



METAGAMING ORGANIZATION REFERENCE:

The Silent Guard

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Introduction

The history of Blackmoor is full of intrigue. If anything has been learned from the constant conflict, from the Mage Wars through the two Coot invasions to the Afridhi invasion and Skandaharian raids, it's that spies and traitors could be anywhere and one cannot always rely on others, such as the government or the Wizards' Cabal, for protection. It is the responsibility of each individual to work towards ensuring the safety of their community and protecting their way of life.

Such is the philosophy of the Silent Guard, a clandestine organization comprised of Blackmoorian patriots and their allies, generally not officially tied to the government, whose sole purpose is to keep their ears to the street and their eyes open for any espionage activity by foreign agents or traitorous citizens. Members of the Silent Guard serve either out of love for their nation or to ensure their own continued security. They come from all walks of life, as the interest of security is not tied to any particular race, class, social standing, or occupation. It is one of the few structured organizations within Blackmoor that count nearly as many nobles among their membership as they do beggars. Not quite a vigilante organization, for they stop short of any kind of confrontational action, the Silent Guard acts as an independent information gathering and threat evaluation force, feeding their information and conclusions to the proper government and local authorities as they deem it necessary. Higher ranking officials within the Silent Guard have contacts within the Regency Council itself. While not members of the Silent Guard themselves, the Regency Council sees the Silent Guard as a valuable asset to the intelligence-gathering community throughout the region and yet another weapon in their varied and expansive arsenal for keeping Blackmoor and its citizens safe.

The Silent Guard does not have a fixed base of operations. Instead, individual cells within each major city across the North have a single person, known as a Filter, who is responsible for collecting, interpreting, and distributing information as they deem appropriate. Each member of the Silent Guard knows how to contact this person for their cell, but there are no established locations for regular meetings of the membership. In emergency situations, the Filter may decide to select a location and have a cell meeting to bring everyone update on important



news as quickly as possible, but these are rare occurrences.

Chapters of the Silent Guard are active in Archills, Blackmoor, Booh, Bramwald, Erak, Glendower, Jackport, Kenville, Lake Gloomy, Maus, Newgate, Robinsport, Vestfold, and Williamsfort, although there are a few scattered Agents operating in other locations as well.

Each cell has a Filter who is responsible for collecting the information from the cell members (known as Informants and Agents) in their area and interpreting and evaluating the importance of the data they receive. This information may be passed to local authorities if the Filter deems them to be the proper recipient for such data. The Filters, in turn, report their compiled data to a Collector, who serves as a sort of regional Filter, passing along information to higher-level authorities as they deem necessary. All information collected through these channels eventually reach the Senses, the core group of individuals responsible for cross-referencing all information brought in through Informants, Agents, Filters, and Collectors to look for correlations on a much larger scale than regional agents might notice.

Although the Silent Guard is on watch for any potential threats to their homeland, their principal concerns are the actions of the Egg, rogue sorcerers, and the Afridhi.

Organization

There are currently chapters in fourteen cities. These cities are grouped in six larger regions.

You must pick one of these fourteen cities to be your home region. Informants, Agents, and Filters receive their home region benefits within 20 miles of their home city. Collectors are allowed to designate one of the larger six regions as their home region.

The Fourteen Cities and Regions:

The Eastern Shore:

- - Archills
- - Jackport
- - Maus

Blackmoor:

- - Blackmoor
- - Glendower
- - Williamsfort

Vestfold:

- - Booh
- - Vestfold

Stormkiller Mountains:

- - Bramwald
- - Erak

Three Rivers:

- - Kenville
- - Newgate

The Far West:

- - Lake Gloomy
- - Robinsport

Membership

Membership in the Silent Guard is by invitation only. Before the offer is extended, the potential Agent is observed and tested for some time, in an attempt to discern where their true loyalties lie as well as to gain insight on how well they are at gathering information and keeping secrets.

If you haven't been honored with an invitation to join the Guard there is still hope. The Silent Guard is always looking for more informants...

Membership Levels

Note: The Investigation and Research skills are detailed in the Wizards' Cabal sourcebook.

Note: If your character has a cert stating that you may join the Silent Guard, this allows you to join at the agent level as if you had spent 6 months as an informant. You must still meet the remaining requirements to be an agent.

Informant

Requirements

- Alignment Restriction: Cannot be evil.
- Three (3) ranks in Gather Information.
- Three (3) ranks in Knowledge (local).
- Three (3) ranks in Sense Motive.
- Membership cost is two Time Units per year.

Benefits

- +1 competence bonus on Knowledge (history) and Spot skill checks
- +2 competence bonus on any Listen skill checks required to pick out and follow a conversation between individual voices in a noisy environment, such as a loud tavern.
- Informants may use their contacts once per year to get themselves (and their party) out of legal trouble, an audience with a local noble, or equivalent favor. No matter what, this favor may not have effects outside of the adventure it is used in.

