACUUM AT TARGET, PHYSICAL OR MENTAL.
  3. SEVERELY REDUCE THE SIZE OF TARGET OR CAUSE IT TO WITHER AWAY.
  4. EXTRACT WEALTH, MATERIAL OR OTHERWISE, FROM TARGET.
  5. ENACT REVENGE UPON OR REWARD TARGET.
  6. EITHER CAUSE A TARGET TO COMPLETELY OVERGROW OR BE MOVED TO A LOCATION IT DOES NOT BELONG.
  7. SET FIRE TO, OR OTHERWISE MAJESTICALLY AND OBVIOUSLY DESTROY TARGET.
  8. TERRIFY TARGET.
  9. BURY, OR TAKE TARGET DEEP BENEATH THE CITY.
  10. TORTURE TARGET.

# Desired Action

4



1. BRING PEACE OR A NEW WAY OF THINKING ABOUT THINGS, WHETHER IT'S WANTED OR NOT
2. INDUCE HUGE INCREASE IN SPEED AND MOVEMENT WITHIN TARGET
3. REVIVE, REGROW OR RESUSCITATE TARGET
4. CREATE A COPY OF TARGET, OR LEAVE A COUNTERFEIT COPY OF TARGET
5. CAPTURE TARGET AGAINST WILL
6. CAUSE CHAOS OR INDUCE MUTATION WITHIN TARGET
7. FULFILL THE REQUIREMENTS OF PROPHECY RELATING TO TARGET
8. BRING TARGET TO THE POINT OF BREAKING (BUT NOT ACTUALLY DESTROY)
9. CREATE DETAILED RECORD OF TARGET FOR POSTERITY
10. INDUCE PROCESS OF SLOW DECAY AND RUIN IN TARGET



3

1. BRING LIGHT TO DARKNESS, PHYSICALLY, MENTALLY OR MAGICALLY, LITERALLY OR METAPHORICALLY
2. CAUSE CATALYST FOR A LOOMING EVENTUALITY ASSOCIATED WITH TARGET
3. TRANSPORT TARGET TO A NON PHYSICAL REALM
4. INTERACT WITH INTERNAL WORKINGS OF TARGET TO CAUSE EXTERNAL CHANGE
5. CLEAN, ERASE, OR OTHERWISE ERODE TARGET
6. CALM, SUBDUE OR MESMERISE TARGET
7. GRASP, GRAB AND TRANSPORT TARGET
8. ENVELOP TARGET WITHIN THE GUILD
9. USE TARGET AS CENTRAL PART OF GUILD SPECIFIC CEREMONY
10. REMOVE THE LIGHT SPECIFIC TO GUIDANCE OF TARGET

60

# Job Location

1

1. A TEMPLE OR CHURCH DEVOTED TO GOOD AND HOLINESS
2. AN ABANDONED BUILDING, EMPTY LOT, AN AREA DEVOID OF HABITATION
3. A PRIVATE DWELLING, EITHER MODEST OR OBSCENE
4. A BANK, VAULT OR STORAGE WAREHOUSE
5. A DOCK, PIER OR WHARF, A PLACE OF WORK ON THE WATER
6. HEAVING AND OVER POPULATED TENEMENTS, TEEMING WITH CONFLICT
7. A FACTORY OF GRINDING GEARS AND BELLOWING MACHINES
8. A PLACE OF MONSTERS, BREEDING LABORATORY, SPAWNING GROUND AND THE LIKE
9. SOMEWHERE BENEATH THE CITY; SEWER, TUNNEL, CAVERN AND THE LIKE
10. A PLACE WHERE WEAPONS, MAGICAL OR MUNDANE, ARE CREATED

2

1. A COURT OR OTHER PLACE OF JUDGEMENT
2. SOMEWHERE HAUNTED, SWIRLING WITH OTHERWORLDLY SUBSTANCE
3. A POOL, FOUNTAIN GARDEN OR BATHHOUSE
4. WIZARDLY PLACES; MAGIC LABORATORIES, GOLEM FACTORIES, PORTAL MAZES AND THE LIKE
5. GUARDHOUSE, BARRACKS OR GENERAL WEAPON/SOLDIER STORAGE
6. A BEAST PIT, PEN, ZOO OR OTHER PLACE OF ANIMAL HOLDING
7. A RUIN, FORLORN AND BLEAK
8. A PLACE OF CYCLOPEAN ARCHITECTURE, CAVERNS, CHAMBERS AND HALLS TOO BIG AND FROM ANOTHER AGE
9. MINE, QUARRY OR UNNATURAL PIT
10. AN ANTI-CHURCH OF CRUEL, CHAOTIC OR TORTUROUS PRACTISE

