

# Guild Roles

Guild Roles are an optional mechanic that can be introduced at any time during a campaign. The versions of the Role Sheets found in this PDF are player handouts for the Gravediggers' Guild; those found in the *Lord Have Mercy Upon Us* campaign book contain information for the GM, to help them dispense rewards when a player completes one of the tasks found on their Role Sheet.

With the exception of Guildmaster (LH:33), Guild Roles are locked behind particular facilities, which must be constructed at the Guildhall (LH:68).

Each Guild Role can only be held by a single character at a time. Furthermore, characters can only have one Guild Role at a time. By completing the tasks associated with the role, PCs unlock more abilities for that role. If a Guild Role becomes vacant, its progress does not re-set. Tasks remain completed; unlocked abilities carry over to future PCs who take on the mantle of that role.

## Role Sheet

If a player accepts a Guild Role, they take a matching Role Sheet from this PDF. These work best as physical items kept alongside character sheets; they contain information about available tasks and abilities.

## Tasks

Each role has a number of objectives associated with it, called tasks. These are shared with the PC on the Role Sheet. However, the outcome of achieving a task remains secret until it is attained. Unless otherwise noted, a task can be completed multiple times.

When a task is completed, resolve the associated outcome immediately. The player makes a note of any gained abilities on their Role Sheet. For example, when the Cellarer secures a beast of burden for the Guild, they gain or level up the Procure ability (LH:38). This does not cost xp.

## Guild Role Abilities

As soon as a PC takes on a Guild Role, they gain all the abilities on the Role Sheet. Correspondingly, they lose these abilities if they die, retire or simply relinquish the role.

## Tick Boxes

On the following handouts, players will find a list of tasks they can complete as a part of fulfilling their role in the Guild.

If one or more tick boxes appear next to a task, it can be performed that many times in exchange for a reward. If no tick box appears, the task can be performed any number of times.

## Cellarer

The Cellarer is in charge of maintaining the Guild's stocks and supplies; they are the first to be blamed when the wine runs low. This position is one that warrants high respect, as it is well known that those who draw the ire of a Cellarer will find themselves without boots.

**BECOMING THE CELLARER.** After the Undercroft construction project has been completed at the Guildhall (LH:68), any PC with the Mathematical trait can become the Cellarer.

**STARTING ABILITIES.** When a PC becomes the Cellarer, they gain the Guild Seal ability (LH:36), as well as and any Guild Role abilities (and levels) held by previous Cellarers.

**TRADE GOODS.** This Role Sheet can be used to keep track of available trade goods. Trade goods are added to this list as rewards for completing Cellarer tasks, but it can be updated to include goods the PCs have secured via trade by other means.



## Cellarer Tasks

- ☐ SECURE THE USE OF A BEAST OF BURDEN OR STURDY BOAT.
- ☐ GET IN THE LEECH MARKET'S GOOD GRACES.

### SECURE TRADE WITH A SETTLEMENT BELOW.

SETTLEMENT	TRADE GOODS
<input type="checkbox"/> Chilmark Bottom (LH:82) .....	
<input type="checkbox"/> Crocked Heath (LH:188) .....	
<input type="checkbox"/> Sanctuary (LH:126) .....	
<input type="checkbox"/> The Smithy (LH:150) .....	
<input type="checkbox"/> Stinting-upon-Gredge (LH:178) .....	
<input type="checkbox"/> Tombstone Mill (LH:182) .....	
<input type="checkbox"/> Top Withens (LH:112) .....	

ABILITY	LVL	PG

Notes

ABILITY	LVL	PG

Notes

## Chaplain

The Chaplain is the Church's representative within the Guild. As the spiritual centre of all official proceedings, they are consulted — though not necessarily heeded — on matters of morality. They lead the pious in prayer and impart words of comfort at burials and hangings.

**BECOMING THE CHAPLAIN.** After the Chapel construction project has been completed at the Guildhall (LH:68), any PC with the Righteous trait may become the Chaplain.

**STARTING ABILITIES.** When a PC becomes the Chaplain, they gain the Holy Messenger ability (LH:37) as well as the Guild Role abilities (and levels) held by previous Chaplains.

## Chaplain Tasks

## HOLD A SERMON.

- ❑ REACH LEVEL 4 OF HOLY MESSENGER.

## DESTROY A HERETICAL BEING.

- ❑ REACH LEVEL 4 OF HOLY AVENGER.

- DESECRATE A PLAGUE SHRINE.

# Florist

The Guild's florist tends to the gardens, collects herbs and provides flowers for burials. Following the changes brought about by Lethe's transition into the plaguescape, the responsibility of the Florist now includes cataloguing strange flora and its properties.

**BECOMING THE FLORIST.** After the Herb Garden construction project has been completed at the Guildhall (LH:68), any PC with the Plantwise trait may become the Florist.

**STARTING ABILITIES.** When a PC becomes the Florist, they gain the Herbalist's Pouch ability (LH:36) as well as the Guild Role abilities (and levels) held by previous Florists.

## Florist Casks

## DIGNIFY A FUNERAL.

**MAINTAIN A GRAVE, STATUE OR MEMORIAL.**

### STUDY A PLANT CUTTING.

PLANT CUTTING COLLECTION

- ## BEFRIEND A HERBALIST.

