



METAGAMING ORGANIZATION REFERENCE:

Eldritch Underground

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Introduction

A loose alliance of outlaw sorcerers and rogue wizards, the Eldritch Under-ground seeks to accomplish what few arcane societies or barons dare dream: thwarting the draconian rule of the Wizards' Cabal.

Members of the Eldritch Underground concentrate on one solitary goal: protecting and defending the sorcerers of Blackmoor. This goal is not easy to attain, and differing factions within the organization go about it in different ways. Key to the Underground's success is its establishment of cells scattered across the land. Each cell is independent, self-reliant, and has contacts to only a single cell in a neighboring town. This prevents captured agents from revealing details of the organization.

Some cells are committed to mundane tasks, such as providing stay in a guest room or ensuring that members always leave with a fresh pack of supplies. The faction known as the Missionaries is a more ambitious group that seeks out sorcerers before they manifest their talents, saving them from the attention of the Cabal. Another faction, known as Ghosts, is the eyes and ears of the Underground. These members excel in stealth and subterfuge to further the goals of the Underground. The Sworn of Angvile refuse to stand by and watch fellow sorcerers suffer at the hands of the Cabal. They can be identified by the brand of a dagger hidden somewhere on their body. Once branded, agents are never permitted to leave the ranks of the Sworn, and very few agents live to die of old age.

Most of the Underground go their entire careers without seeing another member outside their cells. Important information collected by the Ghosts is left in hidden locations to be retrieved by Noviates later. The Noviates then pass the information to the affected cells disguised as couriers, messengers, or delivery people.

The Sworn of Angvile travel in larger assault groups disguised as merchant caravans or mercenary companies. They have their own messenger service so attacks can be planned against the Cabal.

Between the Sworn and the Ghosts, requests for assistance occasionally reach adventuring members in the form of small notes hidden inside a present or a delivery of letters from family.

Organization

The lowest tier of the Eldritch Underground is the Agent. Agents range from new found Sorcerers to common merchants who sympathize with the cause. Agents rarely have any knowledge of the Underground beyond their own cell.

Above an Agent is a Noviate. Noviates still have little knowledge beyond their own cell but have begun to prove



themselves capable in the hands of the Initiates. Noviates are given a special mission to prove themselves worthy of initiation.

Any agent with knowledge of the Underground above the level of a single cell is known as an Initiate. The order is composed of seven circles of Initiates, ranging from lowly operatives to those at the upper levels responsible for orchestrating meetings between agents. The most trusted Initiates are charged with eliminating traitors to the cause.

Initiates all swear to embrace death before betraying the Underground. Magic runes scar anyone achieving the second circle. When captured, these runes reduce an agent to a feeble-minded simpleton with a phrase. This effect is mimicked by the sworn, though their version is far more macabre. Their agents transform into raging killers who die when the effect ends. Such magic is one of the reasons inquisitors and arcane warriors alike tread carefully when on the hunt for agents of the Underground.

Membership

Agent

- Cannot be a member of the Wizards' Cabal.
- Cannot be Lawful Neutral.
- Must spend one time unit in order to seek out the Underground.

- Must swear to protect the Underground as a whole and render aid to individual sorcerers when it does not compromise the organization.
- A yearly fee of 200 gp must be paid to help fund Underground activities.

Noviate

- Must qualify as an Agent (minus time unit and gold costs).
- Must have at least 3 commendations of the Eldritch Underground.
- Spend 1 TU per year serving the Underground.

Initiate

- Must spend 6 months real time and 18 TU's as a Noviate
- Must spend 4 time units undergoing a test of loyalty from the elders of the Underground. This test is a very rigorous ordeal that determines if the candidate will betray the secrets of the Underground to the Cabal, therefore a +3 base will save or the Iron Will feat is required.
- Spend 2 TU per year serving the Underground plus 1 TU each time you are introduced to a new contact.

Sworn of Angvile Initiate

- Must qualify as a Noviate.
- Must have killed a member of the Wizards' Cabal, this must be noted on your adventure record.

Advancing as an Initiate

Advancing to the Second Circle requires 2 more commendations (for a total of 5).

Advancing to each circle above that requires a number of commendations equal to the circle being entered. (Third circle requires an additional 3 commendations, Fourth circle requires an additional 4 commendations, etc.)

You must also spend 6 months real time and 18 TU's at your current circle before being allowed to advance to the next circle.

Benefits

Agent

- Agents receive spellcasting from NPCs who are sympathetic to the Eldritch Underground's cause at a 10% discount.



