Thieves Guild “Lawless Many”

Description: The Lawless Many is a very successful thief’s guild who are the go-to organization if you want something illegal done. The origin of the Guild is unknown and it has been in existence as far as anyone can remember; seemingly the entire history of Heartland city. The Lawless Many have a very strict code that they adhere to. In recent years, they have found their selves at war with the Free Harbor Slavers.

Guild Purpose: Profit off of the criminal nature of its members / Utilizing their unique skills to perform tasks that no one else will.

Structure: The Lawless Many have a flat structure. The majority of their members do not respect authority and they certainly do not like being told what to do. Therefore, any sort of leadership would surely destroy the guild.

Code of the Lawless Many:

1. Never acknowledge the existence of the Lawless Many.
2. Everything carries a price.
3. Nothing is sacred.

Downtime:

To start, you must be initiated into the guild. This process is detailed below:

1. You must find an existing member.
   1. Roll investigation check DC 18.
      1. Passes and fails both cost one day.
2. You must convince this member to take you to the guild.
   1. Roll a persuasion check DC 17.
      1. Failing this check takes one day.
3. You must pass a test designated by the guild.
   1. Roll a stealth check DC 14.
   2. Roll a slight of hand check DC 14.
   3. Both must pass.
      1. Failing this check takes two days.

Guild Renown: Each member has a renowned score in the guild. This score determines the amount of jobs you receive as well as the quality. New members start out with renown score 0.

City wanted level: By doing jobs citizens become more wary of your presence. Higher wanted levels can make life difficult within the city.

Once you’re initiated you may start to do jobs. Each job takes five days to complete.

Every day you may roll for a job. Roll 100 and add your renown.

* 0-59: no job.
* 60-80: Easy job.
* 81-95: Medium Job.
* 96+: Difficult Job.

Job: Make a deception check, stealth check, and sleight of hand check. Add them together and compare them against the below values:

* Easy: 30
* Medium: 40
* Difficult: 55

Job Completion:

Easy: Roll 100 for gold. Renowned +1. Wanted level +1

Fail: Renowned -2. Wanted level +3.

Medium: Roll 100 for gold and multiply by 2. Renowned +2. Wanted level +2

Fail: Renowned -2. Wanted level +5.

Hard: Roll 100 for gold and multiply by 3. Renowned +3. Wanted level +3

Fail: Renowned -2. Wanted level +10.

Complications: There is a ten percent chance for a complication. On a fail roll a D8

1. You let slip the name ‘Lawless Many’ and someone hears you. Renowned -5.
2. You leave too much evidence and the Guard are onto you. Wanted +5.
3. You rob a vengeful Noble family. They will do whatever they can to get revenge.
4. Someone sees you. They attempt to blackmail you. You pay the bribe. -50g
5. You are setup by your client.
6. You take a fellow guild members job. You make an enemy in the guild.
7. Your success goes right to your head. You are over confident on your next job and you fail.
8. The guard track you down and arrest you for your crime.

Rewards: Only for a difficult job. Ten percent chance.

1. Your client was super wealthy and happy with your work. Multiply your final purse by 5.
2. Your client died. You get to keep your score and the purse.
3. A fellow guild member likes your style and wants to help with your next job. It automatically passes.
4. The job was quick. It takes no time and you immediately find a second job.
5. The guild hears of your accomplishments. Renowned +5
6. You frame a slaver for your crimes in the process. Wanted -10.
7. You catch a high level guard member doing something they shouldn’t. You now have leverage for a “get out of jail” card.
8. You find out a major secret about your client that you can use to your advantage.