


Condumbra -The Guild of Fighters

In the perilous lands that were once dominated by the Dolovian Empire, the rule of law can sometimes be stretched thin or even absent. The life of a Fighter can be a harsh one, and having an organization to provide shelter and support is crucial. Thus, the ancient society of Condumbra was formed almost 300 years ago – it is known today as the Guild of Fighters.

The Condumbra is not a political entity, and it accepts members of any lineage, religion or creed as long as they ply the trade of war and are willing to obey the very few rules (and pay their entry fee as well, of course). Its primary function is to find work for its members and to ensure that their employers pay them in a just and proper way. Rising in rank is mainly a matter of status and proof of skill, and special contracts are usually reserved for those of higher rank.

There are Condumbra Chapter Houses in most major settlements in the Heartlands, and also count some lords among its members. There is little formal leadership, but a local Steward manages each Chapter House and handles the day-to-day affairs of the Guild.



The Fighter's Guild					
Emblem & Dues	Signet Ring made from a metal befitting the wearer's rank, depicting the Guild Seal; a rearing griffon		Guild	Copper Ring Annual Dues; 10 sp	Lvl 1-3
			Journeyman	Silver Ring Annual Dues; 100 sp	Lvl 4-6
			Master	Golden Ring Annual Dues; 1 000 sp	Lvl 7+
Benefits	Guild	<ul style="list-style-type: none"> The support of the Guild in disputes over contracts Access to Guild Contracts through the local Steward Guild Common Quarters can be used free of charge The Guild Armory sells weapons and armor Guided Hirelings can be recruited at no expense 			
	Journeyman	<ul style="list-style-type: none"> Guided Hirelings are recruited more effectively Guild Officer's Quarters can be used free of charge 			
	Master	<ul style="list-style-type: none"> Guided Hirelings are recruited more effectively Council Membership of the local chapter if so desired 			
Duties	<ul style="list-style-type: none"> Oath of the Guild must be upheld regarding Guided Hirelings Payment of Annual Dues on penalty of expulsion 				

Hirelings and Guided Hirelings

When finding Hirelings, the common method is to visit local Inns and Taverns and spread the word, and hope to get some useful applicants. The results can be very varied, but beggars can't be choosers. However, if the players are prepared to go through the Fighter's Guild with an official request, either by paying a fee or as members, the quality of the hirelings found is usually much improved.

Apart from the higher hiring costs, using Guided hirelings comes with a number of conditions enforced called the "Oath of the Guild". Those who retain hirelings and do not follow these rules will be blacklisted, and thus will not be allowed to use guided hirelings in the future if this comes to the attention of the Condumbra.

Number of applicants

To determine how many applicants show up after the characters have put the "word out", the party pays 5 sp and makes one roll as below.

1. Roll D4-1
2. Add +1 if in a Large City
3. Add +1 for a Guild Journeyman
4. Add +2 for a Guild Master

An optional modifier of between -2 and +2 can be applied by the GM based on how the characters have conducted themselves in the local area; hirelings will be more interested in employment with those known to be successful and who spend lots of money, and might avoid those known to lose many employees or to treat hirelings badly.

Oath of the Guild

For 5 gold a day or a half-share of treasure, I will:

- Obey, knowing it puts neither any innocents nor me at risk.
- Protect and guard you, and expect to be protected and guarded in return
- Wield gear carefully and well, knowing I will keep it at our journey's end.
- Remain resolute, knowing you will never bewitch me without my consent.
- Stand serene, knowing in the event of the worst, my remains will be returned respectfully along with a quarter-share to my kin.

Source: Telecanter's Receding Rules

Guided or non-guided

The characters can choose which type of hireling to search for; in order to recruit guided hirelings, characters not members of the Fighter's Guild must pay a 100 sp fee (regardless of results). In order to employ guided hirelings, both retainer and employer must agree to the Oath of the Guild.

Successful Employ

In order to employ the hireling successfully, and to determine Morale, the method in the LotFP rulebook should still be applied. Apply a +1 bonus to both rolls for guided hirelings if the employer is a member of the Fighter's Guild.

1D6 (Roll x3)	Stats & Notes	Weaponry (Combatants only)	Armor (Combatants only)			
1	2 HP, non-combatant	Small weapon	None			
2	3 HP, non-combatant	Small weapon	None			
3	3 HP, non-combatant	Spear	Leather			
4	3 HP	Spear, Short bow	Leather			
5	4 HP	Medium Weapon	Leather & Shield (if useable)			
6	5 HP	Medium Weapon, short bow	Leather & Shield (if useable)			
7	5 HP	Crossbow, small weapon	Chain			
8	6 HP, elite, daily wage 10 sp	Polearm, small weapon	Chain & Shield (if useable)			
9+	6 HP, elite, daily wage 10 sp	Great Weapon	Chain & Shield (if useable)			
Modifiers	Hireling	Guided +1	Employer	Sergeant/Master +1	Locale	Large City +1