

Geoff Regional Meta-Org Description

Midnight Ravens (MR)

This document is the actual Meta-Org description for the Midnight Ravens. It supercedes the information provided in the published Geoff Meta-Campaign Sourcebook. Only members of the Midnight Ravens should ever see this document.

[IC]: “We, unlike other fools out there, do not want to publish our secrets for the entire Prime Material Plane to see. Eventually, they will see the error of their ways when we use their information to separate them from their wealth or other things.”

Requirements to Join

- 4 Ranks in Hide
- 4 Ranks in Move Silent
- 2 Ranks in each skill from one of the following groups:
 1. Knowledge (Geography – Geoff), Knowledge (Criminal Elements – Geoff), and Knowledge (Nobility – Geoff)
 2. Disguise, Gather Information, and Perform
 3. Bluff, Diplomacy, and Knowledge (Law)
 4. Bluff, Profession (Merchant), and Sense Motive
 5. Disable Device, Open Locks, and Search
 6. Climb, Jump, and Tumble
 7. Bluff, Disguise, and Pick Pockets
- Spend 4 TUs undergoing tests for ability and loyalty.
- Inform the DM of any module played (core, adaptable, Geoff regional, or non-Geoff regional) that you are a member of the Midnight Raven’s guild. Other players may know you are a member, but the PCs should not. If your PC lets his or her membership status slip, both the DM and the player should inform the Midnight Raven’s POC.
- Give 10% of “GP Gained” to the Midnight Ravens as their share of the “take.” This includes gold earned for a module and any special money making items at the end of a module (Pick Pocket, Perform, etc.). At the end of each module make a notation in the Notes section “MR Paid” and note the amount paid in the “Other Coin” box on the Adventure Cert.
- After completing any Geoff regional module at any convention, send an in character (IC) summary email to the Midnight Raven POC (midnight_ravens@yahoo.com). This would include: How much “take” did the Midnight Ravens receive for your adventure; the location of any important or valuable items, people, or places; Did any of the other members of your party mention information that could be beneficial to others; Did you or any member of your party do something that earned (or could earn) the favor or wrath of an important NPC?

Players who send in messages may receive influence points, “Favor of the Midnight Ravens,” depending on the value of the information. These favors can be used in conjunction with the published rules regarding the purchase cap and spending of influence points in the campaign. These influence points are valid only after Geoff regional mods.

- At the beginning of each campaign year thereafter, the PC must spend 4 TU performing non-specified guild duties. Only when informed, in advance, by the Geoff Triad or

specifically written into a module can a PC's actions or game-play substitute for the 4 TU annual costs.

Benefits

[IC] "Aside from being know within the Ravens as a "knave," there are very few benefits to being a thief. To make your way on this Plane, you have to earn it. Bottom feeding from those around you simply leaves you on the bottom, dirty, and more than likely dead. But if you have what it takes to reach out and seize what's out there, you can join up with one of the Aspects of the Raven and earn the opportunity to climb out of the muck. However, here there are some benefits to simply joining up with us."

Feats:

Acrobatic (S&S)

Spells:

None

Prestige Classes:

Thief-Acrobat (S&S)

Aspects of the Midnight Ravens

These are the various “branches” of the organization. Each of these areas should allow just about any PC the opportunity to learn something new. [IC]: “Oh, you think you’re something special heh? Well, we’ve got opportunities for people like you. That is, if you’re Gyri enough to face ‘em and live to tell about it.”

Aspect of Knowledge (AoKno)

*Information forms Knowledge
Knowledge is the basis of Power
Thus she who controls information controls power
She that controls power can control anything she desires*

Our commodity is information. We buy it, sell it, and trade it. We have eyes and ears everywhere. Those with the darkest of hearts and those who rise to the highest pinnacle of righteousness do business with us, although they may not know it.

Join with us and be one of those in the know.

Requirements to Join

- Met the requirements to join the Midnight Ravens as a knave.
- 2 Ranks in any three Knowledge skills related to the Sheldomar Valley. These skills cannot duplicate or overlap the Knowledge skills used to qualify for the Midnight Ravens initially.
- 4 Ranks in each skill from one of the following groups:
 1. Knowledge (Geography – Geoff), Knowledge (Criminal Elements – Geoff), and Knowledge (Nobility – Geoff)
 2. Bluff, Diplomacy, and Knowledge (Law)
 3. Bluff, Profession (Merchant), and Sense Motive
 4. Disable Device, Open Locks, and Search
 5. Bluff, Disguise, and Pick Pockets
- 4 Ranks in each of the following: Disguise, Gather Information, and Perform
- Spend an additional 2 TUs annually gathering information for the organization. NOTE: Attempts at perform taken after Geoff regional modules count towards this TU requirement.

Benefits

Feats:

Alluring (S&S)	Obscure Lore (S&S)
Charlatan (S&S)	Prone Attack (S&F)
Feign Weakness (S&F)	Reach Spell (DotF)
Multicultural (S&S)	Trustworthy (S&S)

Spells:

None

Prestige Classes:

Spymaster (S&S)

Aspect of Necessity (AoNec)

We provide those physical necessities that make people’s life complete. We can acquire or fix just about anything, for the right price. Join up with us and never have to worry about necessities again.