- Agents have a +2 circumstance bonus to all diplomacy checks with Sorcerers and sympathizers with the Underground.

Noviate:

- All Agent Benefits.
- Access to purchase a +2 Cloak of Charisma or a Brooch of Shielding. This may not be traded or sold.

Initiate:

- All Noviate Benefits.
- Initiates are introduced to other members within the organization. The contacts provide special favors for the member. As well as the special favors, each contact is able to pull some strings to prevent the member's arrest at the hands of the Cabal. The use of a contact in this way must be noted on the character's log sheet and is only useable once per contact ever. This does not prevent the contact from giving you the normal benefit of that contact.
- When becoming an Initiate, you may choose one contact among the First Circle. Each time you move up in circles, you may choose a new contact at that level or lower. The Contact you chose must be noted on your character's log sheet. Once your choice is made, it cannot be changed. You will only ever have a number of contacts equal to your Circle, regardless of the contact level.
- Certain contacts are listed as General, Sworn of Angvile, Missionaries, or Ghosts. This is presented as flavor, to give you an idea of who your character is associating with. You need not belong to a given faction within the Eldritch Underground, but you may at your discretion claim membership in one faction or the other. You are not prevented from gaining contacts who belong to other factions.

Initiate of the First Circle Contacts

General Contacts

Constable Jarvis Gregane: Male Thonian Expert

His wife died in the hands of the Wizards cabal while trying to elude capture. He will pull all the strings he can within the law enforcement community to ensure that the fate of Eldritch Underground members do not mirror his wife's.

Benefit: Player may increase the ability to avoid imprisonment one extra time per contact. (For a total of 2 times per contact)

Sarasina Stillwater: Female High Thonian Sorcerer/Loremaster

Since members never know who they may need to pose as, Sarasina instructs members in various languages.

Benefit: Add *Speak Language* to class skill list.

Eleanor Treebottom: Female Halfling Commoner

Eleanor is a widow who runs a boarding house in Jackport. She always has food and supply packs ready for the needy. Sometimes sorcerers are needy.

Benefit: Once per episode, you may declare that ‘Aunt Ellie’ packed a special treat in your pack. You may have any one item in PHB Table 7-8: Goods and Services (except Mounts, Transport and Spellcasting) or Blackmoor Sourcebook common item list under 50 gp.

Captain Darius ‘The Eye’ Finch: Thonian Fighter/Expert

Don’t call him a pirate; Captain Finch is a privateer. Working directly for the king of Blackmoor, ‘The Eye’ is often seen protecting merchant vessels into and out of Blackmoor from the Thonian Empire.

Benefit: By dropping Cap’n Finch’s name at any port, the player may have free passage to any coastal city. This benefit *only* applies to the player, not the entire party.

Sworn of Angvile Contacts

Verminix the Mage Slayer: Half Orc Sorcerer from the Dragon Hills

For reasons unknown, his animosity towards the Wizards Cabal has turned to dreaded hate. He has perfected his magic to deal considerable more damage to them.

Benefit: Add 1 point of damage per die when casting a spell that directly damages a wizard or arcane warrior.

Umbrek the Rock: Male Thonian Fighter

Umbrek is one of the weapon trainers for the Order of the Spear, a fighting order dedicated to Odir. He secretly assists the Eldritch Underground in weapon training since he gets satisfaction by assisting the underdogs to “fight the good fight”.

Benefit: Members gain a martial weapon proficiency in one chosen weapon.

Missionaries Contacts

Sister Dahlia Tassleweave: Female High Thonian Cleric of Phellia

An up and coming priestess of Phellia’s temple in Blackmoor; she has a soft spot for helping out Phellia’s children (the sorcerers).

Benefit: Player will receive one non-tradable Potion of Cure X Wounds each episode, where X is the level of the spell equal to the number of contacts the player has in the Eldritch

Underground (i.e. 1 contact = Cure Light Wounds, 2 Contacts = Cure Moderate Wounds, etc.). This caps at a Potion of Cure Serious Wounds and must be used during the episode received or else it goes away.

Muddlegrum Silverbeak: Male Halfling Bard

A stage performer by day, Muddlegrum enjoys the simple things in life: dancing, drinking and women. He is a strong believer that the children are the future and any and all action should be taken to protect the children of the Underground.

Benefit: Add either *Sleight of Hand* or *Forgery* to class skill list. *Note: This contact may be taken twice.*

Ghosts Contacts

Peshwah na Varin: Male Peshwah Expert

Varin is one of the finest horse breeders in all of Blackmoor, and his thoroughbred chargers are sold all over the world.

