

Druid Enclave Players' Guide



A Fantasy Roleplaying Setting
by J. Evans Payne

FlexTale



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To my friends from middle school, who embraced this silly nerdy hobby as a welcome escape from the pressures everyone endures in that environment.

To my friends from high school, who rekindled my love of the game that was now used as the basis of philosophical discussions and dreaming about the future.

To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite

dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is dedicated to my mother, who proudly displays each and every one of my books in her living room, whether they're any good or not. She stuck with my early-childhood hatred of writing and work, and has encouraged me endlessly as I've slowly, gradually, turned that around. Love you, Mom. :)

Foreward

Oops. I did it again.

I turned a ~200-300 page book into a massive doorstop of a tome. I ran the page count right up to—literally, right up to—the very maximum limit of what my publisher and printer can support and allows.

Druid Enclave is a massive, sprawling situation. It's a city setting. It's a set of quests. It's a foreward, a suffix, and a wrapper for the equally-massive **Dark Obelisk 2** mega-adventure.

On its own, DO2 is the largest single adventure setting ever published. Taken together, DO2 and **Druid Enclave** represent dozens, if not over a hundred, gaming sessions' worth of content, quests, and adventure.

I'd originally intended **Druid Enclave** to be a launchpad, a

kind of healing station, almost, for those wishing to embark upon the DO2 adventure.

Along the way, the Enclave turned into something much larger. Political intrigue, darkness in the characters, and a huge assortment of factions... it's become a thing unto itself.

One of many. Stick around. We're just getting started, here.

J. Evans Payne

Malvern, Pennsylvania

June 2019

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Quick Start: So Your Game Begins in 10 Minutes


Jumping Right In

There's lots of detail in this book. But sometimes, you just want the executive summary, due to time or attention-span limitations.

Where Are We?

The city of the **Druid Enclave** is a mysterious, but well-known, one. It's a center of political and cultural power in the area.

It sits in the midst of a **Druid Forest** filled with magical creatures and dangers.

Of note, it controls the mining city of  **Mondaria** to the northwest. Although typically, ore shipments and visitors from the mining town arrive in the Enclave every few days, nobody has heard anything about, or seen anyone from, Mondaria in months, leading many to conclude a doom has befallen the troubled operation.

Why Are We Here?

That's up to you as a player, your character as a PC, your party as an adventuring group, and perhaps most significantly, to your GM as a guiding force.

There are lots of reasons for an adventurer of any race, class, and background to seek the **Druid Enclave** out; several options are described herein.

What Do We Know?

Unless the party has intentionally adventured in the surrounding area, and the GM has provided information about the town, the PCs are unlikely to know very much about the **Druid Enclave** as they approach it, other than it is


prominent town.

If anything more specific is already known, it's possible that the party knows of the city's links to the mining town.

A large portion of the adventure revolves around discovering the political and societal intrigue around the town, and discovering long-forgotten secrets about what lies underneath the city.



Who is Here?

There are dozens of NPCs to be found, each with their own backstory, personality, and history. Some may even be related to, or at least have more information about, the fall of the mining town.

Some of the most prominent members of society are described in the  **Dramatis Personae** section of this **Guide**.

What's Going On?

Here are some good starting points to get the action going quickly:

- Virtually every building in town has something of interest within it, either in the form of looting, characters... or vital information.
- In the south-center of the city is an  **Elevator Complex** that leads down to the city's underground levels.
- For those interested in discussing matters of leadership or politics, the  **Council of Elders Chambers** in the southeast of town is a good place to locate prominent figures.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.



There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

“**Dynamic content**” is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable™**.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table


“: **Traditional Lookup Table**” is a typical “what’s in the treasure chest” table that requires rolling a  **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	Nothing	The treasure chest is empty.
31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.

D%	Result	Description
81-100	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- “**Scalable**” **monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards**, measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

“: **Sample Treasure Chest Contents**” is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context “A” (D%A)**, the next one is “**B**”, and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: **Context C** is the most favorable, since it provides a much bigger range of rolls under which you would receive the “Major Reward”. **Context B** is the next best, since it, too, expands the range that **Context A** has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: “**Cursed Reward**”.

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party’s relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to


FlexTable 1: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	Nothing	The treasure chest is empty.
31-40	21-50	21-30	31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp .
41-80	51-60	31-50	41-45	Average Reward	3d12 gp , a gold-hilted dagger worth 10 pp , and two <i>potions of cure light wounds</i> .
81-100	61-100	51-100	46-50	Major Reward	2d20 pp , a potion of cure moderate wounds, and a <i>scroll of fireball</i> (CL 12).
n/a	n/a	n/a	51-100	Cursed Reward	6d6 cp , a rusted dagger (useless in combat), and whomever opens it is struck with a <i>bestow curse</i> spell (CL 8).




represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

-  **Use Context A:**
If the party's relationship to the wizard is **Unfriendly** or

Indifferent.

-  **Use Context B:**
If the party's relationship to the wizard is **Friendly**.
-  **Use Context C:**
If the party's relationship to the wizard is **Helpful**.
-  **Use Context D:**
If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.



Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An integrated **companion** to the *Dark Obelisk 2: The Mondarian Elective* adventure, either as a predecessor/introduction to that adventure, a successor/follow-up, or something to be pursued in parallel.

(See “Incorporation”, p 17).

- A **follow-up component** to the *Dark Obelisk 1: Berinncorte* adventure.
- An urban adventure setting describing a vast city and underground dwelling, usable as a **supplement** in any campaign world, setting, or environment.
- A **standalone campaign setting**, usable as a “sandbox” style set of adventures without a main plot or objective, but still offering plenty of interesting quests, challenge, and intrigue.
- A **sourcebook** of NPCs and common character reference of fully-fleshed-out and interesting characters, ready to insert into any adventure or campaign, at any level of difficulty or challenge.
- A source of “**tidbits**” of characters, quests, buildings, maps, descriptions, and other game elements—you can “steal” content from this as a sourcebook and insert as desired into your own adventures or campaign
- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.


Plot Summary

The Druid Enclave is a city based on a worthy ideal... but there exists great corruption and evil at all levels of society.

There are dozens of Quests, both “side” and major, that can be pursued in the context of this intricately-detailed city-setting.

In the course of their conversations and exploration, the PCs might uncover a disaster at the nearby city of Mondaria, and the dark mines underneath that region that suffered an untold disaster.

Adventure Path Summary


Although not formally a component of the  *Dark Obelisk Adventure Path*, and not in any way required, the **Druid Enclave** city-setting integrates tightly with the events of those adventures.

Druid Enclave may be used on its own, as a component of the Adventure Path, or as a component of a single adventure in that Path.

If you do intend to use this adventure with its companion products, there is no one logical order in which to play them.

The **Druid Enclave** is a closely-integrated political ally of the city of **Mondaria**; the mines of the latter are controlled wholly by the former, and the city relies heavily on the ore and revenues from the mines to make it function.

The PCs may encounter the **Druid Enclave** before, after, or during any component of the **Adventure Path**.


In addition, the  **Adventure Path** described above is intended to be the beginning of a much broader story arc and campaign setting.

Regardless of which pieces of the envisioned world and story are published when, the intent is for a GM to be able to pick up any piece of the overall campaign setting and be able to play it without having any background of the other components that may come before or after it.


Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master’s (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text


-  These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

-  Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more “sensitive” than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer’s Soapbox

-  In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In


all cases, veteran GMs should feel comfortable ignoring these “soapbox” diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!


Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.


Quest: Rats in the Cellar (example)

 **Summary:** Kill rats in a fantasy tavern. Fun and creative.


 **Rewards:** Rat corpses. Plus 10 gp from the bartender.

 **Locations:** Bar.

 **Key NPCs:** Bartender.

 **Kickoff:** When any PC speaks with the bartender.

 **Description:**


The bartender asks the party to slay  **2d6** Giant Rats that have infested his basement.


In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Door (example)

 5" thick; **Hardness 5; hp 30; Perception DC 16; Break DC 15; Disable Device DC 18**


 5" thick; **Hardness 5; hp 30; Perception DC 18; Break DC 17; Disable Device DC 20**

 5" thick; **Hardness 5; hp 30; Perception DC 20; Break DC 19; Disable Device DC 22**

 5" thick; **Hardness 5; hp 30; Perception DC 22; Break DC 21; Disable Device DC 24**

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a  DC 12 **Knowledge (Profession)** check.



Skill Challenges



Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)


First Check: DC 18 **Perception** (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts  **2d6** points of crushing damage plus a possible  **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts  **1d4** points of crushing damage plus a possible  **1d8** points of fire damage; success quits the challenge.


Rewards


Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.


At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: .

Other treasure is “scaled”; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!

Secret Closet Chest

 **Brushgather geneology book** (a small book; value 6 gp)

 **19 gp; opal pendant on gold chain** (value 31 gp)

 **8 pp; 42 gp; opal pendant on gold chain** (value 72 gp)

 **19 pp; 37 gp; opal pendant on gold chain** (value 180 gp)

 **52 pp; 84 gp; opal pendant on gold chain** (value 428 gp)

Traps

Hey, blame the rogue—who in all likelihood is suffering

the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

♂ Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

✕ **Perception** DC 18; **Disable Device** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (1d4 acid damage for 2 rounds)

✕ **Perception** DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (2d4 acid damage for 2 rounds)

✕ **Perception** DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (2d4 acid damage for 3 rounds)

✕ **Perception** DC 24; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +7 ranged touch (2d4 acid damage for 4 rounds)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

📖 Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes 🎲 1d4 full rounds of searching the text), an *adventurer's chronicle* grants a +2 competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least 10 ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time!

Due to the scale of this adventure, this Adventure Book contains statistics only for NPCs (both Common and Dramatis Personae) and new monsters.

Common monsters, such as Umber Hulks and Giant Spiders, do not have statistics within this tome. Most of the common monsters referenced in this book have freely-available stats, either for free online, or as part of the core books of the

game system you are playing.

The upcoming *Aquilae: Bestiary of the Realm* by Infinium Game Studios will contain full, Quadded Statblocks for every common monster referenced in this book. While that book is not required to use this one, the *Bestiary* will allow for greater flexibility in how this adventure is used, and what level of party for which it's appropriate.

PC Replacement Opportunities

It's possible that a PC might perish in the course of adventuring in the Druid Enclave. Although the city is a civilized, urban adventure setting, poor choices, dumb luck, or sheer idiocy can overwhelm even the most prepared adventurer.

In addition, there is so much to do and see in the Druid Enclave that your gaming group may see new players join the table as you progress through the content.

In either scenario, you have several options to quickly insert a PC into the existing adventure context. This approach of taking an existing NPC, and having a player take control of them as a PC, is referred to as **PC Replacement**. There are several NPCs defined in this book as being good **PC Replacement Opportunities**. These can be found in the detailed descriptions of Dramatis Personae starting on page 464.

Below is an example of a PC Replacement Opportunity:

🎲 PC Replacement: Groob

Given his desperate goal to return to a life of violence and/or adventuring, Groob may serve well as a replacement for a dead PC, or to provide a PC opportunity to a newly-joining player.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

As every named NPC is dynamically located—that is, they pop up as the result of **Random Encounters** or specific probabilities in **Areas of Interest**—they are not tied to a certain location.

The GM is encouraged to try to match races and/or classes where possible, to suggest possible replacements for players whose PCs have perished.

These opportunities are chances for the specified NPC to be “taken over” by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed

information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the “taken over” NPC as though s/he still had their place in society and the greater scope of the adventure. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the “taken over” PC and that rival should reflect that animosity in the player’s roleplaying.

Shops & Services

Some NPCs and their establishments sell good and/or services. These are typically noted in the NPC’s description under a special heading of “Doing Business”.

In most cases, the shop will be described as simply referring to a section of the appropriate rulebook, or to describe things in general terms. When selecting an item to purchase, it’s important to remember the context of the transaction: the bowels of an enormous, largely abandoned, and chaotic mining complex that has been overtaken by monsters and whose inhabitants run amok.


Thus, each item for sale may have a bit of difference as to its typical prices, as this is far from a typical scenario and rules of supply and demand are quite abnormal.

It’s also worth remembering that what can be bought, can also be sold: while the PCs may have no use for buying, say, a bolt of silk, generally speaking whatever a vendor has for sale, they will also purchase. Use normal rules, but use the table below to help determine each item’s price basis.

Table 2: Enclave Vendor Price Adjustments

D8	Price Adjustment	Description
1-2	+30%	“Hand-crafted or assembled from the best in the trade.”
3-5	+10%	“Ah, that’s a useful item. And much in demand, of late.”
6	None	Use normal / typical prices as per sourcebook.
7	-5%	“Few folks seem to want that item.”
8	-10%	“I’ll be glad to see it gone.”

Kiosk Negotiations

At the GM’s discretion, enterprising PCs can attempt to negotiate. Once a PC receives a result from the **Price Adjustments** table above, they may make a  **Diplomacy**, **Bluff**, **Intimidate**, or **Appraise** check, at DC 16, plus 1 for each full **500 gp** of retail value (so negotiating for an item normally worth **1,225 gp** would be DC 18).

Success by **1-5** points means the PC may force a re-roll on the **Price Adjustments** table, with a **+1** circumstance modifier to the roll. The new roll stands, even if it is less favorable to the PC than the original roll pre-negotiations. If the GM allows it, a stubborn PC can attempt to negotiate

further; each successive attempt increases the DC by **+1**, and these modifiers stack. Succeeding at multiple negotiations generates circumstance modifiers that **DO** stack!

Here’s an example: a PC wants to purchase a masterwork dagger, which is normally worth **302 gp**. The GM rolls on the **Price Adjustments** table, and rolls a **4**—which means the kiosk sells the dagger for **10%** more than normal, and therefore the transaction will require **332 gp**. This PC is skilled in **Diplomacy**, however, and so asks to negotiate. The check is DC 16; the PC’s check value is 18, so they succeed. The GM rerolls on the **Price Adjustments** table, and rolls a **1**—but this time the roll benefits from a **+1** modifier, and so it’s treated as a **2** outcome. This is worse, however, than the original price! The PC asks to negotiate further, and the GM indulges them, but this time, the DC for the check is 17. The check outcome is 18, so the PC succeeds; the GM rerolls the **Price Adjustments** check, and this time adds **+2**, because it is the second successful negotiation. The roll is a **4**, plus **2**, with a **6** total outcome—and the masterwork dagger is now on sale for **302 gp**. The PC accepts the price, and completes the transaction.

If the PC fails a negotiations check, the GM has some options as to how to penalize them. If the check is failed by **1-5** points, the price may simply stand as-is. Failure by **5-10** points might indicate that the price is fixed, and no further negotiations are possible with this vendor. Failure by more than **10** points might suggest that the price increase as though the next-worst result had been rolled on the Price Adjustments table.

In addition, the type of skill employed in negotiations might imply additional consequences. Failure at an **Intimidate** check, for example, might mean that the vendor refuses to do any further business with the PC in question; failure by more than **5** points may even involve the vendor attacking the PC.

Variable Challenge

Druid Enclave was designed initially as an adventure for four to six PCs of between 4th and 6th level. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it’s been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it’s an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it’s worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author’s early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn’t make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger’s longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza’s here, and your character is tied up in the cyclops’ cave, so you know you won’t be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that’s worth a candy. Tell a funny joke—that’s worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie’s—okay, that’s a little ghoulish, but it’s in character, and amazing, so, yeah, that’s three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would “turn in” their candy wrappers. Each wrapper represented

something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs’ levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let’s say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a “nugget” of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!


Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it’s required reading, because now we’ll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- Defeating monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of “**Reward Stars**” players should receive for success. This is denoted like this:  +2.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically “quadded”; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn’t be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I’ve used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule),

convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such “intangible rewards” should be general in nature: a good, timely joke should be rewarded with a chunk of XP that’s meaningful and helpful to the PC in question, whether they’re level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren’t working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you’ve assigned **Reward Stars** to a particular PC, use the character’s current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level (APL)** as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC’s current level, until they level up. Any remaining stars are converted to **XP** using the character’s new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:


- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 3: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

“Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

- Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.
- Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.
- Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.
- Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature’s quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

⊗ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Incorporation

Some gaming groups are comfortable just sitting down around a table and starting things off by the GM informing everyone “all right, you're in the Central Tavern on Main Street of Middle Town. What do you want to do?”

However, many gaming groups desire a bit more context. Particularly for play styles that emphasize storytelling, it can help for players to have a bit of information about the game world. What sort of law and order are kept, and by whom? What good and evil forces roam the land? What is the history of the region, and what wars or struggles have occurred or whose influence lingers still? And above all, what does the surrounding territory look like, and what are our options in terms of travelling elsewhere?

To play **Druid Enclave**, there are a few options to choose from to introduce your players to the larger world. Which option you select as a GM, and as a roleplaying game group, will depend mainly on how you want this adventure to tie in to the larger world and/or campaign setting.

As a New Start or Standalone Adventure

This is the simplest option to using this adventure setting: simply generate your party's new characters and get going! Make sure you have a good variety of characters, races, classes, and so on represented.

Then, feel free to “drop” the party wherever it makes the most sense to do so—e.g., the party simply walks into town.

Using With an Existing Campaign

The plot, NPCs, and other elements of this adventure do not hinge on a dependence to a particular gaming world. As such, it should be straightforward to use this adventure as a one-off module in the context of a grander, established campaign setting—either one “off the shelf”, or one of the GM's own creation.

In fact, **Druid Enclave** does not require you as a GM to have any larger gaming world established, described, or chosen. You can just play it as-is.

If you choose to continue playing the other modules in the **Adventure Path**, you can spool out additional details about the gaming world as they become relevant; for any given moment in time, your gaming group can focus simply on the plot and action happening that moment, and leave the world-building and grandiose backstory for a later time.

Where In the World...?

The **Druid Enclave** was designed to be somewhat typical in nature and needs in terms of where it could be placed in an existing or new game world. It's surrounded by forests, so must be placed in that sort of context in your gaming environment, but other than that, its location is very flexible.

Realistically, it can “go anywhere”, so long as that context isn't too extreme—for example, it probably doesn't make much sense to have the **Enclave** atop a mountain surrounded by a moat of lava!

The **Druid Enclave** can be situated in any temperate climate. The intended, explicit environs surrounding the town will be elaborated upon in subsequent campaign material, but suffice it to say that all of the following elements are nearby:

- **Forest**, surrounding the area.
- **Mountains** to the west of the city, in which to place the mining city of **Mondaria**.

As a Start to a New Campaign

You may wish to use this adventure to kick off a new campaign... but don't necessarily want to follow the **Adventure Path** to which it leads. Or, you may have an established campaign in mind

In such circumstances, feel free to ignore or amend any references to geography beyond the **Druid Enclave** found throughout the adventure. You can “place” the **Enclave** anywhere you like within an existing map, campaign setting, or geography that makes sense. In doing so, remember that the city, while featuring some significant qualities, is not meant to be a geographic, economic, or political hub, and is in fact intended to be somewhat remote relative to other towns and villages.

You can also use the **Druid Enclave** as a “transitional adventure” to change the setting, context, or theme of an existing adventure campaign.

Experienced GMs can modify the difficulty of challenges found herein to adapt the content to be a suitable match for more powerful PCs. Used in this manner, you can use the obelisks' eruptions to disrupt existing cities in your

campaign world—if you're up to a bit of tweaking and advance preparation, you could even adapt the adventure so that it takes place in an existing city of your choice!

Hooks and Links

If you're looking for reasons that the party seeks out the **Enclave** or begins their tale of adventuring there, here are some ideas. Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class. As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to travel here.

Paladins

News both good and bad has reached you regarding the Enclave: they say that it is a largely successful paragon of virtue and harmony, and that coexistence with nature is a successful and fruitful endeavor here.

It is also said that despite these lofty ideals, evil lurks in every crevice of society.

Whether one, neither, or both of these versions is truthful, a curious knight of virtue might well travel here to see for herself.

Rogues

If the Druid Enclave is supposed to be so high and mighty, that may mean that they've let their collective guard down, so to speak. An enterprising thief might find themselves with a great opportunity!

Fighters and Martial Characters

Although the virtuous city itself may seem a distraction from "real adventuring", battle-seeking types might flock to the Druid Forests that surround the city... all manner of beast and plant may be found there.

Arcane & Divine Classes

Druidic magic may be different from the approach these classes use, and indeed may even rub them the wrong way.

However, an entire city and surrounding region steeped in magic is worthy of a closer look regardless of where one derives one's magical powers.

Monks and Druids

Druids are simple: this powerful nexus of the class may simply mandate the involvement of practically any Druid.

Monks are a bit more challenging, but there is so much to investigate, see, and slay, that it can match with the ulterior motives of nearly any character.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the

GM sees fit as best matches the play style and existing motivations of the party.

Political / Racial Strife

The Council of Elders is populated entirely by interesting, strong personalities from a diversity of backgrounds. The very nature of the Council is to constantly be at odds with itself.

In addition, Dwarves and Elves are in conflict over the power struggle within the mining city of Mondaria nearby: the Elven Administration rules things from an official standpoint, and the worker-class Dwarven Union is convinced there's more opportunity for improved conditions and shared profit.

Commissioned to Investigate

Particularly as part of the integration with Dark Obelisk 2, the PCs may be asked to come to the city as part of a larger plot or a different objective. They can spend some time here before or after pursuing those objectives, or to use as a resupply spot before venturing back.

Former Attachment

For dwarves or elves, having a former attachment to or involvement with the mining city of Mondaria is hardly unthinkable. Similarly, any Druid, Ranger, or half-elf might reasonably have an existing connection to the Enclave... perhaps they were even raised there!

The GM and players are encouraged to craft a convincing backstory that involves them, if nothing else seems reasonable.


The Campaign World

Overview

Aquillae, the campaign setting in which the **Druid Enclave** is located, will be elaborated and described in detail in other books by **Infinium Game Studio**. This is partly due to limitations of length: a focused narrative on the campaign world would itself take longer than the adventure itself! Scope is a factor, as well—too much about the broader game world may distract from the immediacy of the “day-to-day” plot of this particular adventure.



However, the biggest reason for an abbreviated depiction of the game world is that there is much, much more to this realm than meets the eye... and the events of this adventure, while seemingly isolated and bizarre, play a large role in the revelation of these attributes.

In truth, the events of this adventure are so self-contained, and limited to the mining town and the mines underneath it, that for the purposes of playing it out, the larger context hardly matters.

While this is primarily limited to things that directly affect the narrative and activities in the adventure, there are some aspects of **Aquillae** that you may want to bear in mind as you guide the PCs through events—so you don’t have to “backtrack” in subsequent components of this  **Adventure Path**, or in usage of other adventure books or products in the **Realm of Aquillae**.

What You Need to Know

Here’s an executive summary of important aspects of the realm that may affect how you portray the game world in the context of this adventure:

- **Gods** are real, and many. (See **Religion**, below.)
- Nearly every sentient being pays  **tribute** to one or more gods. (See **Tribute**, below). Typically this is through tithing to the appropriate **church**, or **government**.
-  **Tribute** can be done in the form of monetary wealth, artwork or valuables, or a devotion of magical power. No matter what the form, nearly all tribute actually does end up being transported to the gods themselves!
- About six months ago, the **Dark Obelisk** was discovered on **Level 9** of the **Mondarian Mines**, and it caused evil and chaos to burst forth, upending everything in the **Mines** and the City of **Mondaria**, and causing a massive amount of death and suffering.

Little of the reality of these events is known in the Enclave: all commerce and travel from Mondaria to the Enclave has stopped. Although the Council has sent emissaries and adventurers to Mondaria to investigate, none has returned with any information.

High Ability, Low Tech

Leafing through the **Dramatis Personae** section, you may notice that the **Ability Scores** of most key NPCs are not what might be considered “average”. This is by design.

There are many schools of thought as to the differences, if any, between a player-character and a non-player-character, or a commoner. Are the PCs superhero-caliber individuals, each imbued with something special that drives their capabilities above and beyond that of normal people? Or instead, are the PCs just people, pretty much the same as everyone around them—they just happened down a different path than others, but one that others weren’t prevented from taking by some innate quality or limitation.

It’s possible to have a great deal of fun with either philosophy, or anywhere in between. This adventure, the **Druid Enclave**, and the realm of **Aquillae** all operate under the theory that people are people, and most

In addition to which, the Druid Enclave is a center for magical power, political strength, and social goodwill. As a result, the city setting sports a goodly number of fairly talented individuals. Hence the stats.

If your gaming group rebels against this sort of approach, you as a GM are of course welcome to “handicap” any or all NPCs so that they are more in line with your players’ expectations of what is considered “normal”.

Religion

Gods play a major role in **Aquillae**. The pantheon is varied and vast—dozens, perhaps hundreds, of supremely powerful beings. It is exceptionally uncommon to find someone who is not a devotee of at least one higher power—and there are many who are advocates of multiple gods. The general mindset of most sentient beings in **Aquillae** is an open acknowledgment, an agreement that all gods exist. Devotion to one or more gods in particular merely means that you favor their perspective on things... and, with any luck and enough tribute (see below), those gods return the favor by aiding you from time to time when it is needed most.

One might think of Roman and Greek mythology as a good comparison here: there are many gods, and while they are all immortal and wield immense power, they all share certain “human” weaknesses, such as a proclivity for playing tricks and engaging with mortal affairs. Some gods are more powerful than others, and the “society” of gods is a rich and storied plot unto itself which most mere mortals rarely glimpse.

Tribute

If you pray, you pay! Everyone, in every religion, gives money and resources to their god. In almost all cases, this is done through the church, though in remote situations, tithing in this manner can be quite difficult. Even isolated hermits typically worship at least one god.

Many devotees do not live near a temple of worship for their

deity. The pantheon is flexible, however: any worshipper, of any god, can visit any church, and donate their tribute there. Part of each church's responsibility is to make sure all tribute eventually gets sent to its appropriate god.

To be clear: in **Aquiliae**, churches are kind of a form of tax center. And all tribute does in fact end up being shipped off to the gods themselves.

The mechanics of tribute, of how it gets processed and where it goes, how it actually gets to the objects of worship, and the nature of the gods themselves will all be discussed in greater detail in subsequent campaign books.

City Overview

An Overview of the Druid Enclave

Summary

The Druid Enclave is built around a singular premise: that sentient life can coexist with nature in a way that mutually benefits both parties.

It is a city of diverse people, hailing from different backgrounds. It is predominantly a Druidic culture, with elements of Rangers and other mystical qualities. The region is rich in magic and steeped in the wild; much of the surrounding territory is untamed and dangerous.

Although the element of danger is a deterrent for some trade, the Council and citizens in general shy away from curtailing the problem and domesticating the Druid Forest to any great extent... avoidance of danger has a nice effect of insulating the community from casual interlopers, ensuring that only those with purpose here will come and survive.

A Simple Ideal

The Druid Enclave values all life, no matter the source. Individual lives are seldom the concern, however; it is life writ large that must be protected, preserved, and balanced.

A murder is treated much the same as it would be in other cities, as is most crime. Crimes that affect life in a general sense—pollution, deforestation, poison or disease—are punished much more vigorously.

A Complex Reality

Although few can argue with the purpose of the Enclave in a general sense, the day-to-day execution of that ideal is fraught with issues reflecting the complex realities of the citizenship. Personal beliefs vary widely, and religions and other factions that steer behavior have a very versatile array of influences in the lives of most people.

In practice, the Druid Enclave struggles to maintain adherence to its ideals. Even the lofty Council of Elders is prone to much infighting and personal politics.

Levels & Major Regions

The Druid Enclave is far more than it seems on the surface: beneath the gentle dome of the above-ground Enclave structure lies strata of dwellings and remnants of times past.

Ground Level

Here is where the commercial and political centers of life can be found, in addition to the only sources of entry and exit to the compound.

Second Level

Above the ground level sit a number of military structures, guardposts mostly. Second levels are not outlawed in a formal manner for civilian or commercial structures, but in practice, none exist.

Underground

Several levels of underground structure exist beneath the Enclave proper. Tunnels, some secret and some forgotten, weave between the formal regions of residence and business.

In the very depths of the Enclave's underground lie fissured caverns that harbor ancient connections to places far darker than any who inhabit the Enclave today could ever guess.

Druid Enclave City Profile

LN large town

Corruption -4; **Crime** -4; **Economy** +3 (-1, until the Mondaria City Mines catastrophe is resolved); **Law** +2; **Lore** +3; **Society** +1

Qualities insular; good roads; magically attuned; supportive

Danger -2 (+4 in Druid Forest surrounding)

Disadvantages none

Government Council (7 Elders)

Population 1,200 (15% humans; 5% half-orcs; 20% dwarves; 40% elves, 20% half-elves)

Base Value:

300 gp / 500 gp / 750 gp / 1,500 gp

Purchase Limit:

3,500 gp / 5,000 gp / 7,500 gp / 10,000 gp

Spellcasting:

3rd / 5th / 7th / 8th

Minor Items:

2d4 / 2d8 / 2d12 / 2d20

Medium Items:

1d4 / 2d4 / 2d6 / 2d10

Major Items:

0 / 1d4-1 (minimum 0) / 1d4 / 1d6

General Rules

Default Doors

Unless otherwise specified, all building doors are of the following profile:

Default Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break DC** 20

Default Locked Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break DC** 20;
Disable Device 16

Law and Order

Guards and militant forces patrol the Enclave and its levels regularly. Order is maintained and law kept mostly because of these deterrents, not for some idealistic lack of motivation or even of trying!

City Guards

The Druid Enclave's peacekeeping soldiers consist of **Enclave Security** forces. Please refer to the **Enclave Security** Faction on page 46 for more information on this group.

Generally speaking, unless given an explicit reason to engage one of the party members, the guards will leave the PCs (as well as all other enclavefolk) alone. The Enclave is not an enormous city by any means, but it is not without its share of visitors; the party's presence is likely not a major event worthy of investigation in and of itself.

