

Adventurer Guilds

Guilds are responsible for training and teaching characters as they advance in levels and fulfill a need in the city. Guilds teach characters their skills, although they earn them as they gain experience. Guild members guard their guilds secrets and training methods very carefully. Guild membership determines what arcane spell list you could have access to. Having access to the spells doesn't mean you get them it only means you can get them through normal channels or through character development. Magic users from rival guilds will NOT share their spells with each other. The Mages Guild has access to a longer spell list than the Brother's of the Staff (Due to a plane traveler making a deal for training without Guild membership and the results of a Guild War). Membership in a guild is an option that most people take, but it is optional and you don't have to join a guild. In such cases your access to arcane spells will be limited to what is in the Pathfinder Core Rulebook. Since divine casters get their spells from their sponsoring deity or source they get full access to the divine spell casting list for their character class. Guild training is assumed to be done at regular intervals when the character is in town or with other guild members who can train them. This training time is part and parcel of normal down time and is not covered in the game. Multi-class characters must choose one and only one Guild for membership.

Education has been improved and standardized by Mother Myra's system of schools (Queen Anne adopted it the noble class followed and others followed after that). All graduates can use all knowledge; except Knowledge (Psionics), skills as if trained even in those knowledge skills that they are not trained in. Furthermore to reflect her desire to teach her students anything each character starts with 3 free individual ranks in only knowledges earned at first level. Characters start out at an early age training in the Mother Myra's school and then take advanced training in their guild (their apprenticeship runs to second level). Mother Myra's pays for an improved education so it is almost universally accepted, even in the lands of the Inhumans. If your character is not trained by Mother Myra then they must explain how they were trained prior to becoming apprentices and get 2 free skill picks that can be taken at first level to reflect this training.

The adventurer Guilds each offer benefits as listed below:

- Alchemists (Buddi's School of Alchemy): Accepts any alchemists, and trains them with Weapon Focus (Bomb). Members gain 20% discount on all alchemical items. Members may work for the guild and are paid as the rate of 2 gp per point they make their alchemical check by for one day's work. This work can be done with only 1 day's notice and can be done at any of his shops which are found in all major cities of the empire of reason. Alchemists get access to the full (increased) alchemical spell list.
- Army: Accepts anyone and trains anyone with divisions for each type of player character class. They emphasize combat training, members gain the Martial Arts Feat for free, if they already have that feat then they gain the exotic weapon firearms with the weapon of their choice (Gunslingers gain a +1 to hit Guild Bonus), they also gain the Combat Reflexes feat. Characters who do not want the exotic or martial weapon proficiency get Weapon Focus. The Army does not get along well with the Hippogriff Guard or the Calvary calling them stuck up soldiers. Characters may

participate in instruction of recruits and soldiers with one month's notice, they can earn 10 crowns x level x number of days they work, for 1d4 weeks of instruction. Members are issued a special medallion that when shown to a store clerk lets them cut the normal tax of 10% to only 5% (spellcasters have access to all the spells from the Mage Guild list.)

- **Beggar's Guild:** is open to all, but primarily rogues. Members gain a +4 guild bonus to Bluff and Sleight of Hand skills and the Catch Off-Guard feat (no penalties for using improvised weapons). The beggar's guild has a long standing rivalry with the Checked Pawn, both guilds are competitors. The Guards Guild has been cracking down on the Beggar's Guild lately. Members are able to raise 2d20 gp with a successful disguise check (as a cripple) or the use of an *alter self* spell each day; from begging. (spellcasters have access to all the spells from the Brothers of the Staff spell list).
- **Blood Thorn (Assassins Guild):** Only characters with a non-good alignment can join this guild. Members making a sneak attack do so as if they were one level higher with respect to who they can attack, the attack bonuses, and sneak attack damage (non-rogues gain weapon focus). Members also get the feat Poison Use. The Bounty Hunters League is their rival, the Blood Thorn claim that the Bounty Hunters are just assassins hiding behind the law. Assassination contracts are easy to obtain. With one week's notice you can get a contract at 25x assassin's level for a beating. Contracts for a true assassination pay 50 crowns x the assassin's level, but require 3 weeks notice. Contract for a total assassination pay 100 crowns x the assassins level; the requirement is that the body will never be found or will be so destroyed that a *Raise Dead* won't work AND that the head is not intact enough to allow *Speak with Dead* spells to be used on it. These contracts require 2 months notice (spellcasters have access to all the spells from the Mage Guild list).
- **Bounty Hunters League:** Mostly fighters, inquisitors, and rangers, but willing to train anyone. Members can check the local post for current bounties and raise money that way. Members of the Bounty Hunters Guild get the Combat Reflexes feat and the Persuasive Feat when it comes to Troops like the Army, the Calvary, the Hippogriff Guard or members of the Guard Guild (spellcasters have access to all the spells from the Mage Guild list). They also gain a +2 guild bonus to Survival (reflective of their tracking training). They have a feud primarily with the Blood Thorn. The Blood Thorn has accused them of being assassins hiding behind the law and they have matched that claim that they make some of their best money off catching members of the Blood Thorn Guild. Spellcasters gain access to the Brothers of the Staff spell list.
- **Brothers of the Staff:** Magus, Mediums, Mesmerists, Occultist, Psychics, Wizards, Sorcerers and other magic users. Members are given a magic masterwork quarterstaff (+1 to hit) shod with Silver (on one end) and Cold Iron (on the opposite end) with the ability to hold one first level spell. They have access to all spells in

