

List of Previous PCs

PC 1	PC 2	PC 3	PC 4	PC 5
Greydon	Chloe	Jack	Elara	Sam
PC 6				
Lilly				

Slots Open For Upcoming Oneshot

PC 1	PC 2	PC 3	PC 4	PC 5

Why is our group together: Your PC's are all a part of a powerful adventuring guild that takes quests for cash. The Guild is known as The Forsaken Synergy. A ragtag bunch of mercenaries, adventurers, and artisans, who have accumulated large amounts of political power due to the behest of trying times. Ruled by a mysterious council and powerful Guild master, this guild is the ideal place to be if you want a chance to make a name for yourself.

- There will be a job postings board: Whichever job you take becomes the main plot of the oneshot.

-Reasons why a character would need to take a job:

- The guild is threatening to kick them out if they don't do their job.
- Rent money for their room in the guild hall
- They want to move up in the ranks of the guild (Essentially level up)

Rank 1 Quest: You can get about 50 pieces of gold for every rank 1 quest you manage to complete.

Rank 2 Quest: You can get about 75 pieces of gold for every rank 2 quest you manage to complete.

Rank 3 Quest: You can get about 125 pieces of gold for every rank 3 quest you manage to complete.

Rank 4 Quest: You can get about 200 pieces of gold for every rank 4 quest you manage to complete.

Rank 5 Quest: You can get about 300 pieces of gold for every rank 5 quest you manage to complete.

Every other quest or so, introduce a magical item or powerful artifact.

Rank 1: Common Magical Items

- Moon-Touched Sword
- Healing Potion
- Charlatan's Die
- Cloak of Billowing

Rank 2: Uncommon Magical Items

- Bag of Tricks
- Boots of Elvenkind
- Broom of Flying
- Silver Raven

Rank 3: Rare Magical Items

- Amulet of Health
- Bag of Beans
- Cloak of the Bat
- Dagger of Venom

Rank 4: Very Rare Magical Items

- Ring of Regeneration
- Staff of Fire
- Carpet of Flying
- Rod of Alertness

Rank 5:

- Deck of Many Things
- Defender
- Ring of Invisibility
- Well of Many Worlds

How leveling works:

You level up in increments with every quest you take.

Level 1: One quest to get to level 2

Level 2: Two quests to get to level 3

Level 3: Two quests to get to level 4

Level 4: Two quests to get to level 5

Level 5: Two quests to get to level 6

Level 6: Three quests to get to level 7

Level 7: Three quests to get to level 8

Level 8: Three quests to get to level 9

Level 9: Three quests to get to level 10

Level 10: Four quests to get to level 11

Level 11: Four quests to get to level 12

Level 12: Four quests to get to level 13

Level 13: Four quests to get to level 14

Level 14: Four quests to get to level 15

Level 15: Five quests to get to level 16

Level 16: Six quests to get to level 17

Level 17: Seven quests to get to level 18

Level 18: Eight quests to get to level 19

Level 19: Nine quests to get to level 20

Taylor/Kimora Lvl 3:

-One Rank 1 Quest taken

Tysin/Slav Lvl 3:

-One Rank 1 Quest taken

Haley/ Lvl 3:

-One Rank 1 Quest taken

Greydon/Bel Lvl 3:

Sam/La'Carpetron Lvl 3:

Elara/Rafnear Lvl 3:

Jack/Tatiana Lvl 3:

Lilly/Gryzur Lvl 3:

Madison/

Chloe/Kidd

Guild Rank Info:

If you are of lower ranking than the rest of the party, you can still join them on their higher ranking missions. A higher ranking mission is worth double your current ranking in # of quests.

[One Rank 2 mission = Two Rank 1 missions for someone who is in Rank 1]

- Level 1-3 New recruit: You have likely just joined the guild and are looking for adventure, money, or connections. You can take Rank 1 missions.
- Level 4-6 Novice: You've been here a while now, but it's unlikely that you have connections yet. You know the only way to pursue your goal is to keep moving forwards and distinguish yourself from the Newbies. You can take Rank 2 missions.
- Level 7-9 Adventurer: You are finally respected by your peers and treated as equals. Adventurers make up the majority of the working body of the guild. You don't get off rent free though... You can take Rank 3 Missions.
- Level 10-12 Associate: You're moving up in the political world of the guild. You are now recognized and sometimes personally requested by quest givers. In your local area you begin to gain fame. Your rent is now half off, as a thanks from the guildmaster for your hard work.
- Level 13-15 Quest Meister: You can take anything thrown your way. You complete missions that would have previously proven deadly with ease, and you are praised by your fellow guild members when a job is completed. Everyone has high expectations of you, and you meet them. You can now take rank 4 missions.
- Level 16-18 Elite: You are one of the few guild members in history to ever achieve Elite status. Congratulations. Your rent is 100% free and the guildmaster assigns your quests personally now. You are now put on rank 5 missions occasionally with members of the Guild Council.
- Level 19-20 Leadership: You made it to the top. Rank 5 missions, a seat on the council, and personal access to anything the guild has to offer really.