If the party is not engaging with NPCs, following side-quests, or if there is something about their makeup that demands attention, it's left the GM's discretion as to whether a militia member approaches them and questions them. For example, if the party is composed exclusively of eight-foot-tall, chaotic evil, half-orcs and half-demons, the guards would probably have a few questions as to what their intent in the town is!

City Guard Encounters

For situations in which a powerful NPC "calls the guards", or one in which a peacekeeping or security force is called for on an impromptu basis, use the following table to determine who arrives on the scene.

City guards from this table who arrive to a combat in process will try to stop the battle as best they are able. Note that in such circumstances it may not be possible for them to quickly and accurately determine who is in the wrong and who is defending themselves; guards will try to separate combatants from each other and disarm or dissuade everyone who is attacking or seems interested in doing so.

Table 4: Random City Guard Encounters

D20	Guard(s) Encountered
1-10	2d6 Enclave Guards (p 723)
11-13	1d4 Enclave Longstriders (p 727)
14-15	1d6 Enclave Elite Guards (p 719)

D20	Guard(s) Encountered
16	1d4 Anointed Guards (p 663)
17	1d4 Elite Council Guards (p 715)
18-20	Roll twice on this table; all results indicated arrive at the same time. Note that this result stacks—so if you reroll twice, and either one of the results is this "roll twice" result, then you roll a further twice for each such result. This means that, in rare circumstances, a huge group of guards may show up!

Getting Arrested


For a variety of reasons, the party (or some subset thereof) may at some point become arrested. Generally speaking, law and order in the Druid Enclave are what you would expect of a civilized society—theft and murder, for example, are typically illegal, though self-defense is a viable explanation for the latter. Of particular note, dueling is legal if both parties involved agree to the showdown with at least one impartial witness. This is underscored later, in any quests where it is a plot option.


Table 5: Jail Fines

Offense Type	Fine
Simple Offense	25 gp per PC
Assault	50 gp per PC
Theft	30 gp per PC plus return of item(s) pilfered or fine of equivalent value in gp to items stolen
Murder	500 gp per PC; martial law likely until someone is arrested

Should one or more PCs get arrested, the party has a few options to recover.




- They can try and fight their way out. This requires facing **2d4+2 Enclave Guards** simultaneously; three rounds later, another **2d6 Enclave Elite Guards** arrive to help their comrades. This approach should generally be discouraged; the GM can scale the encounters and the difficulty accordingly.
- At night, the party may try and sneak out. This is a three-step progression of skill checks, and is therefore best attempted by a single party member. First, removing manacles requires a DC 22 **Disable Device** check. Next, another DC 22 **Disable Device** check to pick the lock on the cell. Finally, a DC 20 **Stealth** check to sneak past the guards. Failing any of these three checks will result in the PC being re-incarcerated by the guards, and the difficulty of all three checks increasing by +1 next time.
- The party may try to bribe their way out of jail. This costs 20 gp per person, plus half the value of the fine

involved in the crime in question; a  DC 18 **Diplomacy** check halves these amounts.

-  Should the above fail, or if the incarcerated PCs are neither sneaky nor burly, the only remaining option is to talk their way out and pay a fine. The exact fine amount should scale to the offense involved, and is left to the GM to determine; some examples are shown in “Table 6: Jail Fines” on page 23.

Murdering a Guard

If, under any circumstances, any PC slays a guard of any kind, the result can be quite significant. It's left to the GM's discretion as to what occurs.

-  The most rapid escalation is that the party (and the murder scene) is discovered immediately, by a large enough group of militia that the PCs will prefer not to start a fight. Under this scenario, the party is arrested (see above) on the spot.
-  Another, less immediate, option is to assume the **Militia** body is discovered, say  **1d4** hours afterwards. With no witnesses and no leads, **the Council of Elders** is forced to enact **Martial Law** (see below).

Martial Law

During martial law, all reserves of guards are called upon to patrol the town. In addition, all **Jail Fines** (see Table 6 on page 23) are doubled. Anyone already in jail is not retroactively affected by this additional fine, unless it is suspected that they were somehow involved or related to the event that brought about martial law.

The Druid Forest

For a few miles in each direction, the Enclave is surrounded by a wild zone of thick forest, populated by all manner of creatures both magical and mundane. The natural energies of the Enclave bolster and mutate the forest wild, resulting in an assortment of threats rarely duplicated elsewhere.

This region is referred to as the “**Druid Forest**”. Through this region cuts a road, which leads out of the north of the Enclave and arcs gently around to the west. While on this road, travelers are generally safe. Venture too far off of it, however, and threats abound.

As many of the Dramatis Personae described have habits that take them into the Druid Forest, it's likely that the PCs will have cause to investigate the region.

The Council

The Council of Elders

Summary & Authority

The Council of Elders of the Druid Enclave consists of seven members, each referred to as Elder. As a single entity, the Council of Elders rules the Druid Enclave.

It is the formal authority for all civic matters, and oversees all operations of the city, repairs and construction, defense, and economics.

The Council, Mondaria City, and the Mines

Formally, the Council also rules, by extension, the mining city of Mondaria and the mining complex underneath. In practice, however, the Council cares only in summary about the ore shipments and general reduction of unrest in the mines.

Simply put, so long as the ore flows, and rebellion of the workers is prevented, the Council does not care overly much about how that state of affairs is established or enforced.

The Council gets involved in the affairs of the city of Mondaria only when absolutely necessary. Aside from this as-needed guidance, the Elders largely delegate all matters pertaining to the running of Mondaria and its mines to the **Elven Administration** (p 44).

Current Composition

The Council currently has several somewhat recently-elected members, owing to changes that have occurred in recent years.

“**Table 8: Council of Elders Summary**”, below, lists the vital characteristics of the current sitting Elders on the Council.

Changes Over Time

Individual members can last as long as 50 years, or as short

as a year or two. Each year, citizens cast their votes for who they wish to serve on the Council. In theory, this makes for a ruling democracy.

In practice, however, it can be extraordinarily difficult to unseat a sitting Elder. This is due to several factors: first and foremost, being an Elder carries with it a tremendous amount of influence and power; most Elders use this at least in part to preserve their position year-to-year.

Secondly, new entrants into the Council typically suffer from a lack of awareness and name recognition. Civic or economic leaders may be well-known in certain circles, but never as ubiquitously recognized as even the most loathed Elder currently sitting in the Council.

As a result, an appointment to the Council tends to be a lifetime assignment.

Council Races

Racism is not a widespread influence in the citizenry of the Enclave. Over time, all common races are represented in the Council’s membership.

That said, at any given moment, elves and half-elves tend to dominate the composition of the Council. This is typically attributed to two factors: first, these races have a long and storied history being aligned with Druidic values and talents. Second, these races have deep connections to forests and the wild, which are crucial elements in governing the Enclave.

Council Classes

Similarly, although the Council members hail from all classes and professions and backgrounds, Druids and Rangers tend to predominate, with the combination of the two typically being the most formidable from a voting standpoint.

Politics, Personal Interests, and Internal Strife

Each Elder has a detailed background, perspective, motivations, and Quest associated with them in their **Dramatis Personae** description.

Table 6: Council of Elders Summary

Elder Name	Align	Class	Race	Sex
Gallianne Estrarch	TN	Oracle / Druid	Elf	F
Ashrem Ilydron	NE	Druid / Aristocrat	Half-Elf	M
Trotysse Airdarr	NG	Wizard / Druid	Elf	F
Halabedarr	NE	Sorcerer / Druid	Elf	M
Siriquille	NG	Druid	Half-Elf	F
Usborn Tossercobb	TN	Druid / Ranger	Halfling	M
Barksel Ferubrankcht	CN	Druid	Human	M

Gallianne Estrach



Ashrem Ilydron



Trotyse Airdarr



Halabedarr

Siriquille



Barksel Ferubrankcht

Usborn Tossercobb



In general, however, it's worth noting that although the Council as an institution represents the management of a society toward an ideal, it is composed of individuals, each of which will have their own perspective and desires.

Just like nearly any other governing body or concept, the Council of Elders is imperfect, both as individual people and as a whole. This reality is reflected in the conversational perspective of most citizens.

Modeling Strife

Most Elders respect one another, or at the very least, respect where each other is coming from.

Although all strive and pretend otherwise, some decisions are simply self-serving, and there is much infighting, heated debate, and outright trading of votes and tit-for-tat negotiations to get things done.


The Council and Quests


Each Council member has a Quest associated with them, and most Factions associated with the City itself have at least one Quest. Although the Council as an entity does not have an Attitude Tracker to manage and model opinion of the PCs, it's reasonable

Each time the party successfully completes a Quest on behalf of a Council member or a Faction that belongs wholly to the Druid Enclave, the PCs gain favor with all Elders. Think of such endeavors as “**Enclave Quests**”.

Regardless of the selfishness, perspective, or motivations of a particular Elder, the Council as a whole will recognize and

appreciate tasks undertaken in service of the Enclave or its leadership.

If you wish to model this mechanically, the **Attitude Trackers** for all seven Council members receive a bonus upon completion of an “Enclave Quest”. This bonus is equal to the number of  **Reward Stars** the party earns in that completion.

For example, if the party earns 2  **Reward Stars** at the conclusion of **Quest X**, they gain +2 **Attitude Tracker** for each of the seven Council members.

This **Attitude Tracker** bonus stacks with any Attitude Tracker bonuses that may apply in the context of the particular Quest.

Council Protection

Like them or hate them, the Elders rule the city. As a result, protecting them from attack and keeping them safe from harm is a major priority for the city’s defensive forces.

The descriptions of each Elder indicate which guards they can call for as reinforcements if they are threatened with violence.

If an Elder is attacked anywhere on the Ground Level of the city, these reinforcements are in addition to the guards who will arrive on the scene as peacekeeping forces. See “**Table 5: Random City Guard Encounters**” on page 23 for more information.



Factions

Factions in the Druid Enclave

Factions





Dozens of factions, religious and secular, struggle for control and influence in the greater world of **Aquilae**.

The **Druid Enclave** is a significant political and military entity in the context of the geographical area. As a result, although its above-ground size is moderate, it is a bit of a hub for faction energies.

About Faction Profiles

The factions discussed here are the ones with the greatest influence in the city, and those with whom the residents are aligned.

Faction Scalability


Some aspects of a Faction can “scale” in your campaign world, depending on the level of the PCs and the **Difficulty Band** associated with them ( Low,  Moderate,  Advanced,  Elite).

Each Faction profile contains a grid that indicates the recommended variability of these attributes in scale with the Difficulty Band of the party. If an attribute does not appear in this grid, or if it presents the identical values across the Bands, it means that aspect of the Faction does not alter no matter what the size or scale of difficulty.

Randomizing Faction Attributes

Some faction attributes described below contain descriptive categories to measure those attributes.

For these characteristics, a randomizing element is included in the table. To determine one of these properties randomly, roll a D%/D100 and refer to the result in the table.

 This feature is entirely optional, and can be used in either or both of two ways:

First, it can be used to modify the defined Factions. If you're not happy with, for example, the Influence Level of a provided Faction, you can reroll it and make its Influence random. Alternately, when playing with savvy players or those to whom the campaign setting of Aquilae may already be familiar, this randomization is a way of “tweaking” what might be already well-known.

Secondly, you can use these randomizers as a means of creating your own Factions.

Faction Attributes

Each faction has quite a bit of information associated with it, as follows:

Overview

A general, quick sound bite characterizing the Faction.

Description

A summarization of the nature of the faction and its behavior. Anything noteworthy about the group that doesn't belong in another heading goes here.

Type

The general nature of the faction and its goals. Examples: Intelligence, Military, Trade.

Sigil

Iconography can be important in factions. The symbol of a faction might be used to inform members as to the whereabouts of meeting locations, signal membership to others, or simply as a form of medieval “advertising” to spread knowledge of the faction's presence.

Alignments

Some factions enforce only certain alignments in their membership; others tend to attract those of a particular alignment. Many factions don't care so much about alignment, and welcome members from all backgrounds and demeanors.

Races

Some factions restrict membership, either by accident of applicant interest or by core design, by race. Some factions are even based around race or a subset of races as a core tenet of their beliefs or membership.

It should be noted that although racial restrictions to faction membership are often based around ill intent, many factions are intended to celebrate, enshrine, or preserve racial or cultural legacies.

Key Motivations

The driving force of the faction itself, or the common goal, behavior, or desires of its membership.

Day-to-Day Goals

What the group hopes to accomplish on a day-to-day ongoing basis. Typically, this is a more humble hope than Long-Term Goals.

Long-Term Objectives

In addition to short-term goals, most factions have an overarching agenda they realize may take a long time to bring to fruition.

Notable Philosophies

A phrase or mantra that best summarizes the beliefs of members.

Influence Level

How much power the group and its members wield, if pressed to do so. This can be political power, military strength, magical prowess, etc.

Influence can vary by **Difficulty Band**. It is organized into these rough descriptive categories:

Table 7: Faction Influence Level Categories

D%	Influence Level	Description / Example
01-09	None	The faction has zero influence to effect any change whatsoever.
10-30	Poor	The faction has little ability to sway opinion or muster resources. It might be able to do so, if those influenced are already closely aligned to the intent desired.
31-50	Little	Convincing an already-compliant person to act in the faction's favor is not unheard of, but it usually takes dedication or barter to pull off.
51-74	Average	Completely neutral people or entities may appreciate the faction's position... particularly if it's aided by Resources or a bribe.
75-89	Good	The faction holds sway in some smaller circles, or has the ear of those in true power.
90-98	Excellent	Smaller entities are very much in the power of the faction. Larger entities may pay heed to the faction's interests or will.
99-00	Near Total	The faction exerts a near-total dominance over at least one major powerful person or entity.

Reputation

The general sentiment those outside the group have of the group itself.

Reputation can vary by **Difficulty Band**. It is organized into these rough descriptive categories:

Table 8: Faction Reputation Level Categories

D%	Reputation Level	Description / Example
n/a	None / Unknown	Nobody outside of its own members has heard of the faction. This can be either good or bad, depending on the nature of the faction and its interests!
01-09	Reviled	Everyone knows the faction, but most react to the mention of the faction with pure hatred.
10-30	Terrible	It's difficult to find anyone who's not aware of the faction, but many are aware of it only because they think ill of it.
31-50	Bad	Many people know of the faction, but only through unfavorable rumors and hearsay.
51-74	Average	Some know of the faction, and of those aware of it, there is an even split of good and bad sentiment toward it.
75-89	Good	Many know of the faction, and most think favorably of it.
90-98	Praised	Most people know the faction, and have a very strong positive reaction to its mention.
99-00	Revered	Awareness of, and goodwill toward, the faction are nearly ubiquitous. In smaller contexts, this could make the faction like a religion or a godlike figure.

Age

How old an organization is. Note that although older factions do tend to be more powerful and have more members, young groups can surge immensely in power as well!

Age can vary by **Difficulty Band**. It is organized into these rough descriptive categories:

Table 9: Faction Age Level Categories

D%	Age Level	Description / Example
01-02	Eons	5,000 or more years old.
03-09	Ancient	Between 1,000 and 4,999 years old.
10-19	Venerable	500-999 years in age.

D%	Age Level	Description / Example
20-29	Very Old	Anywhere from 250-499 years old.
30-39	Old	Typically 100-249 years since inception.
40-59	Established	From 50 to 99 years in age.
60-79	Recent	Merely 6-49 years old.
80-89	New	Between 1 and 5 years in age.
90-00	Brand New	Less than a year since inception.

Leadership

The nature of the faction's leader(s), how they come to power, and under what circumstances leadership can change.

Inner Circle

In addition to Leadership, some factions also have an "inner circle" or group of Elders within their ranks. Such elite members are often privy to secrets about the faction and its motivation.

Size

Most factions have a fluctuating membership; the Size noted here is typically a range.

Table 10: Faction Size Level Categories

D%	Size Level	Description / Example
01	Without Number	One million members or more.
02-04	Legion	Between 500,000 and 999,999 members.
05-09	Colossal	Typically between 100,000 and 499,999 members.
10-15	Gargantuan	Membership between 50,000 and 99,999.
16-20	Huge	Active membership between 25,000 and 49,999.
21-35	Large	Typically between 10,000 and 24,999 members.
36-50	Medium	5,000-9,999 members.
51-70	Small	Between 1,000 and 4,999 members.
71-80	Tiny	From 500 to 999 members.
81-85	Diminutive	Membership between 250 to 499 members.
86-89	Regional	Between 100 and 249 members.
90-94	Local	From 25 to 99 members.
95-99	Family	Between 6-24 members.

D%	Size Level	Description / Example
00	Individual	A faction can contain but a single member; this scale goes up to 5 in number.

Stability

Thousand-year guilds or start-up social clubs, this indicates how likely the group is to still be around in a few years.

Stability refers to the durability of the organization itself; individual membership may wax and wane independent of the stability of the faction itself.

Table 11: Faction Stability Level Categories

D%	Stability Level	Description / Example
01-05	Ephemeral	Might not last the month. Significant fissures in the leadership, dissatisfied membership, lack of resources, or diminishing size might all contribute to the imminent demise of the organization.
06-15	Chaotic	The faction is either deeply fractured, or by its nature is prone to disbanding.
16-30	Unstable	Recent fissures or conflicts have rendered the faction unstable, or its very nature doesn't lend itself to a long-term outlook.
31-50	Weak	For now, things seem okay... but not far over the horizon, there are issues looming that may spell doom for the organization's durability.
51-80	Stable	The faction is stable, and is unlikely to go away any time soon. Significant changes or disruptions could still tear the organization apart, however.
81-90	Strong	Like a stout oak, this faction has weathered storms and threats, and is the stronger for it. Longevity is assured, barring some massive disruption or internal power struggle.
91-97	Very Strong	Membership is surging, leadership is strong, and there are no significant fissures, conflicts, or external threats that would jeopardize the organization's continued existence.
98-00	Intractable	Barring a cataclysmic event or divine intervention, nothing can sunder this organization. Many religions or factions with blood oaths fall into this category.

Enemies

If the group has enmity with any other factions, they are listed here. Sometimes, this is a general statement as to what sorts of people or organizations would be unwelcome in the midst of this faction.

Allies

Any formal alliances, or informal relationships, between factions are noted here.

Resources

This section describes how many resources the organization as a whole has at its immediate disposal—this can be arcane knowledge, money, or other assets.

Table 12: Faction Resource Level Categories

D%	Resource Level	Description / Example
n/a	Unknown	Outside of the elite leadership, nobody truly knows the level of resources the faction can access.
01-09	None	Unable to muster resources to take any significant action for its members.
10-30	Very Low	In desperate circumstance, the Faction might be able to provide a member a piece of mundane equipment.
31-50	Low	Most members may have common garb, and its leadership may have uncommon goods provided for them by the faction.
51-74	Moderate	Members in good standing all have common garb or sigil-equipped items; leadership likely benefits from moderate magical gear.
75-89	High	All members have high quality (e.g., masterwork) mundane gear appropriate for the nature of the faction. Most leaders have high-quality magical items. Bribes and political favors are not unheard of.
90-98	Very High	The faction can regularly bribe merchants and politicians if needed and if in their nature. Members benefit from masterwork gear, and can requisition magical items if needed for a mission or task. Leaders all have magical garb of high value.

D%	Resource Level	Description / Example
99-00	Excellent	All members carry magical items equipped with the faction's sigil. Leaders benefit from the highest-caliber magical gear the region supports, and likely possesses one or more potent artifacts. The faction can muster an army of conscripts or mercenary followers if needed.

Membership

Most groups won't let just anyone into their ranks—at least without getting to know them. Many groups demand something else, too: money, in many cases, but in certain factions, it may be necessary to embark upon a quest, create an item, discover new knowledge, save the life of an existing member, and so on.

Common Traits

If members have anything in common—either formally as part of their membership, or if many of them just happen to frequently have something notable about them—it is mentioned here.

Demeanor

The attitude of members, both in general (are they paranoid? Devout? Irrational?), and in the context of the faction itself (do they deny the group even exists? Are they proud of their membership?).

Tribute & Dues

Factions are not religious, but the gods and governments of **Aquillae** demand that even those who choose a secular lifestyle contribute as they are able.

Nearly all factions collect at least a 1% tribute from each member annually. In all but the most extreme cases, members are not prevented from giving additional tribute to other religions or groups as they wish.

Religious Factions

The above attributes apply to nearly all types of Faction. However, religions have additional properties specific to worship and divine forces, as follows.

Divine Alignment

Not to be confused with Alignment, above, Divine Alignment reflects the alignment of the deity itself. Members and worshippers may, and frequently do, have the same or a similar alignment, but it may differ.

Worshippers

Similar to Membership, but it's important to note the distinction: not all who worship count themselves members officially.

Domains

Most deities are associated with one or more Domains. Clerics of the god may gain additional powers or benefits via this association.

Favored Weapon

Many gods tend toward a weaponry; any such is listed here. For non-militant gods, this may be a common implement or tool.

Other Factions

There are numerous other factions in **Aquilae**—traders, guilds, bandits, thieves, assassins, governments, clergy, and so forth. However, none of them holds formal sway within the city limits of **Mondaria**.

This is hardly an anomaly: most settlements in the realm are ruled from within by a small handful of factions, who among them wield total power. Outsiders as individuals may be welcome, but external influences are typically not.

Religious Factions

Sheergath, God of Resigned Fate



Overview

This Chaotic Neutral deity has a significant presence in the Druid Enclave and in the nearby city of **Berinncorte**.

Most lower-class citizens worship Sheergath; nearly all well-off citizens do not.

Usually depicted as a female, humanoid but with some goatlike features (goatee, and three small horns atop her head). Followers typically worship her out of a sense of disenfranchisement, of feeling as though their voice is not heard and their interests not served—either by government, faction, or other religions.

Type

Religious.

Sigil

A goat head, or a female face with goat horns and/or goatee.

Alignments

Any Neutral or Chaotic, though Chaotic Neutral tends to be the most popular.

Races

All are welcome.

Divine Alignment

Chaotic Neutral.

Worshippers

Peasants, laborers, and commoners, predominantly.

Domains

Chaos, Liberation, Death, Earth

Favored Weapon

Sickle.

Key Motivations

Help the disenfranchised and downtrodden come to grips with their lot in life... and react to that realization, if necessary.

Day-to-Day Goals

Help get those not as well off through the day.

Long-Term Objectives

Enable the downtrodden to rise up and overcome—or, failing that, to subdue them into a stupor from which they cannot rise. Chaos, indeed!

Notable Philosophies

Such as this, is our lot in life. Change that, or accept it.

Influence Level

Excellent. Even among the more powerful, there is a solid sense of resigned fate, and among any who wish for a higher station, the tools to either accept that or the fury to face it and change it are welcome spiritual aids..

Reputation

Average. Those in power value the complacency that can accompany worship of Sheergath, though they are ever wary of the extremes of revolt to which the God is also prone.

Age

Ancient (1,000-4,999 years).

Leadership

A group of **5 Shepherds** governs and interprets the will of the God at the highest levels. Typically, one rises above the others in terms of experience, willpower, or simple determination, and informally leads the group in their decision-making and rule.

Inner Circle

Tenders operate at the level below Shepherds, and typically convey the will of the religion at regional levels.

FlexTable 2: Faction Characteristics: Sheergath, God of Resigned Fate

Attribute	Notes	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alignment	CN mostly.	C/N/CN	C/N/CN	C/N/CN	C/N/CN
Race	-	All	All	All	All
Influence	-	Excellent	Excellent	Excellent	Excellent
Reputation	-	Average	Average	Average	Average
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Huge	Huge	Gargantuan	Gargantuan
Stability	-	Strong	Strong	Strong	Strong
Enemies	-	E religions	E religions	E religions	E religions
Allies	-	None	None	None	None
Resources	-	Very High	Very High	Very High	Very High
Tribute	Up to 20% to rise in rank	1%	1%	1%	1%

Flocklings are typically the next level down, and operate at the citystate level of detail. For geographies where such a distinction does not make sense—e.g., rural areas that do not contain more than a single city in a day’s travel—this level is “skipped”, or the **Elders** (see below) simply report to a more far-flung **Flockling**.

Elders operate at the city or town level of detail, and typically there is one per physical temple.

Size

Huge (25,000-49,999).

Stability

Strong. Though membership is high and on the rise, the nature of a Chaotic structure limits the natural peak of how stable such a faction can be in the long run.

Enemies

Evil religions tend to be at the greatest odds with the general nature of Sheergath, though in times of great conflict it has happened that temporary alliances have been formed to the longer-term benefit of the God of Resigned Fate.

Allies

None, formally, though occasional alliances have formed to weather certain storms of politics and war.

Resources

Very High. A far-flung and popular religion, Sheergath commands the numbers, if not the outright power and wealth, of a global-scale deity.

Membership

All are welcome, so all that is needed is to simply show up and worship.

Common Traits

It’s exceedingly rare to find a wealthy follower of Sheergath. Most followers are commoners, farmers, townsfolk, laborers, or others whose station is low and feels fixed.

Demeanor

“Salt of the earth” is a popular expression, though there are paragons and villains in the mix of church population as well.

Tribute

The god (and church) demand 1% of wealth on an annual basis, though more frequent collections are commonplace and welcome.

It is commonly understood that to rise in station within the religion, greater contributions are required, up to the 10-20% level for those attempting to break into the ranks of **Tenders** or higher.

Zugul, Lord of Order



Overview

Law and peace are the main tenets of Zugul... though he doesn't seem to care much how these goals are achieved. Paintings, carvings, sculptures and stories evoke a calm, rational man focused on the betterment of his fellow people. And although his depictions de-emphasize weaponry, his simplified sigil is a mace over a lightning bolt: force is a very real part of his character, and his following.

A bearded knight with long, greenish hair is typically how Zugul is rendered. He always carries a mace in his right hand, though it is depicted as smaller scale than the man himself, representing the necessity of force in a lawful society—but the preference for it not to law's foremost tool. His left hand sometimes bears a shield; other times, it is raised in greeting or command.

Type

Religion.

Sigil

Lightning bolt and mace.

Alignments

Lawful only. Lawful Neutral for the vast majority.

Races

All are welcome.

Divine Alignment

Lawful Neutral.

Worshippers

Those from all walks of life follow Zugul.

Politicians, scholars, merchants, even those of a military life: any whose livelihood benefits from law and order have a vested interest in promoting Zugul's tenets.

Domains

Law, Community, Protection

Favored Weapon

Light mace.

Key Motivations

Law and order must rule in order to have society.

Day-to-Day Goals

Follow the law, help others to do the same, and punish those who do not.

Long-Term Objectives

Create law where none exists. Evolve existing law into rules that better and more efficiently construct society and allow it to thrive.

Notable Philosophies

Civilization as we know it is only made possible by law: creating, maintaining, and evolving to face the realities of the age.

Influence Level

Excellent. Nearly every source of power and influence in the Realm has a component of law and order; short of outright war and evil, Zugul's followers represent all stations of authority across the land.

Reputation

Praised. Though individuals may rightfully rail against the rule of law, and occasional groups or societies are laid low and done wrong by law too brutal, as a society, it is difficult to challenge the value of an orderly culture.

Age

Venerable (500-999 years).

Leadership

A single **Gavel** is promoted ruler of the church.

This occurs every 10 years, or at times, more frequently, if the current Gavel is deemed to be acting against the interests of the Church, or if he dies or steps down voluntarily from the post.

Inner Circle

A few dozen **Maces** serve as the next level of authority down

FlexTable 3: Faction Characteristics: Zugul, Lord of Order

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	LN almost universally	L only	L only	L only	L only
Race	-	All	All	All	All
Influence	-	Excellent	Excellent	Excellent	Excellent
Reputation	-	Praised	Praised	Praised	Praised
Age	-	Venerable	Venerable	Ancient	Ancient
Size	-	Large	Large	Large	Huge
Stability	-	Intractable	Intractable	Intractable	Intractable
Enemies	-	C factions	C factions	C factions	C factions
Allies	-	L factions	L factions	L factions	L factions
Resources	-	Excellent	Excellent	Excellent	Excellent
Tribute	> for benefits	1%	1%	1%	1%

from the Gavel. Each Mace is elected from within the church ranks to serve a geographical area.

Under each Mace is a **Whip**, tasked with ensuring orderly processing of enrollment, Tribute, and the like from the individual churches under the Mace's purview. The Whip themselves may have a staff of people serving under them.

At the level of individual church properties, a **High Priest** serves as the spiritual leader of the building and the city in which she serves.

Within a church, **Clerics** serve in authority under the command of the High Priest.

Size

Large (10,000-24,999).

Stability

Intractable. Order is the definition of the church, and the powerful will always have need of an orderly religion.

Enemies

All Chaotic entities, individuals, factions, and deities.

Allies

Nearly all Lawful factions and religions, though those who too much emphasize their Good and/or Evil components are to be treated at arm's length.

Resources

Excellent. Many of the rich and powerful are followers.

Membership

All that is required to join is to be a citizen in good standing of an orderly society.

For example: Barbarians from the hills, those with a recent or severe criminal record, transients, or the homeless are unwelcome, though the church will expend time and money in efforts to uplift such individuals and restore them to the fold of the culture.

In today's society, what we call a felony might very well prevent someone from joining, unless they tithed a grand sum, or performed some act of great penance.

Common Traits

Nearly all followers of Zugul hail from a profession or lifestyle that benefits from the rule of law. Clerks, solicitors, scholars, healers, politicians, and some military background qualify.

Demeanor

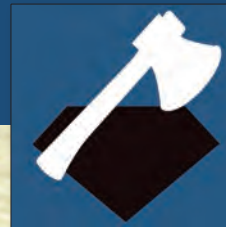
Calm, collected, and even downright smug, adherents of Zugul tend to be comfortable in their righteousness and in the rule of law generally speaking.

Tribute

All followers must Tribute 1% of their profits to the church to remain in good standing. Those wishing to contribute more are often given opportunities within the church.

Local Factions

Dwarven Mining Union



Overview

The **Dwarven Mining Union** was formed unofficially several decades ago to combat unfair treatment and abuse by the **Elven Administration**. Outright murder by the Administration has ceased, but beatings, rapes, and injuries in general have gone up, since the Union formed.

