

## Guilds and Societies of Gwent

Below are descriptions of all of the major guilds and societies you will encounter in the World of Gwent. These groups don't necessarily make a character more physically powerful, but they do establish contacts that work to make them more socially powerful. They are all quite different, but they all have three things in common: joining requirements, benefits, and a secret handshake or gesture (be creative with that).

### Guilds

#### Adventurers' Guild

The Adventurers' Guild was founded during the settling of the Kingdom of Calimar. The Hunters' Guild in the area had become involved in some questionable business and many people wished for hirelings that were a bit more trustworthy. So, across the kingdom, people of all races formed a guild that could be contacted and hired to accomplish difficult and dangerous tasks. The Adventurers are now sponsored by the Brewers' Guild and can be found in almost every city in Gwent.

##### **Joining Requirements:**

- Must be at least an "Associate Member" of Brewer's Guild
- 100 gold piece joining fee
- 1gp/month dues

##### **Benefits:**

- High-paying job opportunities (100gp minimum)
- +2 situation bonus to Gather Information checks

#### Assassins' Guild

Don't try to fool yourself: the Assassins' Guild is a very evil group. It has been in operation for so long that its origin has been lost in a sea of blood. Only the quickest and stealthiest villains can join the guild that makes them one of two things: rich or dead. People pay very good money to have their dirty work done for them.

##### **Joining Requirements:**

- Evil Alignment
- Move Silently: 8 ranks
- Hide: 8 ranks
- Disguise: 4 ranks
- Must kill an innocent person

##### **Benefits:**

- Can actually take levels in an "Assassin" prestige class (see DMG 29)

#### Bards' Guild

A central location cannot be assigned to the Bards' Guild. It is a virtually unnoticeable group of wandering bards that perform in many places and gather as much information as possible. This information selectively makes its way to the Adventurers' Guild, where it is acted upon to solve mysteries. The bards are concerned with the safety of the innocent

and keep a careful eye on the Assassins' Guild. Many people are aware that the Bards' Guild exists, but only the bards, themselves, know exactly what it does.

**Joining Requirements:**

- Bardic Music
- Perform: 6 ranks
- Thieves' Guild Membership

**Benefits:**

- +2 situation bonus to Bardic Knowledge
- Availability of bard-related items (potions, scrolls, magical instruments)

**Brewers' Guild (The Association of Independent Brewers and Wine Makers of Gwent)**

This guild is composed of people of all races and is the single largest organization in the World of Gwent. Its primary purpose is simple: to bring brewers together at a town meeting point to share drinks and stories. But, because of its size and the fact that its members often become "carefree" with their storytelling, it also functions as a worldwide information network. Each city has a "Brewmaster" who usually knows how to tap into this network, with beneficial results.

**Guild Positions:**

Associate Member: These are towns folk who are sympathetic to The Guild who themselves neither brew nor make wine. They also do not pay Dues, nor can they Vote, and they receive no special benefits from guild association.

Initiate Member: New members of The Guild begin as Initiate Members. Initiate members go through a time of probation when other members of The Guild evaluate them. They may pay dues, but are not able to vote.

Full Member: A full member of The Guild must pay Dues and has a Vote. They also have access to certain rare items.

Master: These are full members with great skill in the craft of brewing or wine making.

Brewmaster: A Master of The Brewers' Guild who acts as leader of The Guild. He or she has direct access to rare items only available to other guilds (Mages', Merchants', etc.). Usually, the Brewmaster is selected from the available Masters of The Guild.

**Joining Requirements (only if joining as a "Full Member"):**

- Profession (Brewer): 1 rank
- 1 silver piece/month dues

**Benefits ("Full Members" only):**

- +2 situation bonus to Knowledge (local) checks
- Easily acquire common information from other brewers

### **Healers' Guild**

500 years ago the Morkenese Wars raged across the Continent of Gwent. For fifty years battle commenced and ceased in cities and dales, and it was quite uncertain where it would break out next. During these years groups of healers devoted their lives to traveling in caravans from battleground to battleground. In this way the Healers' Guild was formed and still exists today in almost every human town, elven village, and dwarven city of Gwent. It is a guild that specializes in medicine and offers healing at a fair price. Healers are able to find work wherever the guild is active.

#### **Joining Requirements:**

- Heal: 6 ranks
- 1gp/ month dues

#### **Benefits:**

- Free healing from guild
- Can heal people from any Healers' Guild location and keep 75% of all individual profits

### **Hunters' Guild**

The World of Gwent can be a dangerous place and survival is often costly. People in need of bodyguards, mercenaries, or even exterminators often call upon the aid of the Hunters' Guild. The hunters are a group of brave men and women for hire who can hold their own in hand-to-hand combat. This guild is usually only found in the larger cities.

