

# RULES & REGULATIONS

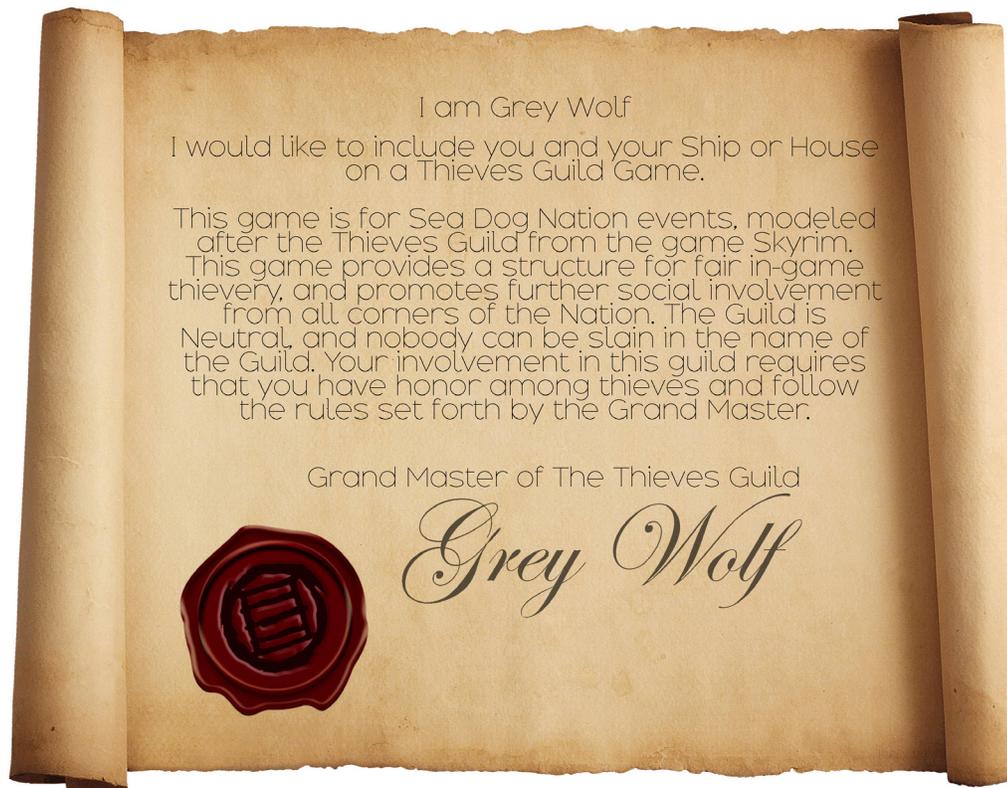
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## THIEVES GUILD

### The Thieves Guild of the SeaDog Nation

The Thieves Guild is a game within a game for Sea Dog Nation events, modeled after the Thieves Guild from the game Skyrim. The group is moderated by NPC Grey Wolf, Grand Master of the Thieves Guild. The game is not regulated officially by the staff of the Sea Dog Nation, and is volunteer run. Here is a posting about the rules of the guild from their Facebook page, where the game is facilitated each event.

