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RAIDERS GUILD

CREATED BY ROBIN D. LAWS

PLAYERS GUIDE



The Raiders Guild players guide introduces players to the guild and their foes. It includes the history and politics of the force that stands between civilization and the darkest pits of the unknown. Find adventure with the Raiders Guild and perhaps even play A new race, the loyal batfolk known as Skreek.

RAIDERS GUILD PLAYERS GUIDE

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For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault core rulebooks, available from Wizards of the Coast, LLC



WELCOME

Congratulations, adventurer! After months of toil and trial, you, and the other members of your adventuring band, have been chosen to join the Raiders Guild. You have every right to be proud of this great honor. The strength, bravery, and magical prowess the competitors you overcame for this coveted spot were considerable. Your sparring partners, all honored members of the guild fought ferociously. Certain of the strikes you sustained still echo in your bones. Yet here you are, about to step onto a rude wooden platform erected in the middle of the guild compound. Assembled about you is a motley band of heroes and explorers, among whose company you are proud to stand. Garvius himself will lead you in the raider's oath and then present you with your guild medallion.

From this moment on, you will be admired by ordinary folk. They depend on the guild for protection from the predatory creatures of the encroaching wilderness—and from the tyrants and schemers of the cities.

In a lightless and hostile world, you have won for yourselves an essential place in a far-flung community pledged to mutual loyalty. Wherever you go, you will find a band of brothers and sisters, united by valor, justice...and a taste for ale.

A ceremony is all well and good, you suppose. The real honor will come later, after the salutes and the thundering drums. That is when Garvius will take you aside and give you your first mission.

When you are down in the dungeon, waist-deep in muck, pressed against the wall by a desperate foe.... When by dint of superior preparation and boundless courage, you press back, slay the monsters, and claim your prize...

...that is when you will truly earn the name of Raider!

THE ORGANIZATION

In a world of loose authority, where a strong arm holding a magic sword wields greater power than the king's men, the Raiders Guild provides solidarity and support to both elite and up-and-coming dungeon delvers. It acts as a clearinghouse for information and opportunities, lobbies authorities on behalf of the trade, and suppresses the efforts of bandits and thieves.



Recruitment

Why did Garvius recruit you?

- He saw me in action.
- A prophet told him I would fulfill a mighty destiny.
- I rescued another guild member from certain doom.
- A great hero of the the guild, either a friend or relative, put my name forward.
- I begged and wheedled and made a nuisance of myself until Garvius relented.
- Other.

THE CONFLICT

Their sworn antagonists are the Archivists, a corrupt, reactionary league of historian-sorcerers who fight to seal up the world's dungeons and hoard the arcane secrets hidden within them.

THE FORMULA

Raiders Guild scenarios start in the middle of the action, with a teaser sequence foreshadowing the rest of the adventure. As guild members you always have an inside track, going into the dungeon pre-armed with vital information—usually a copy of the map, often other intelligence giving you a tactical edge in one or more encounters.



SETTING-NEUTRAL

The Raiders Guild and Archivists can be added to any setting, published or homebrew. With a few adjustments of detail here and there, they add structure, motivation and excitement to any fantasy world.

YOUR BAND OF ALLIES

The guild consists of many autonomous chapters, spread out among settlements and outposts great and small.

Your DM decides whether the guild holds sway only in one corner of a shattered world, or is equally strong in every place that heroes dare to tread.

Each guild consists of three elements: the membership at large, the leadership council, and the stewards, a staff of salaried functionaries, answerable to the membership through the council.

MEMBERS

To qualify for provisional guild membership, you must:

- ◆ demonstrate at least a beginner's proficiency in your chosen class, as shown by a series of tests with guild trainers
- ◆ be nominated by a current member of the chapter you're applying to; sons and daughters of past stalwarts and valiants (see below) are automatically nominated, and are referred to as legacies
- ◆ To go from provisional to full member, you must satisfactorily complete one mission as assigned to you by the chapter assigner.

Most Raiders Guild series begin under the assumption that your highly-proficient 1st level characters have already proven themselves, during the campaign's



backstory. Your DM may instead choose to make your first adventure the final element of your audition for full guild membership. In this case, you leave your probationary status behind upon successful completion of this first on-stage mission.

To remain a member, you must perform one assigned mission per calendar year. You can't stack them up—performing three missions doesn't earn you three years of loafing.