Although this Faction's influence is strongest in the city of Mondaria, underneath whose mountain the mines that fuel the success of the Enclave dwell, there are some in the Druid Enclave with ties to the Union.

Type

Workers' union.

Sigil

A chunk of ore, superimposed by a pickaxe.

Alignments

Chaotic and Neutral; typically not Lawful.

Races

All in theory, though Dwarves are massively represented in the ranks given that race's overwhelming presence in the mines.

Key Motivations

Ensuring for the health of their workers, and fostering a more profitable and safer environment for all.

Day-to-Day Goals

Ensure worker safety.

Long-Term Objectives

Take over ownership of the Mines from the Elven Administration. They realize this is a very far-fetched goal.

Notable Philosophies

Workers are the fuel that generates the warmth of profit.

Influence Level

Good, within Mondaria; **Poor**, within the **Druid Enclave**; **None**, outside those two regions.

This largely accounts for their failure to produce much true change.

Reputation

Good, generally speaking.

If asked, the common citizen of the Enclave would agree that workers should be treated fairly, and there is a general recognition that much of the prosperity of the Enclave is due to the mines of Mondaria.

Age

Recent (6-49 years).

Leadership

Democracy.

Current leader is **Danalin Foeslash** (see *Dark Obelisk 2: Adventure Book*).

Inner Circle

None formally, though friendships abound and crony-ism is commonplace.

Size

Diminutive (250-499).

Stability

Stable.

Although the Elven Administration would like to break and dissolve it, they recognize that the mere outlet of having a voice is a powerful deterrent to more organized chaos, and tolerating the Union's presence is a necessarily evil to prevent an uprising.

Enemies

They have a tense and often antagonistic relationship with the **Elven Administration**, against which the Union was indeed formed.

Allies

None.

FlexTable 4: Faction Characteristics: Dwarven Mining Union

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	C/CN mostly.	Any	Any	Any	Any
Race	Dwarves, mostly.	All	All	All	All
Influence	In Mondaria; Poor in DE; None outside	Good	Good	Good	Excellent
Reputation	-	Good	Good	Good	Good
Age	-	Recent	Recent	Established	Established
Size	-	Diminutive	Diminutive	Tiny	Tiny
Stability	-	Stable	Stable	Stable	Strong
Enemies	-	Elven Admin	Elven Admin	Elven Admin	Elven Admin
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	-	1%	1%	1%	2%

Resources

Low.

Within the Mines, the group prospers a bit, owing to their value and importance, but they prosper under the whip for the Administration, and they are effectively enslaved to that environment.

for extra effort.

Membership

Every single worker in the Mines is automatically a member.

Members consist of every miner, nearly all dwarves no matter their line of work, and some sympathizers outside those endeavors.

Common Traits

Blue-collar, working-class folks, or those with a family history of same.

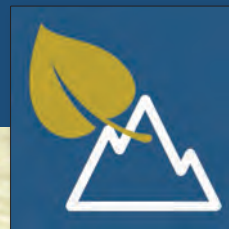
Demeanor

They are careful to prevent their protests and political views from impacting their productivity overmuch, lest they be accused of being shiftless.

Tribute

Employees are expected to **Tribute 1%** of their wealth annually to the city. As always, employees or citizens are welcome to tribute additional wealth to Mondaria, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks

Elven Administration



Overview

In one entity, the Elven Administration combines the office of Mayor of the City of Mondaria, and the oversight of operations of the entire mining complex. They report only to the Druid Enclave Council, which largely cares only for continued profitability.

Type

Operations and administration.

Sigil

A mountain, superimposed by a leaf.

Alignments

Lawful, almost exclusively.

Races

Elves, with other races in support capacities only.

Key Motivations

Keeping a mining operation profitable.

Day-to-Day Goals

Maintain order and ensure worker productivity.

Long-Term Objectives

Help Mondaria City and its inhabitants to thrive by establishing relationships, trade, and investing back in infrastructure. Profiting the Druid Enclave.

And, ultimately, taking over rule of the Druid Enclave for themselves, either by outgunning the Council of Elders entirely, or by merely replacing a majority of the Council with members from their own ranks.

Notable Philosophies

Law and order are the most effective means of running a city.

Influence Level

Near Total, within the city of Mondaria.

Excellent, within the Druid Enclave.

Poor, outside of these contexts.

Reputation

Average.

The Administration is very well-known, and it's acknowledged broadly that profits from the Mines come only thanks to their diligence and organization. However, rumors of mistreatment, abuse, rape, and even murder and cover-ups within the mines are too widespread to not have a basis in reality.

Age

Established (50-99 years).

Leadership

Autocracy.

Current ruler is **Mayor Faenadorn** (see *Dark Obelisk 2 Adventure Book*).

Inner Circle

Mine administration day-to-day falls to Taskmasters and other ranks (see *Dark Obelisk 2 Adventure Book*).

Size

Local (25-99).

Stability

Strong.

Some form of administration is required to rule Mondaria and provide profits to the Enclave, but outcry recently has worn thin the Administration's public standing.

Enemies

It's part of the fundamental problem between the two groups that the **Elven Administration** views the **Dwaven Mining Union** as an enemy.

Allies

The Council of Elders of the Druid Enclave, though some within those ranks question the Administration's methods.

FlexTable 5: Faction Characteristics: Elven Administration

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	-	L	L	L	L
Race	Others in support	Elf	Elf	Elf	Elf
Influence	Excellent in DE; Poor outside	Near Total	Near Total	Near Total	Near Total
Reputation	-	Average	Average	Average	Average
Age	-	Established	Established	Established	Established
Size	-	Local	Local	Local	Local
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	Dwarf Union	Dwarf Union	Dwarf Union	Dwarf Union
Allies	-	DE Council	DE Council	DE Council	DE Council
Resources	-	Very High	Very High	Very High	Very High
Tribute	-	1%	1%	1%	1%

Resources

Very High.

Membership

All members are either hired or appointed by the Druid Enclave.

Members are typically Lawful or Lawful Neutral citizens with a knack for administration, or a special skill.

Common Traits

In addition to alignment, members of the Administration are often better dressed, fed, and generally taken care of than workers in the mines.

Demeanor

Effectiveness and efficiency, law and order are the goals of most government employees.

Tribute

Employees are expected to Tribute 1% of their wealth annually to the city. Citizens are also expected to tribute, either directly to the city, or to one of its factions or religions. As always, employees or citizens are welcome to tribute additional wealth to the Druid Enclave, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Enclave Security



Overview

Technically in charge of all security for the Enclave, in practice, they're responsible for the city's defenses, and then only when threatened. Thus their power waxes and wanes in reflection of the level of external threat that perceived as upcoming. At the moment, there is unrest and uncertainty around Mondaria, and as a result, the Militia forces have been raised and reserves called up in anticipation of the worst-case scenario.

unnecessary flourish, attacks from outside and treason from within are common enough that everyone recognizes their necessity.

Type

Military / security.

Age

Very Old (250-499 years).

Sigil

Crossed green blades or spears.

Leadership

A **Captain of the Guard** serves as the ruler overall of all security forces.

Alignments

Any, though Lawful predominates.

Inner Circle

Security forces are divided into two categories: Enclave Security, and Elite Council Guard.

Races

Any, though Elves and Dwarves serve in equal number for the most part.

Enclave Security are the common forces, and the ones that most citizens are familiar with. They are the guards that townsfolk see throughout the city.

Key Motivations

Provide for the defense of the Enclave, its leadership, and its citizens.

Elite Council Guard are highly-trained, well-equipped, formidable warriors. They are tasked with guarding the Council of Elders, and in times of siege or war, with leading the military forces of the Enclave.

Day-to-Day Goals

Ensure an orderly society in the Enclave.

Size

Local (25-99).

Long-Term Objectives

Defeat enemies of the Enclave in a general sense... both inside and outside.

Stability

Very Strong. Security forces are essential to defend the Enclave; even the most chaotic of the citizenry would not wish to disband the group.

Notable Philosophies

Law and order allow a society to flourish.

Enemies

None, in an organized manner.

More generally, any enemy of the Enclave is an enemy of Enclave Security.

Influence Level

Good, within the Enclave. None, outside of that context.

Allies

Council of Elders.

Reputation

Good. Although most citizens view Security as an

Resources

High. Enclave forces tend to be well-equipped, particularly the Elite Council Guard.

FlexTable 6: Faction Characteristics: Enclave Security

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	-	Lawful	Lawful	Lawful	Lawful
Race	Mostly; others are in minority	Elf/Dwarf	Elf/Dwarf	Elf/Dwarf	Elf/Dwarf
Influence	-	Good	Good	Good	Good
Reputation	-	Good	Good	Good	Good
Age	-	Very Old	Very Old	Very Old	Venerable
Size	-	Local	Local	Local	Regional
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Council of Elders	Council of Elders	Council of Elders	Council of Elders
Resources	-	High	High	High	High
Tribute	-	1%	1%	1%	1%

Membership

Members of Enclave Security are hired into the position, though they do not think themselves mercenaries.

Common Traits

Many hail from a military background in a broader or more formal sense.

Demeanor

Warlike, but beneath the surface, with an outward calm.

Tribute

Enclave Security are expected to donate 1% of their income back to the Enclave. In rare cases for more junior members, their pay may be so low as to exempt them from this requirement.

The Moss



Overview

A privately-owned and managed offshoot of one of the more major military Factions, this is a combination of a Thieves' Guild and a mercenary guild.

Responsible for brokering contracts between employer and mercenary, often for short- to medium-term assignments (as little as a day, as much as a year; beyond that, mercenaries tend to manage their own contract since it's less overhead). The Guild takes 20% as a management fee; an additional 20% if the Guild themselves found the position for the mercenary in question.

The seedy underbelly of the Guild, however, is that they also pilfer from those they serve, and act as a fence for the stolen merchandise.

Type

Underworld trade and mercenary guild.

Sigil

A light red leaf or foliage.

Alignments

Any, though Good alignments are rare, and Lawful alignments are uncommon.

Races

Any.

Key Motivations

Wealth and underworld power.

Day-to-Day Goals

Provide contracts for its mercenaries, steal from its employers, and fence valuables stolen by its members.

Long-Term Objectives

Become the strongest organized crime faction in the Enclave, and beyond.

Notable Philosophies

Anyone unable to defend their own property, or desperate enough to hire underworld labor, kind of deserves to have their possessions nicked.

Influence Level

Poor. Part of their approach is to operate under the radar, so by definition, few in power know that they even exist.

Reputation

Bad. They do provide a useful service, and it's generally inconclusive that it was their members who stole... but the coincidences allow some to put two and two together.

Age

New (1-5 years).

Leadership

The Rock, a black market leader, guides operations. He's in that position through sheer force of will, as the Moss was his own invention.

Inner Circle

A cadre of elite mercenaries acts as bodyguard and enforcer when not under active employ.

In addition, The Moss has recently branched out into blackmail operations thanks to the leadership of the **Blackmail Leader**, who has just joined the ranks of the organization in the last two years.

Size

Local (25-99).

Stability

Unstable. Its newness and the chaotic nature of its members wars with the surety of The Rock's rule. Under anyone else's leadership, The Moss would have folded or reverted to a simple thieves' guild sort of arrangement quickly after inception.

Enemies

Enclave Security.

Allies

None, though the Rock is open to alliances with any who can provide contracts, stolen goods, or blackmail information.

FlexTable 7: Faction Characteristics: The Moss

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	L uncommon	Non-Good	Non-Good	Non-Good	Non-Good
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Poor	Poor
Reputation	-	Bad	Bad	Bad	Bad
Age	-	New	New	New	Recent
Size	-	Local	Local	Regional	Regional
Stability	-	Unstable	Unstable	Unstable	Weak
Enemies	-	Enclave Security	Enclave Security	Enclave Security	Enclave Security
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	Of contracts; 50% of fenced sales	20-40%	20-40%	20-40%	20-40%

Resources

Low. For a fledgling group, it commands a great deal of wealth, but The Rock guards this secret viciously, lest jealousy and greed bring things down from within.

wealthy who employ them is a secret that only a few dozen members are privy to.

Membership

Thieves, mercenaries, grunts, enforcers, brutes, ne'er-dowells, and disgruntled socialites on the prowl for something to spike the adrenaline—all are welcome in the shady underbelly of the Enclave.

Common Traits

Every member is engaged in, or seeks, some form of profitable illegal activity.

Demeanor

Some appear to be genuine, run-of-the-mill mercenaries. Informants appear to be normal citizens, servers, cooks, or the like.

There is no true common link that binds the membership, other than their criminal intent.

Tribute

The Moss collects 20% of all mercenary contracts of its members; 40% for situations that they arrange, as a management fee.

They take a 50% cut of all fenced goods.

It's important to note that they will resell goods regardless of their origin. That its mercenary members thief from the

Thornpriests



Overview

An unofficial offshoot of the central tenets of the Druids who compose the Enclave, Thornpriests are those dedicated to the use of nature as a weapon.

They arose a generation ago, out of the leadership of a Druid Enclave embattled with goblin and giant attacks. The Thornpriest approach to Druidic study and their rigorous combat discipline allowed the Enclave to survive years of assault.

However, in the peace that followed, the Thornpriests grew bored and itched for further glory. Most left the Enclave at that time, seeking riches, wonder, and blood in the Realm beyond.

Some Thornpriests yet linger in the region surrounding the Enclave. It is said that these few long for a time of strife, and some even rumor that they work actively with enemies of the Enclave to bring about disaster, so that they might once again have a place in the world of the Druids that now no longer seems to need them.

Type

Class (Druid) / military.

Sigil

A tree, crossed with a nail or thorn.

Alignments

Any neutral, though Chaotic Neutral tends to dominate.

Races

Any, though Humans and Elves are very common.

Key Motivations

Righteous battle in defense of a good cause, utilizing nature as weaponry, is the glory that every Thornpriest seeks.

Day-to-Day Goals

Refine one's skill in weaponizing natural elements. Increase one's Druidic study and battle potency.

Long-Term Objectives

Bring the enemies of the Druids to their knees and break them upon the wall of the Enclave.

Notable Philosophies

Nature is a terrible, potent force if wielded correctly in defense of the noble who are attacked.

Influence Level

Little. Once, they wielded immense power in the Enclave, and nearly the entire Council consisted of their ranks. Today, however, few believe they are still a legitimate force, and the handful that engage in polite society in the Enclave are viewed with suspicion.

Reputation

Bad. They're not very well known, and even less understood. Most who are aware of them, fear them, and view them as a force likely to destroy, not preserve, the peace in which the Enclave has thrived for decades.

Age

Old (100-249 years).

Leadership

The **Bloodthorn** is the senior member of the faction, though those who live near the Enclave have not heard of her for many years. It is said that the Bloodthorn is the daughter of the founder of the Thornpriests, the Council Elder who created the sect in defense of the Enclave an elven generation ago.

Inner Circle

Day-to-day, each member tends to keep to themselves. Most are almost hermetic in their approach to things, though some few find a somewhat normal life in the Enclave.

Size

Regional (100-249).

Stability

Weak. Although individual members tend to remain very strong in their faith and commitment to the concept, new members have not joined in quite some time. Total count has waned substantially.

FlexTable 8: Faction Characteristics: Thornpriests

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	CN dominates	Neutral	Neutral	Neutral	Neutral
Race	-	Elf / Human	Elf / Human	Elf / Human	Elf / Human
Influence	-	Little	Little	Little	Little
Reputation	-	Bad	Bad	Bad	Bad
Age	-	Old	Old	Old	Very Old
Size	-	Regional	Regional	Regional	Diminutive
Stability	-	Weak	Weak	Weak	Stable
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	None	None	None	None
Tribute	-	None	None	None	None

Enemies

Theoretically, any enemy of the Enclave itself, or Druids, more generally speaking.

In practice, the Thornpriests have come gradually to realize that the enemy of their true nature is peace itself.

Allies

None, though they long to once again count the Council of Elders among their allies and supporters.

Resources

None. Outside of what each individual member owns, the faction as a whole possesses nothing.

Membership

Members are Druids, almost exclusively, and those dedicated to combat magics predominantly.

Once, there was a ritual required to join, as well as certain rites and deeds that were to the benefit of the faction and the Enclave.

These days, however, it has been so many years since new members joined, any existing Thornpriest would welcome new membership with open arms and zero prerequisites.

Common Traits

Druids, with a passion for battle and for defense of the righteous.

Demeanor

Most don't say much, either because they have grown unused

to speaking with others, or because their passion for their nature is often interpreted as mania.

Hermetic in garb and demeanor, most Thornpriests are unwelcome visitors when they come into town.

Tribute

In the absence of the Bloodthorn, and with waning and scattered membership, there is no formal Tribute structure in place for the faction.

Rake & Sickle



Overview

Not well liked among the Council or the commoners, they are nevertheless essential of course for the continued food needs of the Enclave.

Their task is viewed as secondary to the pursuits a Druid should undertake. Most members of the Enclave view the efforts of Rake & Sickle as beneath Druids.

Type

Trade guild (farming).

Sigil

A sheaf of wheat.

Alignments

Any, though Lawful Neutral predominates.

Races

Any.

Key Motivations

Provide food for the Enclave and beyond.

Day-to-Day Goals

Perform the activities of farming, according to the season.

Long-Term Objectives

Ensure that the farming community is respected and well taken care of by the Enclave who they help feed.

Notable Philosophies

Without farms, there is no food.

Influence Level

Poor. Although valuable, this faction is taken for granted largely by the powers in authority.

Reputation

Good. Farmers rarely cause much trouble, and can be relied upon to act in the general good interest of the Enclave and its members.

Age

Established (50-99 years).

Leadership

There's little formality among the group, though the **Rake** is one who will speak on the behalf of the farming community to represent their interests in Council meetings.

The Rake is elected informally, and in practice, it tends to require some combination of stubbornness, age, and charisma.

Inner Circle

Outside of the Rake himself, there are no other positions of power or authority in the faction.

Size

Regional (100-249).

Stability

Very Strong.

Enemies

None.

Allies

None formally. They would like to consider the Council of Elders an ally, but the mere fact that they require representation by the Rake at Council meetings suggests that it is not as obvious a relationship as might be imagined.

Resources

Very Low. Although essential for the continued survival of the Council and of the Enclave, Rake & Blade members keep very little of what they produce.

Membership

All one has to do to participate is to be a farmer.

FlexTable 9: Faction Characteristics: Rake & Sickle

Attribute	Notes	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Alignment	LN mostly	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Little	Little
Reputation	-	Good	Good	Good	Good
Age	-	Established	Established	Established	Old
Size	-	Regional	Regional	Regional	Diminutive
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Very Low	Very Low	Very Low	Very Low
Tribute	To DE, not to faction	1%	1%	1%	1%

Common Traits

All members are active farmers.

Demeanor

Farmers by their nature tend to be risk-adverse, calm, and take the long view of things. Slow to react, but stubborn as hell once aroused, Rake & Sickle members will defend what they have and what they value to the death.

Tribute

It is expected that Rake & Sickle members tribute 1% of their income to the Druid Enclave. The faction itself has no stores or wares of its own.

Furthermore, it is expected—though hardly law—that farmers will contribute at least 50% of what they produce to the Enclave for free. More than that may be provided to the Enclave, and may be sold.

Arrow & Sineu



Overview

Far, far better respected than the Farming Guild, the Hunting Guild provides sustenance for the Enclave, but also honor and social rank for those who participate.

Every season for each type of game, there is a competition throughout that season to see who accumulates the most hunts.

In addition, there are “Hunting Games” throughout the year; these event-based competitions take place typically over a day or weekend, and are similar in nature in that racking up kills garners points

Type

Trade (hunting and skinning).

Sigil

A bow, often with an arrow, foreset with an animal of some sort (typically a mouse, rat, or other small creature).

Alignments

Any, though Neutral alignments predominate.

Races

Any.

Key Motivations

Provide animal protein sustenance to the Enclave.

Day-to-Day Goals

Hunt, skin, and prepare meat.

Long-Term Objectives

Elevate the professions of hunting and meat preparation and increase the importance of the Faction in the context of the Enclave’s power.

Notable Philosophies

Eat what you kill. Kill so that you may eat.

Influence Level

Poor. Though it aspires to loftier station, the truth of the matter is that the faction is largely taken for granted,

though its members are given to more opportunities to be lauded in their competitions.

Reputation

Good.

Age

Very Old (250-499 years).

Leadership

The **Huntsman** is the leader of things, at least from a formal perspective. Day to day, however, most members live a hermetic, isolated life. The group comes together only a few times a year, and then only to participate in Hunting Games.

Inner Circle

There is no explicit power outside of the Huntsman.

Size

Local (25-99).

Stability

Very Strong.

Enemies

None.

Allies

Pelters, to whom they provide the source of that faction’s livelihood.

Unlike the similar faction Rake & Sickle, Arrow & Sineu seeks no formal alliance with the Council of Elders.

Resources

Poor.

Membership

One must demonstrate the skills of the trade: hunt, clean, and prepare the meat of at least three types of creature local to the geography of the Druid Enclave.

There is a great deal of overlap in membership between

FlexTable 10: Faction Characteristics: Arrow & Sinew

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	N mostly	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Good	Good	Good	Praised
Age	-	Very Old	Very Old	Very Old	Old
Size	-	Local	Local	Regional	Regional
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Pelters	Pelters	Pelters	Pelters
Resources	-	Poor	Poor	Poor	Poor
Tribute	To DE.	1%	1%	1%	1%

Arrow & Sinew and the Pelters.

Common Traits

All members are hunters, either by their nature or adopted trade.

Demeanor

Hunters tend to be soft-spoken, solitary, and isolated in their day-to-day lives. They are calm, but a furious focus lurks just beneath the surface.

Tribute

Huntsmen in Arrow & Sinew contribute 1% of their income to the Druid Enclave. Some truly isolated exceptions will regularly dodge this requirement, and it's pretty much ignored, though with a general sentiment that what goes around, comes around, and eventually, this ill nature will come back to the offenders.

It is also informally expected that all skins resulting from the practice of hunting and meat prep will be given to the Pelters. Half of these at most may be sold; at least half must be donated freely in camaraderie with that sister guild.

To participate in the "Hunting Games", a member is required to contribute 20% of their wealth, against the possibility of a much larger reward if they win.

Any huntsman who is a member of both Arrow & Sinew and of the Pelters may of course choose to simply keep her skins and practice the trade of both guilds.

Pelters



Overview

The Pelters are a skin guild—not a brothel operation, but instead a set of craftspeople tasked with skinning beasts produced by the Hunting Guild, and creating garb etc. from them.

Type

Trade (skinning).

Sigil

A bear paw, or similar animal track sign.

Alignments

Any.

Races

Any.

Key Motivations

Skin and clothe themselves and the Enclave.

Day-to-Day Goals

Prepare animal skins and craft cold-weather garb. Some members who focus more on the tailoring aspect of the profession will create elaborate and regal masterpieces; others focus merely on the process of preparation.

Long-Term Objectives

Few, in truth. Most Pelters are content to their station, and neither see nor seek elevation beyond it.

Those with true fashion talent may be possessed of further ambition beyond that of their peers in the guild, but these are often rewarded justly by the Council of Elders, merchants, and others in authority.

Notable Philosophies

From our earliest days, all races have survived winters and ill weather only from an ability to garb themselves in the manner nature has provided already to creatures their lesser.

Influence Level

Poor.

Reputation

Good.

Age

Venerable (500-999 years).

Leadership

A Peltmaster or Peltmistress leads the guild, though this amounts to little in actuality more than setting prices and ensuring fair trade and compensation.

The Peltmistress may hear grievances and rule on the outcome. Although such decisions hold no true legal weight, they are generally abided by, lest the offender incur the wrath not only of Pelters but of their sister guilds, Arrow & Sinew and Rake & Sickle.

Inner Circle

There is no formal authority level beyond the Peltmaster, who is elected to the position by an informal gathering of his peers when the prior holder of the position dies or steps down.

Size

Regional (100-249).

Stability

Very Strong.

Enemies

None.

Allies

Arrow & Sinew.

Resources

Low.

Membership

To participate, one must demonstrate the skills of the trade: take an animal carcass, and prepare its skin into a garment. Do so with at least two creatures native to the environs around the Enclave.

FlexTable 11: Faction Characteristics: Pelters

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	-	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Good	Good	Good	Praised
Age	-	Venerable	Venerable	Venerable	Venerable
Size	-	Regional	Regional	Regional	Regional
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Arrow & Sinew	Arrow & Sinew	Arrow & Sinew	Arrow & Sinew
Resources	-	Low	Low	Low	Low
Tribute	To DE.	1%	1%	1%	1%

Common Traits

All members are skilled with skinning, and to various degrees in tailoring, lining, and clothing preparation.

Demeanor

Pelters are a bit hermetic, but not nearly as isolated and antisocial as their peer guilds might be. After all, once one produces a fantastic garment out of skins, they need to hawk their wares—and it won't do to have anxiety around the customer.

Those who are antisocial generally go through an intermediary to sell their product.

Tribute

The guild itself holds no coin as an institution; it is mandated that all members Tribute 1% of their income to the Druid Enclave.

Treekeepers



Overview

Druids and Rangers tasked with maintaining natural order, and ensuring that the surrounding forest is not unduly affected by the Enclave. They plant trees, weed, create gardens, and so on.

Typically they will endeavor in these pursuits in public or unclaimed lands, but if their path takes them through farmland or undeveloped property, they will do their work on private property as well without much consideration.

Type

Nature-oriented, preservationist.

Sigil

A tree, or stand thereof, in the background, and a shield in the foreground.

Alignments

Any, though Neutral alignments (and True Neutral in particular) is most popular.

Races

Any.

Key Motivations

Protect nature, and in particular the Druid Forests surrounding the Enclave.

Day-to-Day Goals

Plant trees, tend to sick plants, and cull disease.

Long-Term Objectives

Work with the Council of Elders, and common citizenry, to establish rules and guidelines for behavior that ensure long-term sustainability of the forests.

Notable Philosophies

The forests surround, protect, and provide for the Enclave. Without them, the Enclave would be nothing.

Influence Level

Little. Though few argue explicitly with the group's purpose, longevity of the forests is largely assumed, and considered

unnecessary to support in an outright manner.

Reputation

Good.

Age

Recent (6-49 years).

Leadership & Inner Circle

There is no formal leader of the Treekeepers, though typically, one member's Druidic abilities and level will surpass that of her peers, and she will de facto be the one to seek audience with the Council.

As the group grows, however, there is a burgeoning awareness that some greater formality will be required.

Size

Local (25-99).

Stability

Stable. The group's purpose is clear, its members dedicated... but the lack of a formal structure and regular gatherings makes this less of an ironclad institution than you might think at first.

Enemies

None.

Allies

The **Emerald Garden** are close and natural (pun intended) allies.

Resources

None. Lacking a formal structure and Tribute system, the Treekeepers are essentially just a group of like-minded, yet very capable, individuals who share a common goal and approach to it.

Membership

Anyone can join merely by expressing a commitment to the group's cause, and demonstrating it in some tangible manner. This can be as simple as planting a row of trees, curing blight from a glade, or preventing the clearcutting of

FlexTable 12: Faction Characteristics: Treekeepers

Attribute	Notes	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Alignment	TN mostly	Any (N)	Any (N)	Any (N)	Any (N)
Race	-	Any	Any	Any	Any
Influence	-	Little	Little	Little	Little
Reputation	-	Good	Good	Good	Good
Age	-	Recent	Recent	Established	Established
Size	-	Local	Local	Local	Regional
Stability	-	Stable	Stable	Stable	Very Stable
Enemies	-	None	None	None	None
Allies	-	Emerald Garden	Emerald Garden	Emerald Garden	Emerald Garden
Resources	-	None	None	None	Very Low
Tribute	To DE.	1%	1%	1%	1%

a forest section by loggers.

Common Traits

The vast majority of members are Druids. A small but sizeable minority are Rangers.

All tend to roam about, though few are outright loners.

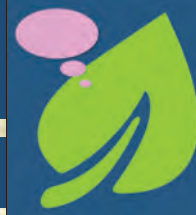
Demeanor

Calm, yet impassioned when discussing the focus of their faction.

Tribute

None. It is expected that under Enclave rule, members would Tribute 1% of their income to the city, but the Treekeepers themselves do not enforce such a policy among the group.

Leaf Whisperers



Overview

Druids, Rangers, and Clerics who interpret the will of Nature by spending time in the trees.

They coordinate closely with, but are often at odds with, the Treekeepers, and view themselves as apart from, and above, the Council itself.

In reality, this noble-seeming ideal has become somewhat perverted, in that the membership strives to ever enhance its own power, and citing “nature” as a justification.

Type

In between a religion and a profession, the guild of Leaf Whisperers advises the Council of Elders.

Sigil

A leaf, superimposed by a thought bubble.

Alignments

Any, though Neutral alignments dominate.

Races

Any, though Elves are dominant within the faction and account for its majority.

Key Motivations

Interpret the will of nature and the surrounding environment, and ensure the Council acts on that will.

Day-to-Day Goals

Spend time in nature, and receive the will. That sounds lovely, but in practice, it amounts to a lot of daydreaming by individual members, largely about how to wield more power and displace the motivation onto “nature”.

Long-Term Objectives

Become ascendant in influence over the Council, and eventually to replace most, if not all, of its seats with members.

Notable Philosophies

Nature’s will is not always easily understood. It requires patience, practice, and a certain wisdom to ensure one hears with the correct ear.

Influence Level

Average. Although some dismiss them as kooks or eccentrics, it’s unavoidable that the Leaf Whisperers have successfully predicted drought, famine, and invasion over the decades, so their council is well heeded, no matter how cynical the authority who might hear it.

Reputation

Average. Most have heard of them, and there seems a “love it or hate it” gut reaction to their influence. It seems that every time over the years that public opinion begins to seriously sway against their power-grubbing antics, they successfully predict a major disaster and help to avert it, thus ensuring their return to good graces.