PHB (or Pathfinder Core Rulebook), Occult Adventures, the Spell Compendium, The Planar Handbook and all spells in Complete series and the 3.0 booklets, like Tome and Blood (the Advanced Player's Guide) only. Their spell selection is limited because of a fall out with the Wizard's Guild. Adventurers can learn prohibited spells from captured spell books, but teaching them is illegal due to copyright (the Mage's Guild won the war between the guilds). Guild members are currently not at war and any guild member attacking a rival mage without declaring a formal spell duel first will face trouble from both guilds and discipline from the Brothers of the Staff. A wizard can easily earn money making scrolls. Wizards, magus, alchemists and sorcerers can earn money by casting spells at the rate of their caster level x 10 crowns. Scrolls and Potions are discounted to 90% so the profit margin is slimmer (the price of raw materials remains the same). Spell casting services are not discounted though; both require collection of 10% sales tax.

- **Brother's of the Way:** This guild primarily trains brawlers and monks. They gain the Stunning Fist feat, if they already have that feat then they gain the extra Stunning Fist attack (allowing them 3 more uses of their Stunning Fist each day), they also gain the Throw Anything Feat. Members also gain the Intimidating Prowess feat (allowing them to add their Str modifier to any Intimidate checks) and Intimidation becomes a class skill for them (if Intimidation is already a class feat they gain 3 free skill points in Intimidation).
- **Calvary:** Primarily cavaliers, warriors, fighters and multi-class fighters who ride horses. Members gain a +4 to their ride skill and they gain a war trained mount suitable to their size any creature of CR 4 or less (like a bear, bison or tiger). At 4th level you gain a mega raptor (Arms and Equipment Guide). The Calvary hates the Hippogriff Guard. Often they do the same missions, but the Hippogriff Guard gets more recognition. The Calvary knows they are superior to the Army, just look at the dangerous mounts they have to deal with. With one month's notice characters may join or even command a patrol that takes one week's time and earns the character 20 crowns x level. Members are issued a special medallion that when shown to a clerk lets them cut the normal tax of 10% to only 5% (spellcasters can learn spells from the Mage Guild list).
- **The Champions:** Accepts anyone that is an avenger, brawler, fighter warrior, or multi-class fighter. They receive the Acrobatic Feat Free (+2 bonus on all Balance, Jump and Tumble rolls). They also receive the Performance Combat Feat (Ultimate Combat page 153), +2 ranks in Performance Staged Combat, +1 Guild Bonus in Intimidation and Intimidate becomes a class skill. They are expected to participate in Arena Contests and sometimes they fight with live weapons (Typically, a fight runs to first blood = 1/2 of your hit points). Fights have a purse of 100 crowns x level and there are fights twice a week. Expect to meet a champion of your (level -2) + (1d6 levels [or CR]). Crowd favorites are usually the combatants who stay at home and fight each week in the arena. Such fights are fought to the first blood, but they can get lethal, especially if fighting monsters (spellcasters can learn spells from the

Brothers of the Staff guild list). There is a rivalry between the Champions and the Elite Guard. The Elite Guard are just supped up Town Guards according to the Champions. The Champions claim to be the only ones who actually put their lives at stake.