Guild insignia, which you can wear on your tunic or carry on your person, indicate your membership. They serve if not as a badge of authority, then as one of trustworthiness and competence. Ordinary people know enough about the guild to tell whether you're wearing an outdated emblem. Neighborhood bullies typically flee when challenged by someone wearing valid insignia.

Prestige attends distinguished members. Those of paragon level are ranked as stalwarts. Even more prestigious is the valiant rank, which comes at epic level. Stalwarts gain an additional vote at the annual conclave; valiants get three votes. In big cities, wearers of stalwart emblems rarely have to pay for meals or drinks. Valiants are so admired that they can make money by frequenting certain hotels, taverns and eating establishments, as their mere presence increases trade.



Admiration

The stalwart Raider I most admire is:

- A trailblazing hero of my own primary class.
- An inspiring exemplar of my race.
- A dedicated smiter of my most despised enemies.
- A stunningly desirable adventurer, whose mere glance speeds the beat of my heart.
- Whichever one who most recently bought me a tankard of stout.
- Other.

In worlds where high-level characters are rare, neophyte members may have glimpsed a stalwart from afar, and heard only rumors of the great

valiants who frequent a chapterhouse in a nearby region.

Each year, a chapter holds its annual conclave, a four-day affair known for wild carousing. The craziest stretches of the bacchanal occur inside the chapterhouse, so as not to scare the locals and besmirch the organization's carefully tended reputation.

During the day, bleary and hungover raiders debate guild business, ratifying proposals put forward by council or raising new motions from the floor. All policies not covered by the guild's overall charter (a very general document) can be changed by member vote; the council is then charged with executing them until the next conclave. The conclave ends with the election process for new councilors.

It is also an occasion for recruiting new team members, trading scuttlebutt on dungeons, exchanging magic items, and romantic trysts.

COUNCIL

The council oversees the implementation of guild policy, as determined by the overall charter and by the local chapter's motions, as passed at conclave. Positions are:

- ◆ Guildmaster: the equivalent of a chairman
- ◆ Past Master: the previous year's guildmaster
- ◆ Master-In-Waiting: the vice-chairman; automatically becomes guildmaster at next meeting
- ◆ Master Of the Coffers: treasurer
- ◆ Master At Large: councilor without responsibilities, except to vote and advise in council meetings. There are either one or three Masters At Large (to make sure the council has an odd number of members and can break ties). By tradition they are chosen from classes otherwise unrepresented on council. In societies where racial politics are an issue, they may be chosen from otherwise unrepresented races.

Each year at the annual conclave the members vote for all of the above positions except for Guild Master and Past Master. Candidates often run as



slates, ensuring a balance of representation between classes.

Small chapterhouses may elect or acclaim the same worthy adventurer as guildmaster many years running. Where a guildmaster succeeds himself, the positions of past master and master-in-waiting are dispensed with in favor of two additional masters at large.

STEWARDS AND CONCESSIONAIRES

Stewards are the paid functionaries who administer the day-to-day operations of the chapterhouse. Many stewards are past guild members who've retired from the fray, or present members earning a few gold pieces on the side. Either way, they're often a little the worse for wear: those who can, do. Those who have had their legs ripped off by owlbears, teach.

The chief steward of each chapter is called the castellan. He or she supervises the work of trainers, scribes, cartographers, alchemists, armorers, smiths, and other providers of services to members. Wherever appropriate, these tasks are hired out to members of craft guilds.

Though he may be extended the honorary title of steward, a chapter's resident armorer probably won't be an employee of the guild. Instead he pays an annual concession fee to the guild for the right to do business in the chapterhouse. These fees help fund the guild's activities, keeping other charges low. Concessionaires may be taken out of the running if council has received complaints about the quality of their work or goods. Those who overcharge lose business to competitors outside the chapterhouse walls.

Concessionaires can only be removed for extreme turpitude, or when their contracts expire. Stewards, including the castellan, serve at the pleasure of the council and can be dismissed at any time.

Small chapters have few concessionaires; instead work is hired out to members of relevant trade guilds by the job. The chapterhouses of large guilds are

bustling marketplaces unto themselves, taking up entire walled compounds inside a city center.