Age

Venerable (500-999 years).

Leadership

An **Oakshouter** leads the faction.

This position is nominally elected by the membership, but in practice, the current Oakshouter all but outright designates her successor. Savvy Oakshouters know when a coup is imminent if their power is threatened, and name a successor from the ranks of those who threaten if they sense a political or public-opinion victory is unlikely.

Shifts in power can occur every 5-20 years. Oakshouters step down voluntarily due to advancing age or physical condition, or to pursue another lifestyle or profession.

Inner Circle

A cadre of between 5 and 12 **Glenwardens** acts as lieutenants of the Oakshouter’s will, and senior representatives of the faction.

Size

Regional (150-249).

Stability

Weak. Until just a decade ago, it had been **Very Strong**, but the change toward self-gratification of its members and away from acting as true counsel has weakened the group’s resolve and that of individual members.

Enemies

None, though at times, the Emerald Garden, Treekeepers,

FlexTable 13: Faction Characteristics: Leaf Whisperers

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	Neutral mostly	Any	Any	Any	Any
Race	Elves mostly	Any	Any	Any	Any
Influence	-	Average	Average	Average	Good
Reputation	-	Average	Average	Average	Average
Age	-	Venerable	Venerable	Venerable	Venerable
Size	-	Regional	Regional	Regional	Diminutive
Stability	-	Weak	Weak	Weak	Stable
Enemies	-	Emerald Garden, Treekeepers, Council (at times)			
Allies	-	Emerald Garden, Treekeepers, Council (at times)			
Resources	-	Low	Low	Low	Moderate
Tribute	-	5%	5%	5%	5%

and even the Council itself are at odds with what the Leaf Whisperers suggest.

part) truly believe they speak for the trees, no matter their more mundane motivations. As a result, they tend to talk down to virtually everyone else outside of the faction.

Allies

For the most part, and over the long view of things, Emerald Garden, Treekeepers, and the Council of Elders of the Druid Enclave all have theoretically very aligned interests.

Tribute

The guild demands a tribute of 5% of earned wealth.

Resources

Low. They do strive to equip their members increasingly in labeled garb so as to improve public awareness.

Membership

New members must donate half of their existing wealth to the faction immediately upon application. This contribution is generally put to immediate purpose, for example, in clearing a glade or building a meditation hut or roadside shrine.

Beyond that, there are no true requirements. Members hail from all walks of life, though Rangers and Druids and scholars tend to dominate.

More recently, applicants have represented a greater diversity of backgrounds and professions, representing the shifting and more selfish political desires of the bunch overall.

Common Traits

Members spend at least half their time roaming the forests outside of the Enclave.

Demeanor

Calm, smug, and self-satisfied, Leaf Whisperers (for the most

Enclave Trainers



Overview

Advertises, does a holistic needs assessment, and acts as broker connecting adventurers or others in need of training with professionals. The whole arrangement is a convenient, lucrative, approach to upskilling in a certain field in a manner more flexible, and less daunting and involved, than a traditional Apprenticeship sort of relationship. Also allows each artisan / professional to take on numerous students

Type

Trade / profession / civic (training, multiple disciplines).

Sigil

A muscle superimposed over a leaf or tree.

Alignments

Any non-Evil.

Races

Any.

Key Motivations

Enhance the abilities of citizens and those who serve the Enclave.

Day-to-Day Goals

Provide for-hire training services.

Long-Term Objectives

Increase the importance and perceived utility of training as a strategic element of societal planning for the Enclave... and beyond.

Ideally, increase scale of the faction to encompass the mining city of Mondaria as well.

Notable Philosophies

You can get better at anything you desire, if you work hard at it and have the right help.

Influence Level

Good. Although the value of the organization is never debated, there is an ironic relationship with those in power: the more important and influential one is, the less likely they

tend to be to admit to an opportunity to better themselves!

Reputation

Praised. The services offered by the Trainers are valued and respected.

Age

Recent (6-49 years).

Leadership & Inner Circle

None to speak of. As all share the same interests, it's common for any member to speak on behalf of the group, owing to the convenience of their schedules.

Size

Family (6-24).

Stability

Stable. Although very valued and well-paid, their lack of a formal organization structure makes them weaker as an institution than you might think.

Enemies

None.

Allies

The Council of Elders of the Druid Enclave.

Resources

Low. Individual members tend to be fairly well-off, but as a faction, the Trainers have little in the way of pooled wealth or other resources.

Membership

One must have enough experience and skill in a discipline, profession, or career/class to be able to mentor others in its pursuit. In practice, this usually means having a skill or representing a career that is currently ill-served by the talent pool of trainers, filling a gap in the portfolio of services the group might offer.

FlexTable 14: Faction Characteristics: Enclave Trainers

Attribute	Notes	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Alignment	-	Any Non-E	Any Non-E	Any Non-E	Any Non-E
Race	-	Any	Any	Any	Any
Influence	-	Good	Good	Good	Very Old
Reputation	-	Praised	Praised	Praised	Praised
Age	-	Recent	Recent	Recent	Recent
Size	-	Family	Family	Family	Family
Stability	-	Stable	Stable	Stable	Stable
Enemies	-	None	None	None	None
Allies	-	Council of Elders	Council of Elders	Council of Elders	Council of Elders
Resources	-	Low	Low	Low	Low
Tribute	To DE.	5%	5%	5%	5%

Common Traits

All members tend to be experienced, middle-aged, and retired or semi-retired from the lifestyle or discipline they represent.

Demeanor

Self-assured, parental, and at times pedantic, depending on the profession represented.

Tribute

The group expects all members to contribute 5% of their revenue to the Druid Enclave. The faction itself accrues no dedicated wealth.

Stalwart Society



Overview

An association of guards of varying purpose. Offer training, tools, brokering services for contracts, and en-masse supply coordination for major clients.

The Society exists in grandiose, powerful form in the Realm in general. Locally in the context of the Druid Enclave, however, there is very little power wielded, though their ambition remains mighty.

Type

Profession / private security.

Sigil

Pillars, columns, or other rugged structure, in silhouette.

Alignments

Any.

Races

Any.

Key Motivations

Provide employment and financial security for its members.

Day-to-Day Goals

Secure contracts and ensure goodwill toward the faction and its members.

Long-Term Objectives

Gain influence on the Council. At the very least, secure at minimum a single member who is an active advocate for the faction; ideally, place one or more members of the faction into the Council.

Notable Philosophies

Mercenaries are a dime a dozen, and often untrustworthy.

Influence Level

Little.

Reputation

Average.

Age

New (1-5 years).

Leadership & Inner Circle

A **Champion** speaks for the group; this position is informally agreed to by the membership.

Beyond this leadership position, all members are equal in authority.

Size

Local (25-99).

Stability

Unstable. It's too new, and competes too much with other, larger, more established factions that perform much the same function.

Ironically, however, it is the only local security force that lacks an ulterior motive.

Enemies

None, though there is frequent tension and competition with the Mace & Blade and Wild Kingdom.

Allies

None. Larger factions of similar intent see no need as of yet to ally themselves or partner with such a fledgeling institution.

Resources

Very Low. The Stalwart Society is growing, but for the moment, can barely keep its membership equipped.

Membership

Anyone can join, and/or leave, at any point.

Common Traits

Typical members hail from a military, security, or adventuring background. Many still pursue those interests as a main, or second, endeavor.

FlexTable 15: Faction Characteristics: Stalwart Society

Attribute	Notes	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Alignment	-	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Little	Little	Little	Average
Reputation	-	Average	Average	Average	Good
Age	-	New	New	New	New
Size	-	Local	Local	Local	Local
Stability	-	Unstable	Unstable	Unstable	Weak
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Very Low	Very Low	Very Low	Low
Tribute	More for jobs thru faction	1%	1%	1%	1%

Demeanor

One of the goals of the Society is to keep a positive, cheerful attitude, though stoic while on the job.

Tribute

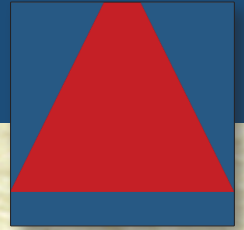
The Society requires its members to pay 1% of their incomes to the faction.

For jobs arranged exclusively by the faction, the member receiving the commission is asked to pay 5% to the faction, and a further 15% to the other member who arranged the work.

If more than one other member was pivotal in arranging the work, the 15% is split amongst them.

Realm Factions

The Scarlet Path



Overview

Secretive and operating under the cover of shadow, The **Scarlet Path** nevertheless wields immense influence across Aquilae. In some cities they operate nearly in the open as a poorly-kept secret; in others, their presence is known only to those agents stationed there.

Type

Intelligence, Politics, Policy.

Sigil

A dark red road-shaped triangle pointing north.

Alignments

Lawful Evil (predominantly).

Races

All (no exclusions).

Key Motivations

Power and control.

Day-to-Day Goals

Know everything, of everything, about everyone.

Long-Term Objectives

Gain control and influence of everything.

Notable Philosophies

Wealth is of use only as a means to furthering the ends of the faction.

Influence Level

Little. Although its membership aims to know everything, their knowledge is mostly viewed with suspicion.

Reputation

Bad. The Scarlet Path is not well-liked by those who know of their existence; commoners and the powerful alike tend to be wary of organizations who might “know too much”.

Age

Venerable (500-999 years).

Leadership

Council, with Councilmaster.

Inner Circle

Councilmembers are elected via open ballot. Bribes to leaders are outlawed, though gifts as thank-yous are commonplace. Leadership is typically competent and decisive. Audiences with the Council are rare, and by special arrangement only.

Councilmembership has varied over the generations, from as few as 3 to as many as 19. It's currently 11 seats in strength.

Similarly, the purpose or theme behind these seats has shifted. At times, they have purported to represent domains of knowledge or experience, or trades, or political regions.

Currently, the 11 seats have no set theme or nature; they are theoretically equal in authority and influence.

Size

Large (100-500 members).

Membership tends to be quite stable over time, meaning little growth, but also little attrition.

Stability

Very Strong. Those who follow the Path are dedicated in their pursuit, and in any case, adherence to membership rarely involves much beyond what self-centered or sociopathic individuals would pursue if left to their own devices.

There is too little influence to spend to bicker over how to spend it, and there is too much to know to quibble much over who should know what.

Enemies

All other factions, really, in theory.

By definition, any other organization is privy to its own secret knowledge, which they are unlikely to share with the Scarlet Path.

FlexTable 16: Faction Characteristics: The Scarlet Path

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	-	LE (mostly)	LE (mostly)	LE (mostly)	LE (mostly)
Race	-	All	All	All	All
Influence	-	Little	Little	Average	Average
Reputation	-	Bad	Bad	Terrible	Terrible
Age	-	Venerable	Venerable	Venerable	Ancient
Size	-	Large	Large	Huge	Huge
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	All	All	All	All
Allies	-	LE factions	LE factions	LE factions	LE factions
Resources	-	High	High	Very High	Very High
Tribute	-	1%	1%	1%	2%

Allies

Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources

High. Many merchants, politicians, and sages belong.

Membership

Requires influence, action, and acknowledgement by existing members.

Common Traits

No distinguishing characteristics... that's the whole point!

Members appear as normal people, but nearly all members are Lawful Evil.

Demecnor

Members tend to be secretive about the faction, but not necessarily secretive individuals—they “hide in plain sight”.

Tribute

The Scarlet Path requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Lowman's Group



Overview

Lowman's Group was formed by a bartender whose best customer drank himself to death, alone. Out of guilt that the bartender never got to know the customer, even though he was there constantly, he started this faction as a kind of a social club, networking, and outreach program all in one.

Type

Social / Support.

Sigil

A utensil (frequently a spoon) silhouetted against a plate (typically a simple circle).

Alignments

All allowed and accepted, though Evil members tend to be rare.

Races

Any and all.

Key Motivations

Support of the needy.

Day-to-Day Goals

Ensure all members have access to basic human requirements such as food, shelter, and transportation.

Long-Term Objectives

Ensure all members prosper by lending whatever form of other assistance a given member requires at a certain point in their lives.

Notable Philosophies

There is no one so noble who cannot fall low; there is no one so low who cannot gain ground.

Influence Level

Poor. By definition, Lowman's Group members are impoverished, and although most will agree with the mission of the faction, few of the powerful are willing to place the needs of the poor first.

Reputation

Praised. Though many disagree with either the aims and/or the methods the group employs, ultimately, it's only members who are affected.

Age

Old (100-249 years).

Leadership

Head of Household and a leadership committee of 4 other **Family Leaders**.

Inner Circle

All positions rotate twice a year: the current Head of Household may become a Family Leader; any Family Leader may be elected Head of Household by the other Family Leaders; any Member may be elected a Family Leader by her peers.

Family Leaders who do not become Head of Household rotate out automatically.

While this approach introduces a fair amount of chaos and inconsistency, it meets the group's goals of fairness and offers ample opportunity for always-fresh perspectives in positions of authority.

Size

Small (1,000-4,999 members).

Stability

Stable. Membership waxes and wanes a great deal; the largest problem is ensuring members maintain their commitments to the faction after achieving prosperity of their own.

Enemies

None. Other than the crushing burden of poverty.

Allies

Medical, religious, or other factions who help the impoverished, ailed, downtrodden.

FlexTable 17: Faction Characteristics: Lowman's Group

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	Tends away from Evil.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Praised	Praised	Praised	Praised
Age	-	Old	Old	Old	Very Old
Size	-	Small	Small	Medium	Medium
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Medical / religious factions			
Resources	-	Very Low	Very Low	Very Low	Low
Tribute	One-off gifts upon request and approval	1% to others	1% to others	1% to others	1% to others

Resources

Very Low. The institution itself has almost zero resources to speak of; individual members have their own wealth such as it is.

Membership

Members must guarantee shelter and food, or accompaniment for travel, for any other member. Any member may apply for financial, protective, magical services, or other assistance from the Head of Household and the Family Leaders.

Outside of brief room and board, supplicants must inquire formally at the faction lodge, and make their case. Any supplicants whose request is denied automatically suffer demotion of one level of membership.

There are "levels" of membership in Lowman's Group. Each level increases the burden: one week's room and board, one day's journey, one spell level of magic per month, and one percent wealth tithe contribution, per level of membership.

Lowman's Group is used heavily by very unfortunate or low level adventurers, or former adventurers who have fallen on hard times. Drunks, addicts, and others chronically in need of external assistance also tend to be foul-weather adherents.

Common Traits

None, though it's rare to find a truly prosperous / wealthy member.

Demecnor

Members tend to have a relaxed, calm, and generally warm attitude toward strangers, out of the knowledge that anyone else might also be a member.

Tribute

Lowman's Group collects no tribute itself, and keeps no resources on-hand as a central body.

Members are required to donate up to 1% of their wealth to other members per level within the faction, within certain limits. Beyond that, special one-off gifts or devotion of wealth or resources are coordinated by the Head of Household and Family Leaders if a supplicant's request is granted.

Order Mechanique



Overview

Rogues and knowledge workers, inventors, problem solvers, sages... any geeks who love the thrill of adventure are welcome to join, so long as they prove their creativity.

Type

Trade guild of inventors and tinkerers.

Sigil

One or more black gears against a dark field.

Alignments

Any allowed, but tend toward Evil or Neutral alignments. Those of any Good alignment tend not to be allowed into the Inner Circle.

Races

All allowed and welcomed.

Key Motivations

Creativity, invention, advancement of technology.

Day-to-Day Goals

Get, and help others get, a little bit better at tinkering.

Long-Term Objectives

Change the landscape of civilization by making truly impressive things possible through technology.

Notable Philosophies

Anything magic can do, technology can do... and perhaps a bit more reliably!

Influence Level

Little. Although proficient and skilled and knowledgeable, the Order Mechanique keeps to themselves, and neither seeks nor receives well outside involvement, even for their own ultimate benefit.

Reputation

Good. Although populated with many Evil people, even the most vile adherents to the cause still produce mechanisms

of enormous utility. At worst, the faction is viewed as a necessary evil.

Age

Very Old (2550-499 years).

Leadership

A single **Guildmaster** holds the reigns, but he/she is elected and holds office for only a single year at a time.

Inner Circle

Apart from the Guildmaster, there are no formal offices or positions as such.

As things work out, however, each new Guildmaster brings with her a cadre of loyalists who serve her in administrative capacities. These act as “lieutenants” of the Guildmaster’s will during her tenure, but nearly all of them shift over when a new Guildmaster is elected.

Size

Medium (5,000-10,000).

Stability

Very Strong. One might point to the nature of the devices the members construct as inspiration for their solidarity and strength.

Enemies

No true enemies as such, but many magic-oriented guilds and factions tend to be at odds with their goals.

Allies

None formally. Unofficially, or by convenience, any other factions in control of resources (e.g., metals).

Resources

Very High. Order Mechanique claims members from all walks of life and station, but almost by necessity, all who tinker must have disposable time and resources to gain knowledge, education, and parts.

FlexTable 18: Faction Characteristics: Order Mechanique

Attribute	Notes	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alignment	Tends toward Evil.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Average	Average
Reputation	-	Good	Good	Good	Praised
Age	-	Very Old	Very Old	Venerable	Venerable
Size	-	Medium	Medium	Medium	Large
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Very High	Very High	Very High	Excellent
Tribute	Plus resources and inventions	1%	1%	1%	1%

Membership

Requires inventing something and giving the schematics to the Order.

Members are inquisitive and creative people of all races and backgrounds.

Common Traits

Members tend to be a bit, um, odd, in their demeanor, easily distracted, but also easily focused on a single purpose.

Driven, dedicated, and unshakable in their belief that they can and will execute what they dream about.

Demeanor

Members aren't secretive, but they do guard membership quite jealously—it's a mark of prestige to them to be a member, and they want to ensure new members are up to snuff.

Tribute

Members are required to Tribute a minimum of 1% of gained wealth, though general expectation is that members will also gift additional resources, particularly those who create inventions. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

MeatSmiths



Overview

Butchers and animal farmers from all over are welcome to join the Meathsmiths, who focus on animal husbandry, creature farming, butchery work, sales and trade. They prefer the term “flesh artisan” to the simple “butcher”, though in practice their term is used almost exclusively by members.

Type

Trade guild of butchers and animal farmers.

Sigil

A black cleaver against a dark field.

Alignments

Any allowed and supported. Evil types are common.

Races

Any allowed and supported.

Key Motivations

To ensure meatcraft is viewed as a prestige profession, and to encourage high protein prices.

Day-to-Day Goals

Advocate for, and increase, meat sales.

Long-Term Objectives

Identify ways to reduce cost and increase quality and diversity in the harvest. (Note, however, ulterior motives in Description!)

Notable Philosophies

Butchers and farmers have difficult jobs, and it's not easy to ensure a quality product.

Influence Level

Little. Aside from guiding meat prices and ensuring quality and supply, the MeatSmiths hold little political sway.

In certain localities utterly dependent upon the protein they provide, they may hold more power.

Reputation

Bad. In addition to being a somewhat gruesome profession, many question why these workers in particular need a guild to begin with.

Age

Old (100-249 years).

Leadership

A single leader, called “the **Cleaver**”.

He or she rules the entire guild alone, and gets to decide when and if they retire, and who takes over the position. In practice, political and peer pressure are exerted if the Cleaver is found to be doing a poor job; the voice of members is certainly heard, even if there is no formal obligation to respond to them.

Inner Circle

None formally, although it is common for a Cleaver to retain the services or friendship of a cadre of militant defenders and/or mercenaries. These lieutenants and enforcers of the Cleaver's will hold no official station or title, but are commonly referred to as “knives” by the membership.

Unofficially, and known only to the Cleaver and themselves, there is also an Inner Circle of high-level members, typically between 19-40. These members are part of a dark and necromantic offshoot of the faction focusing on Fleshcraft: golems, augmented constructs, body manipulation, and enhancements. It's gruesome and macabre, but their work promises to bring about implants that bridge the gap between man, machine, and magic.

Size

Tiny (500-999).

Stability

Stable. The “face” of the guild is certainly stable, as the profession will always endure... but the faction's ulterior motives, if discovered, would lay waste to the group fairly quickly.

Enemies

Lawful Good citizens, professions, and factions.

FlexTable 19: Faction Characteristics: Meatsmiths

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	Tends toward Evil.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Average	Good
Reputation	-	Bad	Bad	Bad	Average
Age	-	Old	Old	Old	Very Old
Size	-	Tiny	Small	Small	Medium
Stability	-	Stable	Stable	Stable	Stable
Enemies	-	LG	LG	LG	LG
Allies	-	LE	LE	LE	LE
Resources	-	Low	Low	Moderate	Moderate
Tribute	-	1%	1%	1%	1%

Allies

Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources

Low. Butchers tend not to be the wealthiest of tradespeople, and those elite in the Inner Circle tend to be of arcane bent, spending nearly all their resources on necromantic components, research, and books.

Membership

Automatic, if you're an animal farmer or a butcher and wish to pay Tribute to the faction.

Members are all butchers or farmers. Though those in the Inner Circle are members of these professions in name only; they are nearly all necromantic wizards.

Common Traits

Most butchers are members, and nearly all members are butchers. If anyone did some proper research and inquiry, they would quickly find that the faction's ranks hold zero members of Good alignment, however.

Demeanor

Members will name-drop the guild as often as possible, and imply that to be a butcher is to continue a long, and storied, tradition of flesh artisans who have worked and honed their technique for thousands of years, and so on.

Tribute

Those wishing membership in Meatsmiths must comply with Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Members or non-members may puzzle at how little the guild appears to do with these resources... this is because the Inner Circle spends nearly everything on necromancy.

Liquid Guardians



Overview

Brewers and potionmakers from all walks of life claim affiliation with the Liquid Guardians. Their goal is the elevation of their tradecraft, which they view as a skill and practice above practically any other.

Type

Trade guild.

Sigil

A stylized water droplet, typically dark green, against a dark field.

Alignments

Any allowed and supported, though Chaotic is most popular.

Races

Any allowed and supported.

Key Motivations

Knowledge. Specifically, the secret of life... and of power over death.

Day-to-Day Goals

Promote and exercise the practice of potion-making and brewing.

Long-Term Objectives

Discover the secret of immortality in a bottle.

Notable Philosophies

If it's possible to create, forge, or evoke, you can put it in a bottle.

Influence Level

Average. Apothecaries and healers, as well as magic-item provisioners, are typically valued in all scales of society.

Reputation

Average. Nobody really pays them much mind until they need a potion.

Age

Ancient (1,000-4,999 years). Was popular long, long ago, but a “dark age” of the sect prevented its practice until recently (about 15 years ago).

Leadership

Single leader called the “**Imbiber of Truth**”.

Appointed for life, but given leadership’s habit of themselves trying out the next attempt at a potion of immortality, this is significantly shorter a span of time than it might seem. Most Imbibers only last between 1-3 years.

Inner Circle

19 designated Elders, all of whom are privy to the guild’s secret: Historians are convinced that the sect of long ago did in fact succeed in their attempt to discover ancient and terrible secrets. Their dark knowledge, power over life, is said to be forbidden by the gods themselves, and brought about the ruin of the faction, though Elders differ on what happened exactly. Some believe they were punished by the gods themselves for their illicit knowledge, destroyed in a fiery wrath. Others believe that those who knew the secret instead became gods themselves. Cynical Elders think it’s more likely that the gods played no role whatsoever—those in power wanted to keep the secret for themselves, and destroyed the entire cult lest others uncover their mysteries.

In truth, this last rendition is most accurate: Elders from long ago acquired what amounts to a functional immortality, and leaked just enough info to local Paladins to have them destroy and purge the cult. Surviving the extinction were but small handfuls of elders... who, gifted with the secret of eternal life, walk among us still!

Rise of this faction and research into its history also reveals an offsetting faction of paladins, also still around hiding in a subset of a well known paladin / cleric religion, keeping watch and hunting the remaining “liquescent immortals”.

Size

Tiny (500-999).

Stability

Strong. The nature of the profession ensures its longevity; this solidarity is occasionally threatened by the more nefarious aims of individual members and small sets thereof.

FlexTable 20: Faction Characteristics: Liquid Guardians

Attribute	Notes	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alignment	Tends toward Chaotic.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Average	Average	Average	Good
Reputation	-	Average	Average	Good	Good
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Tiny	Small	Small	Small
Stability	-	Strong	Strong	Very Strong	Very Strong
Enemies	Hatred of other factions is weak.	All	All	All	All
Allies	-	None	None	None	None
Resources	-	High	High	Very High	Very High
Tribute	Extra services required to gain favor	1%	1%	1%	1%

Enemies

Everyone else, though other factions aren't even aware of this enmity.

Demeanor

Liquid Guardians tend to be shy and protective about the existence, let alone the nature, of their faction.

Allies

Liquid Guardians trust no others with their work or the secrets they pursue.

Tribute

Liquid Guardians require a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. In addition, the Imbibder of Truth or her Inner Circle of Elders may approach any member for special additional services, which include surveillance, information-gathering, potion-brewing, attempts at a new concoction, and, in rare cases, they might ask for a guinea pig to try and drink a new mixture to test its effects. Such "extra services" as these typically earn the giver significant favor in the faction... if they survive the endeavor, that is.

Resources

High. Potioncraft is an effective means to profit, but as the guild is effectively limited to arcane brewers, there are precious few among their ranks with actual political power or trade influence.

Membership

The sect assumes a total membership—that is, if you brew potions, the Liquid Guardians will eventually find you and ask that you formally join their ranks. And pay your share of Tribute, of course.

Secretive to the point of paranoia, members of any rank will defend the guild to the last, firm in their belief that they are doing the work of the gods themselves... or, at least, seeking their power.

Common Traits

All members must have the Brew Potion feat, and preferably, practice the art. This can be either as a business, or as part of adventuring or other endeavors—members need not make potions as their sole focus.

Antimagic Shell



Overview

Detractors will joke that this is a tiny cult formed by people too stupid to become magic-users... and there's probably a grain of truth in that assessment.

No matter its origins, however, the present-day Antimagic Shell preaches a strict no-magic way of life, and claims all sorts of benefits from adherence to its doctrine.

Type

Belief, Lifestyle

Sigil

Orange shield atop a dark field, with a circle in the middle bisected by a line from southwest to northeast.

Alignments

All are allowed and accepted, though Lawful (and particularly Lawful Evil) alignments are most common.

Races

All welcome and allowed.

Key Motivations

Prevention and elimination of perceived "taint" through lifestyle modification and living in accordance with their beliefs.

Day-to-Day Goals

Avoid being "tainted" with magic, and seek cleansing redemption if it's unavoidable.

Long-Term Objectives

Reduce, or eliminate, the role of magic in society as a whole.

Notable Philosophies

Magic is a subtle form of evil, loosed upon this world by dark forces who seek to undo the gods themselves.

Influence Level

Poor. Magic is so useful to so many, and those who wield magic have access to such power and influence, that it is challenging for Antimagic Shell membership to gain footholds against this will.

Reputation

Terrible Magic is so useful in so many ways, most people find it very difficult to understand the group's perspective... or their motivation.

Age

Recent (6-49 years).

Leadership

No formal leader.

Inner Circle

Some in the group are more respected and their will more acquiesced to than others. The group does own a single stronghold which it uses as its headquarters. Some members are labeled "Elders" but it's unclear to most how this designation occurs.

Size

Tiny (500-999).

Stability

Chaotic. Membership fluctuates a great deal; attrition is a major factor. Most members discover quickly how dependent they had been on magic and on magical effects... this either hardens their resolve to abstain, or helps them justify reverting to "normal" life.

Enemies

All magical factions, certainly, though they would not "war" with them formally.

Allies

Members of the Antimagic Shell respect those of the Order Mechanique. For their part, the Mechaniques think the Shell to be silly and bizarre, but they're only too happy to take advantage of the perceived camaraderie on occasion.

Resources

Very Low. Forbidding magic, and dealings with those who traffic in magic and magical items, severely limits commerce and opportunities for influence.

FlexTable 21: Faction Characteristics: Antimagic Shell

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	Tends toward L/LE.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Terrible	Terrible	Terrible	Terrible
Age	-	Recent	Recent	Recent	Recent
Size	-	Tiny	Tiny	Small	Small
Stability	-	Chaotic	Chaotic	Chaotic	Unstable
Enemies	-	All Magical	All Magical	All Magical	All Magical
Allies	-	Order Mechanique	Order Mechanique	Order Mechanique	Order Mechanique
Resources	-	Very Low	Very Low	Very Low	Low
Tribute	-	1%	1%	1%	1%

Membership

Membership requires only the disavowal of magic—which is more difficult than it might seem. No spell-use, of course, but beyond that, no magical healing, no magic weapons or equipment, no wands, staves, or other magical devices... and perhaps most frustratingly, members should not themselves be a target of magical spells or effects. No races with innate spell-like abilities are allowed membership, regardless of promises to abstain from use.

Members see magic as an unclean taint, almost an infection of mind, body, and soul. Their “evidence” for this belief is society’s over-reliance upon magic and magical items and effects.

The name is a none-too-subtle play on the spell of the same name; they envision themselves as a protective shell that shields civilization from the fouls of magic. Any member caught casting magic of any form (arcane, divine, Ranger, Druid, Bardic—anything at all) is immediately expelled from the faction.

Those using magical devices (wands, staves, magical arms or armor, or even a potion) or affected by magical spells must defend the action informally to at least three other members. Based on their assessment, the offending user may be expelled, or be required to do cleansing penance to purge the taint. This takes the form of an immediate Tribute to the faction of 1% of current wealth for each spell level (or magical item bonus) used or suffered, plus one day’s “voluntary solitary” confinement and labor in the faction’s stronghold.

In practice, this is fairly lenient—after all, if someone is the victim of a fireball, or must quaff a potion of cure moderate wounds to avoid death, it’s certainly understandable.

Some magical items are permissible. These must undergo a “protective ceremony” conducted by the faction’s Elders. In truth, this ceremony doesn’t do anything concrete to the weapon or armor, but the Elders require a 1% Tribute of the owner’s wealth per spell level of effect or Caster Level of the

effect granted by the device.