# Job Location

4

1. A SHRINE OR GROVE, CALM AND MEDITATIVE

2. BUSY SQUARE, AMPHITHEATRE OR PUBLIC

HALL, A PLACE WHERE LARGE CROWDS

GATHER

3. A FARM MUNDANE (DUST, FOOD, PEOPLE, BEASTS, ETC.) OR MAGICAL (ELEMENTS, MINERALS, EMOTIONS, MUTATIONS, ETC.)

4. A PLACE UNDERGOING TRANSFORMATION

5. A PRISON OR PLACE OF CAGES AND TRAPS

6. SOMEWHERE CORRUPTED AND MUTATED,

WARPED BY THE GUILD WARS

7. A PLACE OF TRADE AND COMMERCE;

MARKET, WORKSHOPS, TRADERS AND THE

LIKE

8. IN-BETWEEN PLACES; ALLEY WAYS,

CROSSROADS, ROOFTOPS AND THE LIKE

9. SOMEWHERE EON FORGOTTEN (DUNGEON)

10. A GRAVEYARD, MORGUE, CRYPT, TOMB, A PLACE OF DEATH

3

1. A LIBRARY OR PLACE OF STUDY AND RESEARCH

2. SOMEWHERE HIGH IN THE AIR

3. A PLACE EVER MOVING (ROLLING HOUSE CARRIAGE, BOAT, FLYING MACHINE)

4. A SLAUGHTERHOUSE, BUTCHER, SURGEON OR OTHER PLACE OF BLOOD AND MEAT

5. AN ALCHEMICAL VAT HOUSE, CHEMICAL STORE OR DUST FACTORY

6. AN OVERGROWN PARK, VERGING TOWARDS FOREST, A WILD NATURAL PLACE

7. A GREAT WALL OR BORDER, RIGID BOUNDARY BETWEEN SUBURBS, THE LOWER DEPTHS OR BEYOND THE CITY

8. AN ISLAND, SURROUNDED BY WATER (OR MORE EXOTIC BARRIERS)

9. A PLACE OUTSIDE THE CITY

10. A PLACE OF ENTERTAINMENT; CASINO, BROTHEL, DUSTERY, THEATRE AND THE LIKE

62

# Danger at Site

1

1. LOCAL POPULATION OR DEVICES OVERLY FRIENDLY AND INQUISITIVE, WON'T LEAVE OUTSIDERS ALONE

2. LACK OF AIR AND MANY CHOKING AND CRUSHING SPACES

3. EVERYTHING AT LOCATION SEVERAL SIZES TOO BIG

4. FOOL'S GOLD, COUNTERFEITS AND WORTHLESS COPIES OF VALUABLES ARE BOUNDLESS AT LOCATION

5. THUNDERING GEYSERS AND TORRENTS OF WATER

6. LOCATION HAS BECOME OVERGROWN WITH SOME DEADLY VEGETATIVE OR MINERAL PEST

7. TRAPS THAT EXPULSE VOLUMES OF DESTRUCTIVE MATERIAL

8. LOCATION IS LOST TO MONSTERS

9. LOCATION IS INCREDIBLY DEEP BENEATH THE CITY

10. ENTIRE LOCATION IS AN OBSCENE DEATHTRAP, A TORTURER'S WET DREAM

2

1. SECURITY IS INCREDIBLY WELL ORDERED AND REGIMENTED

2. ETHEREAL AND OTHERWORLDLY GUARDS, GHOSTS, GOLEMS OR SUMMONED BEINGS

3. TRAP DOORS AND INVISIBLE WALLS

4. LOCATION IS A CONSTANT TEST FOR THE MIND

5. AN EXTREME CLIMATE OF HEAT OR COLD

6. INFECTED WITH HORDES OF WILD BEASTS

7. A REAL AND WELL DOCUMENTED CURSE IS ENACTED ON THOSE WHO ENTER LOCATION

8. LOCATION IS SO LARGE, DISORGANISED AND LABYRINTHINE THERE EXISTS THE POSSIBILITY OF BECOMING LOST THERE FOREVER