Unskilled jobs are performed by full-time stewards. The guild is thought of as a good employer for a serving boy or girl. Those who last in the job display thick skins and a blunt sense of humor, enabling them to cope with the sometimes rough-and-tumble manners of its adventuring membership.

CHARTER

The charter was written by guild founder Ogatanz Kushig; see below. (Really it was written by scribes working under his supervision, but only pedants care about that sort of thing.) The charter is a broad document laying out the principles and purposes of the organization. It includes a code of ethics and an organizational structure, along with a few oddly picayune rules that somebody obviously argued for on a special-case basis. Its main function is to ensure that all chapters, which are otherwise autonomous, operate in roughly the same manner. This protocol allows any Raiders Guild member to be accepted at any other chapterhouse, knowing that he will enjoy the same benefits, and have to live up to the same obligations, as he would at his home chapter. As adventurers are constantly on the move, continuity of rules between chapters is essential.

The charter expressly forbids the formation of a international council to rule over the various chapters. Ogatanz feared that an overall leadership would become corrupt, self-serving, and separated from the concerns of its members. He also had to reassure nervous dukes and kings that his new guild would not rival their power.



Charter

My favorite provision of the charter is:

- Its stirring preamble, calling for brotherhood among all dungeon explorers.
- The provisions making leaders accountable to members.
- Its generous treasure-sharing terms.
- The rules requiring a respectful silence toward slumbering or hung-over members on early mornings following a guild celebration.
- As soon as I get around to reading it, I'll let you know.
- Other.

BENEFITS

The guild provides:

- ◆ access to missions
- ◆ intelligence on dungeons
- ◆ intelligence on archivist strongholds, where even more intelligence on dungeons can be found
- ◆ access to discounted goods and services by concessionaires; these include everything from armor repairs to raise dead spells. Rewards for missions may be given in concessionaire credit, allowing for convenient conversion of rewards to necessary goods.
- ◆ assistance in team recruitment
- ◆ mediation services to settle disputes (usually about treasure distribution) between team members — no need for intra-party conflict when you can launch a grievance with your guild
- ◆ accommodations: temporary rooms in large



McHUGH



chapterhouses; longer stays permitted in frontier outposts

- ◆ social status and prestige
- ◆ a network of connected former adventurers, who can help you with political problems
- ◆ religious services from the chapter's chaplain—he or she is always an ex-adventurer who knows the pressures of the life and won't try to lay a bunch of tired sermonizing on you when all you want is some answers to questions about the gods, or your arm put back on.

OBLIGATIONS

Adventurers don't like to be forced to do things. Clever fellow that he was, Oगतanz set up the guild so that most of the obligations it entails also provide a benefit to the individual performing them. To the extent that the guild makes players do things they don't want to do, they get a carrot to go along with the stick. They get quest rewards when they intervene to protect the guild's reputation, or provide it with information, etc.

Banditry is a big problem for adventurers, who want to be able to get their loot back home through the wilderness without fighting all the way home. So participation in anti-banditry campaigns counts toward your missions logged. And you get a share of any of the loot you get from them! As a result, banditry is way down in guild-heavy areas. No doubt due to its insertion of profit motive, it has proven more effective than governments at bandit suppression.

Adventurers get the benefit of the guild's good reputation, and have an incentive not to spoil it with crazy anti-social behavior. The guild member's primary obligation is to exemplify the organization's good name. You can steal from orcs in dungeons, but not shopkeepers in town. You can kill zombies, but you can't murder people. You must obey fair laws and respect legitimate rulers, while protecting the people from tyrants and usurpers.

The worst thing you can do as a guild member is to betray another member. Backstabbing or stealing

from team members while on a raid gets you marked as a traitor to the brotherhood. If judged guilty at a guild tribunal any guild member may hunt you down, kill you, and keep your stuff—except for any items stolen from the raiders you betrayed, which are restored to their rightful owners.

Trials are adjudicated by five-member panels, chosen by the council and made up either of stalwarts or (if you are a valiant), your fellow valiants. These may be held in absentia. You can also be banned from the guild for aiding the archivists. If your aid to the enemy leads to deaths of guild member, you can be marked for death.



Rebels

On the fringes of civilization dwells a small band of outlawed guild members. One of them committed a crime against a fellow member that particularly offends you. What is it?

- Committed acts of banditry against honest folk.
- Killed a guild brother in a drunken rage.
- Stole treasure.
- Hoarded vital information.
- Spied for the archivists.
- Other.

