



Meta - Organization Reference:

Skandaharian Cultural Society

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Version 1.0a

Introduction

Skandaharian influence has been felt by nearly all the settlements along the coasts of the Black and North Seas.

Throughout the area defined by the Black Sea's southern shores and the lands east of the Shallows, the Skandaharian raiders are collectively feared as an aggressive and savage force. Even though they have not

successfully established permanent settlements of their own in these regions, many individual Skandaharians have lived among the peoples there. Sometimes accidentally left behind by invading forces, captured as prisoners during battle, or, rarely, having come of their own free will, many of these Skandaharian pariahs eventually adjusted to their new "civilized" life, becoming productive members of their new societies.

The Skandaharian Cultural Society was founded by an extended family of third-generation Skandaharian descendants in Robinsport who had developed an interest in learning about the rarely discussed Skandaharian heritage of their common ancestor. Since that time, the organization has grown

significantly, as others of diluted Skandaharian stock joined for similar reasons. The organization now

boasts chapters in Blackmoor, Maus, and Robinsport, with a fourth, smaller group recently organized near Archlis, in Southbank.



Base of Operations

In the cities of Maus and Robinsport, the society actually owns their own meeting halls. These are essentially private clubs where admission is

limited to members, invited guests, or those on special business. The meeting halls typically consist of several offices, meeting rooms, a bar and lounge area, a basic woodworking/weaponsmithing workshop, and a modest library filled with documentation on Skandaharian culture. The libraries in each city contain identical information, as whenever one library acquires a new document a duplicate is immediately commissioned for delivery to the other library. That being said, each library does contain several unique and rare original documents which have survived by being passed down through several generations before finding a home in these private collections. Occasionally, bards, loremasters, or other historians

petition the society for access to the epic poems, genealogies, and histories they keep in their libraries. In the interest of furthering public knowledge and appreciation of the Skandaharian culture, these requests are usually granted when received through a member of the society.

The chapter in Blackmoor is relatively new and does not yet have its own permanent meeting hall. Their regular meetings are typically held in one of the private rooms of the Comeback Inn.

In Archlis, the society has a very small presence. Meetings are typically held in a member's home on a rotating basis, with an occasional meeting occurring at the Wet Whistle, a popular drinking establishment in the town of Southbank, just south of Archlis.

Allies/Foes

Due to the content and quality of the private libraries the society maintains, as well as their willingness to allow access to them, the society is on good terms with many universities and bardic colleges throughout the region.

Conversely, Skandaharian raids have been responsible for an appreciable amount of pain and grief throughout the years and there are many who find what they see as a "celebration" of these villains' culture as being in extremely poor taste.

That is not to say that the general populace has an extremely polarized view of the society; there are many who see the group as little more than a private social club, which is, in fact, pretty close to the truth.

Leadership

The society is run by a committee elected from the Elders (typically there are seven members on the committee, but the number can vary) who occasionally meet to handle the majority of the society's business. They are assisted by other Elders as well as a group of Directors, who are essentially long-term members in good standing who have stepped in to assist when needed.

The honorary title of Master is reserved for those Elders who have contributed greatly to the society over time and is commonly bestowed upon Elders whose opinions and effort are still greatly respected within the organization.

Membership

Membership in the Skandaharian Cultural Society is open to those of Skandaharian descent. At this time, however, there is no formalized verification process for authenticating one's claim.

It is not unheard of for those who make no claim of Skandaharian descent to also be granted membership as a "Guest" of an already established member.

Requirements for Membership

Guest

The character must have earned the gratitude or trust of a current member in good standing who will sponsor them for membership.

Membership cost is one Time Unit and 25 gold pieces each year.

Initiate

The character must have at least one level of barbarian or fighter, be of at least 3rd level, or been a member at the Guest level for at least 6 Time Units.

Membership cost is one Time Unit and 50 gold pieces each year.

The character must submit a genealogy to the society as part of his application to attain this level of standing within the organization. This genealogy may be anything from a well-researched multi-generational family tree (one generation back may be detailed for every 4 points of a Research skill check result, with a +2 synergy bonus to the roll if the character has at least 5 ranks in Knowledge (Skandaharian)) to a simple signed statement ("I believe my father, Fharlok, had a cousin on his mother's side, who was Skandaharian. -Brylok"). This genealogy will then become part of the society's private library. Note that these genealogies are by no means "error-free" and are likely to contain as much fiction as fact. Fortunately (?), the Society does not seem to be overly concerned about this.