9. CHURNING AND OUT OF CONTROL MACHINES POSE A CONSTANT THREAT FOR UNWARY INTRUDERS

10. ZEALOUS, HIGH SUICIDAL GUARDS

# Danger at Site

3

1. AN ABUNDANCE OF LIGHT, NOWHERE TO HIDE
2. DEADLY HEIGHTS AND BILLOWING GUSTS
3. LOCATION IS EITHER MADE OF, OR PERMEATED WITH, A SUBSTANCE THAT IMPINGES ON AMBULATION
4. PARASITES SKULK AT LOCATION, WAITING FOR FRESH HOSTS
5. LOCATION IS FLOODED
6. LOCATION AND INHABITANTS ARE TOO BEAUTIFUL, INNOCENT, OR OTHERWISE LOVELY TO HARM OR AGGRESS
7. TRAPS THAT GRASP, PULL, CLAW AND ENTOMB
8. LOCATION IS INCREDIBLY SEDUCTIVE VISITORS NEVER WANT TO LEAVE
9. A REALITY FISSURE IS ALLOWING HORRORS FROM THE LOWER DEPTH TO SEEP INTO LOCATION
10. UTTER AND TOTAL DARKNESS AFFLICTS LOCATION

4

1. LOCATION INDUCES INTERLOPERS INTO A STATE OF PASSIVE AND STUPOR-LIKE CALM
2. LOCATION IS TRAVELLING OR OTHERWISE IN CONSTANT MOVEMENT
3. EVERYTHING AT LOCATION REGROWS AND IS REPLACED INSTANTANEOUSLY, NIGH IMPOSSIBLE TO KILL OR DESTROY
4. LIKENESS OF INTRUDERS IS CAPTURED AND RECORDED, EITHER FOR FUTURE PUNISHMENT OR THE CREATION OF DOPPLEGANGERS
5. LOCATION IS PRISON LIKE, EASY TO ENTER, IMPOSSIBLE TO LEAVE; INHABITANTS ARE SUITABLY MAD OR AGGRESSIVE
6. LATENT AND CORRUPTING RESIDUAL RADIATION FROM GUILD WARS CAUSES MUTATIONS
7. INHABITANTS OF LOCATION ALWAYS KNOW WHEN THEY WILL BE VISITED - THEY SEE EVERYTHING
8. LOCATION IS NEAR COLLAPSE ARCHITECTURE ITSELF IS DEADLY
9. SOMETHING VERY OLD, VERY POWERFUL AND VERY ALIEN INHABITS LOCATION
10. A LINGERING AND DEADLY CONTAGION WAFTS THROUGH LOCATION

# Reward

1

1. THANKS IN THE FORM OF BASIC GUILD SPECIFIC SERVICE
2. VAGUE AND EMPTY PROMISE
3. A MINIATURISED TREASURE
4. GOLD, CURRENCY, CASH
5. THE PROMISE OF NO PUNISHMENT IF JOB IS SUCCESSFUL
6. VEGETATIVE TREASURE
7. GUILD SPECIALTY MAGICAL WEAPONRY
8. A TAMED OR TRAINED MONSTER
9. LOCATION OF A PLACE EON FORGOTTEN (TREASURE FILLED DUNGEON)
10. GUILD SPECIALTY WEAPONRY

2

1. A GUILD SPECIFIC BLESSING
2. A REWARD THAT NEVER QUITE ACTUALLY MATERIALISES
3. NOTHING OTHER THAN THE HONOUR OF WORKING FOR THE GUILD
4. AUGMENTATION OF THE MIND INSTALLED BY GUILD'S SPECIALIST
5. PERSONAL GUARDS FOR PROTECTION
6. GUILD WILL STAGE AND HOST A FEAST, PARTY OR BALL IN HONOUR OF DEED
7. GUILD WILL ATTEMPT TO BRING RUIN TO A NON-GUILD GROUP BOTHERSOME TO THE PARTY
8. TREASURE, TOO LARGE AND UNWIELDY, VERGING ON RIDICULOUS
9. TRADE GOOD, MUNDANE AND HEAVY
10. UNIFORMS, STATELY CLOTHING OR DECOROUS ROBBERY