“Pre-protected” magical items are available for sale at the faction’s stronghold... for twice the retail price.

Despite the obvious mercenary cynicism in this structure, nearly everyone in the faction truly believes that their choice of lifestyle is the “right way”, and makes them purer, more complete, and less tainted than those who walk a different path. The useless ceremony, the penance, and the multiple forms of extra tribute are merely to enforce the lifestyle and underscore its importance to those who are on the fence as to following it.

Aside from owning no magical items, casting no spells, seeking no magical assistance, and picking non-magical jobs, they tend to be normal people in all other respects.

Common Traits

There’s usually something (aside from mere membership in the Shell) that causes them to be, or feel, separate from other people.

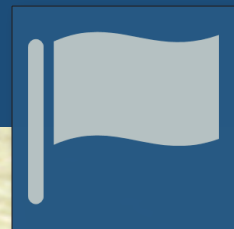
Demeanor

Tend to be somewhat reclusive. If questioned about their devotion, they will gladly spell it out for you (pun intended).

Tribute

The Antimagic Shell requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. It should be noted that although the mechanism for delivering and coordinating Tribute involves magic, the faction views this as an unavoidable sin—if the gods themselves demand that magic be involved in their tribute, it can hardly be toxic. Man-made, or man-executed, magic is the real evil to be avoided.

Platinum Flag



Overview

A financial group, the Platinum Flag began long ago as a means of encouraging investment in long-term projects, and has been credited with enabling enormous advances in all manner of civilization. Power is one of the things money leads to, but money for the sake of what it makes possible is the core of the group's belief.

Type

Financial.

Sigil

A silver-blue flag atop a dark field.

Alignments

Any, though Lawful Neutral predominates.

Races

All welcomed.

Key Motivations

Money. And the power, influence, control, and things that come with it.

Day-to-Day Goals

Acquire wealth.

Long-Term Objectives

Acquire more wealth.

Notable Philosophies

Money first. Investment is the truest form of power.

Influence Level

Excellent. They themselves would point to the correlation between money and influence as an underscore to their core tenet and ambition.

Reputation

Average. Their acumen and business savvy is respected far and wide, though their tactics and “money above all else” approach to things tends to rub most people the wrong way.

Age

Ancient (1,000-4,999 years).

Leadership

A single executive leader, the Platinum Head. This position is confirmed or changed once a year in a voting ceremony. Typically this is the member with the most accumulated wealth, though in rare circumstances it has been the member who has grown the most wealth in the past year.

Inner Circle

Membership has ranks with precious-metal terminologies. The most elite inner circle is the Platinum Bar, a council of 19. Second most important is the Gold Bar, a council of 29 members; next the Silver Bar, with 49 members, and finally the Copper Order, which is the balance of the common membership.

Size

Medium (5,000-10,000).

Stability

Very Strong.

Enemies

Formal enmity is typically not good for profit, so the Platinum Flag tends not to bear a grudge... at least not in a formal manner. They will war with any group interfering with their investments or operating against their schemes, but only if profit is threatened—they are not a fantasy “mafia”.

Allies

Formal alliances are not uncommon, but tend to be short-lived and only to fulfill a specific purpose. The Flag has found that the best way to keep good relations and to ensure others operate in your interests is to invest in their endeavors—and so the faction has a stake in nearly every single government, religion, and organization that seems successful.

Resources

Excellent. A faction based in the accumulation of wealth is likely to always have cash on hand to provision its

FlexTable 22: Faction Characteristics: Platinum Flag

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	LN popular.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Excellent	Excellent	Excellent	Near Total
Reputation	-	Average	Average	Good	Good
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Medium	Medium	Medium	Large
Stability	-	Very Strong	Very Strong	Intractable	Intractable
Enemies	-	None	None	None	None
Allies	-	Short-term	Short-term	Short-term	Short-term
Resources	-	Excellent	Excellent	Excellent	Excellent
Tribute	More required for elevated status	3%	3%	3%	3%

membership or further its aims.

Membership

Requires a one-time Tribute of 10% of current wealth, and advocacy from at least one member of the Silver, Gold, or Platinum Bar. This gains you Copper membership; advancement from Copper to Silver costs another 10% and requires someone of Gold or Platinum membership to advocate for you. Going from Silver to Gold, you guessed it, another 10%, and this time, it has to be someone in the Platinum Bar that speaks on your behalf. To move from Gold to Platinum requires the Platinum Head herself to nominate you, and a majority of those in Gold and Silver status must vote for you to ascend... oh, and of course, they'll be needing that extra 10% Tribute.

Members are merchants, business owners, tradesfolk, politicians, magicians, government officials—those from all walks of life who are wealthy or who would aspire toward wealth join the ranks of the Platinum Flag.

Common Traits

It's considered a bit garish to flaunt one's wealth, though exceptional taste is always respected. But the Flag strives to represent itself well, and will have a frank conversation with any member who behaves poorly, particularly if they do so in the name of the faction.

Demeanor

Members are almost universally proud of membership. While they won't name-drop their participation, they will speak freely of the Flag and its principles, its good works, the advances it has made possible. This typically turns to boasting quite quickly, however, and a smug confidence pervades many members' attitudes.

Tribute

Unlike many other factions, the Platinum Flag expects a Tribute of not one, but 3% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Those at Silver status or above are expected—though not formally required—to pay a greater percentage, and in rare circumstances, faction leadership may approach particularly prosperous members for a special donation—say, if a particular project is spinning up and they want additional capital to make it happen.

Katkalls



Overview

When times get tough, society tends to cut things out of its agenda—and spending on lavish entertainment is one of the first things to go. Katkalls feels that revelry serves an important function in any civilization, and that continued employment and job security for those who practice the various arts of performance should be one of the most fundamental human rights.

They also like a good mug of ale, if truth be told.

Type

Casual guild / social club of performers, and entertainers.

Sigil

White musical notes against a dark field.

Alignments

Any, though Chaotic tends to be the case.

Races

Any allowed, though more monstrous races such as Half-Orcs tend to be minimized.

Key Motivations

Ensure employment and well-being for its members, and advocate for the profession.

Day-to-Day Goals

Get members work.

Long-Term Objectives

Ideally, get bards, singers, and dancers into positions of power. Though most members are realistic as to how long that will take, and how unlikely it is.

Notable Philosophies

Music, laughter, and camaraderie are the true magics of the world.

Influence Level

Little. Although members have the attention of the powerful and wealthy, they can rarely affect their will. Cynical members will refer to this as having the eyes, but not the

ears, of the notable.

Reputation

Praised. Who doesn't like music and dancing?

Age

Ancient (1,000-4,999 years), though with different names over the ages.

Leadership

There is a Head Jester, the tongue-in-cheek title of the group's de facto leader. She's more a figurehead than an actual decision-maker, though. Typically, the Jester is chosen in a wild night of revels and debauchery—sometimes as often as once a year, though frequently it's every other year, or every three or even five years.

Inner Circle

Katkalls has no elite outside of the Head Jester, who themselves is not very powerful within the organization.

In practice, although the faction places no titles on them, the most influential members are those who hold sway in localities and can get gigs for more members.

Size

Medium (5,000-10,000).

Stability

Very Strong, though the group's power and membership grows and shrinks quickly.

Enemies

Some governments or Lawful organizations, if their zeal for order would punish those simply looking for a good time.

Allies

Musicians and singers don't really have formal allegiances.

Resources

Low. Though you'd be surprised what a large gang of

FlexTable 23: Faction Characteristics: Katkalls

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	Tends toward Chaotic.	All	All	All	All
Race	Half-Orcs minimized.	All	All	All	All
Influence	-	Little	Little	Little	Average
Reputation	-	Praised	Praised	Praised	Revered
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Medium	Medium	Medium	Large
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	L/E factions	L/E factions	L/E factions	L/E factions
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	1%+ if desired; 5-20% of contracts	None req'd	None req'd	None req'd	None req'd

impassioned, driven bards can accomplish if given direction.

Membership

Any entertainer is welcome to join, but to do so, one must find at least two existing members and give them their best performance—preferably one that impresses.

Members consist of bards, singers, musicians, dancers, orators, storytellers, comedians... pretty much anyone who entertains.

Common Traits

They're all entertainers, but that label applies to a quite broad spectrum of folk. Some influential and powerful government and religious officials are also members, if they strum a good lute in their spare time.

Demeanor

Friendly, effervescent, and whimsical. Or lugubrious, cynical, and biting. Alternately, snide and cunning. The only thing they all have in common is the ability to make things interesting.

Tribute

Unlike most other factions, Katkalls doesn't require any tribute annually. However, 5% of all fees gained through performance contracts must be handed over to the faction; this rate is 20% for contracts arranged by the group itself.

Those wishing to Tribute to the faction may pay 1% or more as they desire.

Mace and Blade



Overview

They're not quite military—they won't fight a war for you. But any other need of defense, security, enforcement—they're your men, women, and monsters. Mace and Blade have been serving the small- to medium-scale security needs of the realm for dozens of generations.

Type

Private military.

Sigil

A mace and blade, crossed. Usually the mace takes the form of a morningstar, or bears spikes.

Alignments

All are allowed and accepted, but Lawful alignments are most popular.

Races

Any allowed and welcomed.

Key Motivations

Security and enforcement.

Day-to-Day Goals

Ensure security contracts and employment for its members.

Long-Term Objectives

Privatize and take over security for the entire realm. It goes without saying that Mace and Blade contractors would be the ones providing the security. For a reasonable fee, naturally.

Notable Philosophies

Civilization is nothing without security... and security must be independent, private, if it is to be trusted. Factions, be they government, religion, or secular, cannot be trusted with their own defense.

Influence Level

Good. For the regions they serve, they wield enormous power, regardless of that wielded by the political entities that employ them.

Reputation

Average. Those who use their services swear by the quality and efficiency. Many others point out that the faction's ultimate goal is a police state for profit, and although they're not far from the mark, Mace and Blade members will point out that their biggest detractors are either those with no need of security, or those who unknowingly benefit from the defense efforts of others.

Age

Old (100-249 years).

Leadership

Organized like a military, there is a Commander-in-Chief who is in charge of the entire operation.

Inner Circle

There are generals, lieutenants, and so forth.

Size

Huge (25,000-49,999).

Stability

Very Strong.

Enemies

Other security and military services, though they ally on occasion, say, for a large contract.

Allies

The group is open to working with any other faction... for a price. In practice, most alliances are short-lived, for the duration of the contract, usually.

Resources

High. Most mundane equipment for its members is provided by the faction.

Membership

Requires fighting prowess, so certainly at least one class

FlexTable 24: Faction Characteristics: Mace and Blade

Attribute	Notes	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alignment	Tends toward L.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Good	Good	Good	Excellent
Reputation	-	Average	Average	Good	Good
Age	-	Old	Old	Very Old	Very Old
Size	-	Huge	Huge	Huge	Gargantuan
Stability	-	Very Strong	Very Strong	Intractable	Intractable
Enemies	-	Other military	Other military	Other military	Other military
Allies	-	Any	Any	Any	Any
Resources	-	High	High	Very High	Very High
Tribute	Informal rank assoc'd w/more	1%	1%	1%	1%

level in a hand-to-hand combat discipline. But no class is ruled out, as some clients would prefer their security forces to be less obviously brutish. To gain membership, all that's needed is the Tribute described below, and a brief demonstration of one's abilities.

Members hail from all walks of life, all races, and all classes. Adventurers may belong part-time as a means of a stable income to augment their dragon-slaying, dungeon-diving attempts.

Common Traits

They all have some combat ability, and most have seen combat themselves.

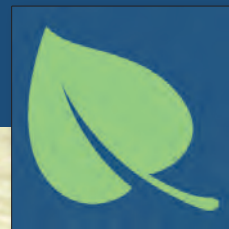
Demeanor

Members are proud of the faction and its services. They will freely discuss their membership and anything they know about the group.

Tribute

Mace and Blade requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. There is an informal, and rarely enforced, expectation that the higher one's "rank" within the organization, the greater the percentage of tribute should be.

Emerald Garden



Overview

Benevolent do-gooders with an ultimate goal of helping all life, the Emerald Garden is a loosely-organized group of Druids, Rangers, scholars, and others.

Type

Outreach / support and defenders of a belief.

Sigil

A green leaf, or leaves, against a dark field.

Alignments

Neutral Good almost exclusively, with some Chaotic Good.

Races

All allowed and welcomed.

Key Motivations

To help the growth and sustenance of all life.

Day-to-Day Goals

Keep people fed and prosperous, and preserve nature.

Long-Term Objectives

Encourage the growth and diversity of life in the realm.

Notable Philosophies

Magic is the essence of life, given physical effect.

Influence Level

Little. Although many agree with the core tenets of the faction, few will subvert other interests in their pursuit.

Reputation

Average. It's hard to argue with the group's goals or motivation, but most others feel as though there are much more pressing matters that need to be addressed before we devote energy to helping trees grow. "Life grows fine enough without our help" tends to be a popular criticism from outsiders.

Age

Ancient (1,000-4,999 years), though with different names.

Leadership & Inner Circle

A Circle of Seers, a group of 7 elder members, makes leadership decisions. Seers typically serve a lifelong commitment once appointed, regardless of infirmity or insanity... mental instability or impairment is viewed to be simply another part of life, and must therefore be part of the plan of life, so including that perspective actually helps rather than hinders the diversity of opinion.

Size

Small (1,000-4,999).

Stability

Strong.

Enemies

Any faction whose purpose involves preventing or destroying life of any kind. Military factions tend to be enemies.

Allies

Any other group that aims to help life that finds itself threatened. Healers and religious faction alliances are common.

Resources

Low. Farms, gardens, forests, and parks tend to be under their protection, but these rarely require protection.

Membership

All magic is respected and revered, though its use is not required for membership. Rangers, druids, and clerics aligned with a life-oriented deity are very popular.

Members will calmly and rationally tell you how all governments and militaries are in the business of preventing life. Many retired adventurers of certain classes are among their ranks.

FlexTable 25: Faction Characteristics: Emerald Garden

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	LG / CG mostly.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Little	Little
Reputation	-	Average	Average	Average	Good
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Small	Small	Medium	Large
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	Military	Military	Military, Necromancers	Military, Necromancers
Allies	-	Healers, religions	Healers, religions	Healers, religions	Healers, religions
Resources	-	Low	Low	Low	Moderate
Tribute	Rarely enforced.	1%	1%	1%	1%

Common Traits

They're not all vegetarians or vegans, and many wear leather armor and other products taken from the lives of animals. Their efforts are focused on the long view—helping life flourish all over. They recognize that some life (e.g., people!) requires that other life (e.g., apples, cattle) be sacrificed that it might thrive.

Demeanor

Tend to be calm, serene, and know a lot about history.

Tribute

The Emerald Garden asks a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

This is rarely enforced, however, and faction leaders in various areas have gotten in trouble with authorities and in some cases the gods themselves at not collecting and coordinating tribute properly.

Almost exclusively, retained tribute is used to purchase land, either to gift to members to farm and maintain, or to prevent its use for other purposes that would be counter to the group's aims.

Wild Kingdom



Overview

Exploring the world without fear, and fighting the realm's wars for them—that's the life of a member of the Wild Kingdom. A martial faction devoted to warfare and exploration, Wild Kingdom has been fighting wars and slaying dragons for a hundred years.

Although detractors criticize them for being mercenaries and believing in no true cause, they will point out that they fight for the truest purpose: exploration and experience. No matter your politics or background, these are heady intoxicants to the stalwart.

Members of this faction are a favorite of caravans, merchants, and those wishing a combination of security and adventuring. Some are hired as bodyguards for well-to-do novice adventurers; they're also great resources to fill out the ranks of an adventuring party.

Type

Exploration, warfare, and adventure.

Sigil

Golden long-grass against a dark (or no) field.

Alignments

Any are allowed and accepted.

Races

Any are allowed and accepted.

Key Motivations

Help countries wage war, see the world, have fun.

Day-to-Day Goals

Explore and travel the world.

Long-Term Objectives

Visit every region, wage war with successful armies, and "see it all".

Notable Philosophies

No matter how long you live, and how far you travel, there are always lands and wars yet to explore and fight.

Influence Level

Average. Though locally, and in trade / merchant contexts, this is elevated.

Reputation

Good. Soldiers are often necessary, and Wild Kingdom members make outstanding adventuring companions.

Age

Very Old (250-499 years).

Leadership & Inner Circle

Tribal Council of 5 leaders makes decisions. Officially, each of these positions may be challenged by any member at a ceremony once a year; in times past, the challenger must defeat and slay the incumbent in single combat to take the seat.

These days, succession decisions are political, and arrived at months ahead of time. The ceremony of challenge and combat is vestigial, and instead of death, the retiring Council member will lay down their sword, and beg mercy, which is then granted by the challenger, who assumes the seat thereafter.

Size

Large (10,000-24,999).

Although an enormous population of members, attrition by combat (and dangerous exploration!) is unavoidable.

Stability

Stable. Membership surges during wartime, and declines sharply when the battle is actually fought.

Enemies

The faction itself rarely wars with other groups, though almost by definition, members are part of warring forces. Wild Kingdom struggles to remain, or at least appear, neutral, apart from and above politics of the realm.

Allies

Any other military faction, so long as their ranks are on the side for which the Kingdom fights at the moment.

FlexTable 26: Faction Characteristics: Wild Kingdom

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	-	All	All	All	All
Race	-	All	All	All	All
Influence	-	Average	Average	Average	Good
Reputation	-	Good	Good	Good	Good
Age	-	Very Old	Very Old	Venerable	Venerable
Size	-	Large	Large	Huge	Huge
Stability	-	Stable	Stable	Stable	Strong
Enemies	Tries to remain neutral.	None	None	None	None
Allies	-	Any	Any	Any	Any
Resources	-	Moderate	Moderate	Moderate	High
Tribute	-	1%	1%	1%	1%

Resources

Moderate. Although military factions tend to have many resources, Wild Kingdom's travelling and decentralized nature make it difficult to amass much of a long-term foothold in any specific region.

Kingdom members tend to embrace a higher degree of volatility in their deeds... and so, the group collects their tribute from a given member whenever they are "back in town", so to speak, or in between wars or quests.

Membership

Sign here, and pay your tribute; congratulations, you're now a member. If you're looking to go adventuring, let us know; there's lots of your new colleagues who would love another sword at their side.

Members consist mainly of barbarians, fighters, warriors, ex-soldiers, mercenaries... even a few paladins who are disgruntled or bored.

Common Traits

A sense of adventure and a bold outlook on life. And weapons. Lots of weapons.

Demeanor

Most Wild Kingdom members will regale you with tales of their exploits. Although not a formal military, members have a great deal of respect for one another, and by default will stand shoulder-to-shoulder with anyone if they're a known member.

Tribute

As an enormous, pseudo-military organization, the Wild Kingdom requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Although most factions collect tribute once a year, Wild

Adamantium Trail



Overview

There are many trade guilds and merchant organizations. The Adamantium Trail attempts to unite all traders under a common banner--some sub-factions have been applying this a bit aggressively, of late.

Type

Merchant and trade guild.

Sigil

A white signpost.

Alignments

All allowed and represented.

Races

All allowed and represented.

Key Motivations

Money, trade, and the flow of product within the realm.

Day-to-Day Goals

Conduct and expand business.

Long-Term Objectives

Gain money, influence, and control the economy. Though most members recognize that the group is composed of selfish, personally-focused businesspeople, and organizing toward some greater purpose is a huge challenge.

Notable Philosophies

Buy it for one gold piece, sell it for two.

Influence Level

Good.

Reputation

Good. Though some will call them money-grubbing profiteers, it's unavoidable that ultimately, everyone benefits from trade.

Age

Venerable (500-999 years).

Leadership

A single Trailmaster leads. She buys her way into the position, outbidding her competitors in a fiscal ceremony that occurs every five years (or upon the death of an existing Trailmaster).

Inner Circle

None formally, though in practice, the Trailmaster cannot be everywhere at once, and so delegates regional authority and collection duties by rough geographical area.

Size

Large (10,000-24,999).

Stability

Strong.

Enemies

Other trade guilds.

Allies

Also other trade guilds. Depends how profitable the other party is being in comparison.

Resources

High. Even a poor merchant tends to still do well.

Today, they are slowly morphing into a mafia kind of situation, edging out solitary and family-owned businesses and smaller guilds as their power and profit grow.

Membership

If you buy and sell, you may apply. To prove your worth, you are given a single platinum piece; your job is to generate at least 10 pp from it using your skills, connections, and knowledge. You have as much time as you like to do so; some members take more than a year to complete the task, but if they're successful, they're admitted.

Most members wear the icon of the faction—embroidered

FlexTable 27: Faction Characteristics: Adamantium Trail

Attribute	Notes	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Alignment	-	All	All	All	All
Race	-	All	All	All	All
Influence	-	Good	Good	Good	Excellent
Reputation	-	Good	Good	Good	Praised
Age	-	Venerable	Venerable	Venerable	Ancient
Size	-	Large	Large	Huge	Huge
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	Trade guilds	Trade guilds	Trade guilds	Trade guilds
Allies	-	Trade guilds	Trade guilds	Trade guilds	Trade guilds
Resources	-	High	High	Very High	Excellent
Tribute	1-10% typical	1%	1%	1%	1%

into their clothes, emblazoned on their wagons, or carved into their shop.

Common Traits

There are very, very few members who are not active traders or who own a stake in a mercantile company.

Demeanor

Always out to cut a deal, Adamantium Trail members are hustlers by nature.

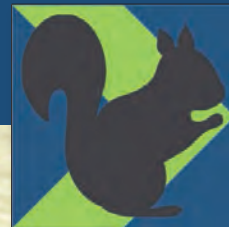
Tribute

All members are expected to provide a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

It's an unspoken rule that the more profitable you have been, the greater percentage of tribute you should provide. Many high-ranking members tribute more than 10%.

In addition, intra-faction bribery is commonplace, particularly when vying for the position of Trailmaster. It's not uncommon for a new Trailmaster candidate to run unopposed and assume the position without contest... because she has paid the other major contenders off so they won't run.

Squirrelheel Couriers



Overview

Nimble and capable riders from all backgrounds take up the scroll case and the saddle, though most are young and many are former (or inadequate) adventurers.

Type

Trade guild of message deliverers.

Sigil

Squirrel silhouette against a light-green, easterly-pointing chevron.

Alignments

Any allowed, but Neutral alignments are encouraged, particularly Lawful Neutral.

Races

Any, though slower races (halfling, dwarf, gnome) tend to be at a disadvantage.

Key Motivations

Secure delivery of messages, profit.

Day-to-Day Goals

Deliver the message.

Long-Term Objectives

Help empower all factions, governments, and citizens to trust that communications are secure.

Notable Philosophies

With a delivery job, trust is the real product that's being delivered.

Influence Level

Good, but to little effect. Trusted across the Realm, and stolidly neutral in their endeavors, their stature is mostly because they serve no higher purpose and do not push or sway.

Reputation

Revered. They are reliable, and take no sides.

Age

Very Old (250-499 years).

Leadership

A single Head Nut coordinates things, but the faction is so decentralized and its members so autonomous that she hardly ever gets involved in most matters.

Inner Circle

None.

Size

Tiny (500-999).

Stability

Very Strong.

Enemies

No true enemies.

Some messages are of woe, and there is a tendency to blame the messenger, but such fury rarely survives for long, and is almost never pinned to the organization of which the messenger is a part.

Allies

None. The faction strives to seek or maintain no alliances so as to appear and remain neutral in all endeavors.

They will as soon deliver a command from a tyrant to initiate genocide as they will a love note from a besotted tailor, and will treat both with equal weight and importance.

Resources

Low. Members keep most of what they earn making deliveries, as the needs of the organization as a whole are few.

Membership

Requires performing a delivery for a current member, and returning in a time representative of a challenging pace.

Members are commonly loners who are almost always on the

FlexTable 28: Faction Characteristics: Squirrelheel Couriers

Attribute	Notes	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alignment	N/LN primarily.	All	All	All	All
Race	Slower races disadvantaged.	All	All	All	All
Influence	Rarely used.	Good	Good	Good	Good
Reputation	-	Revered	Revered	Revered	Revered
Age	-	Very Old	Very Old	Very Old	Venerable
Size	-	Tiny	Tiny	Tiny	Small
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	Only tribute paid in most cases.	1%	1%	1%	1%

job.

Common Traits

It takes a strong combination of wanderlust, adventure, and love of being alone to hack it with the Squirrels for very long.

Demeanor

Are typically proud, if not boastful, of their guild and its service. Most jobs are secured via word-of-mouth, or repeat business.

Tribute

Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire. As most members do not belong to a particular city or village, this tends to be the only tribute they pay.

Ever-Present Occulus



Overview

Anyone with an ability to cast Divination spells, or anyone interested in the performance or entertainment aspects of the craft, band together to improve their lot and that of their art.

Type

Diviners, mystics, and fortune-tellers who practice the craft either as entertainment, or for more formal purposes.

Sigil

A golden stylized eye atop a black globe.

Alignments

Any allowed, but tend toward Neutral or Chaotic. Lawfully-aligned members tend to avoid the entertainment aspects of the trade.

Races

All welcomed.

Key Motivations

Enhance the public perception of divination as a valuable component of society.

Day-to-Day Goals

Help members improve their skills, get work, and communicate significant findings amongst their community of members.

Long-Term Objectives

Move diviners into places of prominent power—every government and faction should at least have a vizier or spiritual consultant who reports directly to the king, chieftain, leader, captain, or leadership.

Notable Philosophies

How can you plan when you do not know?

How can you know if you do not ask?

How can you answer without talent?

Influence Level

Little.

Locally, in a particular city or region where members have a foothold and a formal position (e.g., as vizier or advisor or sage), this increases to **Excellent**, and in some cases, **Near Total**.

Reputation

Average. Few doubt the utility or ability of the membership or the services they provide, but there is an inherent distrust of those who see too much, too far.

Age

Ancient (1,000-4,999 years).

Leadership

The Eye is the all-powerful leader of the group, though only in theory. He/she is elected by the Lenses (see below), only upon the inception of a special ritual conducted remotely.

In practice, The Eye is a figurehead, someone to blame for disasters and to share credit with grudgingly for successes. Most Eyes remain in their station only until a plan hatched by a subgroup of Lenses fails, at which point many Lenses will divine some guilt about the Eye and either have her killed or call for her replacement.

As a result of the above, most Eyes spend the majority of their time in office shielding themselves and trying to avoid the divination abilities of the Lenses who elected them!

Inner Circle

33 Lenses are senior officials who coordinate things on a more granular basis—typically each Lens is associated with a geography, city, or region.

Size

Small (1,000-4,999).

Stability

Stable. The practice and pastime are inviolate and will endure for millenia yet; the formal association of those who practice, however, is almost by its very nature volatile.

Those who know too much, tend to trust too little as a result.

FlexTable 29: Faction Characteristics: The Ever-Present Oculus

Attribute	Notes	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alignment	N/C preferred; rarely L	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Little	Average
Reputation	-	Average	Average	Average	Average
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Small	Small	Small	Medium
Stability	-	Stable	Stable	Stable	Stable
Enemies	-	Religions	Religions	Religions	Religions
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	-	1%	1%	1%	1%

Enemies

Most factions who derive their influence or belief from alternative powers—e.g., religions, wizardly powers of a nature not specifically oriented toward divination—look upon the Eye as a self-important cult who is trying to boost in importance an art that may have its place, but not in a formal power structure.

Allies

None. It is viewed as a grave offense for members to accept, or even more to seek, formal bonds with outsiders.

Resources

Low. Diviners as a general rule tend not to be too wealthy, though some in well-placed leadership or counseling positions may wield enormous influence.

Membership

Requires demonstrating their talents to one of the Lenses in the Inner Circle, and having them advocate for their entry into the faction.

Members tend to be diviners, bards, entertainers, and craftspeople.

Common Traits

Almost always, members will have the faction sigil embroidered, branded, tattooed, or stamped onto either their clothing, or their own skin. This may be quite difficult to locate in the case of some members, however.

Demeanor

For those who actually do cast Divination spells, as well as for those who merely practice at it as entertainment, much of the impact and power of the craft relies upon willing suspension of disbelief on the part of the audience... or at the very least, being granted benefit of the doubt. As a result, members of the Eye may not be secretive about their membership or the existence of the faction, but will wreathe their every statement and gesture in meaning and mysticism, whether it's merited or not.

