

[Excerpt from the] Messengers and Criers Guild [meta-organization for LKoK]

The Browncloaks

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Before Pekal gained its independence, the Messengers and Criers Service was rigidly controlled by the Kalamaran government. It may not be surprising, then, that those who served in the guild and keenly felt the Empire's intrusion into private communication were some of the first to side with the movement for Independence. Those messengers and criers who supported independence began to wear brown cloaks over their uniforms, so the fighters for Pekal would know which messengers could be trusted to carry anti-Kalamaran missives.

After the war, the heads of the service petitioned Prince Kafen to allow them to join the House of Scales as a merchant guild instead of continuing on as a municipal organization, feeling this would insure greater privacy for their customers. It would also separate the military and royal couriers into a different service, allowing official or secret information to remain solely in the hands of the crown. Once established, the guild made brown cloaks an official part of the uniform, leading to the nicknames "Browns" and "Browncloaks" by those hiring on their services.

Roleplaying Summary:

As members of the Messengers and Criers guild, all messengers and criers are self-employed. They may rent out their services to any of the businesses owned by members of the guild that regularly hire messengers or criers, or they may contract directly with a merchant, individual client, or, in some cases, the College of Magic. Payment for the actual task of being a messenger or crier is negligible; all guild members know the actual payment for their job is in tips. These are represented by the Browncloak's profession check; if they meet the DC required by their rank, they are paid as many victories per check as they have ranks in their profession.

Locations:

Headquarters: Bet Rogala

Baneta

Leboleghido

Cilorealon

Businesses owned by members of the Messengers and Criers Guild can be found in any city in Pekal, and individual messengers may reside in locations in the countryside as well.

Hawker

Hawkers are hired by individual merchants to work in the marketplace of Bet Rogala and assist them in selling their wares.

Requirements:

- Speak Low Kalamaran
- 2 or more ranks among the following skills: Knowledge: Local (Bet Rogala), Knowledge: Local (Pekal), Knowledge Geography, Sense Motive
- 1 or more ranks in Profession (messenger/crier)

Duties:

- Must pay guild dues of 1 victory per module.
- Must work as a Hawker at least once in every five modules. This is a non adventuring activity.

Benefits:

- +2 Meta-org bonus to Knowledge: Local (Bet Rogala)
- May choose one of the following to take as a class skill: Perform, Knowledge: Geography, Survival, or Ride
- When practicing their trade, Hawkers earn a number of Victories equal to their total Profession (messenger/crier) modifier on passing a skill check DC 10. Otherwise, they are given one silver piece in compensation.
- Given a locker at the local guild house where they may house possessions.