POLITICAL ROLE

Like other trade guilds, the Raiders Guild curries favor with local leaders, securing privileges for its members and offering assistance in return. Rulers often need missions performed for them and are natural clients of the guild. They also draw on the guild for bodyguard services, intelligence, and tactical advice.

Relations between a ruler and the guild of course depend on the leader's personality and the nature of his regime. Benevolent kings, especially the heroic Arthur or Richard the Lion-Hearted types, get on best with them. They often send their sons and daughters to the guild for training and combat



seasoning. When the prince or princess grows up to become king or queen, this leads to a strong bond between throne and guild. These guild kings, as they're sometimes called, often have an old raider mentor on hand as an advisor. Depending on the personalities involved, he may be an invaluable advisor or a charmingly raffish Falstaffian mascot.

Weak, temporizing or vacillating leaders who play interests off of one another may favor the guild one week and put them in the doghouse the next. In ever-shifting political environments, the guild's chief courtier (usually a Master At Large) must constantly hustle to preserve the group's rights and privileges.

When they first come to power, evil, authoritarian or tyrannical leaders typically try to co-opt their guild chapters. This may lead to a power struggle within the guild between militants and appeasers. Eventually the ruler pushes the guild farther than it's willing to go, giving them the choice of becoming his thugs or his prisoners. This usually accompanies a general crackdown on adventurers, who are always a threat to an evil regime. Underground resistance against tyrants is often led by guild officers. Evil leaders frequently enlist archivists to help them take on the guild.

THE GUILD AT WAR

In times of war against evil armies Raiders Guild chapters transform themselves into paramilitary units. The same skills that make them effective in dungeons turn them into superb commando fighters. They penetrate behind enemy lines and perform as skirmishers, or on highly targeted missions. For example, a team might be sent in to capture an enemy commander or swipe the magic orb that allows him to keep his monstrous troops in line.

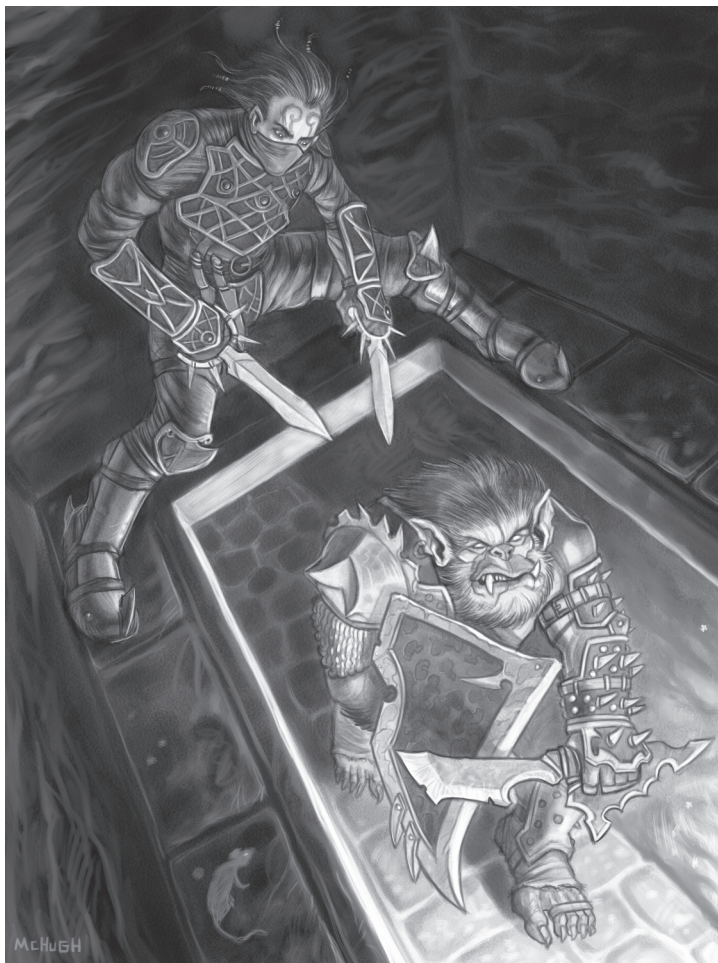
When wars break out between civilized states, the guild's position is one of official neutrality, but this becomes difficult to maintain. Guild members hate to face one another on the battlefield. Commanders rarely deploy them in circumstances that might send them up against their guild brethren, as loyalty to Oगतanz's creed usually trumps national fealty.

