

Legendary Guilds: The Silent Knife

The Silent Knife

Other Names Known By:
Calt Assassins / Thief Guild

The Silent Knife is an enigma as guilds go. Guild members are assassins and thieves yet honor and protect Soul Walkers (the very symbol that you will one day pay for your actions in life). In addition to this, most guilds accept members from the forming race only, while this guild accepts members from both Calt and Elf Society. The guild is more popular among the Calt, but the odd chapter is known to exist in the Elvin outer kingdom.

Since The Silent Knife is a dual guild, it is able to perform many jobs not normally taken by other guilds (jobs that require the skill of a thief and an assassin).

You can enter the guild by possessing the appropriate skills as listed below.

List One (assassins list). All four skills are required and must be at least 18+0.

- Assassination
- Concealment
- Move Un-noticed
- Weapon Skill (1 handed, bladed)

List Two (thief list). Must have at least 6 of the following skills, each developed to 15+0.

- Awareness
- Balance
- Climbing
- Concealment
- Detection
- Discernment
- Escapist
- Locksmith
- Move Un-noticed
- Reduce Fall
- Search
- Slight of Hand

Worship of one of the Calt Thief or Assassin Deities is recommended but not mandatory, although worship to the Calt Assassin Deity Veljin or the Elf Thief Deity Nabela is highly recommended if you want to become a Guild Master.

Guild Basics

The guild's name represents the Silence of the Thief Class and the killing aspect of the Assassins class. The favored weapon of Farouk (one of the founding members) was a knife (use dagger stats). It is not mandatory for the members to learn the use of a dagger although they cannot become Guild Masters without knowing how to use one.

The members of this guild follow a very basic code of honor towards each other. If any member requires help or aid, then other guild members are expected to give a hand. This is not to be taken to ridiculous extremes however. If a member goes out of his or her way to get into trouble, or gets into trouble repeatedly (or due to repeated stupidity) then guild members will not be expected to give aid.

The second rule followed by the guild is that two guild members will generally work together to finish a task (most jobs, not all). Unless there are exceptional circumstances, the guild will normally assign two assassins to any job involving an assassination attempt. Guild Masters will sometimes sub in a thief if they feel that doing so would make the job easier to complete (i.e., a thief might have to help the assassin get to the target or the job might involve killing someone and taking something).

The same holds true with jobs performed by the guilds thieves. Normally, it will be two thieves working together, unless

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exceptional circumstances require the use of an assassin.

In addition to this, if these two fail, the guild has no qualms about sending additional assassins or thieves (or additional pairs) to make sure the job gets done.

The Guild and The Law

Calt law enforcement is always trying to break up and disband the Silent Knife. The secretive nature of the Guild has helped it to survive, but know that the law takes an active interest (and instant dislike) to any and all guild activities as well as to the actions done by the individual guild members.

Guild Halls

Most Calts are nomads by nature although this has not stopped them from setting up permanent cities in areas that have lots of water and act as natural trade centers. Most of these areas have been in existence for generation upon generations, ruins built upon ruins. As such, there are many instances where one can dig a deep hole in the ground and stumble into an ancient chamber or two. Most of the guild Halls are set up to take advantage of this, using ancient dungeons or underground complexes to hold meetings that are safe from prying eyes. The entrances to these areas might be found in a house or bar owned by a guild member and used once cleared of any inhabitants and treasure it may once have possessed.

The Guilds Secret Language

The guild has a language that allows two (or more) guild members to work together so long as they have line of sight to each other. The language is not used for general communication, but is used “on the job”.

Travel Between Guild Halls

A character must inform his current guild master if he or she intends to travel to another city. Travel for the sake of travel is discouraged by the guild although not outright banned. When it is done, the guild master will give the character a name and location so that contact can be established between the character and the local guildhall. Without this information, establishing contact is much harder (unless the character has been to the other guild previously).

Betraying the Guild

One of the reasons that members tend to be loyal to the guild is the harsh penalty enacted against those that betray the guild and its members. Relatives and family members are killed, and for the Calt that betrays the guild, there is an added punishment. The guild has long employed magic that prevents resurrection spells from working on the body (if the body is left to be found at all). It is also a general belief that the guild reserves some special magic for those that betray its ranks or its leaders. This magic prevents Kaminari (Keeper of the Dead) and Amynta (mother of the Calts) from realizing that a death has taken place. This means that the Calt in question will become a ghost, doomed to wander the world. To a Calt, this is a fate that is the equivalent to being condemned to hell.

Home Guild

A character has only one home guild. This is the guild that originally took him or her in as a member. Membership is restricted and generally there will not be a huge number of members in a given area. Because of this, it is safe to assume that a character will know the names of

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all other guild members (in his home guild) after he obtains the rank of Journeyman within the guild (see *Rank in the Guild* below).

Monetary Obligations

One third of all the money a character earns away from the guild goes to the guild. One third the value of all items found or stolen by the member goes to the guild as well.

Training Benefits

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

You pick 6 of the following skills. In each skill picked you gain the following:

- If a character's dice rating in a skill is Easy 2 or Easy 4, you add +5 when you attempt to gain a level in the skill.
- If a character's dice rating in a skill is Regular 1, you add +4 when you attempt to gain a level in the skill.
- If a character's dice rating in a skill is Hard 2 or Hard 4, you add +2 to the dice roll when attempting to gain a level in the skill.

