



THE SNARLSTITCHERS

"I can think of no greater tragedy than to see that manticores pelt of yours turned into a tacky rug that will inevitably gather dust in some noble's stuffy estate. Please, allow me the honor of crafting it into something you and your family will proudly wear for generations to come."

~ Elthwayne Snarlstitch, Guild Founder ~

I. FACTION OVERVIEW

- 1;1 {Key Lore} Tailoring guild founded just over 1 human age ago by Elthwayne Snarlstitch, the half-elf grandson of a famous elf monster hunter; Saw his grandfather's kills mounted in his mountain estate and wished more people could see them; Elthwayne spent many years traveling the realms and mastering all forms of leather working and tailoring before taking in his first apprentices
- 1;2 {Goals} Help heroes immortalize their tales by crafting their greatest victories into works of wearable art; Be known for dressing the most famous heroes, nobles, and influential figures in all the realms; Make huge profits selling monstrous clothing to the wealthy elite
- 1;3 {Guild Members} Aspiring guild members spend several years apprenticing and crafting pieces for novice adventurers or those lacking sufficient funds for the services of a full guild member; Most members wear extravagant and flamboyant outfits that capture the "essence" of their personal style for others to witness; Infighting, sabotage, and even murder is not uncommon among guild members wishing to dress the same group of beloved heroes or powerful noble in their own creations

II. INFLUENTIAL MEMBERS

- 2;1 {Elthwayne Snarlstitch} 164yo male half-elf who wears a flawless white suit stitched from the hide of an albino red dragon; Mind tends to wander during conversations thinking up ways to improve upon whatever the person he's speaking to is wearing; The pursuit of coin is beginning to cloud his judgement and the integrity of the guild
- 2;2 {Claw the Immortalizer} 86yo male doppelganger who wears a simple gold robe made from sphinx fur; His shapechanging abilities allow him to perfectly tailor clothing to your body type {+2 to CHA checks}; Only works with those he believes are worthy to wear his creations out of respect to his past and future clients
- 2;3 {Belldadal Cricksitter} 13yo female gnome who tattoos herself with floral patterns using a needle and thread rather than ink; Used her tinkering skills to create a clockwork sewing device that allows her to work nearly 3x as fast as other guild members; Many rival guild members and elite inner circles consider her use of machinery a disgrace to the guild and the art of tailoring

III. GUILD RATES

- 3;1 {300 silver} Commission an accessory or small article of clothing such as a boots/hat/tunic/etc; Grants a +1 bonus to CHA checks while worn; The finished pattern is distributed throughout the guild so other members may replicate and sell the design to their customers
- 3;2 {600 silver} Commission a statement piece or large article of clothing such as a cloak/jacket/skirt/etc; Grants a +2 bonus to CHA checks while worn; The finished pattern is not distributed but is kept by its guild member designer who is the only one permitted to replicate it
- 3;3 {900 silver} Commission a complete outfit or complex article of clothing such as a 3-piece suit/ballroom gown/personalized costume/etc; Grants a +3 bonus to CHA checks while worn; The finished pattern is destroyed upon its completion to prevent it from ever being replicated