## The Black Iron Company

The Black Iron Company first got public notice when it claimed credit for the assassination of Randal Resstin, the savior of Dana. Since then the name of the Black Iron Company strikes fear into all but the most foolish of hearts. The group was founded in what is modern day Sil, but has since moved it's headquarters to Tel-Rink, the guild has chapterhouses all over Tharstelding.

The Black Iron Company was formed by the church of the Sand God in 298 CM, under the original name of the Burning Blades, to be elite assassins for the church. In 323 CM the young prince of Tirmordane secretly hired the best of the Burning Blades, completely unknown to the church so it is said. Needless to say they were quickly cast aside by the Temple of Dunes so as not to draw the wrath of Xar Zanth. Most of the remaining members of the Burning Blades, now wanted for execution in Xar Zanth, and discarded by the very entity that created them, joined together under the name of the Black Iron Company. They have operated in the shadows ever since.

**Symbol:** Three black shuriken on a field of crimson.

**Background, Goals, and Dreams:** The Black Iron Company is headquartered in the nation of Pax Thallos, more specifically in the city of Tel-Rink. The Black Iron Company has no front door, but everyone who's anyone knows that a few coins passed from hand to hand can get the attention of an agent in short time.

The Black Iron Company has 3 goals; wealth, power and secrecy. They dream of little other than large payouts and their own well being. Each agent works alone, yet each agent watches out for each other. And with this philosophy the members of the Black Iron Company have always taken care of their own. Black Iron Company agents never accept contracts against each other unless they desire the wrath of the guild or simply think they can get away with it.

**Enemies:** The Black Iron Company has many enemies. Chief among those is the government of Pax Thallos, more specifically the Temple of Dunes.

**Members:** Not surprisingly most members of the Black Iron Company are Rouges, however it is not uncommon for other martial classes to join its ranks. Spell casters are very rarely found within this organization.

Membership is often hard to obtain, and it usually involves taking on an assignment for a senior member with little to no compensation. However, once you are in you are in. Members that try to leave the Black Iron Company are often found floating in the Copper Sea in short time.

Each member has on hand at all times a signet ring displaying the symbol of the Black Iron Company, three shuriken in a triangle pattern, which they use to seal contracts with crimson wax. The symbol is well known in Pax Thallos and by seasoned travelers abroad.

Type: Assassin Guild

Affiliation Score Criteria: A member of the Black Iron Company must be cautious, daring, and self reliant. Affiliation scores are available to any race or class but some will find it easier to advance than others. The Black Iron Company is restricted to non-good alignments. To become a member the character must approach a current member and ask for entry, this is usually cautiously handled and may entail several meetings and tests. It is not uncommon for an active member to seek out potential recruits or to approach one that may be discovered unintentionally.

## Criterion: Affiliation Score Modifier:

One Time	
Character Level	+½ character levels
Sneak Attack or Similar Ability	+1/2 damage dice
Base Attack +10	+1
Has Stealthy Feat	+2
Has levels in Rouge	+1
Is small sized	+1
10 or more ranks in move silently	+1
15 or more ranks in move silently	+2
Is known to have been caught for a crime	-2
Dexterity 18 or higher	+2
Is a halfblood elf race	-3
Owns an assassin's dagger	+5
8 or more ranks hide	+1

## Multiple Times

Fails in an assigned mission	-4, per mission
Gets arrested for performing an illegal act	-10, per arrest
Succeeds on an assigned mission	+4, per mission
Aids another agent of the company	+1, per mission
Recruits a new member into the company	+1, per new member
Pays up to a shadow lord	+1, per 3,000 GP
Lack of payment to a shadow lord	-1, per month without payment
Loses their signet ring	-10, per loss

**Titles, Benefits, and Duties:** Although a rather fluid organization, members generally respect (but may not trust) other members of the Black Iron Company. Members of this organization are expected to pay the local shadow lord 25% of all contracts collected on each month, if a member is not paying up or is simply not obtaining contracts they will quickly find their status with the company deteriorating. Shadow lords are the local Black Iron Company leaders so to speak, each town or region has a specific shadow lord that operates in the area. When a new shadow lord is promoted they are assigned a new area for which they are expected to recruit and collect in. Any member of the Black Iron Company that has a signet ring can issue a kill contract, this is usually drawn up with the client and sealed with the agent's signet ring then given to the local shadow lord to hold on to until it is fulfilled. A typical contract runs 1,000 GP per HD of the target. More prestigious targets may be more or less depending on the negotiations and the circumstances.

Affiliation Score	Title: Benefits and Duties
3 or lower	Unknown: not affiliated "officially"
4-10	Footpad: can buy or sell any poison within the
	company without fear of legal ramifications.
11-15	Shady: access to Black Iron Company prestige
	classes. Once per day add a +5 luck bonus on any
	one dexterity based skill check or reflex save, you
	must announce this before the die is rolled.
16-22	Street Lord: Requisition of one potion ( caster
	level 1), scroll (caster level 1) or dose of poison
	(valued under 200 GP) per month.
23-29	<b>Under Lord:</b> Assigned a gang of five level 3
	rouges and one level 6 fighter.
30 or Higher	<b>Shadow Lord:</b> The Shadow Lord is
	awarded a region and is paid a 25% tithe on all
	contracts collected in the region. Is expected to
	settle contract disputes and be available for contract
	collections. Is expected to offer protection to Black
	Iron Company members in the region.