

Black Palm Brotherhood

Black Palm Brotherhood (Guild)

Background:

The Black Palm Brotherhood has strived for over 360 years to find the Great Secret that was whispered to Asmodeus by the Woman in Gold.

The Black Palm Brotherhood is located within the Realm of the Dark Sisters on the continent of Aviron. Outside the Village of Eldarad, A slave city. It is run by a human named Ehrall.

When the gods started locking up the races and magic items they also locked up their secrets. They seek the secrets of Asmodeus specifically and of his daughter. Even though she was not told the Great Secret she might have some insight to it.

Characteristics:

The Black Palm Brotherhood seeks its secrets in its own way, which is to say how ever possible without getting caught. They prefer deception & Stealth over direct conflict and bargaining. They will bargain only by trade. The order will seek out what you want and give it to you in trade for a piece of information, an important relic of clue.

The Brotherhood is a very satisfied bunch, not caring much for wealth except to further its goals. They are a group of highly unified individuals. There is only one master, and he only, guides his students. His wisdom always leads one to renounce their god.

The members are from many different gods and therefore the personality of individuals that join the brotherhood is very dynamics. As they go on they only pay lip service to the god for whatever they need to

Membership Requirements

Personality Profile: Self (Play Now, Pay Later/Self Discipline) score to 7+, Morality (Any 2 must be 3 or less), Loyalty (Employer 8+)

Any of the various religions are allowed to join, but ultimately you will renounce all gods to reach the highest ranks in the order.

Find a Secret: You must find a lost knowledge of the 1st, 2nd, or 3rd age. This knowledge is evaluated by the master. The information must deal with the gods, Asmodeus or his daughter. But somehow it should reveal some clue back to the Great Secret. See the Tome of the Gods for basic background.

Renounce all Gods: This ritual determines if you are ready to renounce all gods. It then removes any and all *Divine Agent* capabilities you have. Further, you cannot take *Divine Agent* after you have been subject to this ritual. This ritual is includes a blood sacrifice of an innocent.

Brotherhood Requirements and Benefits

Path Rank	CP Cost	Other requirement	Benefits
1	3	Find 1 Secret Specialized in Analysis	Research Turn the page
2	2	Find 2 Secrets Specialized in Investigate	Pass with No Trace, Researcher's Light
3	4	Find 4 Secrets	Slip through the Crack
4	8	Find 8 Secrets	Phase Door
5	6	Find 16 Secrets Renounce all Gods	Mask the Mind

Research: You research faster than most. Your research time is ½ what it would normally be.

Turn the Page (SU): You can turn the page of a book with the wave of a hand or finger. The range is 5'.

Pass with No Trace (SU): This ability allows you to move through an area and leave no physical trace of your passing. You turn this off or on, as a free action.

Researcher's Light (SU): You produce a floating candle above your head. It burns for as long as you need it to. It drips wax but never burns down.

Slip through the Crack (SU): You gain the ability to slip into areas as if you were two sizes smaller. This is gruesome to watch but when you get into someplace you are otherwise not allowed to be, no one much cares.

Phase Door (SU): You gain a +5 to cast Phase (Magic) and it costs you only 13 mana.

Mask the Mind (SU): You gain this when you finish your training, you can mask your mind from those that seek to learn its thoughts or to impose their will on you. You mask all #s on your Personality Profile. The SC to break through the mask is 5 times the VPT you choose to maintain it with. Further, you can add your **Personality Profile: Self (Play Now, Pay Later/Self Discipline)** score to any resist checks when something or someone tries to read or influence your thoughts.