#### **Joining Requirements:**

- Attack Bonus +3
- Must be sponsored by a Hunters' Guild member

#### **Benefits:**

- +2 bonus on Intimidate checks when displaying guild insignia
- High paying job opportunities (Bounty Hunting, Body Guarding, Mercenary Work, Exterminating, etc.)

### **Mages' Guild**

Within the World of Gwent magic is a rare tool. It is for this reason that magi are considered so powerful and are often held among the highest social standing. Their studies keep them seclusive, and many seldom wish to leave their libraries. When they do finally step into the outside air, it is often to walk to a meeting of the Mages' Guild. This guild is open to almost anyone who seriously pursues the art of arcane magic. Wherever there are magic users there is usually a section of the guild, but usually guildmasters are only found in major cities. In addition to guildmasters there is also a "Wizards' Council," composed of about three magi per kingdom and headed by a powerful wizard named Neozar. Nobody knows exactly where he lives.

#### **Joining Requirements:**

- Ability to cast 2<sup>nd</sup> level arcane spells
- Knowledge (arcana): 6 ranks
- Spellcraft: 6 ranks

#### **Benefits:**

- Availability of rare magic items only available through the guild

- Ability to keep purchases of regular magic items more secret than usual

### **Merchants' Guild**

While traveling on the long roads of Gwent you will pass many a wagon, ambling by on business. Most of them are driven by men and women with strange and exotic wares to sell at some nearby village. They are clever, quick, and often ruthless salesmen: merchants. And, all of the wealthiest merchants are enrolled in the Merchants' Guild. The guild is quite difficult to join and only open to the very best of salesmen. But, once a member, many items and options become available to you. It is the aspiration of every young merchant to one day join the Merchants' Guild.

#### **Joining Requirements**

- Profession (merchant): 8 ranks
- Appraise: 8 ranks
- Bluff: 4 ranks
- 50gp/ month dues

#### **Benefits:**

- Availability of rare items only available through the Merchants' Guild (and sometimes items that were previously only available through other guilds)
- Added security from thieves and bullies
- Insurance on any one item of up to 10,000gp as long as it is registered with the guild (Remember: the guild does have ways of finding out exactly what happened to the item.)

### **Thieves' Guild**

One of the most remarkable qualities of Gwent is its worldwide black market. Almost every town and city is crawling with thieves and thugs that live off of the hard work of others. Originally, the Thieves' Guild was an organization composed entirely of evil humans. It has expanded now to people of all races and alignments. There are many good people involved in it that possess the attitude: "you can't hope to stop it, only to contain it." The guild is largely dependent upon the information from the Brewers' Guild and is only open to members of that guild whose value is noticed by a brewmaster or other member of the Thieves' Guild.

#### **Joining Requirements:**

- Innuendo: 1 rank
- Brewers' Guild membership
- Noticed by guildmaster
- 1gp/month dues

#### **Benefits:**

- Access to the Black Market
- Access to uncommon information

## **Societies**

### **Brotherhood of Galdrin**

Galdrin is the father of the gods and the most commonly worshipped among them. His priests devote themselves to the study of healing and to fighting evil wherever it threatens good. The Brotherhood of Galdrin is a society composed of the Sun God's most faithful clerics and paladins, who truly believe that the power of a god is directly proportionate to his worshippers, making Galdrin the chief among them all. This society is structured as a hierarchy: postulant, chaplain, deacon, and priest, all sharing the title "Brother;" bishop and archbishop using those titles; and the High Priest, whom also serves as the "Emperor" of Gwent. The current high priest of Gwent is Emperor Leord II, who lives in the Temple of Galdrin in the city of Galdrin's Gate.

#### **Joining Requirements:**

- Male Worshiper of Galdrin
- Can only acquire new levels in Cleric or Paladin classes (Taking a level in any other class, after joining, will remove character from the Brotherhood.)
- Heal: 6 ranks
- Knowledge (religion): 6 ranks
- Must pass an appropriate Test of Faith (No encounter levels lower than character's level)

#### **Benefits:**

- All healing spells and abilities are maximized (PHB 83)
- Opportunity to advance in Brotherhood hierarchy beyond "postulant"

### **Sisterhood of Lua**

Lua is said to be the mother of all creation and wife of Galdrin. She is the Moon Goddess and the giver of magic. Her Sisterhood was founded as the female's answer to the Brotherhood of Galdrin, and follows many of the same principals. Once a member, the character can advance through the Sisterhood's hierarchy: novice, canoness, deaconess, and priestess: all sharing the title "Sister"; prioress and abbess: using those titles and living in an abbey; and one High-Priestess that lives in the Temple of Lua in the city of Galdrin's Gate.