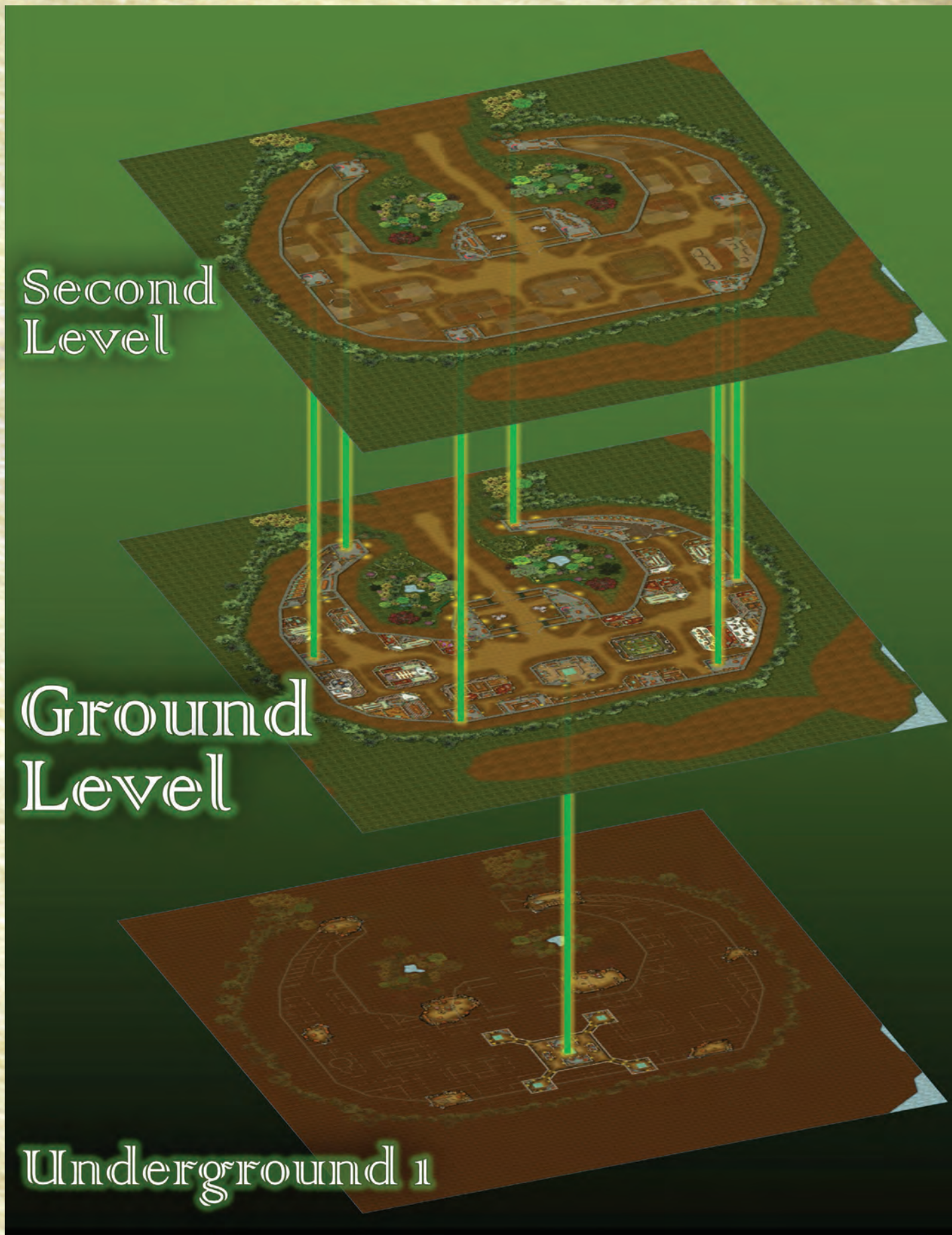
Tribute

Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Player Handouts: Druid Enclave Side Projections



Player Handouts: Druid Enclave Ground Floor



Ground Level (P)



Introduction to the Druid Enclave: Ground Floor

Summary

The Ground Level is the “main” level of the functioning society that is the **Druid Enclave**. It is also the only level of the entity that most visitors ever encounter.

The ground level forms the guts of the city. Nearly all businesses, most residences, and the political seat of power all reside here.

It is also a structure organized around defense: guardposts are here in abundance, dotting the perimeter of the Enclave.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry

▣ The PCs may only enter this region from the **north**, via the road that approaches the Enclave through the Druid Forest.

Exits to Underground Level 1

▣ **Location 12** is the main, public and obvious elevator.

Exits to Druid Enclave, Second Floor

▣ Several guardposts have **second floors** accessible via staircase: **1, 2, 3, 4, 5, 6, 8, and 9**.

Overview

This is the most natural environment for the PCs to encounter **Dramatis Personae** in all of their forms.

Parties interested in free-wheeling, sandbox-style exploration will find several gaming sessions' worth of content here. Those who need a bit more guidance can be introduced to more of the political intrigue and side-quest possibilities merely by dropping an NPC or two in their path and seeing where the subsequent interaction takes them.

If the PCs do not discover the underground trapdoors beneath the guardposts on their own, they should be encouraged to explore the underground levels by taking the main elevator down in **Location 12**.

Atmosphere & Theme

The Enclave is a bustling community, day and night. Visitors are common, though the natural environment of

the surrounding area and the threats that dwell therein discourage sightseers or tourists. Most come on official business in one capacity or another, or seeking fortunes as mercenaries, traders, or peddlers.

Despite its busy population, it tends to be quiet, serene, and tranquil; it's easy to temporarily forget that one is within the well-guarded confines of a city.

Areas of Interest

- **DE-GL-1, 2, 34, 5, 6, 8, & 9: Guardposts**
- **DE-GL-7: Gatehouse Complex**
- **DE-GL-10 & 11: Garrisons**
- **DE-GL-12: Elevator Complex**
- **DE-GL-13: Blacksmith**
- **DE-GL-14: Elevator Guardpost**
- **DE-GL-15: Herbalist / Apothecary**
- **DE-GL-16, 17, 19, 22, 27, 28, & 29: Elder Residences**
- **DE-GL-18: Sage**
- **DE-GL-20: Tailor**
- **DE-GL-23: General Store**
- **DE-GL-21: Forest Temple**
- **DE-GL-24: Healer**
- **DE-GL-25: Cathedral of the Hardened Trunk**
- **DE-GL-26: Council of Elders Chambers**
- **DE-GL-30 & 31: Entry Gardens**

Map 4: Interior Center Overview (DE-GL-IC-O)

One square equals 5 ft.

Ground Level (P)





Map 6: Guardpost Northeast (DE-GL-GNE)

One square equals 5 ft.

Ground Level (P)





Ground Level (P)





Ground Level (P)



Ground Level (P)





Ground Level (P)



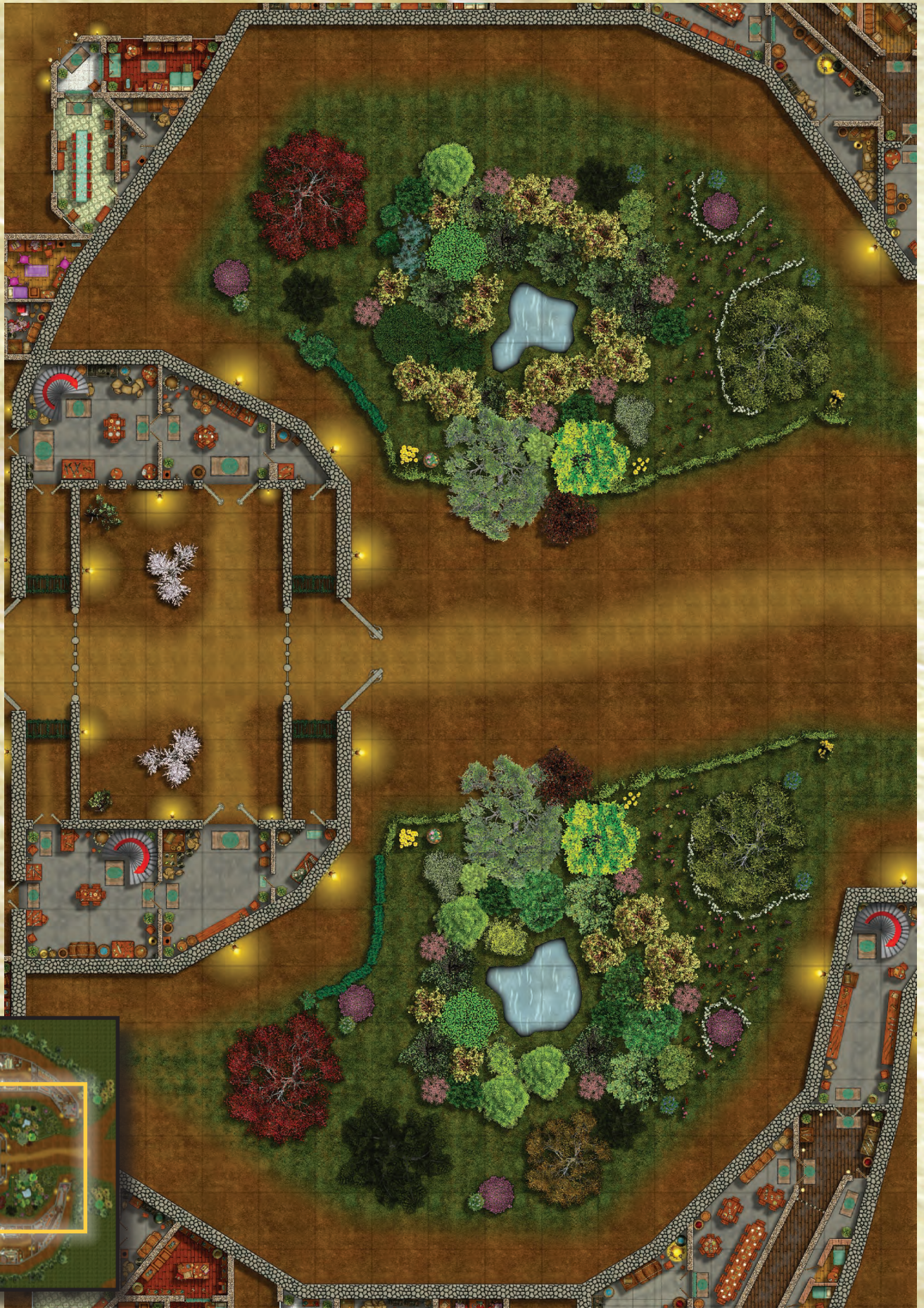
Map 13: Gatehouse Complex East (DE-GL-GHC-E)

One square equals 5 ft.



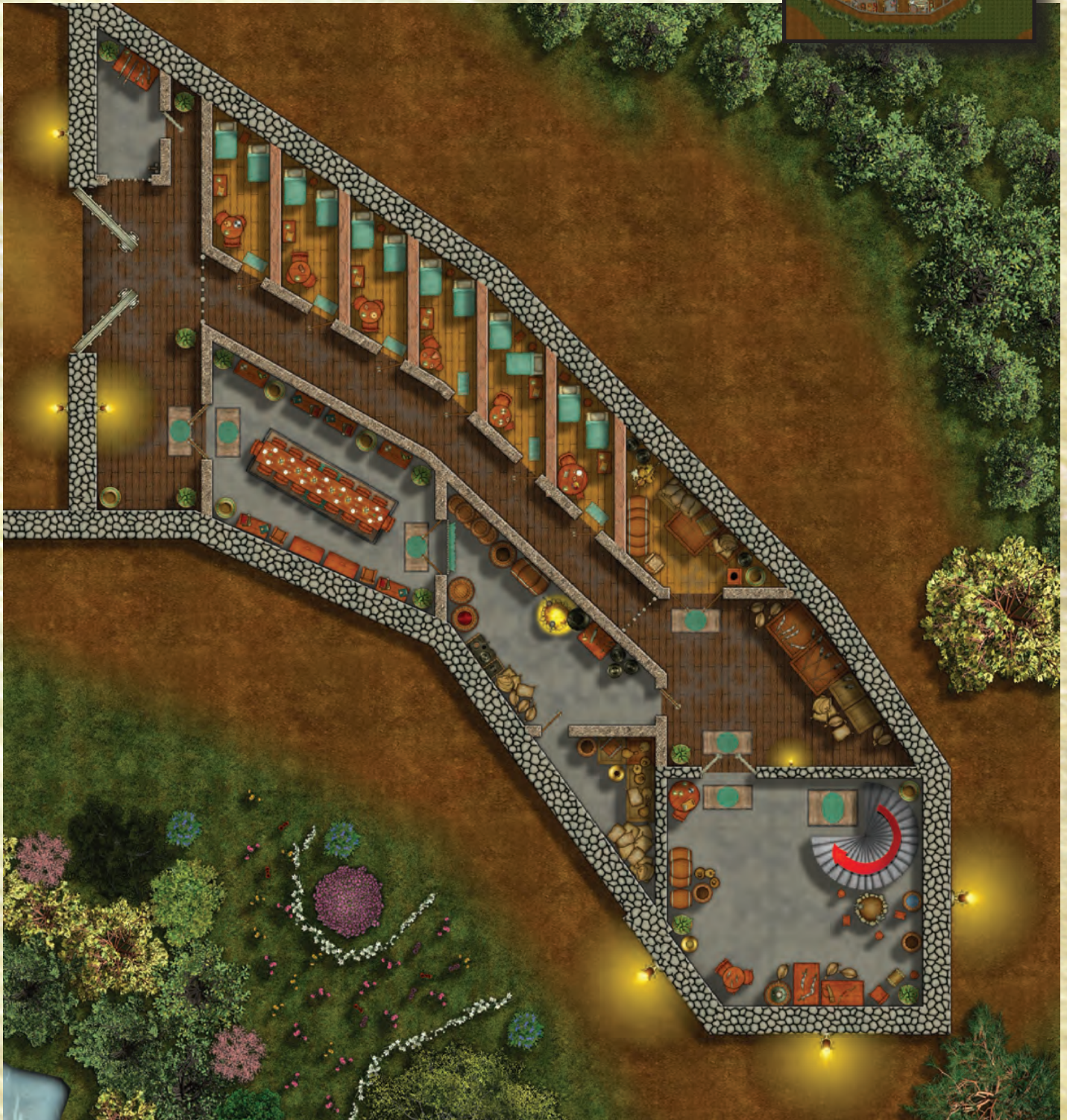
Ground Level (P)

Ground Level (P)





Ground Level (P)





Ground Level (P)





Ground Level (P)



Map 18: Garrison Northwest Kitchen (DE-GL-GNW-KT)

One square equals 5 ft.



Ground Level (P)





Ground Level (P)

Ground Level (P)





Ground Level (P)



Map 23: Garrison Northeast Barracks (DE-GL-GNE-BR)

One square equals 5 ft.



Ground Level (P)



Ground Level (P)





Ground Level (P)

Ground Level (P)



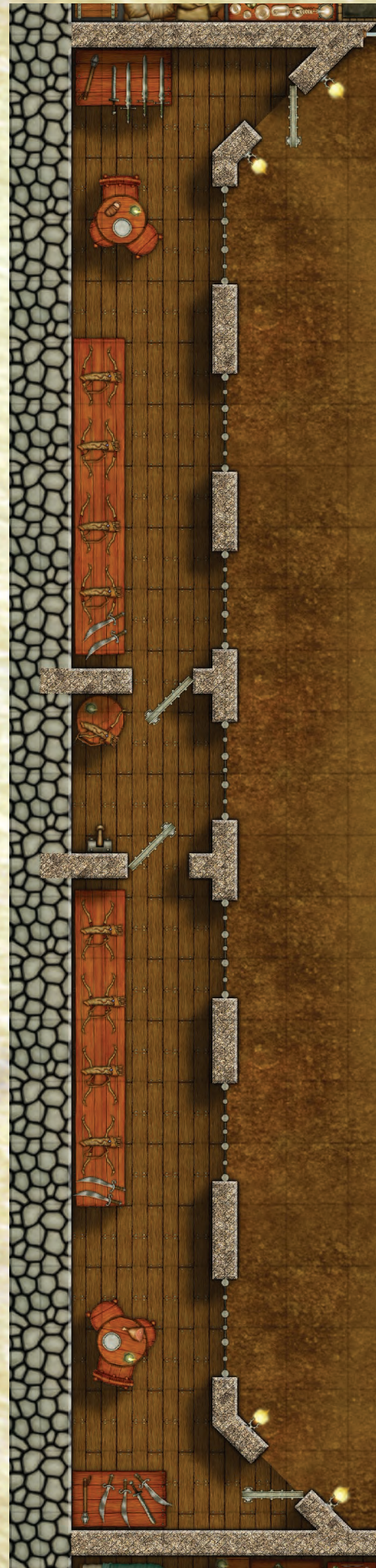


Ground Level (P)





Ground Level (P)





Ground Level (P)



Map 33: Elder Residence 6 (DE-GL-ER6)

One square equals 5 ft.



Ground Level (P)



Ground Level (P)





Ground Level (P)



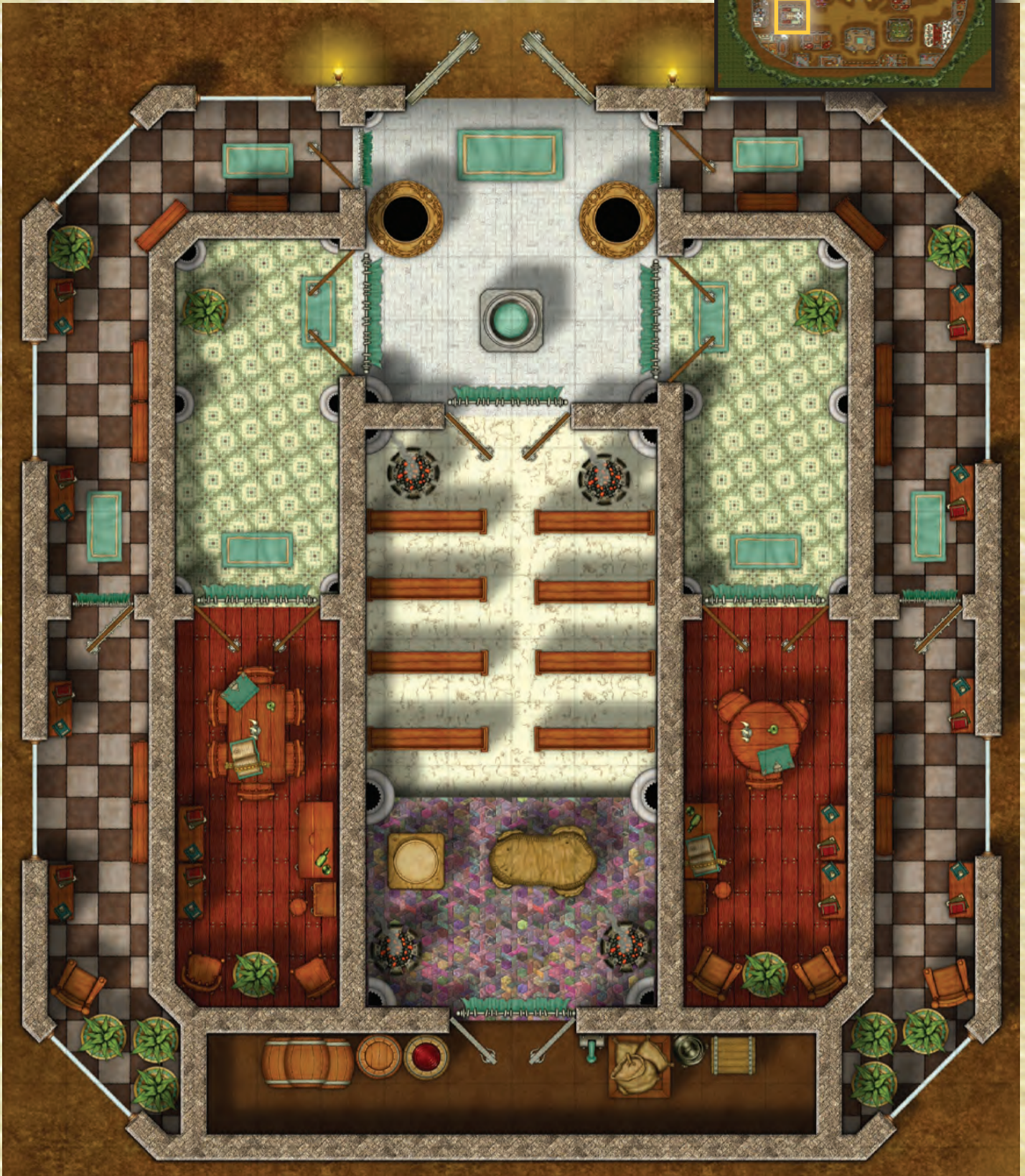


Ground Level (P)



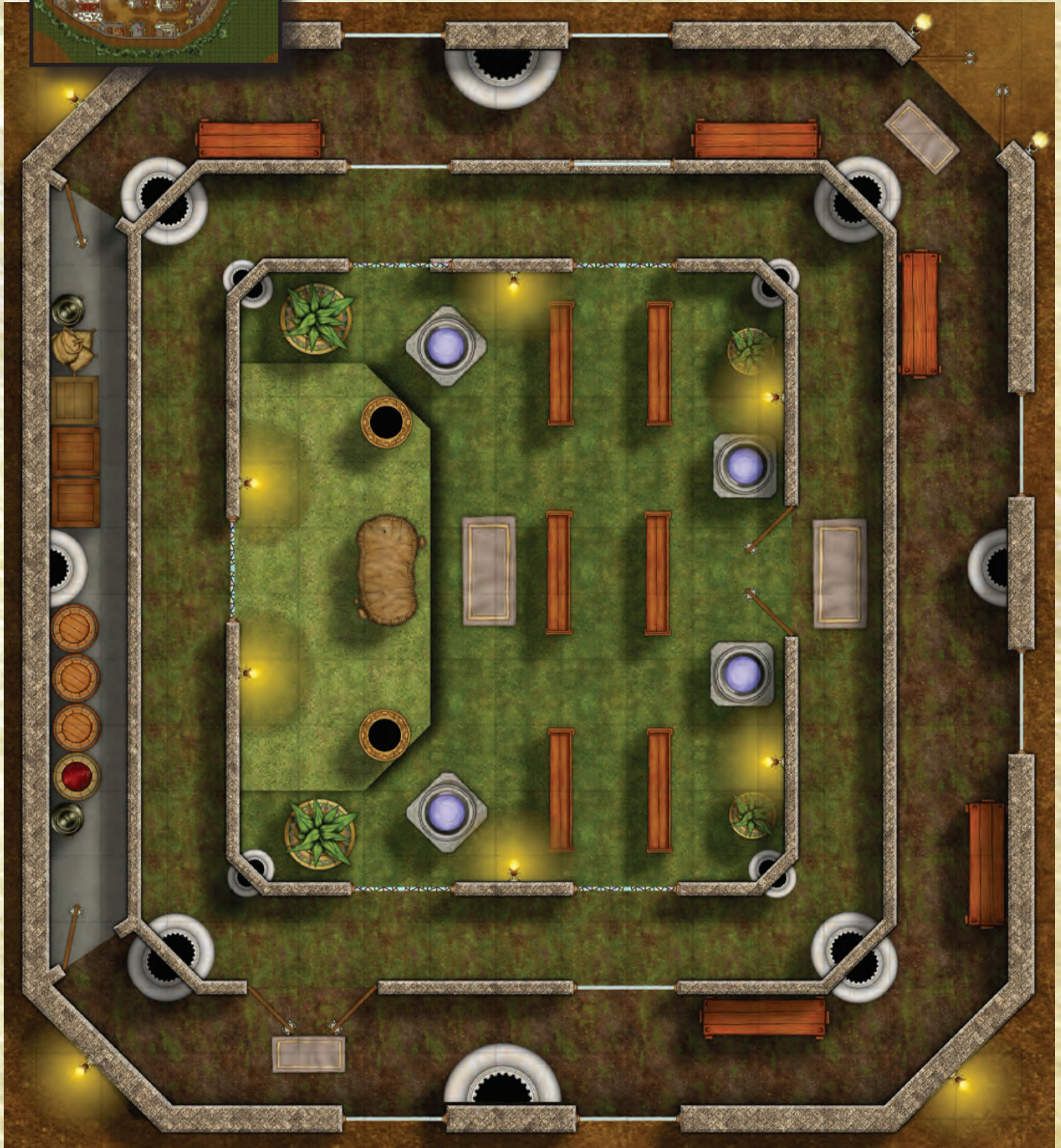


Ground Level (P)



Ground Level (P)

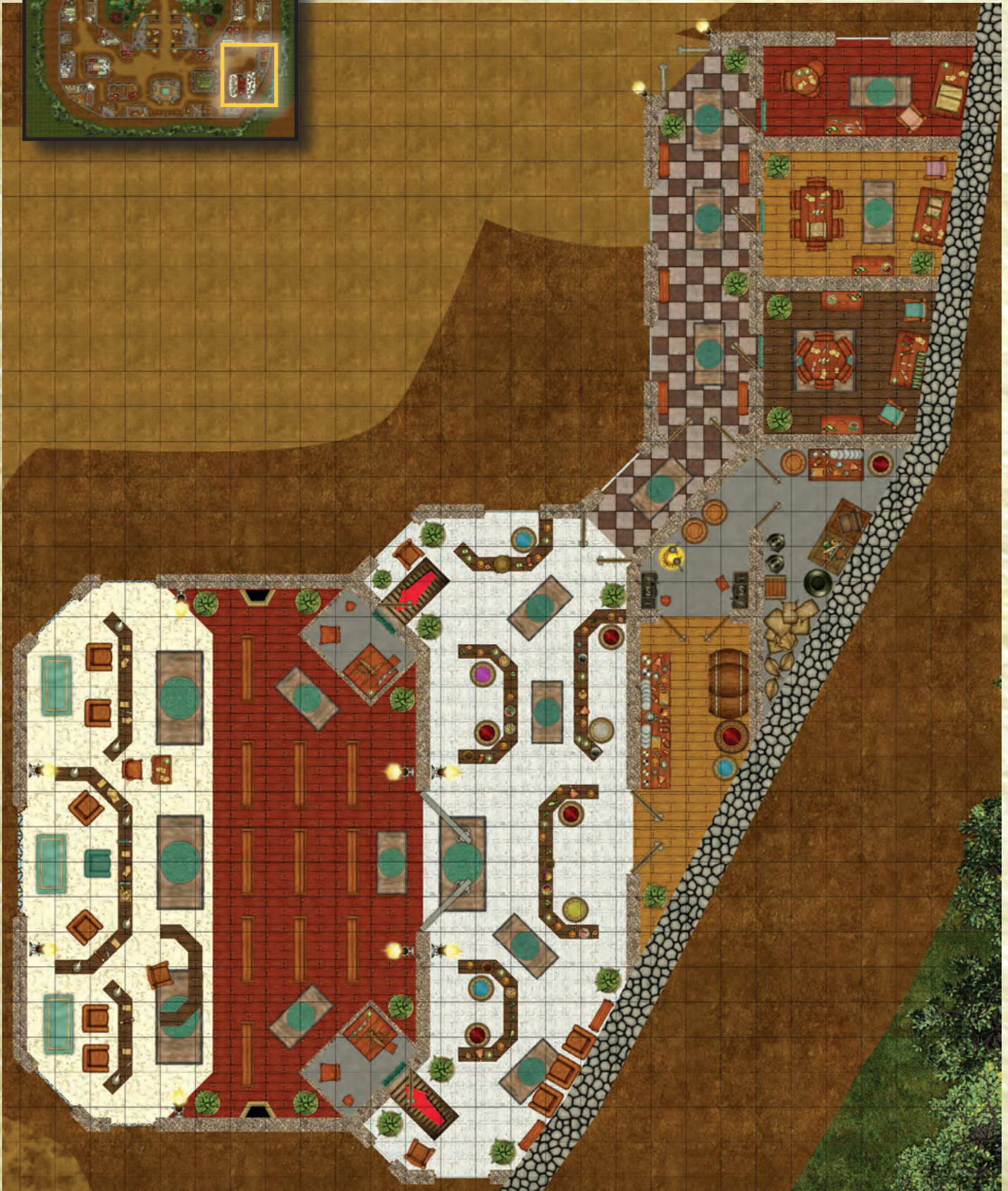




Ground Level (P)



Ground Level (P)





Ground Level (P)





Ground Level (P)



Ground Level (P)



Map 47: Council Chambers, Food Staging (DE-GL-CC-FS)

One square equals 5 ft.



Ground Level (P)



Ground Level (P)





Ground Level (P)



Map 51: Elder Residence 2 (DE-GL-ER2)

One square equals 5 ft.



Ground Level (P)



Ground Level (P)





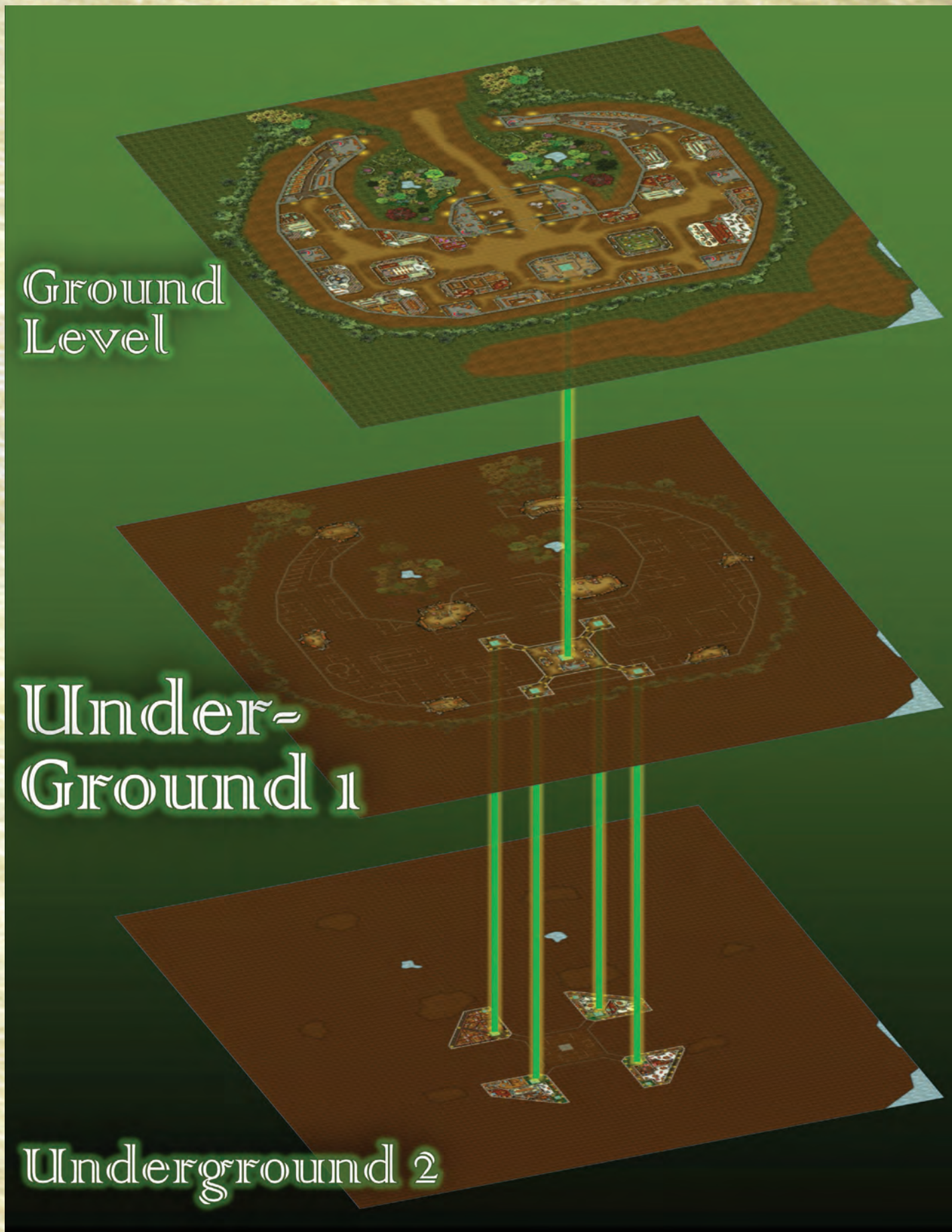
Ground Level (R)

Ground Level (P)





Player Handouts: Underground Level I



Underground 1 (P)

Level Introduction: Underground Level 1

Summary

From a formal standpoint, this level mainly serves as an intermediary step that links the Ground Level with Underground Level 2, which contains more “known” regions for citizen residences.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Underground Level 1 is the first of these underground realms.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it’s not unusual at all to see people flowing up and down regularly.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Ground Level

- The only formal means of entry is the main elevator at **Location 17**.