Don't Forget: You have three strikes per rank. If you fail three missions in one rank, you are tried by the Guild Council and can be kicked from the Guild.

Rank 1 Quests:

-A Renowned Brewer's Tavern has been overrun by giant mutated sewer rats. 50GP and snacks on the house.

- Figure out where the rats are coming from
- Kill the rats that have infiltrated the tavern
- Figure out what or who caused the mutations

-The Warden would like help finding and locking up a criminal who has a knack for disappearing. 55GP

- Find the criminal
- Defeat the criminal
- Return the criminal alive for judgment

-A Sports Better would like to enlist fighters he knows can win in an arena battle. 40 GP if you participate at all, +2d4 GP for every fight you win.

- Win as many fights as possible
- Try to sniff out cheaters using illegal tactics

-Clean out that dungeon: A museum curator wants to refurbish a small dungeon (An ancient temple of Juiblex) a short way out of town. 50 GP + A free pass to the museum for life.

- Get rid of that Gelatinous cube for good!
- Clean up the mess you left behind
- Secure the dungeon

-Find a Relic: A Hughmuth mage needs a specific gemstone from one of the dwarven caves he's been banned from entering 50 GP.

- Get down to the part of the cave in which these stones grow
- Acquire stone and get it to the mage

-Retrieve a Hat: A hatter from a local haberdashery has had her prized hat stolen by a local menace, she believes this same shady character was also the one who let an evil loose in her shop. 50 GP and your choice of one of the hats on sale.

- Retrieve the hat
- Deal with the evil in the shop

Zhewood:

The Guild's main base of operations is located in Zhewood, a bustling trade city and center of commerce. Zhewood is one of the largest cities on the continent, massively fortified in a seaside mountain pass, it gives off a powerful aura. Zhewoodons are a proud people partially descended from the dwarves that used to control the area and from ancient traders from distant lands. There is a wide variety of races that inhabit the city, and an even wider spectrum of opportunity. They control the seaside port town Glimdale, and the Spine mountain range. The Guild is well established and has a large stronghold in the center of the city.

Zhewood is divided into three sectors...

The Gate District: Normally lower income traders, travelers, and citizens reside in this part of the city. The areas surrounding the three major city gates are considered the gate district. Not necessarily slums, because the city is well kept, but it is modest. Anyone who doesn't make a modest income (enough to pay the taxes of the city) must live outside the city gates or in Glimdale. Things to find in The Gate District include:

- The Chance Bazaar
- Tempus Arena
- Secrets' and Wonder's traveling mystery shop

The Mid District: Lots of permanent shops and middle class citizens take up residence here. Also, a lot of colleges and churches litter the mid section of the city. Taverns get fancier and the taxes are a little higher too. This is where the guild resides.

- Hughmuth (A college for bards and a school for wizards.)
- The Line (A long line of six different churches/Cathedrals for the six major deities worshiped in the city.
- The Lower Market
- The entrance to the Deepholm mine

The High Quarter: This is where all of the richest and most powerful citizens of Zhewood call home. Taxes are extremely high, but the high quarter makes up for the expense of living there by its beauty. It sits at the very top of the spine mountains and overlooks the entire city.

Occasionally a light fog will mist through the area, and it is often chilly, so magical heat lamps are stationed all around the high quarter. Winter fashion is always in, and at night, the top of the city glows like a beautiful constellation of stars in the black sky.

- The castles of the Three kings.
- The High Market
- The Light tower of Pelor

City Politics: There are three kings currently ruling over the city. Oligarchy.

-(Aberock)The king of the Dwarves:

- >Taxes and rules over the Dwarves
- >He protects the rights of the Dwarves who were native to this land
- >Dwarf

-(Sorna)The merchant King:

- >Taxes and rules over all mercantile commerce and traders
- >Protects their rights in foreign lands and serves as an ambassador king
- >Married the elvish queen of Zin for political alliance
- >Tiefling

-And king Dolan the Third:

- >Protects and taxes the Common Folk
- >Supports the Religious institutions and the Arts
- >Descendant of the Warrior king
- >Human

Outside of Zhewood's Gates sits the Grandmother willow, about a mile south of the main gate.

Other cities:

-Holcurst: A city rebuilt in the remains of a long ago meteor strike

-Glimdale: A port city on the other side of the Spine Mountains that Zhewood controls

-Zin: An elvish city hidden deep in the spine mountains supposedly a rift into the feywild opens up in the middle of their city once every 27 years.

The Guild Hall itself is a large stone castle-esque structure it is said that supposedly was once the castle of Dolan the First, now refurbished for a more militaristic use. Large Grey-white banners loom inside the entry hall, accompanied by ladders, stairways, firepoles, and many other means for travel up and down the floors of the keep. It is surprisingly mechanical in nature, due to the influx of artificer and artisan craftsmanship, gears are always turning and mechanized lifts carry heavy packaging up into the higher floors. An electric lighting system flickers precariously as technicians tap at the light panels and a lone wizard sends a weak electrical charge into the system. It opens up on the other side of the front gate to a fully furnished open brewery and up on the balcony above it people mill about the quest-take boards.