- **Checkered Pawn (Thieves Guild):** Open to thieves, rogues and multi-class rogues. They gain a +3 guild bonus to the skills Disable Device, Disguise, and Appraise and +2 guild bonus to Perception when detecting traps. Members may fence things easily at their guild getting 1d4x10 +40% of the items value (50%-80% rather than the normal 50% value) (spellcasters can learn spells from the Mage Guild list). Contracts for theft or arraignments to set up a criminal job can be made; but they will be stories for the GM to work out.
- **Cleft Fellowship:** Bards, Mediums, Mesmerists, Psychics, and other performers only, they are rivals to the Theatrical Guild, there was a murder of a great bard a few years ago and each guild accuses the other of being behind it. They gain a +4 guild bonus to two perform skills (or +2 guild bonus to four different instruments). Bards trade songs freely allowing them full access to the Bard Spell list (other arcane spellcasters are allowed access to all the spells on the Mage Guild list). You can earn money as per the Skill Description in the PHB (or in the Pathfinder Core Rulebook page 103).
- **Elite Guard:** Accepts anyone, typically acting as bodyguards. You gain the Quick Draw Feat, Combat Reflexes, and the Combat Expertise Feat (Combat Casting if spellcasters in place of either Combat Reflexes or Combat Expertise). Body Guard jobs can be found given a week's notice. Pay is 10x member's level; body guarding important or famous people. A one week notice is required and the job takes 1d12 days (spellcasters have access to all the spells from the Mage Guild list). The Elite Guard don't get along well with the Champions. The Champions claim they are the only ones who actually risk their neck. They belittle the contributions of the Elite Guard calling them just supped up Town Guards. Spellcasters gain access to the Brothers of the Staff spell list.
- **Guard Guild:** Accepts anyone and trains anyone with concentration on protection of the town and the outlying areas. They gain the Toughness Feat (+3 hit points and +1 hit point per level past 3rd level), the Persuasive feat with any government officials and troops. The Guard Guild is cracking down on the Beggar's Guild as well as the Checkered Pawn calling them dirty rotten scoundrels "and don't get me started on the Blood Thorn they are major criminals." With only 1 day notice a guild member can earn 10 crowns x level for performing guard duty, once each week. Normal and some magic weapons can be purchased at 80% of base cost through the guild. Members are issued a special medallion that when shown to a clerk lets they cut the normal tax of 10% to only 5% (spellcasters gain access to all the spells from the Mage Guild list).

- Hippogriff Guards: Primarily cavaliers, fighters, warriors, paladins, rangers and multi-class fighters. They are used as ceremonial guards and Special Forces and their chief rival is the Army. Members gain a +2 to their Ride skill. The Hippogriff Guard are the elite and they know it. Those ruffians in the Army and Calvary wish they could be as good and are all jealous. At 3rd level they receive a Hippogriff mount; at 8th level they receive a Griffon (spellcasters gain access to all the spells from the Mage Guild list). In Pathfinder they get the [monstrous mount feat](#) even if they don't meet the prerequisites.
- Mages Guild: Witches, Wizards, Alchemists, Magus, Medium, Mesmerists, Occultists, Psychics, and Sorcerers only (multi-class members are allowed). They receive the extra feat Combat Casting and a +2 guild bonus to Spellcraft and Knowledge Arcane. They are not allowed to create magic items until gaining the title of Clerk of the Towers which costs 50 crowns and that can't be earned until 3rd level. (This doesn't include scrolls). They have a larger spell list. The Wizards Guild also offers an extensive library and research labs that cost only 1 gp per day to use. Guild members are not at war and any guild member attacking a rival mage without declaring a formal spell duel will cause trouble from both guilds and discipline from the Mages Guild. A wizard can easily earn money making scrolls. Wizards, magus, alchemists and sorcerers can earn money by casting spells at the rate of their caster level x 10 crowns. Scrolls and Potions are discounted to 90% so the profit margin with them is slimmer (the price of raw materials remains the same). Spell casting services are not discounted though; both require collection of 10% sales tax. Members of the Mage Guild have access to all the spells in the PHB (Pathfinder Core Rulebook), the Advanced Class Guide, the Spell Compendium, the Advanced Players Guide, Ultimate Combat, Ultimate Intrigue, and Ultimate Magic as well as those spells in the various 3.5 and 3.0 books (the Complete series and the 3.0 booklets like Tome and Blood) and any spell source approved by the GM.
- Masters of the Mind: This guild is primarily organized for mediums, mentalists, mesmerist, occultists, and psychics. Members have access to all spells from their respective spell lists and gain one bonus feat of their choice. They are a neutral guild and only have the Mage's Guild as rivals.
- Masters of the Path: This guild is primarily organized for druids and rangers. They gain the Acrobatic, and Animal Affinity feats. They also gain a +2 guild bonus to Survival skill. They can earn 5 crown per level with one days work as a guide in the wilderness; missions last 1d8+4 days (if an 8 is rolled, roll again and add). Spellcasters can earn 100 gp by contracting to cast heat metal for someone. Spellcasters gain access to all spells for druids or rangers. Arcane spellcasters gain access to the Brothers of the Staff guild spell list.
- Merchant Marine: Primarily composed of merchants and sailors, few are actual adventurers, but many do go into "rough water." guild members gain Profession Sailor, +1 rank, Profession Merchant, +1 rank, and a +2 guild bonus to their

Acrobatic skill and Appraise skill (reflecting their work in the rigging and skill at trade). Members can earn extra money by going out on a voyage with the merchant marine. Ships leave daily and can have anywhere from a 1 week to 6 month voyage. Merchant Marines get paid a gold a week. The Merchant Marine get along well with most other guilds, except for their rivals; the navy. Spellcasters gain access to the Brothers of the Staff guild spell list.

