



METAGAMING ORGANIZATION REFERENCE:

Brothers of the Greenwood

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Introduction

The Brothers of the Greenwood are a group that opposes Afridhi control of the Duchy of Ten. Serving as spies and saboteurs, this group claims to have a membership of over eight thousand. The Brothers are composed of a fairly substantial Tenian militia who fight to retake their lands. Rumors persist that the kingdom of Blackmoor supplies this group with weapons, and on this basis the Afridhi press their desire to subjugate Blackmoor's Barony of the Lakes in order to protect their "rightful god-given lands."

The Brothers of the Greenwood use guerilla tactics of infiltration and subversion to hinder the internal workings of the Afridhi state. They have developed into a dangerous force and now pose a substantial threat to the stability of the Afridhi occupation. The group is often based in Croc's Nest, a small trading community halfway between Lake Gloomy and the Tower of Midge on the War Road, but hides the majority of their force and stashes of equipment throughout Ten in temporary campsites and safe houses.

Organization

The Brotherhood consists of two primary groups: the intelligence corps or "Spirits" led by Baron Oric van Rijin and the guerilla soldiers or "Trees" led by Baron Finneas Hubal. These groups are commonly distinguished with the statement 'Spirits watch; Trees march.' Each branch has different requirements for membership. A PC may join both branches (referred to as a Spirit Tree), but the TU and gp requirements must be paid separately for each. As the campaign continues, additional benefits or penalties may accrue; this document will be updated as needed.

Intelligence Corps – 'Spirits'

The intelligence corps is comprised of members who infiltrate Ten to gain information on Afridhi activities. This information commonly focuses on troop movements, but can extend into other activities on occasion. Most of the members of this branch pose as Tenian slaves within the Afridhi camps, although some particularly skilled individuals are given short term assignments involving impersonation of higher level Tenian slave-officials or even Afridhi troops if they can pull off the disguise. On occasion members of the intelligence corps are given assignments within the Guerrilla Soldiers as a counterintelligence measure.

Most members of this branch are rogues or bards, although some members of other classes (notably sorcerers and clerics of deities with the Trickery or Obscuration domains).

Spirits Advancement

The intelligence corps uses ranks based on incorporeal creatures, in part to strike fear into the Afridhi. 'Ghosts are haunting you' is a phrase sometimes echoed behind Spirits who have completed their mission. Many of the older members of this corps are former thieves and cutthroats who have turned their talents to more useful ends in these trying times. These rankings are designated as follows:

- Ghost
- Haunt
- Spectre
- Wraith

Guerilla Soldiers – 'Trees'

The soldiers, led by Baron Hubal of Rusagern called the Old Oak, are focused on taking the fight to the Afridhi and work to someday retake their homeland. Most of their operations are informed by data from the Intelligence Corps, and consist of fast hit and run tactics focused on critical targets such as supply lines.

Trees Advancement

The Trees tend to be run in a much more organized fashion than the Spirits, and their membership is nowhere near as secretive. The organizational ranks are named after types of trees to symbolize the Brother's desire to retake their lands. These rankings are designated as follows:

- Ash
- Birch
- Yew
- Oak

A traditional greeting from an emissary of the Brothers is: "My name is [name]; I speak for the Trees."

Cost of Membership

A membership fee of 100gp per year must be gathered by all brothers. Brothers must also spend 4 TUs per year serving the Brotherhood in the fight against the Afridhi



Spirits – Intelligence Corps

Requirements

Ghost

- BAB +1 or ability to cast 1st level spells (Arcane or Divine)
- 3 Ranks in TWO of the following skills: Bluff, Disguise, Gather Information, Hide, Listen, Move Silently, Perform (Acting), Profession, Spot
- 1 Rank in Knowledge: Local (Duchy of Ten)
- Base Will save +2 or Endurance Feat

Haunt

- BAB +3 or ability to cast 2nd level spells (Arcane or Divine)
- 5 Ranks in TWO of the following skills: Bluff, Disguise, Gather Information, Hide, Listen, Move Silently, Perform (Acting), Profession, Spot
- Minimum 6 months real time as a Ghost

Spectre

- BAB +5 or ability to cast 3rd level spells (Arcane or Divine)
- 7 Ranks in TWO of the following skills: Bluff, Disguise, Gather Information, Hide, Listen, Move Silently, Perform (Acting), Profession, Spot
- Minimum 6 months real time as a Haunt

Wraith

- BAB +7 or ability to cast 4th level spells (Arcane or Divine)

- 9 Ranks in TWO of the following skills: Bluff, Disguise, Gather Information, Hide, Listen, Move Silently, Perform (Acting), Profession, Spot
- Minimum 6 months real time as a Spectre

Benefits

- Because of your association with the other Brothers and their intimate knowledge of the area, you gain Knowledge local (Duchy of Ten) as a class skill
- All Spirits get benefits based on their rank (Ghost +1, Haunt +2, Spectre +3, Wraith +4)
- Bonus to Gather Information checks while in Duchy of Ten or the Barony of the Lakes
- Bonus to Knowledge Local (Duchy of Ten)
- Spirits also have a contact that they report to. This contact can make one of the following skill checks in your stead: Knowledge local (Duchy of Ten, Gather Information or Knowledge (History) so long as the check is related to the Afridhi or the Duchy of Ten. The result of the check is based on your rank within the Spirits: Ghost – 25, Haunt – 30, Spectre – 35, Wraith – 40. This is not a simple task, however and requires the expenditure of 1 TU while the PC waits for his contact to come back with answer. This may be done at most once per episode.

