



# THE TORCHBEARERS

"So long as I draw breath, this torch shall not leave your side."



## I. OVERVIEW

- 1;1 **{Summary}** Guild of torch makers who sell their wares and offer their services as loyal torchbearers to those who delve into dark places
- 1;2 **{History}** Founded by a humble torch maker after his adventurer brother's corpse was found in a nearby dungeon near his shattered sun orb {the only source of light he foolishly brought with him into the dungeon}
- 1;3 **{Symbol}** A plain but reliable torch held proudly aloft by a pair of flint and steel gauntlets
- 1;4 **{Base}** The Flickering Bastion, an ancient, torch-lit keep with a seemingly endless dungeon sprawling beneath it that the order seeks to cleanse with torchlight
- 1;5 **{Structure}** Governed and lead by the Golden Sconce, an elected 3-member council with each member representing 1 of the 3 elements of fire {heat, fuel, and oxygen}

## II. GUILD CULTURE

- 2;1 **{Goal}** Keep humanity safe by looking after its mighty heroes as they explore dangerous places and then keep those places lit to prevent future infestations
- 2;2 **{Ideal}** A hero is safest when they're in the light of a well-made torch
- 2;3 **{Bond}** Every Torchbearer has sworn an oath punishable by death not to abandon their employer or any post they are assigned to {so long as they are paid and treated fairly}
- 2;4 **{Flaw}** Some guild members have such a hatred for magical light they're willing to break their oath to sabotage or even outright harm those who use it

## III. RESOURCES

- 3;1 **{Torchbearer}** For 3 silver a day, a guild member will follow you without hesitation into the darkest depths of the earth and keep a lit torch at your side at all times
- 3;2 **{Torches}** In addition to high quality torches, guild members often sell their own unique torches {dimnable torch/explosive torch/flare torch/etc} for 1 silver each
- 3;3 **{Dungeon Maps}** The guild has an extensive knowledge of where dungeons can be found and will sell maps marking their locations for 100 silver each

## IV. KEY MEMBERS

- 4;1 **{Bearer of Flames}** Bretchen Steelwill, a fearless 72yo female human who carries the First Torch at all times and oversees the guild's business and dungeon ventures
- 4;2 **{Bearer of Breaths}** Dramuu the Precise, a fussy 212yo male elf who wears a torch-like headpiece with a ceremonial flame burning at its peak and oversees all of the guild's ceremonies and initiations
- 4;3 **{Bearer of Oils}** Zah, a towering half-orc who wears oil-drenched alchemy robes and oversees the guild's research and application of torches

## V. TITLES AND RANK

- 5;1 **{Flash}** Uninitiated guild members who apprentice under Flares and work as the majority of hired torchbearers
- 5;2 **{Flare}** Initiated guild members who operate their own torch shops with the help of Flashes and work under Beacons in dungeon expedition assignments
- 5;3 **{Beacon}** Veteran guild members who oversee guild member assignments and dungeon expeditions passed down by the Golden Sconce

Campaign/Session Notes Here