Benefit: By saying that they are working for Peshwah na Varin, players are able to acquire fresh horses for their entire adventuring party in order to travel from one location to another. These horses are expertly trained to avoid combat and will not fight even if pushed, though magical means could provoke them (but Varin would be very upset if he found out). The horses must be turned over to a stable hand at the destination so that they can be used again.

Wraith: Docrac Rogue

You don’t see much of Wraith. He can teach you how.

Benefit: Pick a class. Add either *Hide* or *Move Silently* to your class list with the class you chose. *Note: This contact*



may be taken multiple times

Initiate of the Second Circle Contacts

General Contacts

Peshwah na Wendiga, Ravenmoon: Female Peshwah Wokan

She will teach members how to live off the land as they elude escape from the Wizard's Cabal.

Benefit: +3 Circumstance bonus to Survival Checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

One Eyed Jack Trumble: Male Thonian Gambler and devotee of Hersh

He will teach members how to get out of sticky situations.

Benefit: +3 Circumstance bonus to Bluff Checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

Filber Bloomerbottom: Male Gnome Sorcerer

Filber will be able to teach members the basics and complexities of various forms of magic.

Benefit: +3 circumstance bonus to Knowledge (Arcana) checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

Willamina Bloomerbottom: Female Gnome Wizard

Filber's wife Willamina will teach members what she knows from during her days as an underground hedge wizard.

Benefit: +3 Circumstance bonus to Spellcraft checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

Loemont Artisan: Male Cumasti Bard

A traveling bard throughout The North, Loemont could assist an Eldritch Underground member with questions about nearly anything.

Benefit: With a 50% roll, Loemont will be in the same town or village as the player. At that point, Loemont will be able to do a Bardic Knowledge check for the player once per episode. The bardic knowledge check is at +11 (6th level bard, +3 intelligence, +2 synergy from Knowledge(History)).

Sworn of Angvile Contacts

Raekar Stoneanvil: Female Dwarf Blacksmith

Raekar is a timid dwarven woman who enjoys her job. She excels at making shields of all varieties.

Benefit: Raekar will let members purchase from her special stock. Members gain access to purchase a *Caster's Shield*. The item is considered non-tradable or sellable.

Angel Lightfoot: Male Docrae Fighter – Former caravan guard of the Cabal

Angel is a retired Cabal henchman turned adventurer. After working for the Cabal for many years, he enjoys the thrill of a good fight and the smell of the open air. He will teach members an advanced fighting style that he developed to fight rogue wizards.

Benefit: Members no longer provoke attacks of opportunity when casting adjacent to Wizards and they receive a +3 circumstance bonus to concentration when casting adjacent to Arcane Warriors.

Missionaries Contacts

Professor Retcliff Morrowfell: Male Thonian Professor

He will teach members the art of conducting research.

Benefit: +3 Circumstance bonus to Gather Information checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

Lady Lustia Foxtower: Female High Thonian Noble/Sorcereress

She will teach members the art of etiquette when dealing with nobles and those of authority.

Benefit: +3 Circumstance bonus to Diplomacy checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

Ghosts Contacts

Gaven Villars: Male High Thonian Costume Designer

He will teach members the art of Disguise

Benefit: +3 circumstance bonus to Disguise checks (This bonus will not stack with the bonus provided by the Skill Focus feat.)

Sedgewick the Clothier: Male High Thonian Sorcerer

A trend-setting fashion designer among the aristocrats in the city, Sedgewick keeps a special selection of wares for his EU brothers and sisters.

Benefit: Members gain access to purchasing a *Vest of Escape* or *Hat of Disguise*. Either item is considered non-tradable or sellable. This contact may be taken twice.

Initiate of the Third Circle Contacts

General Contacts

Ellania Wainwright: Female Half-Elf Necromancer

Ellania lives on the edge of a swamp where she experiments on the local wildlife. She is eager to share her techniques with anyone who can stomach the foul creatures that pervade her muddy hovel.

Benefit: Ellania is a greedy woman. For the cost equivalent of scribing a scroll of the same level, she adds *Enervation* or

Waves of Fatigue to your repertoire without adding it to your total spells known. You must still be able to cast the spell normally before receiving this benefit. *Note: This contact may only be taken once.*

Melliserat of the Four Winds: Female Cumasti Elven Elementalist

In her heart, Melliserat feels that the power sorcerers wield is as natural as the elements around us. To that end, she has sworn allegiance to the Eldritch Underground.

