

The Order of Swift Justice

Other Names Known By:
Elf Assassins Guild

Membership to this guild requires that you worship the Elf Deity Tibor

The laws of membership

1. First and foremost you must uphold the laws of Tibor.
2. You must respect the guild and its members and perform any tasks that the guild masters set forth for you.
3. No member shall speak publicly of the order or make reference to the order to none order members.
4. No member shall perform an action that will compromise the order or any of its members.
5. You must uphold your monetary obligations to the order.

When the character joins the order he or she only needs the skills required in the worship of Tibor. These skills are: Assassination, Balance, Climbing, Concealment, and Move Un-noticed. These are known as **Primary Skills** to Guild Members.

Once in the order the character will be expected to learn the following skills: City Craft, Bush Craft, Awareness, Forgery, and Guile. These skills are considered **Secondary Skills** by Guild Members. There is no time limit to learning these skills, however, no promotion is possible until the character has at least fundamental knowledge in all these skills (see "Rank in the Guild" below).

In addition to these adventure skills, the guild likes to see its members with one or more of the following Life Skills:

Acting, Education, Etiquette and Teaching. One or more of these skills should be known if the character ever wants to progress over the rank of Trainee within the guild (see "Rank in the Guild" below). These skills are known as Tertiary skills.

The Guild and The Law

Even though this is an Elvin Guild, it is one of the few Elvin Guilds that does not exist in the Elves Inner Kingdom Lands. Officially, it does not exist at all. Unofficially, it has ties to the highest levels of elf society.

The guilds main function is in the protection of the Elvin society and to allow Elves to avenge wrongs perpetrated against elves by none Elves. On the rare occasion, it has been used to kill Elves that are a danger to their own race. These instances are rare indeed. Rare is the request and rarer still is the acceptance of the request.

Guild Halls

Most major centers have a hall or secret meeting place. The location of this area is protected by powerful magic.

Guilds will have a number of public meeting places where contact can be established between the local guild and members coming in from outside chapters. These meeting areas are normally controlled indirectly through the guild and are often taverns and inns.

The Guilds Secret Language

The guild has a language that only its members know. It is not a spoken language but a language of symbols, markings and gestures. Two guild members can have a complete conversation without ever uttering a sound.

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Travel Between Guild Halls

A character must inform his current guild master if he or she intends to travel to another city. The guild master will give the character a location and a contact name. In the normal running of things a second location and contact name is given to cover the possibility of accidents to the original contact.

The first duty of a guild member when entering a town is to establish contact with the local chapter. The character must go to the contact person and establish contact through the use of the guilds secret language.

Once contact has been established the character will be given a time and date to expect a meeting. The character will also be told where to stay as he or she waits for the meeting. A member of the local guild will come to get the character and take them to the meeting area.

Home Guild

A character has only one home guild. This is the guild that originally took him or her in as a member. The character can always make contact with the members of his home guild when in the city where the guild is located. Frivolous contact with other group members is extremely discouraged.

Monetary Obligations

25% of all the money a character earns away from the guild goes to the guild.

Training Benefits

When you join the guild, you gain the following benefits:

You add +4 to the dice roll whenever you attempt to increase one of the following skills Assassination, Balance, Climbing, Concealment, and Move Unnoticed.

You gain +2 to the dice roll whenever you attempt to increase one of the following skills: City Craft, Bush Craft, Awareness, Forgery, and Guile. If the character does not know one of these skills and wishes to learn it, it costs one half the normal amount in time and synergy to get the skill.

Finally, if the character wants to learn any of the following life skills, he can learn them through the guild at one half the normal time and money cost. The skills are: Acting, Education, Etiquette and Teaching.

Other Guild Benefits

Tibor's followers gain this benefit upon reaching 18+1 in their worship to Tibor. They are taught a ritual magic spell that will prevent a target from being resurrected or raised from the dead. When this spell is performed on a corpse, that corpse stays dead. To perform the ritual, a piece of the body must be taken. The piece taken cannot be destroyed or the magic of the ritual is ruined (and the target may be brought back to life). This spell is only ever to be used in carrying out a job for the guild. The guild prides itself in that none of its targets has ever been returned to life. It is a point of pride that shows just how skilled and serious the guild is.

Expulsion from the guild

Death is the only way to leave the guild. If you are found breaking one of its rules or they find proof that you have violated a rule, they will have you put down (and I say it that way because that is how they view the act).

Guild Jobs

Members will be given tasks and jobs to perform from time to time. A guild may not use a particular member all that often

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but when it puts out a call, it must be heeded. This means that a character that follows The Order of Swift Justice can adventure as normal but may have to take the occasional few days' leave once in a while.

The guild is very careful and takes great care when selecting one of its members to perform a job. Some members have gone their entire life and have never been sent on a job (it was never felt that they could handle any that were available or there was always another member better qualified to perform the task.

Pay in the guild

A character that is given a guild job is expected to perform the job without pay. This is part of what it means to belong to the guild.

Rank in the guild

The guild has a system of rank depending on the number of factors, including skill level, jobs the individual has performed and or her worship level to Tibor. The main Guild ranks include the following.

- Neophyte
- Apprentice
- Novice
- Trainee
- Journeyman
- Assassin
- Trainer
- Master
- Grand Master

Character's are expected to perform tests to show the guild master their current level in the their skills. Promotions and jobs are generally given as based on the results of these tests.

I list the levels below as well as the skills that are normally required to obtain those levels.

Neophyte

Starting character are Neophytes. They are characters that have the Primary Skills but do not yet have any of the secondary skills required by the guild. Worship Level to Tibor may be any level.

Apprentice

A character is considered an Apprentice once he has learned the basics of all the guilds Secondary Skills. Worship level to Tibor should be at least 18+0

Novice

A character that reaches this level has learned are the Primary Skills to at least level 18+1 and knows all the Secondary Skills (to any level). Worship level to Tibor should be at least 18+10

Trainee

A character that reaches this level has learned all the Primary Skills as well as all the Secondary Skills to at least level 18+1. Worship level to Tibor should be at least 18+20

Journeyman

A character that reaches this level has learned all the Primary Skills to at least level 18+20 and all the Secondary skills to at least level 18+1. In addition, the character knows at least one of the Tertiary Life Skills. Worship level of Tibor should be at least 18+30.

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Assassin

A character that reaches this rank knows all the Primary and Secondary Skills to at least level 18+20 and knows at least two of the Tertiary Life Skills. Worship Level to Tibor should be at least 18+40.

Trainer

A character that reaches this level in the guild knows the Primary Skills to at least level 18+40 and the secondary skills to at least level 18+20. In addition, the character knows at least three of the Tertiary Life Skills, one of which must be Teacher. Worship Level to Tibor should be at least 18+50.

Master

To gain this level within the guild the character must learn all the Primary and Secondary skills to at least level 18+40. In addition, the character must know all four of the Tertiary Life skills. Worship Level to Tibor should be at least 18+50.

Grande Master

To gain this level within the guild the character must know all the Primary and Secondary skills to at least level 18+60. Worship Level to Tibor should be at least 18+60.

As the character is gaining levels within the guild, he or she should be performing jobs for the guild. The nature of the jobs and the number required are left up to the games local Legend Weaver.