65

4

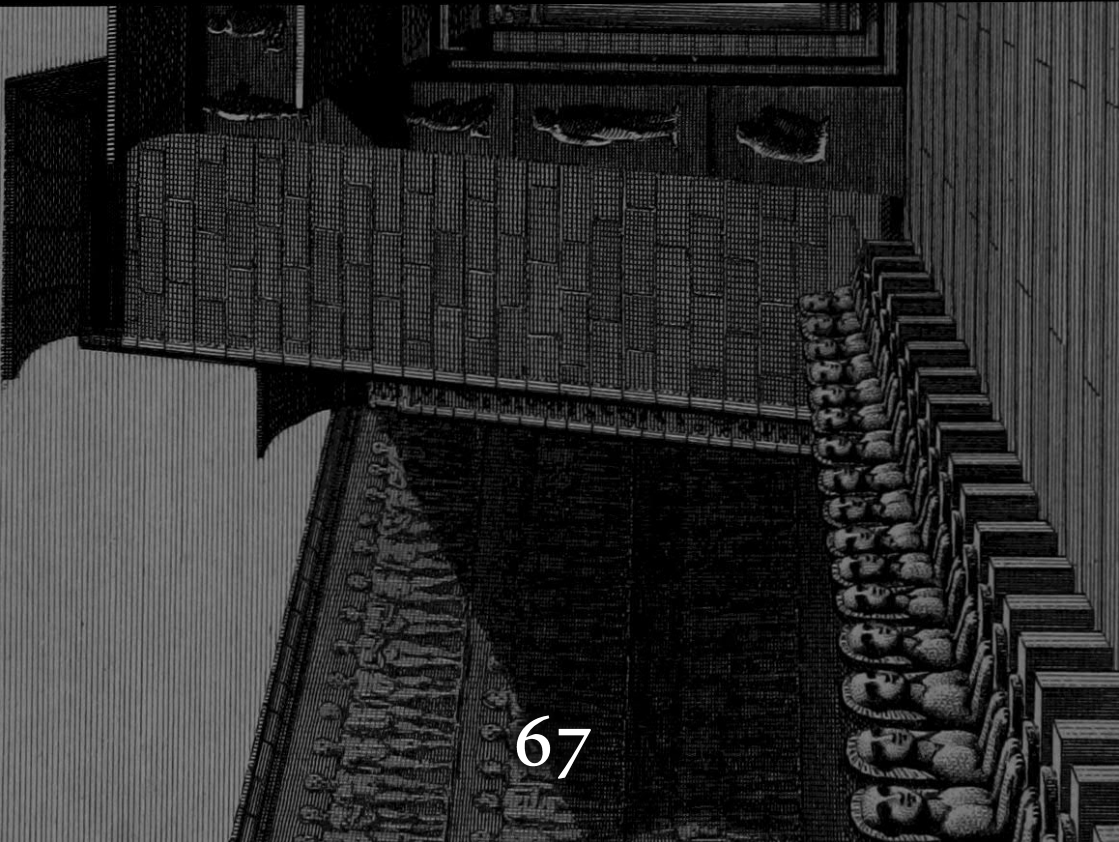
1. DUST, CHEMICAL OR ALCHEMICAL WONDER
2. SWIFT TRANSPORTATION
3. MEDICINE, SURGERY OR REJUVENATION
4. REPLICATION OR COPY OF SOMETHING TREASURED
5. TRAPS AND SNARES FOR LATER USE
6. BODILY AUGMENTATION, INSTALLED BY GUILD'S SPECIALIST
7. A PROPHECY, PREDICTION OR INSIGHT INTO THE FUTURE
8. SOMETHING BROKEN
9. AN ANCIENT ARTIFACT (MAGICAL ITEM)
10. GUILD WILL ATTEMPT TO KILL A SINGLE INDIVIDUAL, NOT AFFILIATED WITH ANY GUILD, BOTHERSOME TO THE PARTY

3

1. KNOWLEDGE, NEW METHOD OR SECRET
2. A SPELL CAST BY THE GUILD'S SPECIALIST
3. A TREASURE THAT QUICKLY FADES THROUGH CONSUMPTION
4. INVIGORATION OF INTERNAL WORKINGS, ORGANIC OR OTHERWISE
5. THE REMOVAL OF AN AFFLICTION
6. A SAFE PLACE TO REST AND RECOVER
7. THE GUILD WILL BESTOW THEIR SERVICES FULLY AND TOTALLY FOR A SINGLE JOB
8. HONORARY (BUT TECHNICALLY UNOFFICIAL) MEMBERSHIP TO THE GUILD, BRINGS A VARIETY OF BENEFITS
9. GUILD SPECIALTY ARMOUR
10. HELP IN HIDING AND DISSAPPEARING



## MISCELLANIA



# Layout Generator

dB, d12	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

# What's in the Room?

1

1. EMPTY, PLACE OF REST
2. EMPTY, PLACE OF SLEEP
3. EMPTY, PLACE OF EATING
4. EMPTY, PLACE OF BATHING
5. FOE, SLEEPING OR RESTING
6. FOE, EATING OR DRINKING
7. FOE, IGNORING TREASURE
8. TREASURE, SUBSUMED IN LOCATION
9. TRAP, NATURAL HAZARD INHERENT IN