Trees – Guerilla Soldiers

Requirements

Ash

- BAB +2 or the ability to cast 1st level spells

- 3 Ranks in TWO of the following skills: Balance, Climb, Craft, Handle Animal, Hide, Jump, Move Silently, Ride, Survival, Tumble
- 1 Rank in Knowledge: Local (Duchy of Ten)
- One of the following feats: Weapon Focus, Track, Mounted Combat, Point Blank Shot, Dodge, Two-Weapon Fighting

Birch

- Minimum 6 months real time as an Ash
- BAB +4 or the ability to cast 2nd level spells
- 5 Ranks in TWO of the following skills: Balance, Climb, Craft, Handle Animal, Hide, Jump, Move Silently, Ride, Survival, Tumble
- One of the following feat sets:
 - Weapon Focus, Power Attack
 - Track, Two Weapon Fighting
 - Mounted Combat, Ride-By Attack
 - Point Blank Shot, Precise Shot
 - Dodge, Mobility

Yew

- Minimum 6 months real time as a Birch
- BAB +6 or the ability to cast 3rd level spells
- 7 Ranks in TWO of the following skills: Balance, Climb, Craft, Handle Animal, Hide, Jump, Move Silently, Ride, Survival, Tumble
- One of the following feat sets:
 - Weapon Focus, Power Attack, Weapon Specialization
 - Track, Two Weapon Fighting, Improved Two Weapon Fighting
 - Mounted Combat, Ride-By Attack, Spirited Charge
 - Point Blank Shot, Precise Shot, Rapid Shot
 - Dodge, Mobility, Spring Attack
- Rangers *must* have Favored Enemy (Afridhi)



- 9 Ranks in TWO of the following skills: Balance, Climb, Craft, Handle Animal, Hide, Jump, Move Silently, Ride, Survival, Tumble
- One of the following feat sets:
 - Weapon Focus, Power Attack, Weapon Specialization, Cleave
 - Track, Two Weapon Fighting, Improved Two Weapon Fighting, Quick Draw
 - Mounted Combat, Ride-By Attack, Spirited Charge, Trample
 - Point Blank Shot, Precise Shot, Rapid Shot, Far Shot
 - Dodge, Mobility, Spring Attack, Improved Initiative
- Rangers *must* have Favored Enemy (Afridhi)

Benefits

- Because of your association with the other Brothers and their intimate knowledge of the area, you gain Knowledge local (Duchy of Ten) as a class skill
- All Trees get benefits based on their rank (Ash +1, Birch +2, Yew +3, Oak +4)
- Bonus to Survival checks (They know how to forage)
- Bonus to saves vs. Fire effects (from fighting the Afridhi for so long)
- Bonus to Initiative vs. Afridhi or enemy groups with Afridhi in them. This bonus stacks with Improved Initiative.
- Additionally, all Trees get a bonus on Listen and Spot vs. Afridhi or enemy groups with Afridhi in them. This bonus is based on rank: Ash +2, Birch +4, Yew +6, and Oak 8.
- Once a tree achieves the rank of Yew, they have access to the Spiked Charger prestige class from the Blackmoor Player's Guide. You must spend 4 Time Units when you take the first level of this class to receive the special training.

Oak

- Minimum 6 months real time as a Yew
- BAB +8 or the ability to cast 4th level spells



The above named character has joined the following Metagaming Organization:

Brothers of the Greenwood

Spirits

Date Joined: _____ GM Signature: _____

- All Spirits get bonuses to Gather Information while in the Duchy of Ten or the Barony of the lakes as well as to Knowledge: Local (Duchy of Ten). The amount of this bonus is based upon the Spirit's Rank.
- Spirits also have a contact that they report to. This contact can make one of the following skill checks in your stead: Knowledge local (Duchy of Ten, Gather Information or Knowledge (History) so long as the check is related to the Afridhi or the Duchy of Ten. The result of the check is based on your rank within the Spirits: Ghost - 25, Haunt - 30, Spectre - 35, Wraith - 40. This ability costs 1 TU and may only be done once per episode.

Ghost (+1 bonus) Date Attained: _____

Haunt (+2 bonus) Date Attained: _____

Spectre (+3 bonus) Date Attained: _____

Wraith (+4 bonus) Date Attained: _____

Trees

Date Joined: _____ GM Signature: _____

- All Trees get bonuses to Survival checks, saves vs Fire effects, Initiative vs Afridhi. This amount of this bonus is based upon the Tree's rank
- Trees get a bonus on Listen and Spot vs. Afridhi or enemy groups with Afridhi in them. This bonus is based on rank: Ash +2, Birch +4, Yew +6, and Oak 8.
- At the rank of Yew: Access to the Spiked Charger prestige class (Blackmoor Player's Guide). You must spend 4 TUs upon taking the first level of this class.

Ash (+1 bonus) Date Attained: _____

Birch (+2 bonus) Date Attained: _____

Yew (+3 bonus) Date Attained: _____

Oak (+4 bonus) Date Attained: _____



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Date Joined: _____ GM Signature: _____

- All Trees get bonuses to Survival checks, saves vs Fire effects, Initiative vs Afridhi. This amount of this bonus is based upon the Tree's rank
- Trees get a bonus on Listen and Spot vs. Afridhi or enemy groups with Afridhi in them. This bonus is based on rank: Ash +2, Birch +4, Yew +6, and Oak 8.
- At the rank of Yew: Access to the Spiked Charger prestige class (Blackmoor Player's Guide). You must spend 4 TUs upon taking the first level of this class.

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