

## Information



A stated member of the Seekers can take the title of Journeyman.

- Guildleader:

## Background

Spies and infiltrators without equal in the Valley (although the Assassins may argue against that), it is the Seekers who are entrusted with keeping tabs on our enemies, finding their hidden bases and learning of their schemes. Most Seekers tend to follow the Good Sphere but as a Guild that trains its members to be versatile they vary wildly in appearance and personality.

## Notable Guildmembers

- Talon – Master Seeker who trained the group of deep cover operatives now known commonly as the “Rogue Seekers”.
- Cirith - Master Seeker, High Priest of Humact and Hero of the Alliance.

## Requirements to Join

Potential Seekers are expected to prove that they have a basic understanding of their craft. Before being accepted as a member of the Seekers Guild a potential recruit must obtain information, that is of benefit to his group, without any assistance.

## Guild Skills

These skills are available to Guildmembers at normal use of character points but do not require

specific expenditure of Status:

- [Discern Disease](#)
- [Discern Spiritual Influence](#)
- [Discern Poisoning](#)
- [Discern Paralysis](#)
- [Trap Handling](#)

## **Status Skills Ranks 20 - 63**

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Combat Awareness](#)
- [Throat Slit](#)
- [Sneak Attack](#)
- [Disguise](#)
- [Discern Herbal Potion](#)
- [Discern Herbal Potion Mastery](#)
- [Enhanced Discern Herbal Potion Mastery](#)
- [Discern Alchemical Potion](#)
- [Discern Alchemical Potion Mastery](#)
- [Enhanced Discern Alchemical Potion Mastery](#)
- [Make Herbal Potion](#)
- [Make Herbal Potion Mastery](#)
- [Additional Dexterity](#)

Note that the spending of one status point allows your character to learn all of the Discern Potion skills. Character points must still be spent on them however.

## **Status Skills Ranks 64 - 127**

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [Jack of All Trades \(Primary Guildmembers Only\)](#)
- [Combat Awareness Mastery](#)
- [Sneak Attack Mastery](#)

- [Disguise Mastery](#)
- [Enhanced Disguise Mastery](#)
- [Enhanced Make Herbal Potion Mastery](#)
- [Additional Dexterity Mastery](#)
- [Improved Empowering](#)
- [Improved Ensorcelling](#)

### **Status Skills Ranks 128+**

These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Enhanced Combat Awareness Mastery](#)
- [Enhanced Additional Dexterity Mastery](#)