

Confraria

A short scenario
and supplement for
the *Ignotus* setting



* Requires the use of the d20 Modern Roleplaying Game,
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For centuries, groups and individuals have been striving for the ultimate power. They will stop at nothing to achieve it, including destroying the world as we know it. Through their actions, the thin wall between this world and the *Ignotus* has been eroded. The worlds are merging.

Characters who exist in the world of *Ignotus* are blissfully unaware of what is really going on. Well, most of them. Those who do know find it nearly impossible to stop what's happening. It can be stopped, though. It must be stopped.

This small scenario was designed as a way to introduce the *confraria*, one of the secret societies that the characters might come across. They are described at the end of the scenario. It will work best if there is one player that the GM is able to take aside outside of the regular game. The character should be one who is either gregarious and generous to people in need, or if the character is one who will seek to exploit weakness. This scenario may be used at any point in the character's career.

Unlike most supplements, this scenario has been left generic to fit any character.

Ignotus ©

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One of the characters is contacted via international mail. The letter states that one of the character's distant relatives has traced their ancestry, and has discovered in that research that the character might be in possession of an heirloom. The relative writes that the family connection is tenuous, so an offer of monetary payment for the return of the heirloom needs to be discussed. It is requested that the character travel to the old country alone to discuss the terms. The relative is dying, so arrangements need to be made soon. The relative will be difficult to find information on. Background searches will only reveal the familial connection with the character.

If the character does not accept, or takes too long to reply, the relative will send an envoy to meet with the character. The envoy is instructed to meet with the character, and convince the character to go to the relative's home. The envoy has three days. If the envoy is unsuccessful, the character will be monitored by the confraria, and will be labeled an enemy.

The envoy will try to persuade the character by offering money, or an explanation. The character's relative is dying, and has learned that the character may hold an heirloom that was once part of a family treasure. The object has little value outside of the family, though. The relative wishes to confirm the heirloom, as well as meet the character.

The night before the character is to leave, there will be a phone call. A close friend of the character is in trouble, and needs the character's help. The friend knows an illegal immigrant who is in the country to escape legal persecution for working for an illegal political

party. The friend needs the character to hide forged documents for a few days until the threat of the immigrant being discovered passes. The friend will ask the character to wait 4 or 5 days, until they are ready to retrieve the documents. There will be no reward for this, if asked. The friend is desperate, and has no one else to ask. If the character refuses, the friend will explain that the immigrant will be arrested and deported, and most likely killed. The friend only needs the documents hidden for a few days; the immigrant will be safe without the documents if caught, but will be in serious danger if they are found or traced back to the immigrant. The documents are needed for the immigrant to work in the country without leaving a paper trail. Without them, though, the immigrant would be found quickly, and executed.

The character must have the documents ready at a moment's notice; they cannot be connected to the friend or the immigrant in any way. The friend must be distanced from the documents. The character has to choose between the relative and the friend.

If the character chooses to go to the old country without helping the friend, the relative will welcome the character and entertain the character for a week. After that, the relative will apologize for putting the character through so much trouble over nothing. The object that the character has is just a replica of the heirloom, not the original. The relative will wish the character well, and express happiness at finding another family member.

The character will be sent home. After that, the character will be watched by the confraria. If the character acts against the

downtrodden (or actively ignores them), the confraria will first send a warning. After that, the confraria will bring the character to ruin; they will do what they can to break the character.

Should the character choose to help the friend, the character will receive the regrets of the relative. After a week or so has passed after the incident with the friend is done, the character will receive another letter. The character will be sent another invitation, along with an open-ended round-trip ticket. The character's employer will give the character a leave of absence due to an investigation. It has little to do with the character directly, but the employer wants the character gone for a while.

All of the events have been manipulated by the confraria. They are looking for someone with ties to supernatural or conspiratorial investigations. The motives that they overtly portray show that they are endeavoring to lift up the underprivileged. What they keep silent is that the confraria are working to undermine the Illuminati, Rex Deus, and Sceleris and the groups that are working for them.