POLITICS AND THE ENEMY

The struggle between guilds and archivists is of great importance to members of both organizations, but is usually of minor note to the rest of society. Both sides take care to keep the fight covert, so that local rulers don't decide that both organizations are a threat to public order. This attitude varies according to the nature of the regime and its ties to the guild.

Where the guild is tight with local leadership, they may be able to rob, infiltrate and harass archivists with legal impunity. The archivists protect themselves, with no outside help.

Ironically, a local king who really hates archivists and drives them underground makes the work of the guild harder than one who treats them with grudging tolerance. If the archivists have to hide from the authorities, their installations and storehouses are much harder to find than when





they're able to advertise their existence.

Where local leaders occasionally or consistently protect the archivists, guild infiltrations accrue an extra layer of risk. The team doesn't have to worry only about the enemy, but about being arrested by the king's men. (Remember though that the typical fantasy city ought not to have a police force on patrol, as a modern city would. They may have sheriffs who respond to complaints after the fact. So it's not so much a matter of evading the cops after you pull a heist, but of leaving no evidence behind, so the archivists can't show the proof to the king and demand redress.)

WHEN THE GUILD IS THE GOVERNMENT

When settler communities spring up around frontier outposts, the guild becomes a de facto government. This trend began after Ogatanz's death and isn't addressed in the charter. Guild members are of two minds about it. Some take satisfaction in the prestige and responsibility of public service. Others became adventurers to get away from authority, not to become it. Frontier guild masters may serve as paternalistic leaders of their settler communities, or hands-off protectors who urge the settlers to create their own little utopias.

Crises often occur when a chunk of frontier land is deeded to a noble by the king of a nearby nation. He may show up expecting his feudal rights over land that the guild protects and the settlers regard as their own. The noble may make a deal or (often pressured by a king hoping to extend his sovereignty) try a takeover by force. Sometimes they're backed by archivists, secretly or otherwise.

Guild-friendly kings use their old allies to extend their territory, promising Guild Masters full rights (and special town charters for the settlers, if need be) if they agree to fly his flag.



Role

What is your attitude toward the guild's role as a civilizing force?

- Dungeon raiding is but a prelude to this, our most important duty.
- Only people like us, who are suspicious of power, are fit to wield it.
- Better us than the stinking Archivists.
- I'm happy to fight whoever needs fighting, so long as you don't ask me to make policy.
- If I wanted to be civilized, I would have trained as a scribe.
- Other.

GUILD HISTORY

Since the early days of commerce, craftsmen and tradespeople have gathered together into guilds. They regulate prices, set rules for the trade, and grant licenses to members. In places where townsfolk wield political power, guilds serve as the conduit for their influence.

Until a hundred and fifty years ago, no one thought that adventurers could form and sustain a guild. Armed, dangerous, and dedicated to the collection of treasure, they were deemed too wild, too independent-minded to ever band together for their mutual benefit.

Over the centuries, a few quixotic souls had tried to create organizations like the Raiders Guild, but these always failed. Once in charge of a group, freedom-loving warriors and magicians would turn abruptly into zealous autocrats, trying to enforce their will on new members. Guilds usually fell apart over money—leaders would try to fund the guild by taxing members' treasure hauls. And anyone who knows anything about adventurers knows you don't come between them and their gold pieces.



Style Note: The Name

The organization central to the property is a guild (noun) made up of raiders (adjective.) Raiders Guild is the correct term. No apostrophes. It is not a Raider's Guild, the possession of a single raider, or a Raiders' Guild, the possession of a group of Raiders.

Raiders Guild.

THE LEGEND OF OGATANZ KUSHIG

Some say that Ogatanz Kushig, legendary founder of the Raiders Guild, succeeded where others had failed on the basis of his powerful charisma, or by dint of the accumulated glory of his deeds. Though born a human, Ogatanz grew, in his fifteenth year, to a height and size near that of an ogre. (One story has it that his enormous size was a gift from a kindly witch, who he selflessly saved from a bog wraith.) He could lift and carry a pair of draft horses, one under each arm. Ogatanz often fought by picking up a foe and using him as a club to beat his fellows. Along with his famous companions—Barl the Swift, the elf princess Gallosa, the foul-mouthed dwarven outlaw Torfdan, and the mysterious Pearl Woman—he won a name for himself throughout the land. Together they penetrated dungeons no one had ever survived, bringing back one spectacular treasure after another: the Monmouth Hoard, the funerary boat of Amoh-Ka, and the seven diadems of Ottark.