Requirements to Join

- Met the requirements to join the Midnight Ravens as a knave.
- 4 Ranks in each skill from one of the following groups:
 1. Knowledge (Geography – Geoff), Knowledge (Criminal Elements – Geoff), and Knowledge (Nobility – Geoff)
 2. Disguise, Gather Information, and Perform
 3. Bluff, Diplomacy, and Knowledge (Law)
 4. Disable Device, Open Locks, and Search
 5. Bluff, Disguise, and Pick Pockets
- 4 Ranks in Bluff, Profession (Merchant), and Sense Motive
- Spend an additional 2 TUs annually gathering information for the organization. NOTE: TUs spent crafting items, scribing scrolls, or alchemy after Geoff regional modules count towards this TU requirement.

Benefits

Feats:

Cooperative Spell (T&B)	Divine Vigor (DotF)
Delay Spell (T&B)	Pyro (S&S)
Disguise Spell (S&S)	Reach Spell (DotF)

Spells:

Chain Contingency (T&B)	Mordenkainen's Private Sanctum (T&B)
Corpse Candle (T&B)	Repair Critical Damage(MotW)
Filter (T&B)	Repair Light Damage(MotW)
Imbue Familiar with Spell Ability (T&B)	Repair Minor Damage (MotW)
Mass Fly (T&B)	Repair Moderate Damage (MotW)
Mass Teleport (T&B)	Repair Serious Damage (MotW)

Prestige Classes:

Wayfarer Guide (T&B)

Aspect of Sight (AoSig)

While some groups wait for information to come to them, we go forth and identify locations and gather intelligence of interesting places, people, and things. Many value our efforts for whatever personal reasons that may harbor. Join up with us and see the world in a new light.

Requirements to Join

- Met the requirements to join the Midnight Ravens as a knave.
- 4 Ranks in each skill from one of the following groups:
 1. Disguise, Gather Information, and Perform
 2. Bluff, Diplomacy, and Knowledge (Law)
 3. Bluff, Profession (Merchant), and Sense Motive
 4. Disable Device, Open Locks, and Search
 5. Bluff, Disguise, and Pick Pockets
- 4 Ranks in Knowledge (Geography – Geoff), Knowledge (Criminal Elements – Geoff), and Knowledge (Nobility – Geoff)
- Spend an additional 2 TUs annually gathering information for the organization. NOTE: Attempts at pick pocketing after Geoff regional modules count towards this TU requirement.

Benefits

Feats:

Dash (S&S)	Quicken than the Eye (S&S)
Dual Strike (S&F)	Rapid Reload (S&F)
Favored Critical (MotW)	Sharp Shooting (S&F)
Fleet of Foot (S&S)	Zen Archery (S&F)
Power Critical (MotW)	

Spells:

Briar Web (DotF)	Forestfold (MotW)
Camouflage (MotW)	

Prestige Classes:

Order of the Bow Initiate (S&F)

Aspect of Stealth (AoSte)

The mere fact you know of our existence puts your wretched life in danger. However, you have potential. We will not kill you, yet. We go places where no one else can go. We acquire those hard to get items and deliver very important messages. In some cases, those messages can be detrimental to the continued existence of the recipient.

Requirements to Join

- Met the requirements to join the Midnight Ravens as a knave.
- 4 Ranks in each skill from one of the following groups:
 1. Knowledge (Geography – Geoff), Knowledge (Criminal Elements – Geoff), and Knowledge (Nobility – Geoff)
 2. Disguise, Gather Information, and Perform
 3. Bluff, Diplomacy, and Knowledge (Law)
 4. Disable Device, Open Locks, and Search
 5. Bluff, Disguise, and Pick Pockets
- 4 Ranks in Climb, Jump, and Tumble
- Spend an additional 2 TUs annually gathering information for the organization. NOTE: Attempts at pick pocketing after Geoff regional modules count towards this TU requirement.

Benefits

Feats:

Arterial Strike (S&S)	Prone Attack (S&F)
Blindsight 5-Foot Radius (S&F)	Quicken than the Eye (S&S)
Death Blow (S&F)	Sharp Shooting (S&F)
Fleet of Foot (S&S)	Zen Archery (S&F)
Hamstring (S&S)	

Spells:

None

Prestige Classes:

Order of the Bow Initiate (S&F)

Aspect of Strength (AoStr)

We are the strongest within the Raven's. We take what we want and if you get in our way, we'll bash you good. Hey! We may bash you anyway just for the fun of it. Heh heh. We also good at separating purses from their owners. Join up with us and show us how good you are.

Requirements to Join

- Met the requirements to join the Midnight Ravens as a knave.
- 4 Ranks in each skill from one of the following groups:
 1. Knowledge (Geography – Geoff), Knowledge (Criminal Elements – Geoff), and Knowledge (Nobility – Geoff)
 2. Disguise, Gather Information, and Perform
 3. Bluff, Profession (Merchant), and Sense Motive
 4. Climb, Jump, and Tumble
 5. Bluff, Disguise, and Pick Pockets
- 4 Ranks in Disable Device, Open Locks, and Search
- Spend an additional 2 TUs annually gathering information for the organization. NOTE: Attempts at pick pocketing after Geoff regional modules count towards this TU requirement.

Benefits

Feats:

Clever Wrestling (MotW)	Dual Strike (S&F)
Close Quarters Fighting (S&F)	Monkey Grip (S&F)
Dash (S&S)	Power Critical (MotW)
Dirty Fighting (S&F)	

Spells:

None

Prestige Classes:

Master of Chains (S&F)