The character will be introduced to the confraria during the stay with the relative. The relative will explain the basic principles of the confraria; that they are sworn to protect those who cannot protect themselves. All that is asked of the character is to follow that rule: help others. The character will be given the contact information of two of the members of the confraria, to be used when needed. There will be no offer of reward. However, the character will be given information and assistance by informants (these informants will seldom be seen twice). Of course, there will be occasional tests

of the character, to determine how much the character is willing to risk in the service of others. Some might be easy, such as providing a meal for a homeless person. Others will be more difficult, such as witnessing a brutal beating without being able to intervene.

If the character passes the tests, the information and aid will continue. Should the character fail in the eyes of the confraria, the help will end until the character has again proven worthy of the confraria. If the character still fails (by not doing anything, or offering less than adequate help for the situation), the confraria will work to ruin the character.

Should the character continue to uphold the confraria's creed, they will reward the character with wealth and position; these things will come to the character as though by luck. But, should the character fail to keep the vow to the confraria, everything will be stripped away from the character.

The process should be ongoing. The character should receive rewards equal to the risks, and punishments equal to the "crime."

Secret Society

Confraria

The confraria are a group whose interest is in the persecuted and downtrodden. There are two branches of confraria; one which seeks to aid the persecuted, the other which exploits them for their own ends. Though their philosophies differ, their goal is the same: to wrench control of the world away from the power groups, and give it back to the people. The reasons for their existence are as numerous as confraria members.

The confraria is not a true organization; they are bound together by their creed alone. By swearing to oppose tyranny and help others, the confraria link themselves to others with the same interests. There are no leaders. The organization relies on the self-governance of its members. As such, it is difficult to find any information or history about them. Those who exploit the weak

are often part of other, larger, organizations, such as the Astrum Argentum, or the Inquisitors. It is rare that those who only aid the persecuted are part of a larger organization, though they do exist.

The confraria often watch other members, especially newer recruits. They watch for signs of falsehood in the newer members, or an unwillingness to take risks to aid others. Those who keep their vows are often rewarded with positions of influence within communities and even states. They are watched more closely for signs of corruption after they are given greater resources. Those who are deemed unable to fulfill their vows are often brought down to the lowest level, made to live like the people that they vowed to help. The confraria try to break them, without showing any hand in the fall.

Prestige Class

ECCLESARCH

The fastest path into this prestige class is from the Acolyte and Mystic advanced classes, though other paths are possible.

Requirements

Skills: Spellcraft 10 ranks, Knowledge (theology and philosophy) 10 ranks, Concentration 8 ranks.

Special: Ability to cast divine spells, ability to turn a particular creature type.

Class Information

The following information pertains to the Ecclesiarch prestige class.

Hit Die

Ecclesiarches gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Ecclesiarches gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Ecclesiarch's class skills are as follows: Concentration (Con), Craft (chemical, electronic, visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha),

Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, current events, history, popular culture, theology and philosophy), Listen (Wis), Perform (any), Profession (Wis), Read/Write Language (none), Research (Int),

Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Ecclesiarch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Total turning	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Innovative turning	+3	+3

Class Features

The following features pertain to the Ecclesiarch prestige class.

Total Spellcasting

Count all character levels when determining the Ecclesiarch's casting level for divine spells.

Increased Spells/Day

At 2nd level, the Ecclesiarch increases the base number of divine spells he may cast per day by one-half (round down). This increase occurs before modifications for high Wisdom or other alterations. At 4th level, the Ecclesiarch again increases the number of divine spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Total Turning

Count all character levels when determining the Ecclesiarch's level for attempts to turn, rebuke, or command creatures.

Innovative Turning

When the Ecclesiarch gains 5th level, and every time he gains a character level above this, he may spend an action point to alter the creature

type he can turn, rebuke, or command. One Ecclesiarch may choose to affect fey, while another may affect constructs, and a third may choose to affect dragons. The new creature type replaces that of the previous one, and all limitations to the previous power apply (if the character could not bolster the previous creature type, he cannot bolster the new creature type). Certain types of creatures have restrictions on how they may be affected. The types that may be affected are:

Aberrations	Humans *
Animals	Magical beasts**
Constructs	Monstrous humanoids*
Dragons**	Oozes
Elementals	Outsiders**
Fey*	Plants
Giants*	Undead
Humanoids *	Vermin

*This type of creature cannot be destroyed by turning, regardless of the success of the turning.

**This type of creature cannot be destroyed by turning, and cannot be commanded.

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