Thieves Guild “Lawless Many”

Description: The Lawless Many is a very successful thieves 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.

Guild Purpose: Profit off of the criminal nature of it’s 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. Failing this check takes one day.
2. You must convince this member to take you to the guild.
   1. Roll a persuasion check DC 18.
      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 renown 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.

Once you’re initiated you may start to do jobs.

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.
* 95+: Difficult Job.