Benefit: Melliserat raises mephits of all elements and can help you bond with one. If you have the Improved Familiar feat, you may take an Air, Earth, Fire, or Water Mephit as an improved familiar using the rules for an Ice Mephit.

Nalfien Velusivent: Male Half-Dragon Sorcerer

An extremely powerful sorcerer and benefactor of the Eldritch Underground, Nalfien has perfected a way to alter a sorcerer's spell selection permanently.

Benefit: One time, a member can permanently replace one spell currently known for a different spell of the same level. Once changed, it cannot be undone.

Razmalkin Trickfoot: Male Gnome Rogue/Sorcerer

Razmalkin takes the view that the Cabal can not catch you if they can not find you. To that end, he tracks the watch schedules in all of the heavily populated parts of Blackmoor. He does not concern himself with the purpose the information is used for; he just asks that no one get caught with it.

Benefit: If an episode is set in a medium town, large town, or city in the Kingdom of Blackmoor, the character has access to a map of the town and a watch schedule including guard names and patrol routes. This information does not account for any disturbances such as the guards responding to a fight. It can become obsolete during play, i.e. the watch is increased due to the discovery of a specific threat. While the information is accurate, he provides a +5 circumstance bonus to hide and bluff checks versus town guards in that city as well as other affects as the GM deems appropriate.

Sworn of Angvile Contacts

Conchetta Silverwit: Female High Thonian Sorcerer/Ranger

Leader of The Midnight Stiletos, the Bandit Queen has joined forces with the Eldritch Underground after her sister was executed for crimes violating Magical Law. She has instructed her followers to keep a keen eye out for traveling sorcerers.

Benefit: Conchetta will provide the member with a Bracelet of the Midnight Stiletto. When



The Eldritch Underground

worn, the player has a 25% chance each episode that one of Conchetta's highwaywomen will assist the party in one combat that takes place in a small, medium, or large village. The Midnight Stiletto will immediately depart after the combat. Please see Appendix A for the statblock for the Highwaywomen.

Jelkertz the Red: Male Thonian Wizard

Jelkertz is a former member of the Wizards' Cabal who was disbarred for speaking out against the treatment of sorcerers. Jelkertz has joined the ranks of the Eldritch Underground and teaches them what he learned from the Cabal.

Benefit: Members gain access to one restricted feat from the following list: Craft Spell Focus, Attune Spell Focus, Elemental Substitution, Elemental Mixture, Energy Substitution, Energy Mixture, Repeat Spell and Steel Mind. As these are restricted feats, you may only make one choice, and this contact may not be taken more than once.

Missionaries Contacts

Brother Carlson Silvervine: Male Halfling Cleric of Henrin

Brother Carlson is uninterested in what he terms Thonian politics. His god wants to see folks whole, and Brother Carlson believes the hunted and persecuted are most likely to need Henrin's blessing.

Benefit: By spending an additional time unit to visit Brother Silvervine, the member may receive a *Remove Blindness/Deafness*, *Stone to Flesh*, *Restoration*, *Break Enchantment*, or *Remove Curse* spell (CL 17). The player must pay for any expensive material component required for the spell. This benefit may be given to other players, but all who visit Brother Carlson must spend the additional time unit. The use of this benefit must be noted on the log sheet and may only be used twice.

Tavorn Felgerson: Male Thonian Fighter/Arcane Warrior

Tavorn served proudly with the arcane warriors until he was left crippled in a botched assault on an Underground safehouse. He was blamed for the deaths of his men and unceremoniously removed. In his few sober moments, he works to find and hide young sorcerers from the Cabal.

Benefit: Tavorn adds the *Discern Class* spell (Dave Arneson's *Blackmoor*) to any arcane caster's spell list as a sixth level spell.

Ghost Contacts

'Twelve Fingered' Oliver Motley: Male Thonian Rogue

Hunted by the arcane warriors for trafficking in illegal arcane goods, Oliver Motley has found shelter (as well as customers)

within the Eldritch Underground.

Benefit: Members have access to purchase a *Ring of Chameleon Power* and/or a *Medallion of Thoughts*. These items are considered to be non-tradable or sellable.

Larus Averkios: Male High Thonian Wizard/Weaponsmith

Technically still a member, Larus's connection to the Wizards' Cabal has been tenuous since his brother's death. Larus blames the Cabal leadership and actively works against them. He is interested in the Underground only as a means to controlling the Cabal.