- Navy: Professional sailors who defend the coast, and seaways from attacking monsters, pirates and keep other nations at bay. They get the Profession Sailor, +1 rank, a +2 guild bonus to Acrobatics, and the feat Exotic Firearms, with any weapon of their choice from pistols up to cannon (Gunslingers gain a +1 to hit Guild Bonus). Members can earn extra money by going out on a voyage with the merchant marine providing guard against pirates. Ships leave daily and can have anywhere from a 1 week to 6 month voyage. Merchant Marines get paid a gold a week. They feel the Merchant Marine needs to be put into its place, its members' think too highly of themselves, when it is the actual Navy that does the hard work. Spellcasters gain access to the Mage's guild spell list.
- Orphanage: Able to use all knowledge skills as if trained in them.
- Privateer: Trained to raid enemy commerce and to act as a back up to the merchant fleet and the navy. Members gain Profession Sailor +1 rank, a +1 Guild Bonus to their Survival Skill, the Exotic Firearms feat with a weapon of their choice. Members work on long anti-piracy missions, or escorting merchant ships. The guild also sponsors private hunts to the Valley of Dinosaurs. They are a new guild and don't have much problems with others though there is a rivalry starting to brew with the Navy and the Merchant Marine. They are allowed access to the Brother of the Staff spell list.
- Psionic: Gain a Psycrystal with a 3 point capacity. The guild has an extensive training network allowing its members to access all psions in the Complete Psionic Handbook, the Races of Stone and the Expanded Psionics Handbook (they don't train spellcasters) (as well for Pathfinder use Psionics Unleashed and Psionics Expanded). Psionic characters earn money through adventuring. There are so few of them that there is not much of a market for their skills.
- Religious: Each religion has its own guild for its priests and monks. Most players will be priests with access to the domain powers and all priest spells. Monks and Priests gain weapon proficiency with their god's favorite weapon (see Gods of the D&D Universe). Monks gain the weapon finesse feat or weapon focus feat with that weapon. Holy Water (25 crowns) can be bought at cost as can any cure spell. Clerics receive a stipend of 1 crown/level and are expected to devote 1 day/level each quarter (every 3 months) working in the temple or they lose the stipend and can be suspended from the temple (spellcasters gain access to all the cleric spells). Clerics and Priests can earn money with normal spell casting services. Monks are

above most needs so they earn money through adventuring. Arcane spellcasters gain access to the Mage's Guild spell list.

- **Theatrical Guild:** Primarily Bards, Mediums, Mesmerists, Occultists, Psychics, Rogues and other actors. Wizards and Sorcerers, especially Illusionists (or special effect artists). There was a murder of a great bard a few years ago and the Theatrical Guild accuses the Cleft Fellowship of being behind it. They gain the Magical Aptitude Feat (+2 to Spellcraft, and Use Magic Device checks). They also gain a free +2 guild bonus to one perform skill of their choice and a +2 guild bonus to their Disguise skill. For one solid month of practice and giving shows they may enter a production and get paid 25 crowns per rank in perform, however they have to have a minimum of 3 ranks in a Perform skill to land a job in a play or in the band (spellcasters gain access to all spells from the Brothers of the Staff list, all spells except those in Ultimate Magic or Ultimate Combat).
- **Woodsfolk:** Druids and Rangers; gain a +3 guild bonus to a Survival Skill, a +3 guild bonus to Knowledge (Nature) skill, the Self-Sufficient feat (+2 on Heal and Survival checks) and the Run feat (able to run at 5x their normal speed). There is a network of special caches within 75 miles of town. These caches' are always hidden and can be found only through those who know the special signs of the guild. A cache typically contains a healing potion, rations to feed 10 people for one day, a healing kit and an assortment of weapons. Members are expected to keep their guild cache locations secret. Characters will be expected to set up new caches and the signs leading to them along the route of their travels once every 4 levels (arcane spellcasters gain access to all the spells from the Brothers of the Staff spell list). Spellcasters gain access to all druid and ranger spells. Druids can earn 100 crowns by contracting with someone for a permanent heat metal on an oven or stove. Arcane spellcasters gain access to the Brothers of the Staff guild spell list.

There are many other guilds cobblers, brewers, smiths, jewelers etc., but they don't teach adventurers. Guild membership is exclusive and once you join a guild it is very hard to transfer to another guild. Transferring between guilds is difficult and can only be done if the character is willing to pay a one time fee of 50 crowns per level to their new guild. They will never be allowed back into their own guild.