Agent

Requirements

- Alignment Restriction: Cannot be evil.
- Character must have been an Informant for at least six months or have the recommendation of a current member.
- Three (3) ranks in Investigation.
- Six (6) ranks in Gather Information.
- Six (6) ranks in Sense Motive.
- Membership cost is four Time Units per year.

Benefits

- +1 competence bonus on Knowledge (history), Spot, Decipher Script and Knowledge (local) skill checks.
- +2 competence bonus on any Listen skill checks required to pick out and follow a conversation between individual voices in a noisy environment, such as a loud tavern.
- +4 competence bonus on Investigation and Gather Information checks in their home region.

- Agents also gain access to things that wouldn't normally be available in their home region. All PHB equipment is available to them in their home region if they take 2d6 hours to try and find it.
- Access to the Jester Prestige Class. No one seems to take these characters very seriously. As a result, they often find themselves (or place themselves) in situations where they can overhear important information, as people tend to be less guarded around a "simple fool".



- Agents also gain a secret language known as Shorthand, which they use to pass messages back and forth to those higher up within the organization. Shorthand uses a unique symbolic alphabet and has no spoken form; it is a written language only. Shorthand is not an open secret language and may only be gained by reaching the rank of Filter within the Silent Guard.
- Agents may use their contacts three times per year to get themselves (and their party) out of legal trouble, an audience with a local noble, or equivalent favor. No matter what, this favor may not have effects outside of the adventure it is used in.

Filter

Requirements

- Alignment Restriction: Cannot be evil or chaotic neutral.
- Character must have been an Agent for at least six months.
- Character must receive a favorable notice from at least two members of Collector level or higher.
- Five (5) ranks in Investigation.
- Nine (9) ranks in Gather Information.

- Nine (9) ranks in Sense Motive.
- Membership cost is six Time Units per year.

Benefits

- +2 competence bonus on Knowledge (history), Spot, Decipher Script and Knowledge (local) skill checks.
- +4 competence bonus on any Listen skill checks required to pick out and follow a conversation between individual voices in a noisy environment, such as a loud tavern.
- +6 competence bonus on Investigation and Gather Information checks in their home city.
- +4 competence bonus on Investigation and Gather Information checks in their region (does not stack with home city bonus).
- Filters expand their influence to include their larger region.
- Filters may use agent level qualities anywhere in their region.
- Filters may use their pull to get out of any minor legal trouble they get in to within their home city (unless the authority holding them is against the Silent Guard).
- Filters also gain access to things that wouldn't normally be available in their home city. All PHB equipment is available to them in their home city if they take 1 hour to try and find it.

Collector

Collectors generally serve one of the six greater regions described earlier. These individuals have generally served the Silent Guard as Filters for at least a year before becoming Collectors. They are responsible for reporting compiled information from the Filters to the Senses, whom they otherwise have relatively little interaction with unless there is some new insight the Senses wish to make others in the Silent Guard aware of. In addition to collecting and processing the information from level-level members, Collectors may occasionally pass information down to Filters if they discover anything they feel the Filter (or his Agents and Informants) should be aware of.

This level of membership is not currently available to player characters.

Sense

There are typically six active Senses at any given time, each responsible for collecting and processing the accumulated intelligence from the two regions they are responsible for. Since each Sense covers two regions, there is always overlap. No two members of the Senses will be responsible for covering the same two regions. When needed, a new Sense is recruited from the current pool of Collectors who have served in that position for at least a year. Senses have the ability to speak directly to the Regency Council, as well as many other law enforcement and legal institutions across the land, which demonstrates the importance attributed by others to the work they do.

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DAVE ARNESON'S BLACKMOOR

The above named character has joined the following Metagaming Organization:

The Silent Guard

You must pick one of the fourteen cities found in the Meta Organization document to be your home region. Informants and Agents receive benefits within 20 miles of their home city. Filters expand their influence to include their larger region.

Informant - Date Joined _____ GM Initials _____

- +1 Competence Bonus on Knowledge (History) and Spot Checks
- +2 Competence Bonus on Listen checks to pick out and follow a conversation in a noisy environment
- May use their contacts to get out of legal trouble once per year.

Agent - Date Joined _____ GM Initials _____

- +1 competence bonus on Knowledge (History), Spot, Decipher Script and Knowledge (local) checks
- +2 Competence bonus on Listen checks to pick out and follow a conversation in a noisy environment
- +4 competence bonus on Investigation and Gather Information checks in the Agent's home region
- Access to the Jester prestige class (*Player's Guide to Blackmoor*)
- Secret written language known as Shorthand used to pass messages with other agents of the Silent Guard
- May use their contacts to get out of legal trouble three times per year

Filter - Date Joined _____ GM Initials _____

- +2 competence bonus on Knowledge (History), Spot, Decipher Script and Knowledge (Local) checks
- +4 competence bonus on Listen checks to pick out and follow a conversation in a noisy environment
- +6 competence bonus on Investigation and Gather Information checks in their region (does not stack with home city bonus)
- May use any agent level benefits anywhere in their region
- May use their contacts to get out of any minor legal trouble they get into within their home city.

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