Exits to Underground Level 2

- There are four elevators that lead down to **Level 2**.

Overview

For most citizens, and some run-throughs by the PCs, this level is merely an intermediary means of transport between the **Ground Level** and the **Underground Level 2**.

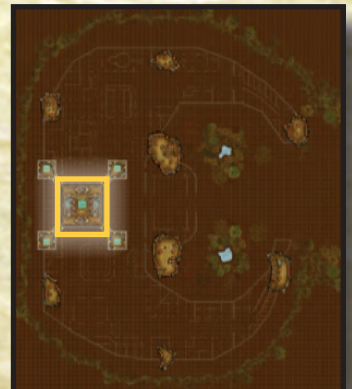
Those who go poking around, or who have come down here via the secret Guardpost trapdoors, can find a great deal of interesting exploration.

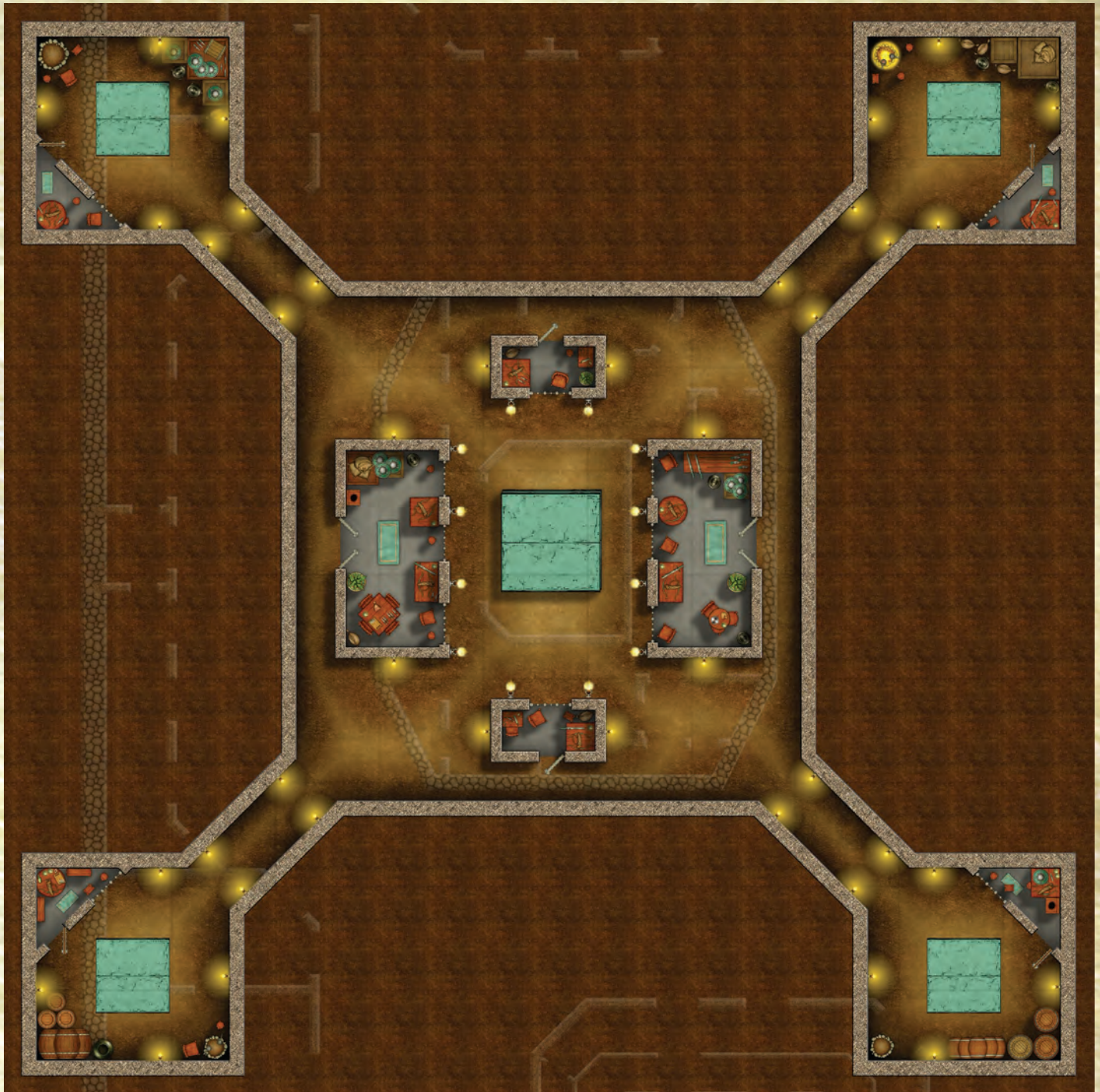
Atmosphere & Theme

Public Regions are busy, flowing with people moving up and down, day and night.

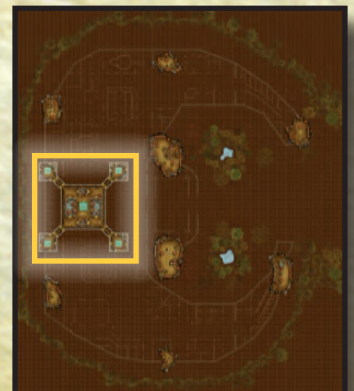


Underground I (P)





Underground 1 (P)



Underground I (P)



Map 61: Elevator Down Northeast (DE-B1-ED-NE)

One square equals 5 ft.



Underground I (P)

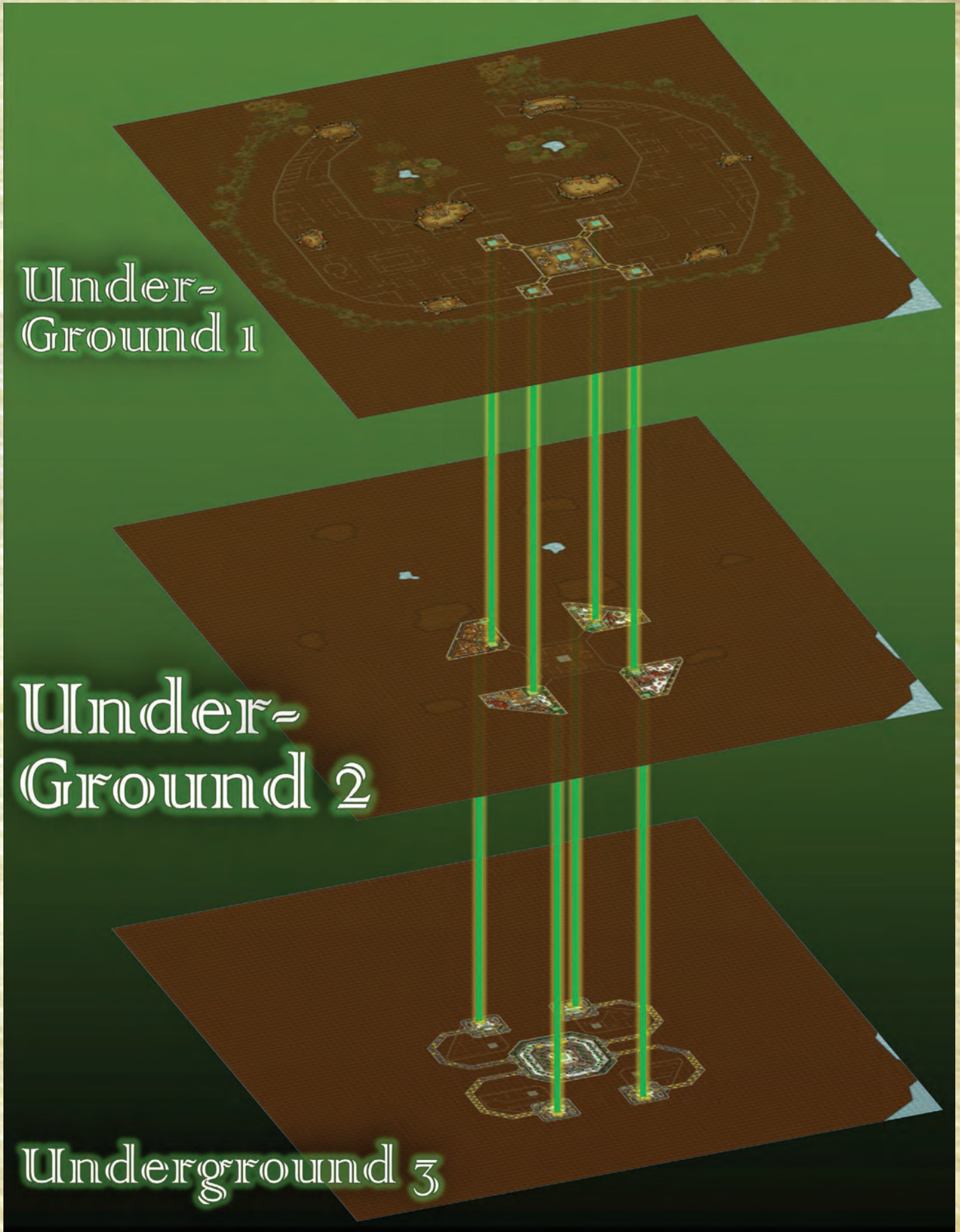






Underground I (P)

Player Handouts: Underground Level 2



Level Introduction: Underground Level 2

Summary

This level consists of a number of residences that are publicly accessible via the network of elevators leading up and down.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Underground Level 1

- ▣ The only formal means of entry is one of the “inner elevators”—those located closest to the center of the level.

Exits to Underground Level 3

- ▣ There are four elevators that lead down to **Level 3**. These are the “outer” elevators, or those located farther away from the center of the level.

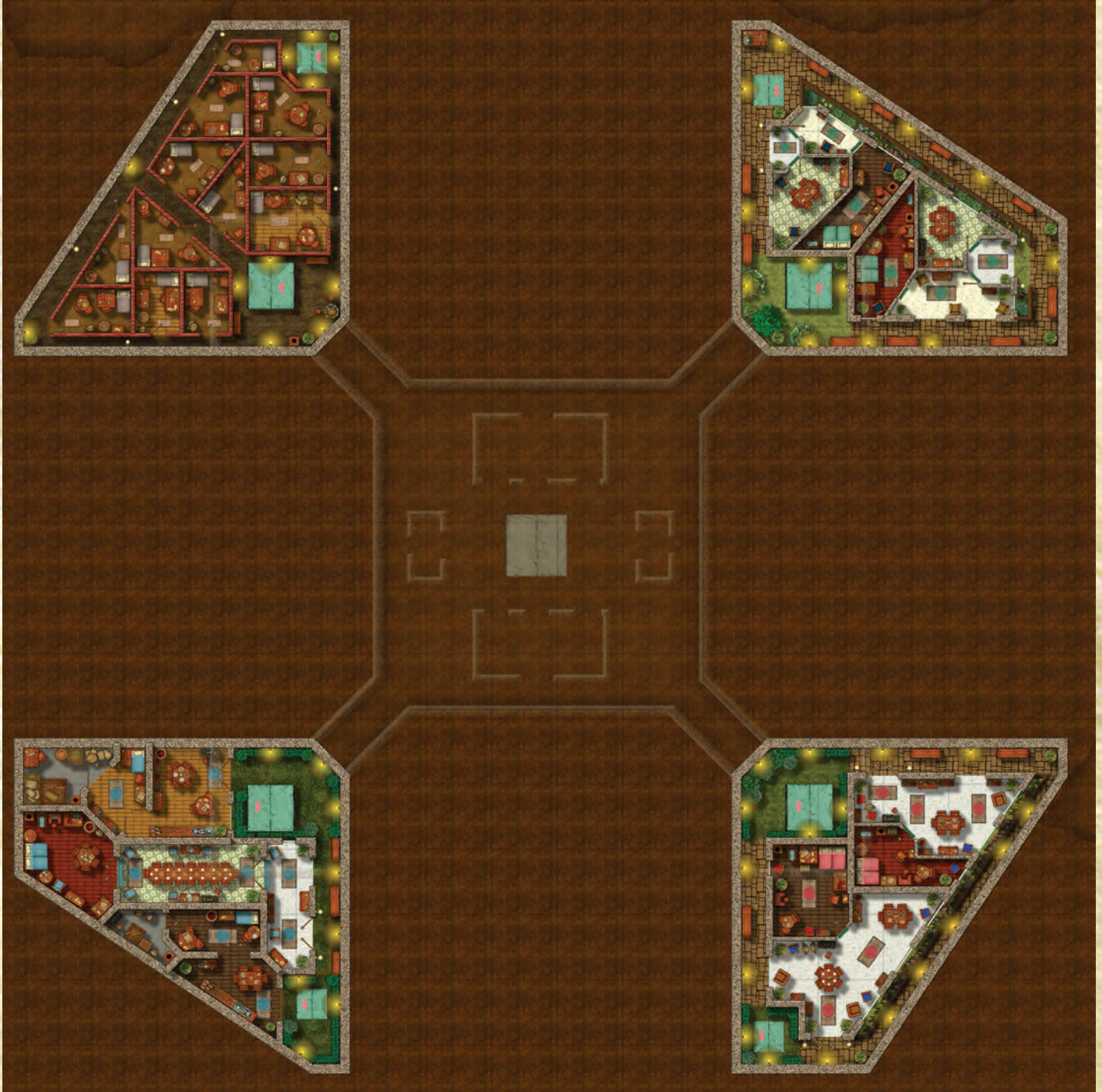
Overview

Many citizens, and nearly all visitors, only come down to this level if they have specific business with citizens here, or if they need to delve more deeply into the Underground levels.

The four major public structures in the diagonal corners are public, and house many of the public figures and *Dramatis Personae* the party may wish to interact with during their stay.

Atmosphere & Theme

Public Regions are busy, flowing with people moving up and down, day and night.



Underground 2 (P)



Underground 2 (P)





Underground 2 (P)

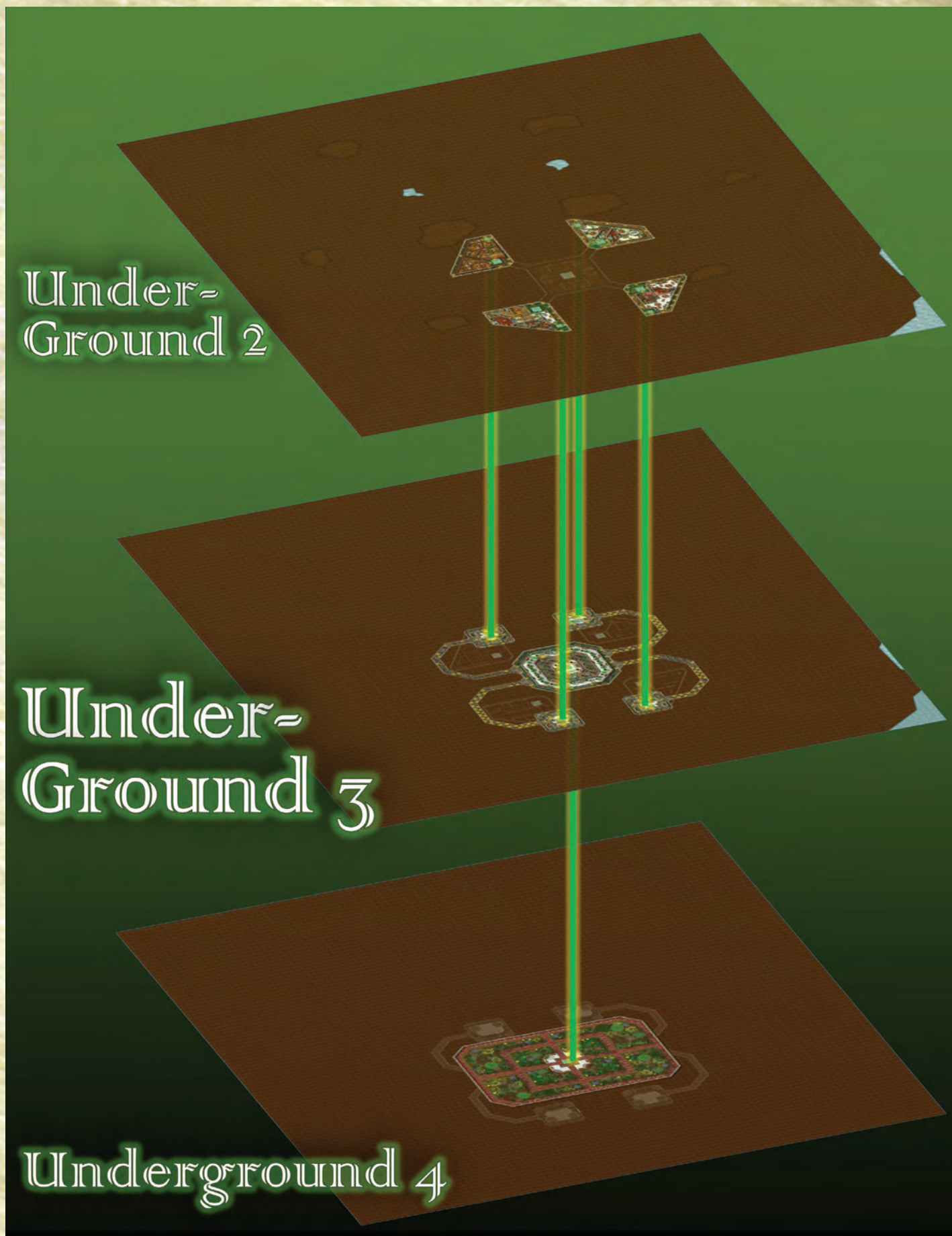




Underground 2 (P)



Player Handouts: Underground Level 3



Level Introduction: Underground Level 3

Summary

Underground Level 3 consists of four elevator chambers with elaborate hallways which lead to a central garden region.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Underground Level 2

- ▣ The only formal means of entry is one of the elevators in the diagonal corner chambers.

Exits to Underground Level 4

- ▣ There is only one means down to **Underground Level 4**: the elevator at the middle of the **Central Chamber**.

Overview

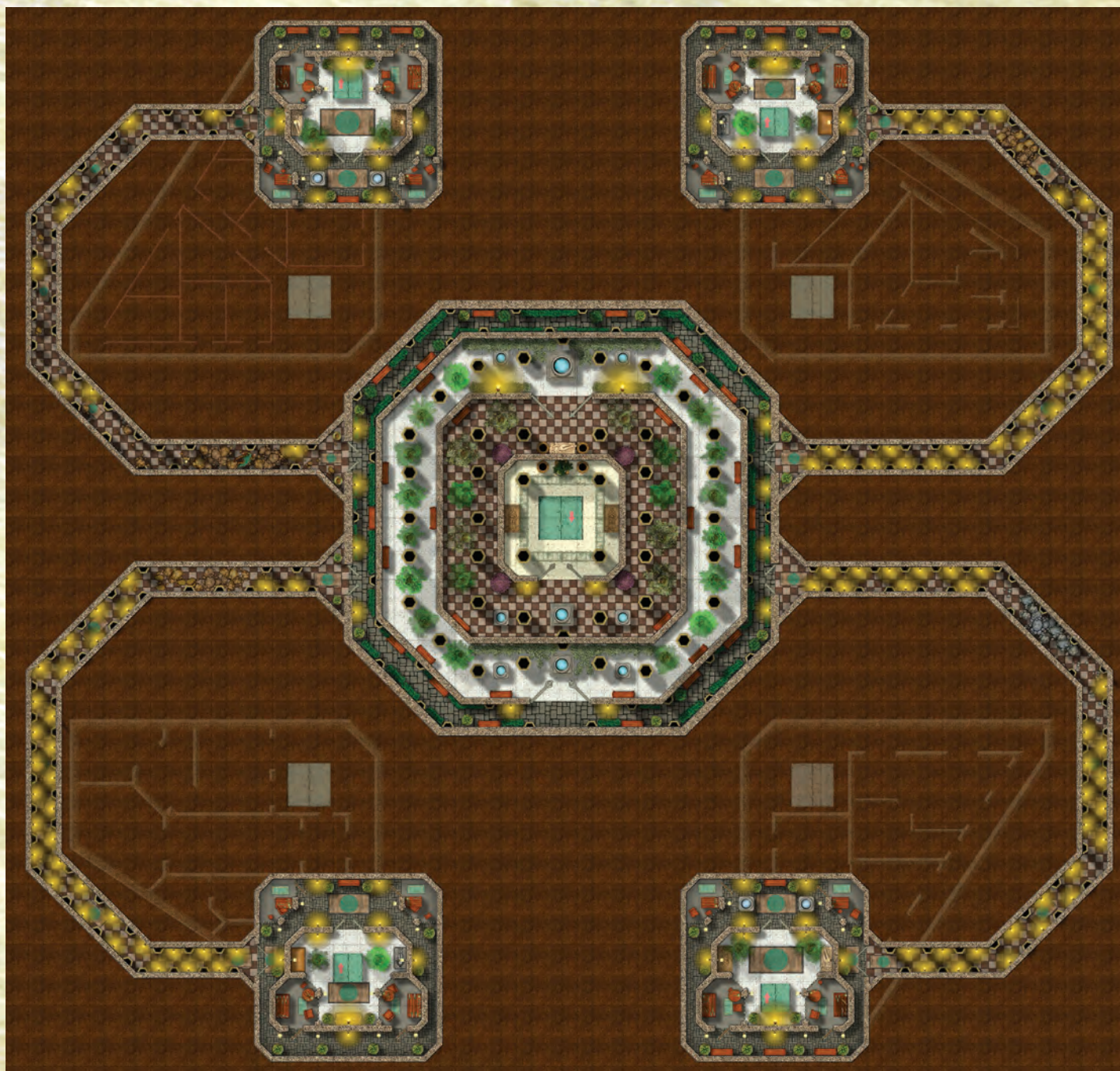
Many citizens, and nearly all visitors, only come down to this level if they have specific business with citizens here, or if

they need to delve more deeply into the Underground levels.

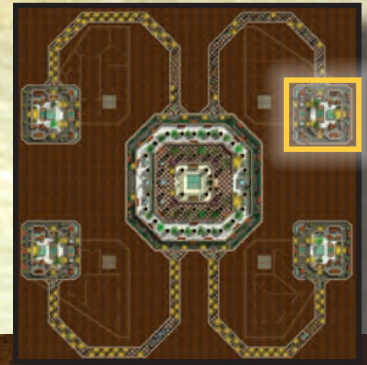
Much of the known terrain here is transitory: there are no shops or residences to speak of in this region. There is, however, ample purpose to be here, as many take walks or simply enjoy the sights of the gardens and the elaborate hallways leading thereto.

Atmosphere & Theme

Public Regions can be busy with visitors, sightseers, or simply those who wish seclusion or a nice walk.

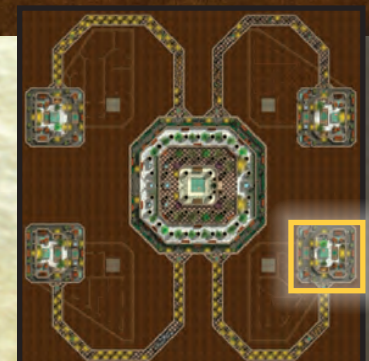


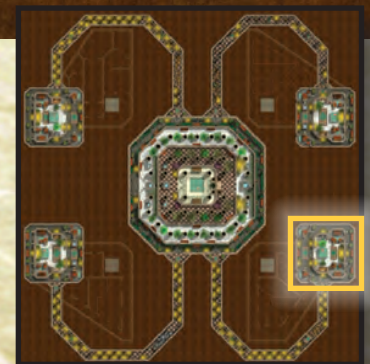
Underground 3 (P)





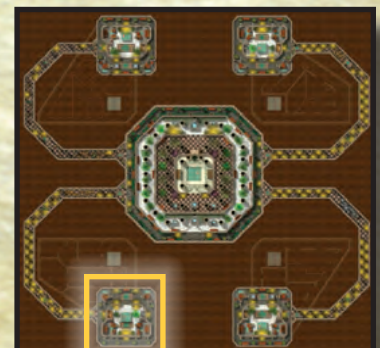
Underground 3 (P)

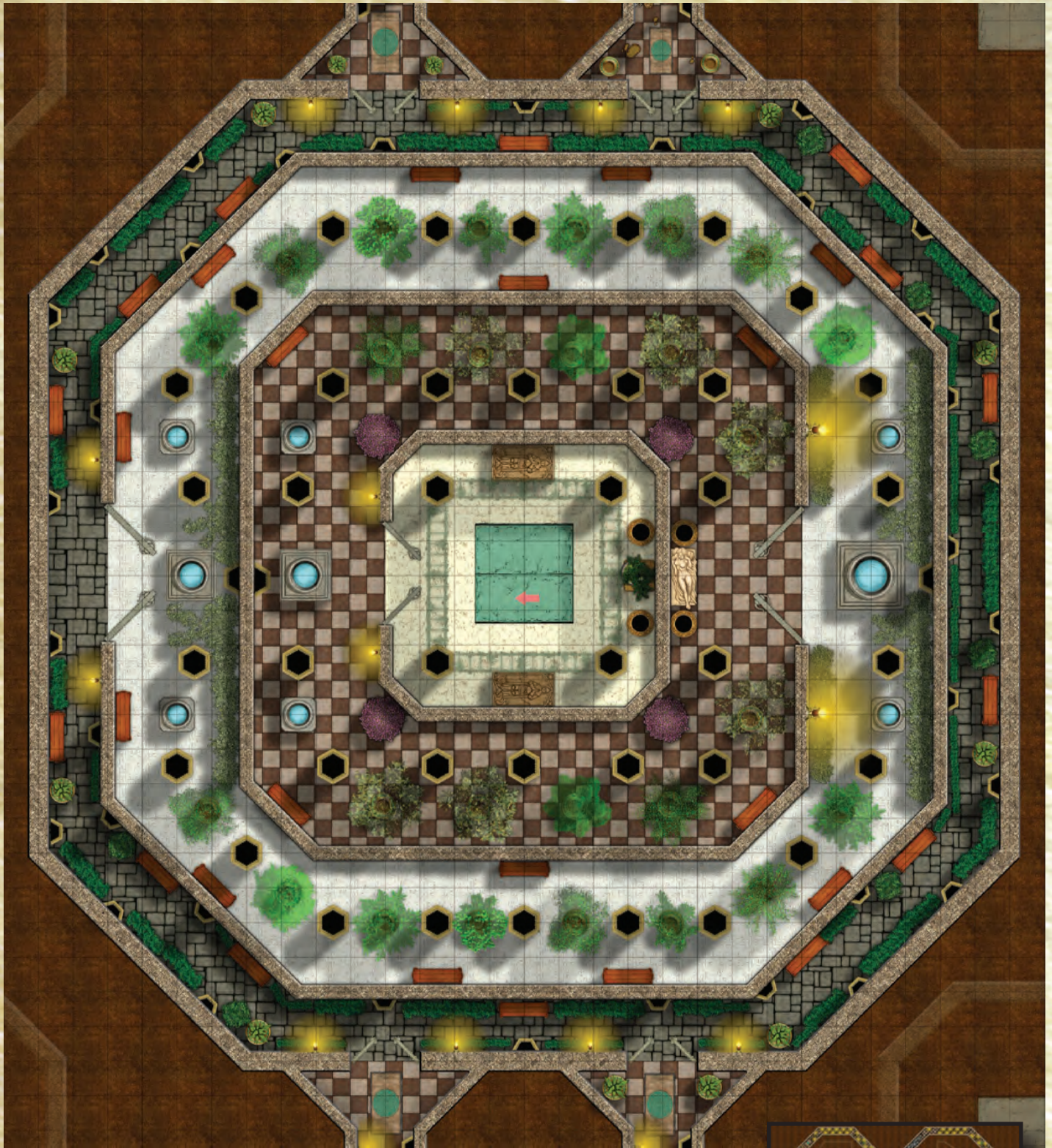






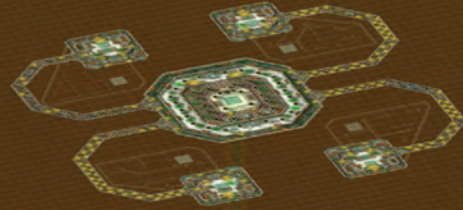
Underground 3 (P)





Player Handouts: Underground Level 4

Underground 3



Underground 4 (P)

Underground 4



Level Introduction: Underground Level 4

Summary

Underground Level 4 consists of a single, massive, subterranean garden.

