



THE HUNTSMEN

PROTECTORS OF THE TOWNSHIP

INTRODUCTION



"Honor the hunt, respect the prey, and nature will provide for seasons to come. But stalk without gratitude or take more than one's share, and the forests will grow silent, leaving tables empty and spirits hungry."

The guild of the Huntsmen is as old as time itself, in a metaphorical sense - for as long as people have existed, people have hunted, and those hunters gathered around and shared the spoils of their hunt. However, the modern Huntsmen guild as we know today was founded right before the fall of civilization that led to the fog creeping in and consuming our world. It was created to fight against the many beasts that seeked to devour the dwindling population. The guild was instrumental in the survival of humankind, until the world became still - and life became safer.

After Blackmonte was safely settled, and the Huntsmen could settle, a more 'jovial' tone overtook the guild - it is now a place to both relax and work, to enjoy the *art* of fighting gruesome beasts in glorifying manners, for glory rather than survival.

"Any warrior deserves a warrior's death. This includes the beast- for all its strength and vigor, it was no match for the mind of the mortal."





RANK & BENEFITS

There are several ranks one can progress through in the Huntsmen's guild.

Nimrod - An initiate.

Hunter - One who has been on several hunts.

Venator - A seasoned hunter, who has saved at least one life.

Guildmaster - The leader of the guild.

Few material possessions come with increase in rank, but the prestige gained is priceless.

GUILD RELATIONS

The Huntsmen's guild is a well-beloved guild with little to no animosity between trade guilds. Of particular friendship is between them and the Crimson Wheel - For the Huntsmen kill many of the monsters deemed too dangerous for even them. It is well-known that the only enchanted item in Adua, the fabled 'Kegerator', capable of always keeping booze adequately chilled, was gifted to the Huntsmen by the Crimson Wheel.

PAYMENT

The Huntsmen's guild pays well for pelts, meat, and other items dropped from foes. The price paid for an item varies wildly depending on the current market, as meat and leather are considered commodities, whose price can vary wildly between the seasons and amount purchased. Members of the guild are generally paid more for their wares.

OPERATIONS

The Huntsmen's guild has operations in many minor townships within human civilization. Their primary offices are located in Adua, across from the Black Stag- located within the Huntsmen's Lodge. This building does lodge several hunters, but its primary function is as a location to store excess goods, process raw materials, sell wares, and meet to discuss the next hunt.