The skills are:

Assassination
Awareness
Balance
Climbing
Concealment
Detection
Discernment
Escapist
Locksmith
Move Un-noticed
Reduce Fall
Search
Slight of Hand
Weapon Skill (1 handed, bladed)

Finally, if the character wants to learn the use of the dagger, he or she may add +5 to the dice roll whenever he or she is attempting to increase their level of skill in its use.

Other Guild Benefits (Soul Walkers)

Despite its nature, the guild has fairly good relations with Soul Walkers. Soul walkers believe it is a great sin to kill and steal and spare no effort attempting to let guild members know that one day they will have to pay for what they do (they have converted more than one guild member). Because of their relationship to the guild and the chance they are given to convert members, they are willing to perform the ritual to create Soul Twins for guild members (see the Deity Amynta for more information on Soul Twins). The desire to become a Soul Twin must be legitimate on both parties. If a Legend Weaver is going to allow two group members to become soul twins because of this, then both must be members of this guild.

Expulsion from the guild

There are only two ways out of the guild, death and service.

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Death is fairly straightforward; you either die on the job or from natural causes (or at the hands of fellow guild members if you betray or try to leave the guild in another way other than service).

When you leave the guild through service, it is through service to the Soul Walkers. This means, that a member that is converted by a Soul Walker wants to repent and atone for the things he or she has done previously in life.

As a servant to the Soul Walkers, the character or NPC is expected to attend to the Soul Walker's needs. This means cooking, cleaning and offering protection to the soul walker should the need arise (Soul Walkers face little danger in their native lands but should they travel, they are as vulnerable as anybody else). While in the service of a Soul Walker, the Character or NPC is helping others and performing deeds that help make up for the evils they have done previously.

The length of service to a Soul Walker is left to the Soul Walker themselves (i.e., to the Legend Weaver). This may take a very long time and there can be a lot of transgression on the part of the "servant". The guild keeps track of members that leave this way, making sure they really are legit in their desire to repent for the things they have done, as well as making sure that the character has been released from service from the Soul Walker and has not merely run away. Those released from service are left alone by the guild.

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 but when it puts out a call, it must be heeded. This means that a character that

follows The Silent Knife 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 and the number of jobs the individual has performed. The main Guild ranks include the following.

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

The character is either taking the path of the Thief or the path of the Assassin within the guild (i.e., you can either be a Grand Master Thief or a Grand Master Assassin). With the proper skills, you can obtain a level as a Thief and as an Assassin.

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

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For a list of the skills see page one. List one contains the skills required to follow the path of the Assassin. List two contains the skills required to follow the path of the thief. These are the minimum skills needed by the characters to gain levels (i.e., titles) in the guild. To make a well-rounded thief or assassin the character may well need to know more of the skills than those listed below.

The number of jobs the character must perform is left in the hands of the Legend Weaver. Depending on circumstance, the number of jobs may be zero (i.e., the Legend Weaver does not have time to make up and role play the character though a number of single player adventures). In any event, once the appropriate skills are possessed, no more than three jobs performed on behalf of the guild should be required to gain a level.

Neophyte

Starting characters are Neophytes. They are characters that have the basic skills required to gain entrance to the guild.

Apprentice

Path of the Assassin

The character must know all skills from List one to at least level 18+10

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+6

Novice

Path of the Assassin

The character must know all skills from List one to at least level 18+20

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+12

Trainee

Path of the Assassin

The character must know all skills from List one to at least level 18+30

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+18

Journeyman

Path of the Assassin

The character must know all skills from List one to at least level 18+40

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+24

Assassin / Thief

Path of the Assassin

The character must know all skills from List one to at least level 18+50

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+30

Trainer

Path of the Assassin

The character must know all skills from List one to at least level 18+60

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Path of The Thief

The character must know at least 6 skills in the list to at least level 18+36

Master

Path of the Assassin

The character must know all skills from List one to at least level 18+70

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+42

Grande Master

Path of the Assassin

The character must know all skills from List one to at least level 18+80

Path of The Thief

The character must know at least 6 skills in the list to at least level 18+48

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.

Guild Officers

Guild officers are those within the guild that have a good grasp on all aspects of being a thief and an assassin. There are three levels of Guild Officers present in the guild

Officer in Training

Guild Officer

Guild Master

Officer in Training

An Officer in Training has obtained a level of Grand Master

Thief or Grand Master Assassin within the guild and has the Teaching Life Skill.

Guild Officer

A Guild Officer has obtained a level of Grand Master Thief or Grand Master Assassin within the guild and has the Teaching Life Skill. In Addition to this, if the character is a Grand Master Thief, then he or she is at least a Journeyman Assassin, and if the character is a Grand Master Assassin, then he or she is at least a Journeyman Thief. In addition, the character must have at least level 18+0 in the Dagger weapon skill and worship either Veljin (Calt Deity) or Nabela (Elf Deity).

Guild Master

The Guild Master is the character or NPC that has obtained a rank of Grand Master Thief and Grand Master Assassin and has the Teaching Life skill. In addition to the above, the character must have a level of skill in Dagger of at least 18+18 and a worship level to Veljin (Calt Deity) of at least 18+0.