

## The Slayers Union

*As a group "The Slayers Union" are older than Arcana Inquisitions itself. When common folk rose up to defend themselves against the murderous evils that were taking root around them, many decided that there was strength in numbers. It wasn't until after Arcana Inquisitions was officially founded that some few Slayers of renown realized they could establish themselves as a guild and leverage bounties to better serve their mission to protect the innocents and exterminate the growing evil.*

*Today the Slayers Union, is headed by a nominated group of veteran Hunters that collect dues from their members and channel those funds back into issuing bounties and providing their members with as much gear and support as they can muster.*

*Most towns are happy to see member a of the Slayers Union passing through on a hunt, based solely on the long standing reputation of the Union as the first in the fight and the last to go home.*

**Perk:** Union Issued Gear: While working for the Slayers Union you gain +1 to all calculated attack values







- +  35-per monster killed
- +  150-per titan killed
- +  150-per objective completed
- +  15-per Altar destroyed
-  200 for dying

## The Hunters Shield

*The Hunters Shield was the first official guild house established within days of the founding of Arcana Inquisitions. Organized by Father Haumbles good friend within the Spire, Sister Anichka. Sister Anichka was asked to leave the Spire for her support of Father Haumble and a sizeable portion of monks and nuns followed the charismatic woman on her departure.*

*The Hunters Shield was founded in an attempt to bolster Haumbles Hunters by offering them care and healing throughout their investigations, and keep them in the fight as long as possible. Today, the Shield survives almost wholly on bake sales and donations from those who believe in their mission. The Hunters shield in turn funnels that revenue into offering bounties where they think they are most needed and providing herbs and potions for Hunters to do their noble work.*

**Perk:** Healers Tricks-While working for the Hunters Shield you will gain an additional +1HP with each recover action. Additionally you may use your recover action to heal another player that is within 2", instead of yourself,using the HP value **you would have recovered.**

- +  20-per monster killed
- +  75-per titan killed
- +  100-per objective completed
- +  60-per player alive at the end of the game
- +  15-per Altar destroyed
-  200 for dying

## The Sharpening Stone

*A secretive society that is hated by most and sought after by "uniquely minded" individuals, the Sharpening Stone believes that only the strongest warriors walking the realms should be permitted to call themselves Hunters and by this metric, every Hunter should be tested by their comrades at every turn to insure they are up to their task.*

*Its unclear how the Stone funds their twisted bounties, but Haumble has promised to investigate and punish this particular guild once he's contained the spreading evil itself.*






**Perk:** Singular Purpose: While working for the Sharpening Stone, you gain +1 to hit when targeting a **player model**.

- +  25-per monster killed
- +  90-per titan killed
- +  90-per objective completed
- +  75-per player you killed
- +  15-per Altar destroyed
-  400 for dying

## School of Umnyy

*A sprawling academy designed in ages long past to house and educate individuals of proven mystical talents. Even though, the School of Umnyy is not a guild in the official sense, it has funneled some of its coffers into bounties for research purposes. Some theories suggest that the headmaster of the college, Abner Everflow, became good friends with Haumble after the Spire excommunicated him, out of spite for the Spire itself. Abner himself was nearly removed from his position at the college for awarding Haumble a sizeable "interest free buisness loan with no expected payment date" on behalf of the School of Umnyy, but the hearings to remove Everflow were cut short when he famously made the statement on his own behalf "Go ahead and try, you spineless toads."*

**Perk:** The Hunters Field Guide 1st ed.: While working for the School of Umnyy, you gain +1 **Wit**.

- +  20-per monster killed
- +  75-per titan killed
- +  100-per objective completed
- +  50-per Altar destroyed
-  200 for dying

## House of Ends

*House of Ends is a recently established guild that has grown with shocking rapidity. Its members believe that the rising evil is a divine punishment for the sins of the living and that the only atonement is the death of everything. Many converts are found dead by their own hand with a freshly written note leaving all their worldly possessions to the House of Ends. Those that remain see their continued existence as a necessary sacrifice to spread the gospel of imminent doom. Lamenting every morning that they wake that they must continue on, their only solace is that every wound they take is a taste of a blessed end.*

**Perk:** Zealous fervor: While working for the House of Ends you gain +2 to all calculated attack values when at less than half of your starting HP or +4 calculated attack value when below 5HP.

- +  20-per monster killed
- +  70-per titan killed
- +  75-per objective completed
- +  30-per player killed
- +  5-per Altar destroyed
- +  2-per every wound received

## Cartographers Guild

*Cartographers of Therfuria have been one of two types for centuries, lazy or frustrated, and the lazy ones tend to have a longer life span. The frustrated ones frequently found themselves in outright hostile lands of either the untamed-country or politically-angry variety or both simultaneously. When Aarcana Inquisitions formed and allowed marginally safer passage over borders with the implementation of their Hunters Crest, the leading frustrated ones in their field scrambled to organize themselves behind the efforts of the Hunters and its been working.*

*Today the Cartographers Guild are the unsung heroes of the war effort, providing more and more accurate maps to Aarcana Inquisitions and keeping their treasury shakily afloat by every means they can that wont put them in sour standing with Aarcana Inquisitions itself.*







**Perk:** Scouters Lens: While working for the Cartographers guild you receive +1 to movement

- +  20-per monster killed
- +  75-per titan killed
- +  100-per objective completed
- +  100- for going to the center of the board (record once)
- +  25-per Altar destroyed
-  200 for dying

## The Bodily Guardians

*Within a year of Arcana Inquisitions setting about its task, it was painfully apparent that the average life expectancy of a Hunter was incredibly short. The Bodily Guardians were quick to see profit in this predicament and began placing the most stalwart individuals they could recruit, between the horrors and the Hunters.*

**Perk:** Sentinel: Gain +1 Def and any time a player model within 6" is targeted with attack dice you may spend an action token to become the target instead, and moving your model the minimum distance required to be within range of the attack (this is treated as an involuntary move).






- +  15-per monster killed
- +  10-per damage taken that was not originally targeted at you
- +  100-per titan killed
- +  100-per objective completed
- +  8-per Altar destroyed
-  300 for dying

## The Infernal Revenue Familiars

*Since the time that The Gouge was carved in the land by over-reaching students of the arcane many centuries ago, the infernal beauracrats and barristers of that place were delighted to find that this realm ran on gold and material wealth. Given access from their fiery plane to this world through the rifts created, iron-clad contracts became no rare thing for those that could afford the services of the other-worldly denizens, and mortals of this world quickly learned to fulfill their agreements when they signed their name to contract written in The Gouge.*

*When Arcana Inquisitions was formed and guilds began to spring up around the land, The Infernal Revenue Familiars was not far behind, seeing themselves uniquely obligated to insure that every scrap of gold was accounted for and landed where it was promised. The Infernal Revenue Familiars will often send out lesser denizens of their own realm to mingle among the peoples of this world and gather useful information but they will also frequently employ creatures of this world to dot the cosmic "i's" and cross the "t's" of fate.*

**Perk:** Consul : Any time a player model within 6" uses their Str, Int, Dex or Wit value in anyway, you may add half of your own matching stat value to theirs.

- +50% of the total  earned by any player for killing a monster.
- +50% of the total  earned by any player for killing a titan.
- +50% of the total  earned by any player for objectives completed.
- +50% of the total  earned by any player for an Altar destroyed.
- 50% of the total  earned by any player for dying.

*\*all %'s are tallied immediately as per what triggers them\**