ENVIRONMENT

10. FOE, TRAPPED IN NATURAL HAZARD OF ENVIRONMENT
11. DEVICE SPECIFIC AND INHERENT TO ENVIRONMENT, EXPECTED BUT INTRIGUING
12. FOE, USING DEVICE TO CONDUCT RELATIVELY MUNDANE ACTIVITY

3

1. EMPTY, PLACE OF PHYSICAL WORK
2. EMPTY, PLACE OF RITUAL AND WORSHIP
3. EMPTY, PLACE OF MENTAL WORK AND RESEARCH
4. EMPTY, PLACE OF GROWING
5. FOE, PHYSICALLY TOILING
6. FOE, CONDUCTING RITUAL OR WORSHIP
7. FOE, TRANSPORTING OR PROTECTING TREASURE
8. TREASURE, FOCUS OF WORK OR WORSHIP
9. TRAP, OBVIOUS AND MENACING
10. FOE, VAGUELY AWARE OF TRAP, BUT NOT KNOWLEDGEABLE OF SPECIFICS
11. DEVICE USED IN REGULAR WORK OF ENVIRONMENT, MUNDANE BUT EFFECTIVE
12. FOE, USING DEVICE EFFECTIVELY TO HALT

INTERLOPERS

d4, then  
d12

2

1. EMPTY, PLACE OF RECREATION
2. EMPTY, PLACE OF ORNAMENTATION
3. EMPTY, PLACE OF LAVATORY
4. EMPTY, PLACE OF MECHANICS AND MACHINERY
5. FOE, CONDUCTING RELAXATION OR RECREATION
6. FOE, INDISPOSED THROUGH SICKNESS OR MISADVENTURE
7. FOE, INDULGING IN TREASURE
8. TREASURE, OUT OF PLACE AND UNUSUAL
9. TRAP, SET BY NEARBY FOES, EVIDENCE OF THEIR WORK
10. FOE, USING TRAPS TO THEIR ADVANTAGE AGAINST INTERLOPERS
11. DEVICE EXTERNAL AND UNUSUAL TO ENVIRONMENT, OUT OF PLACE, SOURCED FROM ELSEWHERE
12. FOE, PUZZLING OVER THE WAY IN WHICH A DEVICE IS USED

4

1. EMPTY, PLACE OF PHYSICAL STORAGE
2. EMPTY, PLACE OF WASTE DISPOSAL
3. EMPTY, PLACE OF MENTAL STORAGE
4. EMPTY, PLACE OF SECRETS
5. FOE, HIDDEN AND WATCHING
6. FOE, MENTALLY TOILING
7. FOE, SEARCHING FOR KNOWN TREASURE
8. TREASURE, HIDDEN
9. TRAP, HIDDEN AND DEADLY
10. FOE, UNAWARE OF TRAP THEY MAY BE ABOUT TO TRIGGER
11. DEVICE WITH OBSCURE, SECRET USE THAT BELIES A SHADOW USE OF ENVIRONMENT
12. FOE, USING DEVICE FOR A DARK, DEVIANT PURPOSE

THE CITY ROILS OVER A CORRUPTED AND MUTATED PLANE OF  
INTERSECTING MULTIVERSES, A SITUATION BROUGHT ON BY  
WANTON ABUSE OF MAGICAL WEAPONRY DURING THE ALLEYWAY  
CONFLAGRATION.

AFTER LONG EONS OF FIGHTING, THE LAW WAS INTRODUCED. THE  
LAW IS A CURSE THAT PREVENTS ANY OF THE GUILDS DIRECTLY  
RAISING ARMS AGAINST ONE ANOTHER.

ONLY THE ADVENTURERS, THOSE VAGABONDS WHO EXIST  
OUTSIDE THE NORMAL STRATA OF THE CITY'S SOCIAL SPHERES,  
AND ITS INFINITE NETWORK OF SHADY ALLIANCES, CAN TRULY  
CLAIM NON-AFFILIATION WITH ANY OF THE GUILDS. ONLY THEY  
CAN KEEP THE CENTURY LONG CONFLICT GOING.

THE BLASPHEMOUS ROSTER IS A RESOURCE FOR GENERATING THE  
UNTOLD MYRIAD OF GUILDS THAT INHABIT AND INFECT THE CITY  
AND THE BLUEPRINTS OF ENDLESS CLANDESTINE MISSIONS THAT  
THE GUILDS NEED DOING BY UNLUCKY GUILD DOGS.