Yet Ogatanz and his friends were more than just freebooters. With the power they accrued to themselves, they saved the world. Most notably, they forced the demon lord Abbatak back into his hell realm, slaying him and sealing the passageway forever. This victory came at a heavy price—Ogatanz's companions were either slain or crippled.



Identify

The member of Ogatanz's band I most identify with is:

- Barl, who was clever and daring.
- The regal and surpassingly lovely Gallosa.
- The Pearl Woman, whose acts of scholarship kept knowledge alive.
- Torfdan, who didn't take stick from nobody.
- Ogatanz, of course!

THE GUILD BEGINS

Restless in his retirement, Ogatanz decided to form a guild to help the many young adventurers who came to him seeking his advice and blessings. In founding the Raiders Guild, he did a clever thing that eluded the failed organizers before him. His guild would not skim a percentage of its members' treasure. Instead, the group would solicit patrons to propose missions. These well-heeled individuals would use the guild as a hiring hall, to find groups willing to retrieve ancient artifacts, rescue hostages, or gain just vengeance against evil enemies. The guild would take a fee from the patron, plus a bonus for successful mission completion. It would also charge other membership fees as necessary, but would never take a percentage of loot from dungeon delvers. They would get to keep whatever ancillary treasure they found in a complex while performing a mission.

From a single guild in Ogatanz's home nation, the Raiders Guild system spread quickly throughout the civilized world.

THE DEATH OF OGATANZ

Unlike all of his original comrades, and most of his fellow adventurers, Ogatanz died peaceably, of old age, surrounded by admirers. He arranged for an enchanter, Dwale the Artificer, to infuse his spirit into a crystal replica of his head. Guild members of valiant rank or higher could commune with him, seeking advice, by placing their hands on the replica's bald brow.

A generation later, the Head Of Ogatanz was



stolen, presumably by archivists. The simmering feud between archivists and the guild grew more violent as members raided archivist strongholds in an effort to retrieve the head. To this day, it has never been found, and the archivists continue to deny all knowledge of its whereabouts.

A CIVILIZING FORCE

As generations passed, they even established chapters and outposts in the wilderlands, providing fortified housing for guild members on the dungeon-filled frontiers. As adventurers thinned monster populations and drove away bandits, settlers began to filter in to cultivate once-haunted lands. Towns and villages grew up around these outposts. Thus the guild became a vanguard of civilization. Some guild members found greater fortunes as merchants and town leaders than they dreamt of as warriors.

TO THE PRESENT DAY

Even without the counsel of Ogatanz's spirit, the guild continued to prosper, expanding the services it offers to its members, cementing its political influence, and winning the hearts of ordinary people. Dungeon explorers, who used to be thought of as uncontrollably powerful wanderers, tethered by no authority, are now hailed as heroes—so long as they can display the emblems of guild members in good standing. To be regarded as respectable would be boring, but guild members are at least recognized as indispensable.



IMPLACABLE FOES

Like the guild, the archivists are a private organization spread out throughout the civilized lands. Though not a governmental body, their political influence is considerable. Where the guild struggles to unearth information about dungeons, monsters, and treasure, the archivists work to suppress it.

HISTORY

Three hundred years ago, the priest-wizard Ald had a vision. The world would be destroyed, he saw, by a demon god foolishly unleashed by a gang of freebooters. Although stern and forbidding, Ald was as charismatic in his own way as Oगतanz would later prove to be. He started a secret society

of scholars, spies and assassins dedicated to the protection of the world. The Archivists, as they called themselves, would achieve this by hoarding all available information on dungeons, magic, and monsters. Until they found the secret lore needed to destroy the demon, they'd suppress dungeon exploration, keeping maps, journals and other information out of the hand of untrustworthy mercenaries.