Atmosphere & Theme

Public Regions can be busy with visitors, sightseers, or simply those who wish seclusion or a nice walk.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Public Structures


Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

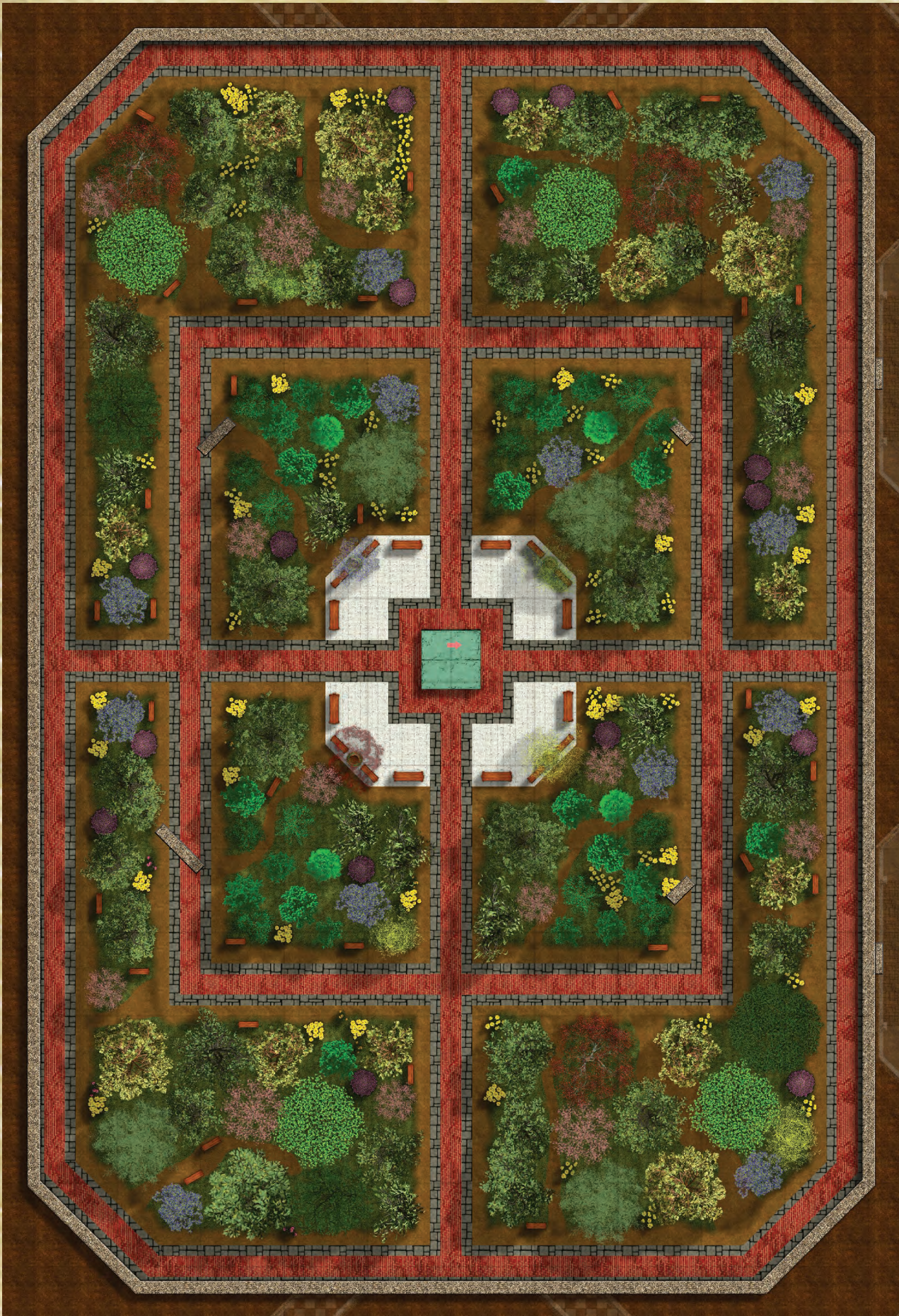
Entry from Underground Level 3

 The only formal means of entry is the central elevator.

Overview

Many citizens, and nearly all visitors, only come down to this level if they have specific business with citizens here, or if they need to delve more deeply into the Underground levels.

Much of the known terrain here is transitory: there are no shops or residences to speak of in this region. There is, however, ample purpose to be here, as many take walks or simply enjoy the sights of the gardens and the elaborate hallways leading thereto.



Dramatis Personae

Gallainne Estarch

Overview

She currently is the ranking, Senior Elder in the Council of Elders in the Druid Enclave.

Appearance & Demeanor

Gallainne is regal and refined. Typically well-dressed, she will choose garments to reveal the swaths of curving tattoos that are scattered across her body.

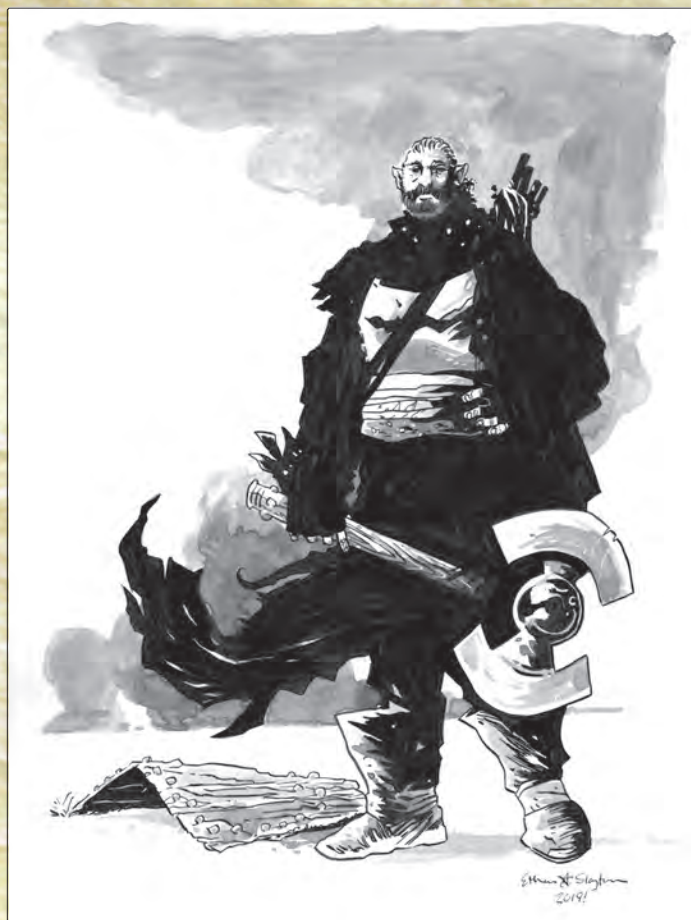
Politically savvy, Gallainne is well aware that her position as Senior Elder is neither secure nor a lifetime appointment.

She is cautious and careful in her speech, and takes pains to not alienate anyone unless she cannot avoid it.

NPC 1: Gallianne Estarch (Elder)



NPC 2: Ashrem Ilydron (Elder)



Ashrem Ilydron

Overview

Ashrem is a warrior, but of a scholarly mindset. Seasoned in battle, he longs for it, particularly as he gets frustrated with the political aspects of his new position.

Appearance & Demeanor

Bearded and portly, he seems awkward in civil garb, and increasingly awkward in battle dress, as his burgeoning paunch has tended to interfere with the half-plate he typically wears into battle.

Ashrem is used to barking orders, yelling threats, and otherwise commanding a situation with his voice and actions, and his approach to the Council is little different than that of his melees.

Trotysse Airdarr

Overview

Trotysse tries to be a force of good on the Council, and in the city... but the frequent conflicts between the interests of citizens and the natural order of things makes life challenging for her.

Appearance & Demeanor

Trotysse is a formidable presence. Though she carries no official rank beyond that of Elder, she is often seen in headdresses that mimic those of royalty, leading many to consider her a de facto queen of some kind... which is indeed her intent behind this behavior.

She feigns a regal presence, even going so far as to refer to herself as “we” much of the time.

NPC 3: Trotysse Airdarr (Elder)



NPC 4: Halabedarr (Elder)



Halabedarr

Overview

Halabedarr is a ruthless administrator with a focus on profit and indulgence over lives.

Appearance & Demeanor

The venerable elf dresses in elaborate, colorful robes, embracing the grandeur of both his race and his role in society.

He typically wears a hooded cloak, robe, or vest with elaborate refinements on top that suggest a crownlike appearance.

Although most on the Council of Elders effect a noble air when granting audience or speaking with others, Halabedarr takes this to an aloof extreme: his tone and body language suggest that any non-Elder he converses with is barely worth his time.

Siriquille

Overview

Siriquille is nimble in both thought and deed, and has lately been a force on the Council to move things along more quickly than they have historically.

Appearance & Demeanor

Even though she has given up her former profession, old habits die hard: Siriquille dresses in traveling garb, and looks as though she either just returned from a long journey, or is ready to embark on one immediately.

She speaks rapidly, efficiently, and thoughtfully, delivering messages in concise bites rather than the elaborate, regal prose of her colleagues.

NPC 6: Usborn Tossercobb (Elder)



NPC 5: Siriquille (Elder)



Usborn Tossercobb

Overview

A gentle halfling, Usborn wants only peace among the members of the Council.

Appearance & Demeanor

Usborn angers some by his noncommittal attitude toward conflict; in truth, the halfling fails to decide because he knows from experience that one side typically loses... and better to be associated with no victory than a loss.

He's oft seen smoking his pipe, whether in Council session or not, and dresses as though he has just returned from the woodshed.

Despite this humble and common-folk appearance, however, Usborn is victim to a typical Council behavior of acting as though his counsel is a wisdom and rare gift.

Barksel Ferubrankcht

Overview

Barksel can be used as a guide, and spends most of his time away from the Enclave proper. He is by a wide margin the most animalistic and nature-oriented of the Council.

Appearance & Demeanor

Barksel is a beast of a man, and typically shapeshifts into large actual beasts. His every interaction speaks to his preference of nature and animal over sentient; he would much rather spend time in the wild than debating over a minor point of parliamentary procedure with his elected peers. When pressed into society, he loves getting in the way of his friends, often in animal form.

Barksel wields a huge enchanted club made out of petrified wood, called “Rocktillyadrop”, surely an inside joke that makes sense only to the druid himself.

His boar companion is ever-present: a point of minor contention among his more civilized peers, but allowed, as he would not show up if the beast were banned from Council chambers.

NPC 7: Barksel Ferubrankcht (Elder)



NPC 8: Groob (Blacksmith)



Groob

Overview

Groob is a competent blacksmith, but his profession suppresses the warrior within who longs for battle.

Appearance & Demeanor

Groob is short-tempered, but takes out his ire on his anvil. He wears his hair long and straight, and frequently has ash on it. He rarely bathes, and smells ever of the forge and its work.

Imay Aldreban

Overview

Spunky and resourceful, Imay is a bit of a loner, at home in the woods and with her weaponry.

Appearance & Demeanor

Imay is sharp-edged in dress and manner, cutting quick to the point of any conversation and garbing herself in sharp lines and edges.

NPC 9: Imay Aldreban (Healer)



NPC 10: Allaha Gorrut (Sage)



Allaha Gorrut

Overview

Allaha is an accidental seer: someone who began her life in falsehood, but came into a certain ability.

Appearance & Demeanor

Allaha is all flash and pizzaz, focusing on presentation over substance. She dresses elaborately and to impress, and her attitude tends toward the grandiose, in gesture and word choice. She effects confidence and a wisdom far outstripping her years—and indeed, her abilities.

Forsythar

Overview

The dwarf tries to remain focused on the task at hand, but is perpetually distracted, and prone to the flamboyance that stereotypes his trade.

Appearance & Demeanor

Forsythar dresses conservatively, and in the same humble brown leather suit every day.

He does this for two reasons: first, he does not want his own garb distracting customers from the wares of his shop; and second, he has made so many horrible fashion choices in the past in his attempt to push the envelope of design that he has settled on the same thing day-in and day-out to avoid further disasters.

His nature is eccentric and grandiose, but, keenly aware of the stereotypes that plague his profession, and also aware of the rarity of a straight, male, dwarven seamster, he tries to keep it under wraps, affecting a calm, focused demeanor.

Essentially, he tries very hard to appear a blacksmith, only to fail regularly when distracted or excited, and revert to his true nature.

NPC 11: Forsythar (Tailor)



NPC 12: Sannelle Goregut (Weapons Trainer)



Sannelle Goregut

Overview

Sannelle is a prototypical dwarven warrior: a combination of barbarous might and fighting finesse, molded into the body of a formidable combatant. With her advancing age, she focuses on transferring her knowledge and skills to a younger generation.

Appearance & Demeanor

An old army mantra is to smile as though each time cost you a year of your life, so those under your command will kill themselves to earn an iteration. Sannelle isn't quite that cold, but she does affect a stern facade, at least at first.

Inside, she has a warm heart, and genuinely wants the best for her students. She's found that sometimes, a female trainer isn't taken as seriously as might be expected based solely on skill, so she affects a gruff demeanor by default to boost the credibility that prejudice might initially deprecate.

Jaer

Overview

Jaer is the Enclave's Druid Trainer, and as such holds a place of interesting importance among those with that profession or class, regardless of how much legitimate authority he actually wields.

Appearance & Demeanor

Jaer is a stern, regal half-elf. They say that there are those to whom no power should be given, based on how they seem to abuse what little power they have: Jaer is a case in point to this thinking.

He thinks himself loftily above those he teaches, regardless of the comparable abilities involved. Even those who have thrived under his tutelage and have gone on to great success are still treated like pitiful neophytes upon their return to greet their once-master.

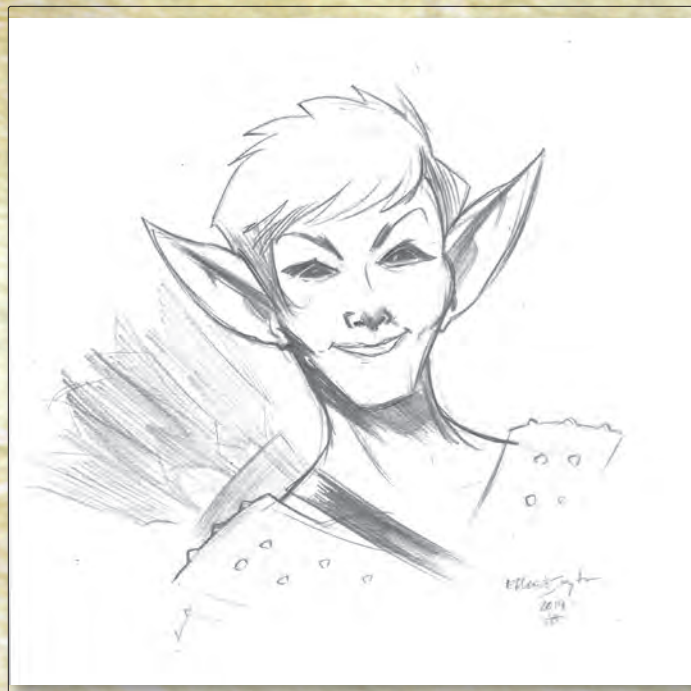
Jaer dresses in the same leathers and hide armor every day, and is rigorously clean-shaven. Despite how his manner may rub some the wrong way, the druid is indeed quite capable, and although not all prefer his approach, his teaching abilities are manifest.

On occasion—more so, in recent months, it would seem—he has been known to leer and jest in inappropriate ways, with students of all genders.

NPC 13: Jaer (Druid Trainer)



NPC 14: Terjonne (Ranger Trainer)



Terjonne

Overview

This female elf teaches her students by example, rarely speaking a word in so doing. She is quiet, and keeps to herself; her main vector of business is by word of mouth, which is considerable and consistently positive.

Appearance & Demeanor

Terjonne is either quite young, quite old, or anywhere in between; it is difficult to tell. In addition to simply being an elf, which tends to make age estimation difficult for those of other races, Terjonne typically wears camouflage paint over her face and exposed flesh.

Her garb is a curious mixture of careless and studious: she seems to spend zero time managing her hair, but her battle garb is meticulously well-kept and organized about her lithe frame.

She moves silently, and speaks in a whisper, as though unaccustomed to the need. Which is in large part true, given that she spends nearly all her time in the wilds outside of town.

Ulfgarre Thornngage

Overview

A gruff, no-nonsense halfling, Ulfgarre is a competent, if unusual and uncaring, herbalist, who ably, if not charismatically, addresses the Enclave's apothecarial needs.

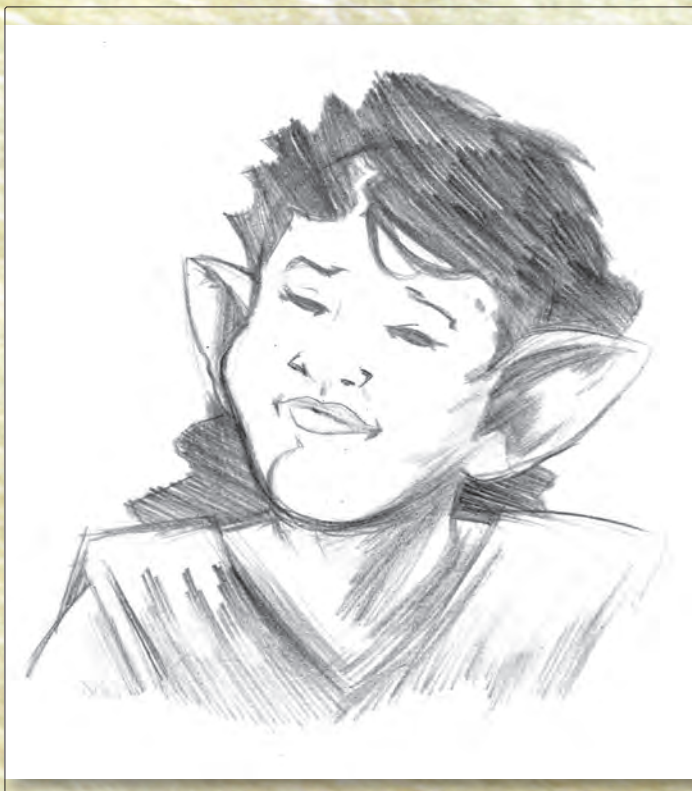
Appearance & Demeanor

Ulfgarre is more dwarflike in demeanor than halfling: short, curt words, often in monosyllables, comprise much of her speech, and she is ever focused on her craft, not on sales or in interacting with his customers.

As she would point out, if someone's coming into her shop, they need something; Ulfgarre can't and has no interest in changing that. A customer needs healing potions, regardless of whether she's nice or mean to them.

Her hair is often unkempt, and her face bears the smudges of a dozen different hues and concoctions from absent-minded ingredient preparation.

NPC 15: Ulfgarre Thornngage (Herbalist / Apothecary)



NPC 16: Seddyn (Provisioner)



Seddyn

Overview

Seddyn is a rare, altruistic sort of businessman, interested in making sure everyone in the Enclave has the supplies they need to be successful and content, and still emotionally invested in the ideal of the city.

Appearance & Demeanor

Seddyn is happy, content, and bubbly—not quite what one might expect from a provisioner in what is effectively the town's only option for most types of equipment.

Cynical customers might guess that the man is frequently drunk or high on pipeweed... and they would be correct. Fortunately, Seddyn is a friendly, competent drunk, and he seems pleasantly surprised and affectionate in a comradely manner when under the influence.

Plakk

Overview

Plakk is a competent mercenary, and a kind one; although skilled in battle and enjoys it, he longs for a life free of combat and violence and looks forward to it the way that we of the present age wistfully anticipate retirement.

Appearance & Demeanor

Plakk does not seem a mercenary at first. Though garbed for battle, he speaks softly, and kindly. The barbed morningstar he wields seems most incongruous to his demeanor, which is muted and soft.

NPC 17: Plakk (Mercenary)



NPC 18: Gaeryn (Mercenary)



Gaeryn

Overview

Gaeryn is a scummy, dirty, and vile mercenary, but one only too willing to put these attributes to work in service to anyone willing to pay.

Appearance & Demeanor

The human is grimy, rarely washing and never doing anything with his thick, tangled, long hair—a habit he fell into on the road on length adventuring posts. He does keep his weaponry and armor clean and in good service, however, and has a habit of sharpening blades whenever there are moments of rest on the road (or, less popularly, in a tavern).

Never truly having belonged anywhere, he feels out of place everywhere, though he would fit right in in most places. He fidgets, continually looks around at his surroundings, and generally looks uncomfortable whenever he is in a tavern, store, or other civilized building or context.

Tultokka

Overview

This tiefling has a score to settle with the Council, but is going about it in a very sneaky manner, trying to accumulate gossip and rumor as much as possible in order to blackmail any Elders she can get leverage on.

Appearance & Demeanor

Tultokka is a burly, almost monstrous tiefling, bulging with muscles. She chooses garb that flaunts this feature, making her seem much more formidable than she is. She makes her competence known, and is not shy about offering her services.

NPC 19: Tultokka (Mercenary)



NPC 20: Wubafix (Black Market Leader)



Wubafix

Overview

Wubafix is an industrial, enterprising human Rogue, despite having kind of happened into his current role of Black Market Leader for the Druid Enclave.

Appearance & Demeanor

Wubafix does not, at first, seem the sort of man capable of leading others. Selfish, preoccupied, and easily distracted do not always make for an attentive captain of industry.

However, his sheer ruthlessness and cutthroat approach to the trade of thieving, fencing, and enforcement have given rise to a powerful player. He dresses in blacks and dark greys, and keeps his hair and beard thick and long. It seems impossible to estimate his age, though most would say that he is but a dozen seasons short of middle age.

Kerrithe

Overview

Small in stature, stern in speech, and looming large in influence, this halfling leads an army of informants, and commands a vast stock of useful information.

Appearance & Demeanor

Kerrithe appears ever at the ready to do battle, or do venture into the woods and hunt something much larger than herself. In truth she rarely fights, but has learned that appearance is most of any situation.

She lends all hear ear, but few her voice, recognizing that most people will fill uncomfortable silences with their own information.

There is no greater font of unexpected information, she has often said, than the quiet moments in between intended statements.

In order to ensure that she retains all information she hears, and to guarantee that what she does remember is accurate, she has foresworn alcoholic drinks and other inducers of chemical highs. She also applies this standard to all of her informants, who must remain clean and sober or face her wrath.

NPC 21: Kerrithe (Blackmail Leader)



NPC 22: Darrlie (Assassin)



Darrlie

Overview

Darrlie is a lethal half-elf assassin who sells her services to the highest bidder. The only moral objection she has to her work is if it places her in too much legal jeopardy, a situation she endeavors to avoid.

Appearance & Demeanor

Darrlie dresses in dark colors, and her armor is elaborately spiked and padded. She dresses to effect: in the dark, she's nearly invisible; in the light, she terrifies the unsuspecting.

She is not mute, but speaks very little, preferring to avoid all personal details or noteworthy attributes so that she is never remembered by those not actively seeking her services.

Rannos Rannthak

Overview

Rannos is a tough but fair aristocrat who feels his elite status is a duty, not a weapon to wield over others.

Appearance & Demeanor

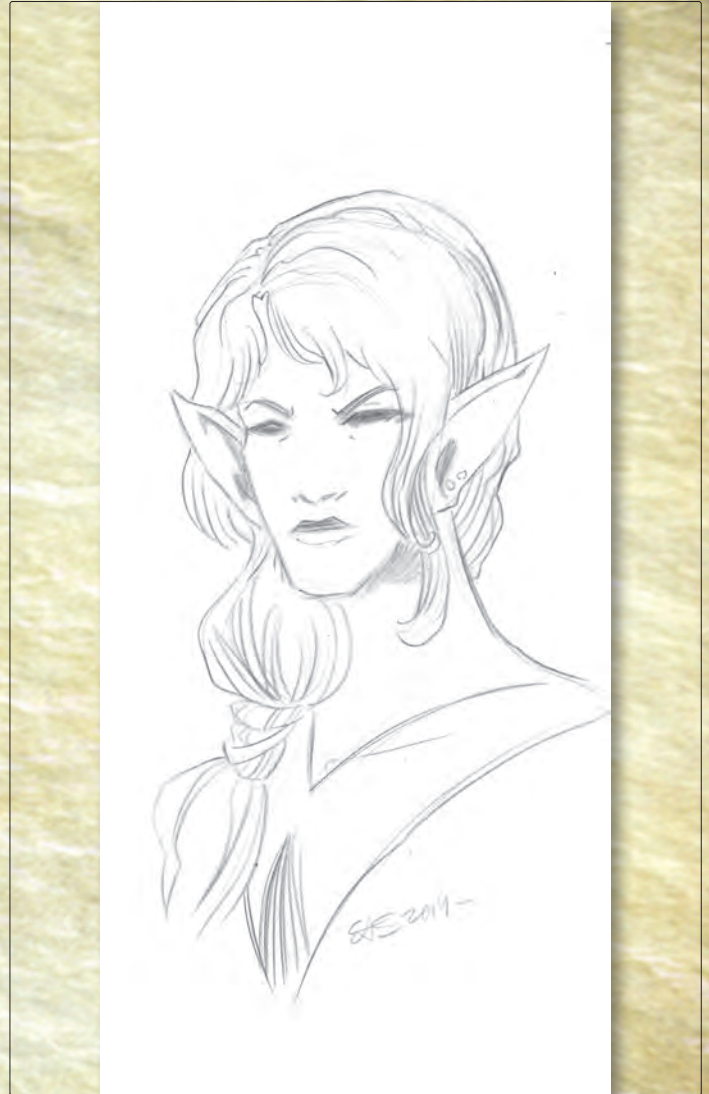
Rannos keeps his dress and manner normal—which is to say, commonplace, and not ostentatious. He wears leather armor that is fitted very well, but does not appear of high quality.

He tries to be, or at least interact well with, the common person.

NPC 23: Rannos Rannthak (Noble)



NPC 24: Anastrianna Liadon (Noble)



Anastrianna Liadon

Overview

Anastrianna is a prototypical aristocrat: lofty, looking down upon the common man, and ever aspiring to higher stature. She has a penchant for fanciful stories, and collects novels.

Appearance & Demeanor

This elven aristocrat dresses provocatively and expensively, which often dictates her route of passage in her travels so as to avoid muddy patches.

She acts haughtily and airily, as though much of the affairs of the common folk are so far beneath her experience and understanding that she is simply unable to understand it.

Melianne

Overview

Melianne is a working-class entertainer who aspires to lofty social heights. She's been able to rise quite successfully, but may have found her limit, capped as it is by her lack of established and regular funding.

Appearance & Demeanor

Melianne is an ethereal beauty, and uses her looks to effect wherever possible.

She attempts to dress regally and in high fashion, but cannot typically afford the latest designs. So she will buy an ordinary dress, and work her own skill on it, or pay a tailor in physical favors to produce something that seems much more expensive than it was, at least in terms of coin.

Melianne affects airy graces and gestures, but commoner and noble alike can detect her slip-ups quite easily. The effect is rather like someone poorly attempting a regional accent, while suffering under their own natural regional accent when they lose focus.

NPC 25: Melianne (Socialite)



NPC 26: Phaelynne Helliar (Merchant Queen)



Phaelynne Helliar

Overview

Phaelynne is a ruthless businesswoman preoccupied with the concept of immortality.

Though successful, she increasingly measures her worth against the unreasonable standard of perfection.

Appearance & Demeanor

Phaelynne is a stately matriarch of a woman, advancing in age gracefully but certainly despite her elven heritage.

In speech and manner, she is an odd mixture of calm and anxious: calm because given her longevity, she is accustomed to taking the long view on things. Because of her obsession with immortality, she is ever aware of the approach of death, be it ever so far off, and so she carries a certain anxiety to all proceedings.

She is kind in strangers in generally speaking to others, but cutthroat to business partners, and murderous to competitors. It is this ironclad combination, she would say, that has made her so successful.

Klasandrel Sulidan

Overview

Klasandrel is a ranger who happened upon a fortune, and now runs the remnants of another's merchant empire.

Appearance & Demeanor

Klasandrel looks ill-suited to his garb: rich leathers and cloaks and furs, but none of it fits well. This is because he wears the trappings of a dead man's wardrobe, and has no interest in fitting in any more than he does.

The half-elf always seems beleaguered, and exhausted, as though the day-to-day running of his small merchant empire tires him beyond his ability to cope with it. His every interaction comes with sighs.

As it would happen, this is not far from the truth.

NPC 27: Klasandrel Sulidan (Merchant Prince)



NPC 28: Lia Ilphur (Lone Crusader)



Lia Ilphur

Overview

Lia is utterly convinced of the purpose and value of the Enclave, and strives to fulfill and enforce it, though her methods may not appeal to all citizens.

Appearance & Demeanor

Lia is stern, unrelenting, and passionate, but prone to acts of spontaneity and violence. She will chalk this up to her warring passions of civility and purpose, but it's fundamentally an anger management issue that she has never fully come to grips with.

She is ever in battle dress, even when relaxing in a tavern.

Wyrida

Overview

Wyrida is a formidable warrior in the Druid Enclave's mission, and privy to much of its secrecy.

A favorite of the Council, she acts as a special operative when discretion is called for acting on the Enclave's will.

Appearance & Demeanor

She is of middling height for a half-elf. Chin-length, straight, brown hair with a tint of green, though whether this effect is natural or cosmetically applied is unclear.

Her hair frames her face and hides her ears; this is intentional, both to hide the slight pointedness of her half-elven ears to obscure her ancestry, and to conceal the scars that besmirch her forehead, cheeks, and neck. They're not deep, but definitely present: they could be from a particularly nasty childhood incident in a poisoned briar patch... or something more sinister and recent.

Either way, she's certainly not telling. She seems a strong and silent type: stern and dedicated.

NPC 29: Wyrida



NPC 30: Clarida



Clarida

Overview

Nimble and confident, Clarida is actually the younger sister of Wyrida.

Appearance & Demeanor

Clarida has intentionally styled her hair and dress so as to seem less like her sister. She typically lives and sleeps in leather, either armor or flexible clothing that she has fashioned from animals herself.

The ranger will eagerly engage in conversation with adventurers, or those who seem more interesting than her day-to-day life tends to be.

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