

Herdmasters' Guild Influence

Influence with the Herdmasters' Guild is typically gained through actions above and beyond the call of duty on behalf of, or in defense of, their members. Anything that significantly aids the guild itself also qualifies. Influence points with the Herdmasters' Guild can be used for many things, primarily discounts on top-quality mounts.

Once awarded, each Influence Point may be used only once for a favor, but it remains as a sign of recognition by the organization. Any time an Influence Point is cashed in for a favor, the PC originally receiving the recognition must be present and must authorize the given use – Influence Points are not tradable but they may be used to benefit another.

One Influence Point will gain the PC in question a 10% discount on the price of any normal mount in the *Player's Handbook*. Influence Points may be combined to allow a group of five friends to purchase a single mount at a 50% discount, for example. Up to 10 Influence Points can be combined in this way (resulting in a free mount).

Through cooperation with the Leatherworkers' Fellowship, the guild can arrange a 5% discount per Influence Point on any leather good available in the *Player's Handbook*. This includes armor, backpacks, barding, saddles, and the like. Again, Influence Points from multiple characters may be combined and up to 20 may be used on one purchase (for a free item).

At the cost of one Influence Point, a member of the guild will teach an animal an unusual task (as per the Handle Animal skill). They will train only mounts (including riding dogs), and will teach only a single task. Acceptable tasks include those listed in the *Player's Handbook*. Other tasks may become available in time.

At the cost of five Influence Points, the guild will arrange the purchase of a special mount. These mounts follow the normal advancement rules for monsters and animals, and are 1HD greater than normal. Purchase price of these normally unavailable mounts is double the normal purchase price, and they are available only through the Guilds booth at a sanctioned Gran March Interactive event. Influence Points from multiple characters may be combined to collect on such a favor.

At the cost of seven Influence Points, the guild will arrange a truly unusual mount to be made available for purchase. Details of this are yet to be determined, and will be based largely on what we can convince the Circle to approve. For this service, Influence Points may not be combined with those of other PCs. One PC must accumulate through play seven Influence Points with this guild (or cooperating guilds as determined in the future) in order to gain the opportunity to purchase an unusual mount.