Characters wishing to hire a genealogist to do the work for them hire someone skilled in Forgery, Profession (genealogy), or Research, depending on the integrity of the result they desire, for a cost of 1 TU and half the hiring's skill check, rounded down, in gp.

Regular Member

Must meet all the prerequisites of prior level.

Three (3) ranks in Knowledge

(Skandaharian).

Character must have been an Initiate member of the society for at least 6 Time Units.

Director

Must meet all the prerequisites of prior levels.

Five (5) ranks in Knowledge (Skandaharian).

One (1) rank in Diplomacy.

Character must have been a Regular Member of the society for at least 1 year.

Character must spend an additional two Time Units per year to attend to the business of the society.

Elder

Must meet all the prerequisites of prior levels.

Seven (7) ranks in Knowledge (Skandaharian).

Two (2) ranks in Diplomacy.

Character must have been a Director within the society for at least 2 years.

Character must spend an additional three Time Units every year to attend to the business of the society and to train newer members.

Character must be able to speak Skandaharian.

Master

Must meet all the prerequisites of prior levels.

Ten (10) ranks in Knowledge (Skandaharian).

Five (5) ranks in Diplomacy.

Character must have been an Elder of the society for at least 2 years.

Character must have spent an additional six Time Units during each of the previous two years to attend to the business of the society and to train newer members. This

additional Time Unit requirement continues once they are granted the title of Master as well.

Character must have donated at least an additional 50 gold pieces per year per each of the previous two years to the society.

Player must request for his character to become a Master by contacting the campaign Metaorganization Coordinator.

Benefits of Joining the Skandaharian Cultural Society

All society members gain a +1 competence bonus on Knowledge (Skandaharian) checks.

Members also have access to the society's library for researching information pertaining to Skandaharian lore. Use of these facilities grant an equipment bonus of +2 to any required Investigation, Research, or other related skill checks pertaining to Skandaharians.

Note: The Investigation and Research skills are detailed in the Wizards' Cabal sourcebook.

Initiate

The competence bonus on Knowledge (Skandaharian) checks increases to +2. Initiates also receive a +1 circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society.

Regular Member

Regular Members gain one skill rank in each of two primary skills selected from the list below (not to exceed maximum ranks based on character level). They also gain a +1

competence bonus to each of two secondary skills from the list below.

Director

Directors gain one rank in a single primary skill selected from the list below (not to exceed maximum ranks based on character level) and a +1 competence bonus to two secondary skills of their choice from the list below. These competence bonuses stack with any bonuses previously gained for being a member of the society.

Directors also gain one contact from each of the three chapters outside of their home chapter. These contacts, while not likely to be much more knowledgeable about Skandaharian matters than the characters are at this point, can update the character on current events, news, and rumors pertaining to the home regions they reside in.

The circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society increases to +2.

Directors gain a +1 circumstance bonus to all social interactions with true Skandaharians.

Directors also gain access to the Skandaharian language, but must still spend skill points to obtain it.

Elder

Elders gain one rank in one primary skill selected from the list below (not to exceed maximum ranks based on character level) and a +1 competence bonus to each of three secondary skills from the list below. These competence bonuses stack with any bonuses previously gained for being a member of the society.

An Elder also gains a +1 insight bonus to Will saves against either fear or illusions (choose one).

The circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society increases to +3.

Master

The circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society increases to +4.

Primary Skills

Craft (shipmaking)

Intimidate

Jump

Navigate

Profession (boater)

Profession (sailor)

Swim

Secondary Skills

Craft (armorsmithing), as it pertains to hide armor.

Craft (weaponsmithing), as it pertains to axes.

Knowledge (history), as it pertains to the Skandaharian people.

Knowledge (geography), as it pertains to Skandaharian lands and areas explored by them.

Knowledge (nobility and royalty), as it pertains to famous Skandaharians and their genealogies.

Perform (percussion instruments), as it pertains to war drums

Knowledge (religion), as it pertains to the worship of Tyrhm.

Knowledge (arcana), as it pertains to illusions.

Spellcraft, as it pertains to illusions.

NPCs

Sigurd Thorsif (Barbarian 1/Fighter 3/Rogue 1, Chaotic Neutral Male Thonian) A wealthy Elder within the society, Sigurd takes great pride in his Skandaharian heritage and has recently organized the Archlis chapter for those interested in exploring the raiders' culture. He takes great pride in his collection of authentic Skandaharian artifacts, which he has acquired through many years of collecting. Most of those who know him consider Sigurd eccentric, and he has been the butt of more than just a few whispered jokes. He enjoys singing loud drinking songs while consuming mug after mug of alcoholic beverage. As an Elder, Sigurd travels frequently and can be found in any of the cities which host a chapter, although Archlis is his current home.

