

Sunndi Irregulars

History

The Sunndi Irregulars have been unofficially founded in CY591 by Cohen the Barbarian. Since then, they have collected two wagon loads of arms and armor, which have been delivered to the Onnwal Freedom Fighters at the city of Longbridge, at that time taken by the Scarlet Brotherhood. The weapons and armor safely delivered and put to good use, the members present aided the Freedom Fighters in the liberation of Longbridge.

Goals

The goals of the Sunndi Irregulars are simple. Spreading Freedom to wherever it is not, and protecting Freedom wherever it needs protecting.

To accomplish these goals, the Sunndi Irregulars are trying to build the Sunndi Irregular Headquarters, a facility to teach combat and self-defense to the people of Sunndi.

Requirements

In order to join the Sunndi Irregulars, a member must:

1. Have either an indifferent or favored status with the Crown of Sunndi. Specifically, this means a character cannot be wanted by the Crown of Sunndi.
2. Have any non-evil alignment.
3. Donate a yearly fee, of the minimum amount of 250 gp, payable at the start of each year of membership. Payments cannot be made in advance, and any gold over 250 gp will gladly be accepted to further the cause.
4. Be presented to the Sunndi Irregulars with a recommendation from a current member. Recommendations can only be obtained by adventuring with a current member of the Sunndi Irregulars.
5. Spend a minimum of four weeks per year working for the Sunndi Irregulars. During this time a member is required to help train the local populace in the arts of war or magic.

Benefits

Members of the Sunndi Irregulars gain the following benefits:

1. Members of the Sunndi Irregulars may take advantage of special training sessions, which allows them to take the following feats from the builder books:
Sword & Fist: *Close Quarter Fighting*, *Dirty Fighting*, *Dual Strike*, *Expert Tactician*, *Hold the Line*, *Knockdown*, *Off-Hand Parry*, *Shield Expert*.
Song & Silence: *Snatch Weapon*.
Masters of the Wild: *Clever Wrestling*.
The first feat you take each year is free, any additional feats will require a week of training.
2. The Sunndi Irregulars are willing to arrange training in the following Prestige Classes for their members:
Sword & Fist: *Devoted Defender*, *Duelist*.
Defenders of the Faith: *Holy Liberator*.
Tome & Blood: *Spellsword*
3. The Sunndi Irregulars can arrange for existing masterwork arms and armour to be enchanted with a magical +1, at normal cost.

4. Members of the Sunndi Irregulars can take advantage of the 10% discount bargained for at the local smithy on the following items:
Weapons: *Short Sword, Longsword, Bastardsword, Greatsword, Rapier, Scimitar, Battleaxe, Greataxe, Warhammer, Light Mace, Heavy Mace, Light Lance, Heavy Lance, Light Crossbow, Heavy Crossbow, Shortbow, Longbow, Composite Shortbow, Composite Longbow, Mighty Composite Shortbow +1, Mighty Composite Shortbow +2, Mighty Composite Longbow +1, Mighty Composite Longbow +2, Mighty Composite Longbow +3, Mighty Composite Longbow +4*
Ammunition: *Arrows, Bolts and Bullets*
Armour: *Leather, Studded Leather, Chain Shirt, Chainmail, Breastplate, Splint mail, Banded mail, Half Plate, Full Plate*
Barding: *Leather, Studded Leather, Chainmail, Splint Mail, Banded Mail, Full Plate*
Shields: *Buckler, Small Steel Shield, Large Steel Shield*
Mounts: *Riding Dog, Heavy Warhorse, Light Warhorse, Warpony*
All these items are of Masterwork quality.
5. Members of the Sunndi Irregulars can buy the following items:
Tome and Blood: *Healing Salve, Suregrip, Glowpowder*
Special: *Althea's Special Brew*