#### **Joining Requirements:**

- Female worshiper of Lua
- Can only acquire new levels in Cleric or Paladin classes (Taking a level in any other class, after joining, will remove the character from the Sisterhood.)
- Heal: 6 ranks
- Knowledge (religion): 6 ranks
- Must pass an appropriate Test of Faith (No encounter levels lower than character's level)

#### **Benefits:**

- May choose to exchange one (divine) domain spell per spell level for an arcane spell of the same level (This arcane spell can still be cast while wearing armor as it is divinely granted by Lua.)
- Opportunity to advance in Sisterhood hierarchy beyond "novice"

\*Feel free to adjust the Brotherhood or Sisterhood to fit any god that a character in your gaming group may worship.

### **Fellowship of Elandria**

The Fellowship of Elandria, also known as the Fellowship of Rangers, is a society of rangers that worship Elandria, Goddess of Forest and Song. This group is found worldwide in the forests, mountains, swamps, and even deserts of Gwent. They often hold small councils among a section of their members in some hidden location known only to them. Every year the “Grand Council of Fellows” is held in the elven village of Elandale, in the Forest of Ention, where the “Tree of Elandria” is said to grow. To become a member of this society the character must be invited by a fellow or fellowess (note: “fellowess” is not a real English word) and meet certain other requirements written below.

#### **Joining Requirements:**

- Favored Enemy: dark elf (Elandria despises dark elves)
- Animal Empathy: 8 ranks
- Wilderness Lore: 8 ranks
- Must pass an appropriate Test of Faith (No encounter levels lower than character’s level)

#### **Benefits:**

- Can Speak with Animals (PHB 254) as spell like ability once per day (not accumulative)
- Gain one bonus spell per spell level from the Plant domain (PHB 164)

### **Gwenton Druids**

There are things hidden deep within the forests of Gwent that are known to none but the druids, a magical people who live symbiotically with the beings of nature. They can trust these secrets with no one but themselves and rely on each other’s help to protect them. These druids are known collectively as the Gwenton Druids, a secret society built on a hierarchy of experience. It has very few members, considering the area it covers, and everyone in it knows, or knows of, almost every other member in their kingdom. (They do not need lots of members because one experienced druid is capable of protecting many square miles of wildlife.) Druids are usually found in the forest but some live in every climate of Gwent. Upon joining, a new member is given a tattoo of the ancient Druidic rune symbolizing unity. It has two main purposes: to serve as a mark of identification to other members, and to grant them a few magical powers that are listed under “Benefits” below.

#### **Joining Requirements:**

- Druid Wild shape ability (PHB 35)
- Animal Empathy: 8 ranks
- Wilderness Lore: 8 ranks
- Must pass an appropriate Test of Skill (No encounter levels lower than character’s level)

#### **Benefits:**

- Can Speak with Plants (PHB 254) as spell like ability once per day (not accumulative)
- Permanent Barkskin: +2 magical armor class bonus (other AC bonuses can stack over this, including another “Barkskin” spell)

## **The Order of the Dragon**

After years of training in a monastery, a young monk usually desires to venture out into the wide world and put his/her skills to the test. Adventuring monks are quite common in the Land of Gwent and many of them are honored members of The Order of the Dragon. This order is one devoted to the betterment of the “Universal Spirit,” and most of its members are involved for a just purpose, but there are some who wish to reap its benefits for personal reasons and use the power to selfish ends. Before joining the order a monk must be spiritually prepared and pass a rigorous test of mind, body, and soul. Once he/she is accepted into the Order, the monk is given a tattoo, in the shape of Azzimar the Dragon, that serves as identification to other members and also grants some magical abilities listed under “Benefits” below.

### **Joining Requirements:**

- Must have monk quality “Purity of Body” (PHB 40)
- Concentration: 8 ranks
- Diplomacy: 4 ranks
- Must pass an appropriate Test of Skill (No encounter levels lower than character’s level)

### **Benefits:**

- Permanent +4 magical bonus to Jump skill checks (other bonuses can stack)
- Magical immunity to any 3 points of Damage per day per level (other effects can stack)

### **Conclusion**

The guilds and societies listed above are only the “Major Guilds and Societies of Gwent.” Other minor ones will be listed in another section as they are created.

\*\*If you would like to create a minor guild or society for any of the worlds of PDabble Games, feel free to write a short description with all details you would like to include, along with a statement that we have permission to use this creation. We will look it over and, if we like it, we will include it as a minor group that anyone can read about at our website.