

ADVENTURER'S GUILD

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This project was made during my campaign. The player character obtained a tower in Luin after becoming heroes to the city. But they decided to do business there so they create an Adventurers Guild. The main idea was that they would continue adventuring while they made money from the guild. So they always ask me each month how much they profit and how many new members they had and if there were new quest or missions etc. So at first, I was just inventing information but it gets to a point it was difficult and create too much disorientation to my player so I decided to make a manual with procedures and table. After that every month they had to roll to see what happens to the guild, how much they profit and what happened to the mercenaries or adventurers.

The Adventurer's Guild

The Adventurers' Guild is a society of adventurers whose mission is to provide work and information to young adventurers. The Guild also serves as an intermediary between adventurers and the local population, documenting requests for assistance from the citizenry and assigning them to adventurers possessed of the necessary skills. To become a member you must pay a fee and you have to be accepted by the leader of the guild.

Members Rules

1. Every new adventurer must pay 10 gp to become a member of the guild, if not accepted by the leaders, there is no refund of money.
2. The guild leaders must decide if they admit the new member.
3. The guild leader negotiates with clients for quest or mission and rewards for the guild.
4. The members after accepting a mission, if succeed, must give 20% of the reward to the Adventurer's Guild.
5. Each month the members must pay 5 gp to have the benefit of doing quests or missions.
6. If the mission fails there is no payment for members and only the client can decide if the mission can be restart.

Client Guaranty

If the mission or quest fail the client can ask the Adventurers Guild for penalty reimbursement of the 10% of the value of the reward.

Member's Inactivity Guaranty

If that month members didn't have activities the Adventurer's Guild must reimburse 3 gp of the monthly payment.

DM Rules

1. Each month the PC's must make all rolls for the results.
2. Any member after gaining level 6 leaves the Adventurer's Guild. This is because they are powerful enough to adventure independently.
3. Table A and Table B must be adjusted to the number of members the guild has. Example if Table A says there were 6 missions that month but the guild has 3 members they can't make a mission where more members are required so if the dice roll any option bigger than the number of members take the result as if that mission wasn't ad viable.
4. It's a business for the PC's to profit so they have to keep track of everything if not they lose money. You just have to see and communicate roll results and give the tools for them to keep track.
5. Adventure's Guild must pay taxes.
6. The Adventurer's Guild must pay salaries.
7. Consider any new adventurer as if he just pass level.
8. Maintenance Fee (1d6 x 5 gps/month).

Hirelings

An Adventurer's Guild needs:

1. Administrator (salary 4sp/day), he makes the bookkeeping and can negotiate with clients.
2. Maid (salary 1 sp/day), clean the guild.
3. Optional 2 Guards (salary 3 sp/day each), watching the guild one for day one for night.
4. Optional Cook (1 sp/day), if you are giving service of food and drinks.

Monthly Procedure

1. Use **Table 1** to see how many adventurer became members that month.
2. Use **Table 2** to determine profession of the adventurer.
3. Use **Table 3** to determine level of experience of adventurer.
4. Use **Table A** to see how many missions where advisable.
5. Use **Table B** to see the information of the mission.
6. Use **Table C** to see situation of the mission.
7. Use **Table 4** to determine mercenary situation.

The Tables

TABLE 1

New Mercenary	
Roll	New Members
01-20	0
21-50	1
51-70	2
71-88	3
89-94	4
95-00	5

TABLE 2

Mercenary Profession	
Roll	Profession
01-20	Fighter
21-35	Thief
36-60	Cleric
61-67	Magic User
68-80	Elf
81-90	Dwarf
91-00	Halfling

Table 3

Mercenary Level	
Roll	Level
01-50	1
51-70	2
71-85	3
86-94	4
95-00	5

Table 4

Merc. Mission Situation	
Roll	Situation
01-40	1/4 Level
41-60	1/2 Level
61-70	3/4 Level
71-80	Level Up
81-94	Death
95-00	Quit

Table A

Number of Missions	
Roll	Number
01-30	1
31-50	2
51-65	3
66-74	4
75-80	5
81-85	6
86-90	7
91-95	8
96-99	9
00	10

Table B

Mission Information			GP	Table 4
Roll	Merc Needed	Difficulty	Reward	Penalty Roll
01-30	1	Very Easy	1d4X10	-10
31-60	2-3	Easy	1d6X10	0
61-85	3-5	Medium	1d12X10	+5
86-94	5-7	Difficult	1d100X10	+15
95-00	7-10	Suicide	1d4X1000	+30

Table C

Mission Situation	
Roll	Situation
01-50	Success
51-00	Failitue

