

THE GUILD

NAME:
MOTTO:

AFTER AN ADVENTURE

New room or laboratory

Adventurers add a new room to their guild, which starts with none. In order to add a laboratory, they must recruit during their adventures an extra able to manage it.

Benefits for adventurers

Each player chooses an option among the services provided by the guild.

The best comrade

Elected by the players, they're allowed to pick an additional benefit.

THE ROOMS

THE FORGE

The adventurer chooses a new piece of armor (they can carry up to 3): a shield, a helmet, breastplate...

THE LIBRARY

The perfect place to learn or focus. The player can add, remove or change one word of their adventurer's concept, while staying within the 4 words limit.

THE MENAGERIE

An adventurer who has bonded with an animal during an adventure can adopt it and get it settled into the menagerie. The animal is then considered their pet companion: it is recorded in their inventory and can be enchanted.

If the pet companion is injured, the adventurer must spend their next visit to the guild taking care of it.

THE STEWARDSHIP

The adventurer picks two items:

- Bear trap (x1)
- Compass
- Dark cape
- Grapple
- Hammer and nails
- Handcuffs
- Lantern
- Magical glue (x1)
- Musical instrument
- Ratchet brace
- Saw
- Shovel
- Super hot pepper (x2)

THE LABORATORIES

To be operational, these rooms must be managed by a qualified extra recruited during an adventure.

THE ALCHEMY DEN ALCHEMIST'S NAME:

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The adventurer gets a random potion:

- Chameleon (invisibility for one round)
- Good dog (the drinker obeys the next order he receives)
- Lizard (grows back a freshly cut limb)
- Snake (softens bones and allows passage through small openings)
- Spider (for climbing walls and ceiling)
- Turtle (insensitive to blows but extremely slow for two turns)

THE ENCHANTMENT LOUNGE ENCHANTER'S NAME:

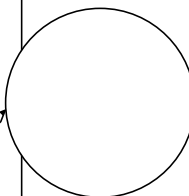
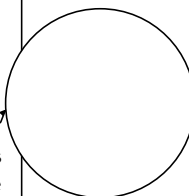
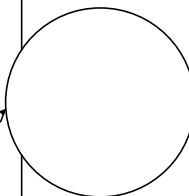
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An enchanted item or pet companion bonus is +2 when a requirement, suggested by the player and approved by the referee, is met – the art of enchanting armor pieces has been lost over the centuries.


EXAMPLES: *A fearsome-at-night goose, a giant-slicing sword, the perfect banjo to play when it's raining...*

THE SHADY WORKSHOP SCOUNDREL'S NAME:

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The adventurer picks one item:

- 4 m of invisible wire
- Caltrop
- Disguise
- Fake artifact
- Flask of oil (x2)
- Loaded dice
- Lock-picking tools
- Sleeping pill (x1)
- Smoke bomb (x1)
- Stink bomb (x2)
- Trap maker's kit



 This small pencil invites you to illustrate the recruited extras (in the inserts) and the guild (on the right).