- ☐ BLEDDYN
- ☐ NACHRONY MALICE
- ☐ ENTIPATHY MALICE
- ☐ THE PUPPET-MAN
- ☐ GRENDLE BOGGS
- ☐ HARROLD HALKAN



ABILITY	LVL	PG

Notes

ABILITY	LVL	PG

Notes

## Librarian

The Librarian curates the Guild's library, collecting books and scribing manuals that may be useful in the future. They also take the names of new recruits and write obituaries for fallen allies, which are collected into the Guild necrology.

**BECOMING THE LIBRARIAN.** After the Library construction project has been completed at the Guildhall (LH:68), any PC with the Literate trait may become the Librarian.

**STARTING ABILITIES.** When a PC becomes the Librarian, they gain the Study ability (DS:147) and Curator ability (LH:34) as well as the Guild Role abilities (and levels) held by previous Librarians. When using the Study ability, the Librarian may also declare an unnamed book to be any of the non-heretical books below.

### Librarian Tasks

WRITE A WEEKLY LOG OF GUILD BUSINESS.

□ □ □ □ □ WRITE 5 OBITUARIES FOR GUILD MEMBERS.

□ □ □ □ □ □ □ □ □ □ ADD 10 NAMES TO THE GUILD ROSTER.

□ □ □ □ FIND A HERETICAL BOOK.

BOOK	TOPIC
Guild Roster.....	A list of Guild members' names
Guild Necrology.....	A collection of Guild members' obituaries
Guild Log.....	Weekly update of Guild events
Guild Bestiary.....	A blank book
A Traveller's Guide to the Plaguescape.....	A blank book
The Foundational Stories.....	A book of Church dogma (DS:150)
.....	.....
.....	.....
.....	.....
.....	.....

## Rook

The Rook manages Guild communication with other settlements and tends to its messenger birds. They are kept informed about goings-on in each of the villages, from recent bereavements to reports of the unquiet dead.

**BECOMING THE ROOK.** After the Dovecote construction project has been completed at the Guildhall (LH:68), any PC with the Birdwise trait may become the Rook.

**STARTING ABILITIES.** When a PC becomes the Rook, they do not gain any starting abilities, except the Guild Role abilities (and levels) held by previous Rooks.

**UNSAFE REGIONS.** This Role Sheet can be used to keep track of regions that have been made safe. Regions made safe are added to this list as rewards for completing Rook tasks. At the beginning of the campaign, no region is considered safe for your birds.

### Rook Tasks

□ CAPTURE THE VALRAVN.

CAPTURE A RAVEN □ □ □, PIGEON □ □ OR MAGPIE □ □.

NEUTRALISE A THREAT.

THREAT	REGIONS
□ Brother Malvern's boggins .....	.....
□ Muck Scoot birdcatchers.....	.....
□ Swippler birdcatchers .....	.....
□ Tchwee birdcatchers .....	.....
□ Varp birdcatchers.....	.....
□ Modren .....	.....

ABILITY	LVL	PG

Notes

ABILITY	LVL	PG

Notes



## Steward

The Steward is not necessarily the leader of the party, but they carry the authority of the Guildmaster. They have the power to bring any matter to vote within the Guild; it is not unheard of for a Steward to use their position to seize control.

**BECOMING THE STEWARD.** After the Tavern construction project has been completed at the Guildhall (LH:68), any PC with the Leader trait may become the Steward.

**STARTING ABILITIES.** When a PC becomes the Steward, they gain the Guild Authority ability (LH:35), as well as the Guild Role abilities (and levels) held by previous Stewards.

### Steward Tasks

EARN THE FEAR OF A GUILD MEMBER.

STAND UP TO FATHER PLAGUE.

EARN THE RESPECT OF THE GUILDMASTER.

PUNISH A BREACH OF GUILD RULES.

☐ SPEND A FULL WEEK AS STEWARD.

ACKNOWLEDGE YOUR PAGE.

#### RULES OF THE GUILD

Lost or stolen items must be reported to the Guildmaster or Steward.

If a burial has not been paid for by next of kin, no name will appear upon the grave marker.

Any unburied corpse must be reported to the Guildmaster or Steward.

Heretical acts are forbidden without permission from a Guildmaster or Steward.

Acts of thieving and murder shall not take place, nor  
any other act that might bring shame upon the Guild.

## Guildmaster

The Guildmaster bears collective responsibility for the doings of the Guild and has absolute authority within its walls. It is unusual for the Guildmaster to leave the Guildhall on missions, as there's far too much to be getting on with. A player might consider retiring a PC if they become the Guildmaster. If they do, their tasks should only be checked for completion each time the party return to the Guildhall (LH:66).

**BECOMING THE GUILDMASTER.** If a Guildmaster is unable to perform their duties or all Guild members vote on the matter, any PC may become the Guildmaster. Otherwise, this Guild Role can only be seized by the Steward using the Guild Authority ability (LH:35).

**STARTING ABILITIES.** When a PC becomes the Guildmaster, they gain the Decree ability (LH:35) and the Guild Reputation ability (LH:36).

### Guildmaster Tasks

LOSE A PARTY OF GRAVEDIGGERS.

ACHIEVE AN AMBITION.

☐ REACH LEVEL 10 IN GUILD REPUTATION.

#### EXAMPLE AMBITIONS

- ☐ Cleanse a plague totem (LH:330)
- ☐ Destroy a signacula (LH:334)
  - ☐ Fill every Guild Role
- ☐ Erect a monument in a settlement
- ☐ Inter a member of a royal bloodline
  - ☐ Bury a Traitor God

ABILITY	LVL	PG

Notes

ABILITY	LVL	PG

Notes