Over the centuries the organization has become a corrupt shell of the altruistic original. Its once-specific goal has mutated into a fanatical ideology of secrecy and oppression. The group allies itself with authoritarian regimes and factions, who use it as a mechanism for the suppression of dissent. Archivists now spend as much time surveilling citizens and gathering blackmail material as they do researching dungeons. Even virtuous kings fear to cross them.





The twisted iron towers of their library fortresses stretch across the civilized lands. Innumerable other secrets are hidden in dozens of nondescript buildings throughout the land.

Raiders Guild scholars have concluded that Ald's original prophecy foresaw the battle between Ogatanz and the demon lord Abbatak, but failed to correctly predict its outcome. Thus the archivists hoard knowledge and suppress exploration to forestall a disaster that has already been prevented.



Archivists

What is the worst thing the Archivists have done to you?

- Murdered a friend or family member.
- Put my village to the torch.
- Imprisoned me unjustly.
- Purloined a family heirloom.
- Other.
- Nothing; I'm going to do unto them before they do unto me!

ORGANIZATION

In keeping with their philosophy, the archivists are staunchly hierarchical. They receive orders from their nameless leader, ensconced deep beneath the earth in a secret dungeon they've cleared and converted to their needs. Some say this is Ald himself, slowly calcifying on a limestone throne that keeps him alive but renders him paralyzed. (Does he spend his days in a rambling harangue, directed at the captive crystal head of Ogatanz Kushig?)

The Grand Archivist issues orders to his courtiers, the legates. They convey these by secret courier to prefects, who head regional operations roughly equivalent to guild chapters. A prefect's lieutenants are called tribunes; they issue orders to the rank-and-file types, known as ordinaries.

Archivists wear masks when meeting with one another. They use underhanded means to ferret out each other's identities but may not know who a new superior is when he first shows up to begin hissing his sinister orders.

POLITICAL INFLUENCE

Fear is an archivist's greatest weapon. Whether at the king's court or in a convocation of scholars, you never know who's listening in, waiting to take down your every damning word. Occasionally a bold leader declares a pogrom against them. The archivists close down their towers, go underground, and wait a little while, until whispers and revelations bring the ruler down. Then they return to their weirdly public form of intimidating secrecy.

AGAINST ADVENTURERS

Archivists hate adventurers because they have nothing to fear. They depend on their own bravery, not on their relationships to power. Blackmail rarely cowers them; no one begrudges a freebooter a little scandal.

And of course the guild is always raiding Archivist installations, overcoming their carefully laid traps, and stealing their precious information, making them look like fools.

Archivists field masked adventuring parties to counter the exploratory efforts of the raiders. They go into dungeons to lay additional traps, to seal off corridors, and to find maps, scrolls, and treasures to seal away forever in their vaults. It may not be their prime mission, but these teams are more than happy to waylay and slaughter an exhausted team of guild members if they find them resting in a dungeon.

If they hear that a new dungeon entrance has been discovered, they try to assassinate its finder before he can spread the word. Rumor has it that they subsidize bandits, humanoid marauders, even the undead, to harry and ambush hated adventurers.

SKREEK

Strange dungeon delving bat-people with a lost history.

RACIAL TRAITS

Average Height: 4'1-5'0

Average Weight: 90-120 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Medium

Speed: 6 Squares

Vision: Dark vision and Blindsight 10

Languages: Common

Skill Bonuses: +2 Perception, +2 Stealth

Skreek weakness: When you are injured by thunder damage you become dazed in addition to any other effects (save ends)

Ultrasonic screech: You can use ultrasonic screech as an encounter power.

Skreek Climbing: You have the Sure Climber feat in addition to your usual feats. You may hang upside for any period without penalty.

Step From Shadows: You may spend an action point during the surprise round.

Ultrasonic screech Skreek Racial Power

By emitting a high frequency pulse you let loose a stunning blast of sound

Encounter ♦ **Thunder**

Minor Action Close blast 3

Target: All creatures in area

Attack: Dexterity + 2 vs. Will

Hit: Target takes 1d4 + wisdom modifier thunder damage and is dazed until the end of your next turn.

Increased to 2d4 damage+ wisdom modifier and dazed at 11th level and 3d4 damage + wisdom modifier and stunned at 21st level.



Completely loyal to the Raiders Guild, these masterful scouts make their home within Guild strong holds, mimicking their lost caves within. Beware any who cross a skreek for hiding from them is near impossible.

Play a skreet if you want...

