

FACTIONS

A multitude of factions exists in the Freelands with unique motivations and goals. These can oftentimes align with the characters' or even come at odds. Seven Fingers is a thieves' guild that the characters may encounter in the big city.

SEVEN FINGERS

Seven Fingers is both the name of the thieves guild and the alias of its founder, a woman in her late seventies given the birthname Sibylla Alphonsine. Sibylla was born with two extra thumbs opposite the original on her left hand. Horrified, her parents left her in the care of a traveling freak show, where she soon became known as Lady Seven Fingers. From birth to young adulthood, Sibylla put up with the arduous life of the traveling show. Her fellow performers were nice enough, but the "work," if it could be fairly called that at all, was horribly undignified and unfair, and the showmaster was an abusive monster of a man. With the help of a friend, Sibylla hatched a plan to murder the showmaster and flee the show with his wealth to the relative anonymity of the big city. The plan was a success, and Sibylla, now worth a small fortune, decided to open up an orphanage to care for children who otherwise may have been left in similar circumstances as she was. The orphanage drained Sibylla's fortune faster than she expected, and she was soon forced to resort to pickpocketing and thievery to bankroll its operations. Sibylla targeted the wealthy where she could, for the scores were more significant and the targets "more deserving." She was fabulously successful in this endeavor and soon began training the children in her orphanage in the "arts of the underhanded," reasoning that it would be more difficult for orphans to make a living for themselves any other way. In the years to come, Sibylla amassed over two dozen thieves working under her supervision. The regular operations of the orphanage were slowly phased out as Sibylla took on her former name of Seven Fingers and established herself as the matron and leader of what was now a fledgling thieves guild. Decades later, Seven Fingers is thriving and bigger than ever. Many of the original members were children raised by Lady Seven Fingers,



though most active members know her simply as the organization's leader. The guild continues to operate in the same way it has since its inception, although its targets and scores have expanded in scope as its resources have increased. It sticks to pure theft as often as possible, murdering or committing other "dirtier" crimes only as a last resort. Though it likes to believe it steals to weaken the rich and ruling class, it frequently accepts contracts from those very people who use the guild as a tool to damage their rivals. The guild doesn't mind this nor see it as a compromise of their values; they are content to help the rich eat each other alive, as they see it. In addition to the hideout fortress described in this adventure, the guild owns and operates a handful of other hidden hideouts throughout the city, which they use to launch spies, store supplies, provide safehouses, and generally expand their underground empire.

Plot Hooks

You can use the following plot hooks as seeds to craft your own adventures that introduce the characters to the guild:

1. A member of Seven Fingers friendly to the party has been imprisoned in one of the guild's safehouses on accusations of guild betrayal. Can the party determine the truth, and can they rescue their friend before a terrible fate befalls them?
2. A woman asks the party to help save her son, who has ran off from home to join Seven Fingers. Can the party track the boy down? And what will they do when they learn the son enjoys the guild, and has no intentions of returning home willingly?
3. Seven Fingers is caught in a war against a much more brutal, much more resourced crime syndicate. The guild asks the party for help assassinating a member of the syndicate, but is the party interested in fighting alongside a lesser evil?
4. Seven Fingers has stolen an important item from the party and stashed it in one of their safehouses. It won't stay there long before it is sold. Can the party track down the safehouse and recover what belongs to them? If they are successful, how will the guild retaliate?

SEVEN FINGERS MEMBERS

NPC	CR
Bandit	1/8
Thug	1/2
Scout	1/2
Spy	1
Bandit Captain	2
Veteran	3
Assassin	8