Benefit: Members gain access to either the *Probe Thoughts* spell or the *Spell Deflection weapon enhancement*. As these are restricted items, you may only make one choice, and this contact may not be taken more than once.

Initiate of the Fourth Circle Contacts

General Contacts

Abbraxat: Gynosphinx

Abbraxat is a Keeper of Lore for the Awakened Arcanum, a mysterious group dedicated to the preservation of arcane power. Abbraxat believes that sorcerers have the blood of magical beasts flowing through their veins. The two should bond as druids and natural animals do.

Benefit: Characters with the Leadership feat gain access to an intelligent magical beast as their cohort. The beast must be appropriate to the leadership score and level of the character. Please You may choose from an Aranea, Behir, Blink Dog, Dragonne, Giant Eagle, Giant Owl, Krenshar, Lamia, Lammasu, Pegasus, Phase Spider, Sphinx (Androsphinx), Sphinx (Criosphinx), Sphinx (Gynosphinx), Unicorn, or a Yrthak.

Lutger Minebottom: Male Dwarf Wizard/Expert

A member of Quinke's Brigade and opponent of the Cabal, Lutger seeks out allies in all walks of life. To get something, you must give something.

Benefit: Members have access to purchase a *False Focus* from the Wizard's Cabal book.

Missionaries Contacts

Iellish Goldscale: Male Guardian Naga

Iellish holds his people to the law of nature and distrusts any race that sets itself above it. He fears the Wizards' Cabal for their arrogance and disregard for life. His people shun open violence, and Iellish works to educate the younger races and keep them safe.

Benefit: Members have access to purchase *Instant Fortress* and/or *Bracelet of Friends*. These items are non-sellable or

tradable and only sorcerers may activate them, although others may enter the fortress.

Sworn of Angvile:

Therela Dancingwater: Female Peshwah Wokan

Therela believes the spirits of her ancestors tell her to help the Underground. She hides her affiliation from her people and seeks out signs that she is not betraying the Peshwah. She fears the sorcerers she helps and speaks to them of the need to respect nature and the dead.

Benefit: Members have access to purchase *Rings of Greater Energy Resistance*. Multiple rings may be purchased of the same or different energy types. These items are non-sellable or tradable and are only usable by other sorcerers.

Ghosts Contacts

Yarrix the Butcher: Male Thonian Rogue

Yarrix is a happily retired thief living with his wife and children in Newgate. He runs a successful business, organizes the citizen's watch on his street, and fences the occasional item for an old friend. Yarrix traveled with a sorcerer in his wild days and helps the Underground as he can.

Benefit: Members have access to purchase an *Amulet of Proof Against Detection and Location* and/or *Immovable Rods*. These items are non-sellable or tradable and are only usable by other sorcerers.

Initiate of the Fifth Circle Contacts

Becoming a trusted member deep within the organization, an Initiate of the Fifth Circle knows most of the secrets found within the Underground. A member may request a personalized contact designed by the Eldritch Underground POC. Contact the POC for more details.

Initiate of the Sixth Circle Contacts

At this level the member is considered an elder of the Underground and may become a contact themselves. Send an email to the POC for the Eldritch Underground for more details.

Appendix A: Conchetta Silverwit's Highwaywomen

Conchetta will provide the member with a Bracelet of the Midnight Stiletto. When worn, the player has a 25% chance each episode that one of Conchetta's highwaywomen will assist the party in one combat that takes place in a small, medium, or large village. The Midnight Stiletto will immediately depart after the combat. Please see Appendix A for the statblock for the Highwaywomen.

For ATL1 & 3, you get a single 2nd level assistant.

Conchetta's Highwaywomen: Female Thonian Rgr1/Rog1; CR 2; Medium Humanoid (Thonian); HD 1d6+1d8+4; hp 16; Init +2; Spd 30 ft/x4; AC 16 (+3 armor, +1 shield, +2 dex), touch 12, flat-footed 14; Base Atk/Grapple +1/+1; Full Atk +1 One-Handed (1d6;19-20/x2 Short Sword), +3 Two-Handed (1d8;20/x3, Longbow) SA&SQ Wild Empathy(Ex), Favored Enemy Humanoid(Afridhi) (+2 Bonus), Sneak Attack +1d6, Trapfinding (Ex) AL CG; SV Fort +4, Ref +6, Will +1 Str 10(+0), Dex 15(+2), Con 14(+2), Int 13(+1), Wis (+1), Cha 8 (-1); Skills: Balance +4, Climb +3, Hide +4, Jump +2, Listen +6, Move Silently +6, Spot +6, Swim +1, Tumble +3 Feats: Combat Expertise, Dodge, Track

For ATL5 & ATL 7, you get a single 6th level assistant.