Red Svengore (Rogue 2, Neutral Male Peshwah) Although there are a few members who are genuinely interested in learning about Skandaharian culture, the vast majority of them are members simply for an excuse to get out of the house and go drinking. Such describes Red Svengore. He assisted Sigurd during some private matter shortly after Sigurd's arrival in Archlis and joined the society as a Guest member. Although he does not know much about Skandaharian culture, he knows that if Sigurd Thorsif is singing, there are at least a few more rounds of drink to be ordered.

Solaf Bramson (Bard 1/Fighter 1/Rogue 2, Neutral Good Male

Thonian) Solaf is a Regular Member and secretly a member of the Silent Guard. He has little interest in Skandaharian culture, but has joined the club specifically to keep an eye on Sigurd, in case he might be a spy for Skandaharian agents planning some future raid. There are several members of the Silent Guard who have joined other chapters of the society for similar reasons. He has become fairly knowledgeable on Skandaharian culture and is one of few members whose knowledge of drinking songs approaches Sigurd's. He is also a former adventurer and wears a Ring of the Comeback Inn.

Tymsprock Hyrndack (Ranger 2/Rogue 1, Neutral Good Male Peshwah) Although Peshwah through both parents, Tymsprock (Tym for short) does have Skandaharian blood in his veins on his mother's side. Tym joined the organization to learn more about Skandaharian culture, as well as to make contacts for finding work; either as part of an adventuring party or as a simple locksmith. Tym is currently a Regular Member of the organization.

DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in
Dave Arneson's Blackmoor: The MMRPG:
Skandaharian Cultural Society

Guest

Date Joined: _____ GM Signature: _____

- +1 competence bonus on Knowledge (Skandaharian) checks.
- Use of the society's resources pertaining to Skandaharian lore grants an equipment bonus of +2 to any required Investigation, Research, or other related skill check.

Initiate

Date Joined: _____ GM Signature: _____

- Guest benefits.
- The competence bonus on Knowledge (Skandaharian) checks increases to +2.
- +1 circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society.

Regular Member

Date Joined: _____ GM Signature: _____

- Initiate benefits.
- +1 skill rank in each of two primary skills selected from the list below (not to exceed maximum ranks based on character level). Skills: _____, _____
- +1 competence bonus to each of two secondary skills from the list below.
Skills: _____, _____

Director

Date Joined: _____ GM Signature: _____

- Regular member benefits.
- +1 skill rank in one primary skill selected from the list below (not to exceed maximum ranks based on character level). This bonus stacks with any bonuses previously gained for being a member of the society. Skill: _____
- +1 competence bonus to each of two secondary skills from the list below. These competence bonuses stack with any bonuses previously gained for being a member of the society. Skills: _____, _____
- Directors also gain one informational contact from each of the three chapters outside of their home chapter. These contacts can update the character on current events, news, and rumors pertaining to the home regions they reside in.
- The circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society increases to +2.
- Directors gain a +1 circumstance bonus to all social interactions with true Skandaharians.
- Access to the Skandaharian language, but must still spend skill points to obtain it.

Elder

Date Joined: _____ GM Signature: _____

- Director benefits.
- +1 skill rank in one primary skill selected from the list below (not to exceed maximum ranks based on character level). This bonus stacks with any bonuses previously gained for being a member of the society. Skill: _____
- +1 competence bonus to each of three secondary skills from the list below. These competence bonuses stack with any bonuses previously gained for being a member of the society. Skills: _____, _____, _____
- An Elder also gains a +1 insight bonus to Will saves against either fear or illusions (circle one).
- The circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society increases to +3.

Master

Date Joined: _____ GM Signature: _____

- Elder benefits.
- The circumstance bonus to any Diplomacy checks required when dealing with members from other chapters of the society increases to +4.

Primary Skills

Craft (ship making), Intimidate, Jump, Navigate, Profession (boater), Profession (sailor), Swim

Secondary Skills

Craft (armor smith), as it pertains to hide armor.
Craft (weapon smith), as it pertains to axes.
Knowledge (history), as it pertains to the Skandaharian people.
Knowledge (geography), as it pertains to Skandaharian lands and areas explored by them.
Knowledge (nobility and royalty), as it pertains to famous Skandaharians and their genealogies.
Perform (percussion instruments), as it pertains to war drums.
Knowledge (religion), as it pertains to the worship of Tyrhm.
Knowledge (arcana), as it pertains to illusions.
Spellcraft, as it pertains to illusions.