- ♦ to be silent and eerie.
- ♦ to daze your foes so that others may move in to attack.
- ♦ to be able to climb easily and hang upside down.
- ♦ to be a member of a race that favours the rogue and ranger classes.

PHYSICAL QUALITIES

The skreek are short, hunched, bat-like humanoids. Their exaggerated frames sport broad upper torsos, narrow hips, and oversized feet. Their fur ranges in color from light gray to chestnut brown to night-black. The clawed hands of a skreek are surprisingly dexterous. They move with a quiet, creepy grace and, when not in motion, achieve a preternatural stillness. Skreek ancestors lost their wings long before the race achieved sentience; a vestigial remnant appears in the form of a pronounced underarm membrane.



PLAYING A SKREEK

The skreek seem detached and emotionless to humans, because they practice a meditative discipline of extreme self-control. They feel deeply, but consider it shameful to show it, especially to outsiders. Although their faces seem locked in perpetual grins, many skreek claim to have no sense of humor whatsoever, and to be totally perplexed by the jokes of other cultures. (Anyone who befriends a skreek well realizes that this in itself a very dry jest.) A rare and tiny minority many find physically repulsive, the skreek are used to being feared and distrusted by the more numerous peoples.

Traditional skreek culture has mostly disappeared. A hundred and thirty years ago, Ogatanz and his friends saved the last enclave of the creatures from certain destruction in the face of an attack by marauding humanoids. The skreek king made

Ogatanz his successor in a what the great hero considered a merely ceremonial gesture.

Decades later, after his friends had died and he was first forming the guild, skreek began to come to him, asking for his guidance. The king had died, and he was now their leader. Ogatanz, uncomfortable as always with crowns and authority, told the skreek that they were now free of all rulers. Unsatisfied with this answer, the last of the skreek instead pledged loyalty to the guild. Generations later, the few thousand skreek left in the world are mostly members or associates of the guild. Their old enclave now uninhabitable, they've dispersed throughout the civilized lands. Wherever there are guild chapters and outposts, there are skreek. No one places a higher value on the guild community than they. It has become a replacement for their destroyed homeland. In guild politics, they are the staunch traditionalists who





Speak up for Ogatanz's original values, quietly but forcefully opposing anyone who would subvert the organization for their own selfish advancement. Skreek scouts are valued as bodyguards for their ability to smell the approach of would-be assassins. Their absolute discretion, born of a disinterest in non-guild political affairs, is likewise prized. Rulers requesting guard services from the guild often ask for skreek.

Skreek Characteristics:

Detached, silent, perceptive, loyal, agile, dry, measured, self-contained, eery

Male Names: Onychrix, Antroz, Noctryan, Emballam, Chrydorix, Vashan, Crasroyan

Female Names: Mormopia, Finneyia, Natalidae, Nycterid, Vesperduo, Furipidia

SKREEK ADVENTURERS

Onychrix is a skreek rogue who scouts for a team of Raiders Guild adventurers that thwart slavers wherever they can. Filled with hidden disgust at his peoples near extinction he means to put an end to tyranny where he finds it.

Finneyia is a ranger of intense skill with her twin short swords. She singles out her foe and takes whatever steps necessary to bring them down. Thought of as cold blooded killer by those who don't know her, her friends value her protection and see through her efficiency.

Mormodyix is a warlock who seeks the histories of her own race. She values knowledge more than power and power more than wealth. Having found wisdom from beyond the mortal realms, she channels against those who would hide anything from her.

SKREEK RACIAL FEATS

The following feats are available as racial feats to Skreek

SHADOW SURGE

Prerequisites : Skreek, Step From Shadows racial power.

Benefit : You can a +4 bonus to attack rolls you make when you use your Step From The Shadows racial ability.

ENLARGED ULTRASONIC SCREECH

Prerequisites : Skreek, Ultrasonic screech racial power

Benefit : When you use your ultrasonic screech power you may choose to make it a close blast 5 instead of 3.

SELF-CONTAINED FIGHTER

Prerequisites : Skreek

Benefit : You gain +1 to all defences against all attacks in which you grant combat advantage due to being flanked.



Skreek

The best thing about the skreek is:

- Their mastery of stealth.
- Their strange heightened sense.
- Their meditative discipline.
- They're cute, in their own ugly way.
- I'm one of them!
- Other.