

# **Thieves Guild**

Version 4.0 January 2006

**Designed by**  
*Peter A. Willis*

**Edited by**  
*Ben Hellie, Pale Triad and The Acolytes*

*In a country that shines with Pholtus's blinding light, many shadows are created. In these shadows, the Guild operates from job to job.*

## **History**

The current Guild was formed 45 years ago and has grown since then. The founder was a member of a previously decimated guild the Church Militant discovered. Having learned from the mistakes of that and previous guilds, he developed the current one upon a system of cells. The founder was replaced rather recently by the current leader. The guild in its current form has been, and plans to continue to be, a force to reckon with in the Pale; those who would stand in its way or endanger the Pale or its membership, the guild proclaims, will fall to its power.

## **Organization**

The Guild consists of many levels. At the very top is the Consortium, which is made up of the Guild's leader (known widely as the Crow) and his/her staff. Under the Consortium are the Branch Supervisors. Each Branch Supervisor is in charge of his or her respective city. The Branch Supervisor has up to 5 Block Managers that report to him, and each Block Manager has up to 5 Cell Leaders that report to him. The Cell Leaders are in charge of 4-6 women or men. Although lower-level members do not know exactly how, it is possible to gain rank in the Guild, becoming a Cell Leader, then a Block Manager, then a Branch Supervisor, and finally the Crow himself, though it is suspected that advancement is by invitation only just as membership is.

## **Guild Rules**

Members are expected to have an alias to hide their true identity. Guild dues are expected at the beginning of each calendar year. The Guild is an elite organization and seldom stoops to normal street crime; actually, it is not uncommon for a Guild thief to report a non-Guild thief to the Church to raise his own favor in the Church. Each member is in a cell and it is punishable by death to try to contact other members of the Guild who are not part of your cell. Contact from a Guild member outside one's Cell should be reported to one's Cell Leader, who will report the breach to his superior, and so on.

## **Operations**

If you can think of it, the Guild is probably involved. Several cells may work together (unknown to all but the highest levels of the Guild) to track down and provide information about freelancers to the church. The Guild has such a wide variety of skills; they rarely need to hire freelancers (with the exception of the occasional hiring of a bloodhound from the local branch of the Bloodhounds, The Pound). There are safe houses and information brokers throughout the Pale, where a guild member may get information or just a meal and a bed.

## **Culture**

Like many organizations, the Guild consists of many different types of people, though most have contempt (at the least) for the institutions of the Theocracy. The Guild itself invites only people with some sort of loyalty to the Pale, but the Guild cares little for any Church organization.

## **The Guild and other Organizations**

Obviously the Guild has nothing to do with the Church or any of its official organizations. There have been instances of cooperation between the Guild and the Bishop's Eyes and Ears, but these have almost always ended in disaster for the Guild, with complete losses of Cells. The Church believes there still is a Guild operating in the Theocracy, but only a poorly organized one, little

more than pickpockets.

## **Challenges**

The obvious challenge is to remain unimportant in the eyes of the Church; anyone responsible for alerting the Church to the actual strength and resources of the Guild is subject to terrible punishment. With the recent changes in the Pale, the danger to the Guild is greater than ever before. The leadership of the Guild knows they must remain invisible to the light of Pholtus if they are to survive.

For any questions contact the Thieves Guild P.O.C. [thiefpoc@theocracyofthepale.com](mailto:thiefpoc@theocracyofthepale.com)

## **Cell Member**

### **Requirement**

- Must have a BAB of +2
- Any two of the following skills at 7 ranks: Bluff, Decipher Script, Disable Device, Gather Information, Hide, Intimidate, Move Silently, Open Locks, Search, Sense Motive, Sleight of Hand, Use Magic Device
- Must not currently be wanted by officials in the Pale for committing a crime
- Must choose a home branch/city
- Membership is by invitation only

### **Costs**

- Yearly Cost, 3 TU
- Ongoing Cost, must keep association secret.

### **Benefits**

- With the help of their fellow cell members, when attempting a Sleight of Hand skill check after a Pale regional module (to earn gold) the PC receives a +2 circumstance to their check.
- +2 circumstance bonus to Gather Information
- +2 circumstance bonus to Magic Device
- +2 circumstance bonus to Bluff
- Access to all of the following feats—
  - Foe Specialist (MH)
- Access to the following mundane items—
  - Focusing Candle (CV), Flash Pellet (CV), Balance Pole (CV), Forgery Kit (CV), Longspoon Thieve's Picks (CV), Masterwork Longspoon Thieve's Picks (CV), Bolt Cutters (AeEG), Forger's Kit(AeEG), Black Bodysuit(AeEG), Smuggler's Boots (AeEG), Barbed Dagger (CV), Broadblade Short Sword (CV), Quickblade Rapier (CV).

## **Cell Leader**

### **Requirement**

- Must have a BAB of +6
- Any two of the following skills at 12 ranks: Bluff, Decipher Script, Disable Device, Gather Information, Hide, Intimidate, Move Silently, Open Locks, Pick Pocket, Sense Motive, Use Magic Device, Search

### **Costs**

- Must maintain all costs and requirements of a Cell Member
- Yearly Cost, 3 TU
- Ongoing Cost, must keep association secret.

### **Benefits**

- Retain all benefits of a Cell Member
- With the help of their fellow cell members, when attempting a Sleight of Hand skill check after a Pale regional module (to earn gold) the PC receives an additional +2 (+4 total) circumstance to their check.
- An additional +2 circumstance bonus to Gather Information (+4 total)
- An additional +2 circumstance bonus to Magic Device (+4 total)
- An additional +2 circumstance bonus to Bluff (+4 total)
- Access to the following mundane items—  
Capsule Retainer (CV), Alchemical Tooth (CV), Ironman Capsule (CV), Leap Capsule (CV), Stability Capsule (CV), Weapon Capsule Retainer (CV), Triple Weapon Capsule Retainer (CV), Ghostblight (CV), Quickflame (CV), Quickfrost (CV) Quickspark (CV) Quicksilver (CV).

**Block Manager**

NPC Only

**Branch Supervisor**

NPC Only

**Consortium**

NPC Only

**Crow**

NPC Only