Conchetta's Highwaywomen: Female Thonian Rgr3/Rog3; CR 6; Medium Humanoid (Thonian); HD 3d6+3d8+12; hp 42; Init +3; Spd 30 ft/x4; AC 17 (+4 armor, +3 dex), touch 13, flat-footed 14; Base Atk/Grapple +5/+5; Full Atk +4 Two-Weapon (Primary) (1d6;19-20/x2, Masterwork short Sword) +4 Two-Weapon (Secondary) (1d6;19-20/x2, Masterwork short Sword), +8 Two-Handed (1d8;20/x3, Longbow); SA&SQ Trap Sense +1 (Ex) Wild Empathy(Ex), Evasion (Ex), Favored Enemy Humanoid(Afridhi) (+2 Bonus), Sneak Attack +2d6, Trapfinding (Ex) AL CG; SV Fort +6, Ref +9, Will +3 Str 10(+0), Dex 16(+3), Con 14(+2), Int 13(+1), Wis (+1), Cha 8 (-1); Skills: Balance +10, Climb +6, Hide +10, Jump +9, Knowledge (Geography) +2, Knowledge (Local: Duchy of Ten) +3, Knowledge (Nature) +2, Listen +10, Move Silently +11, Spot +10, Swim +7, Tumble +10 Feats: Combat Expertise, Dodge, Mobility, Spring Attack, Endurance, Track, Two-Weapon Fighting Possessions: 2x Masterwork Short Swords, Masterwork Chain Shirt, Longbow, Oil of Magic Weapon, Potion of Shield of Faith (+3)

For ATL 9 and ATL 11 you get a single 10th level assistant.

Conchetta's Highwaywomen: Female Thonian Rgr5/Rog5; CR 10; Medium Humanoid (Thonian);HD 5d6+5d8+20; hp 68;Init +3; Spd 30 ft/x4;AC 17 (+4 armor, +3 dex), touch 13, flat-footed 17;Base Atk/Grapple +8/+8;Full Atk +7/+2 Two-Weapon (Primary) (1d6;19-20/x2, Masterwork short Sword) +7 Two-Weapon (Secondary) (1d6;19-20/x2, Masterwork short Sword), +12/+7 Two-Handed (1d8;20/x3, Longbow); SA&SQ Uncanny Dodge (Ex), Trap Sense +1 (Ex) Wild Empathy(Ex), Animal Companion (Hawk) (Ex), Evasion (Ex), Favored Enemy Humanoid(Afridhi) (+4 Bonus) Animal (+2 Bonus), Sneak Attack +3d6, Trapfinding (Ex); AL CG; SV Fort +7, Ref +11, Will +3 Str 10(+0), Dex 17(+3), Con 14(+2), Int 13(+1), Wis (+1), Cha 8 (-1); Skills: Balance +12, Climb +8, Hide +14, Jump +13, Knowledge (Geography) +2, Knowledge (Local: Duchy of Ten) +3, Knowledge (Nature) +5, Listen +14, Move Silently +15, Spot +14, Swim +11, Tumble +13 Feats: Combat Expertise, Whirlwind Attack, Dodge, Mobility, Spring Attack, Endurance, Track, Two-Weapon Fighting; Possessions: 2x Masterwork Short Swords, Masterwork Chain Shirt, Masterwork Longbow, Oil of Magic Weapon, Potion of Shield of Faith (+5), Potion of Barkskin (+3)



The above named character has joined the following Metagaming Organization:

The Eldritch Underground

Agent

Date Joined: _____ GM Signature: _____

- Agents receive spellcasting from NPCs at a 10% discount.
- Agents have a +2 circumstance bonus to all diplomacy checks with Sorcerers and sympathizers with the Underground.

Noviate

Date Joined: _____ GM Signature: _____

- All Agent Benefits
- Sorcerers receive access to purchase a non tradable +2 Cloak of Charisma
- Non Sorcerers receive access to purchase a non tradable a brooch of shielding

Initiate

Date Joined: _____ GM Signature: _____

- All Noviate Benefits
- Initiates can escape apprehension at the hands of the Wizards' Cabal once per contact
- Each contact provides unique benefits as listed on the MetaOrg Doc, List your contacts below.

First Circle: _____

Second Circle: _____

Third Circle: _____

Fourth Circle: _____



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