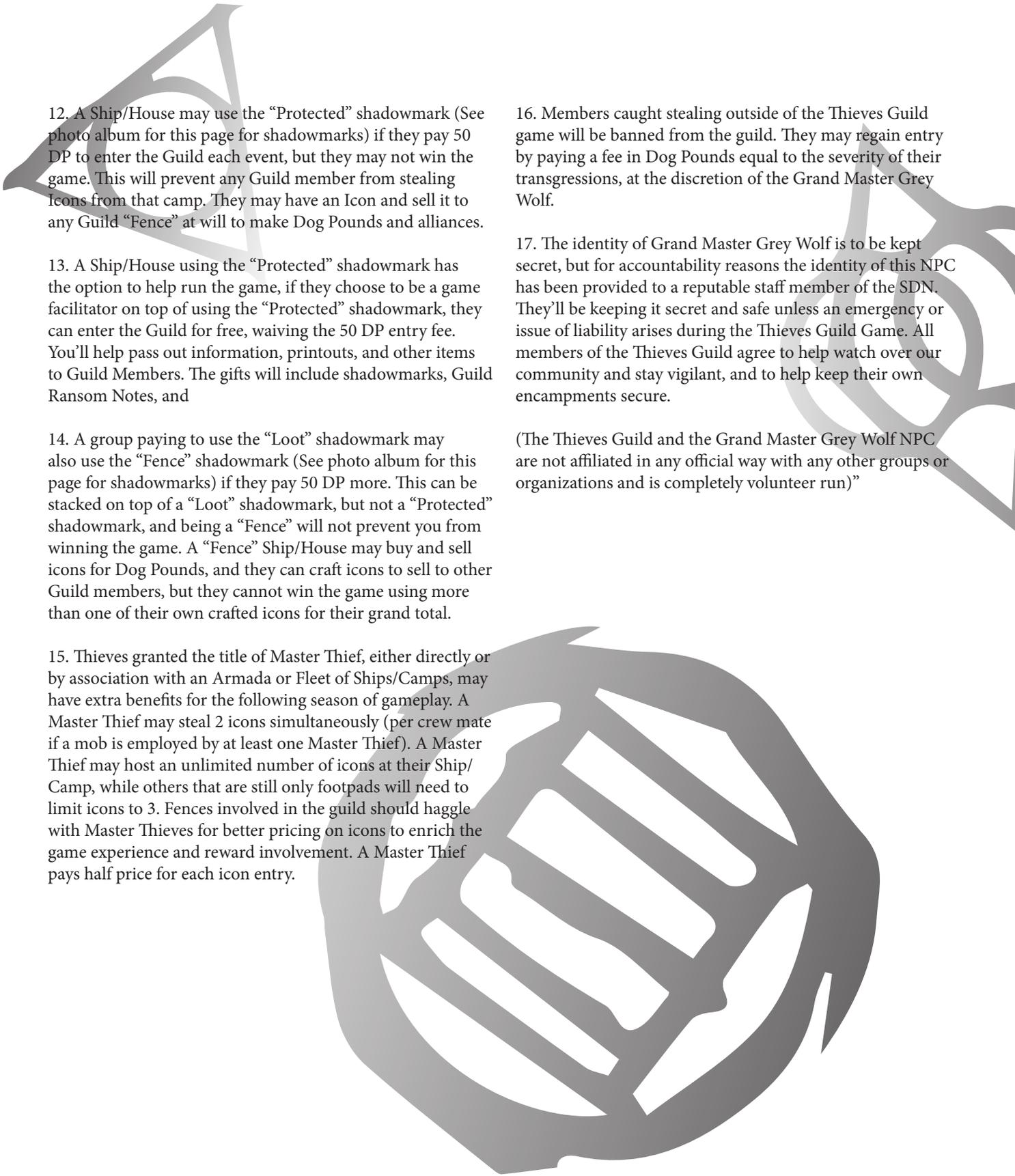
<https://www.facebook.com/ThievesGuildofSDN/>



## Membership

You can check membership of other participants on site with use of a simple riddle which is provided after joining us. To join, post a picture of your own icon to join the game, and pay your Dog Pounds to the Sea Dog Nation Bank via private message to them that you're paying to join the Thieves Guild Game for the next event. Grand Master Grey Wolf will provide you with the answer to the riddle "What is a box without locks?", then you'll come up with your own reply for after the answer in order to flavor the message with your own persona.

1. Pay 50 Dog Pounds per house/ship to the Sea Dog Nation Bank in the name of the Thieves Guild Game. Winner take all, Sunday at the end of the event.
2. Post a "Loot" Shadowmark near the gate of your encampment to show you have something worth stealing aboard your house/ship. (See photo album for this page for shadowmarks).
3. Decorate a conspicuous icon, adorned in gold spray paint, fake jewelry, and other gaudy accoutrement. Mark your house/ship name Ideas for crafting your own icon will be posted on this page. Make it light enough so it can be carried by one person, and strong enough so as not to break easily if dropped. Icons are to be larger than a cannonball, they must be smaller than a person, and they must weigh less than 20lbs. Icons mustn't be dangerous to handle while stealing or running, they also shouldn't permanently damage someone's garb in any way with a trap or bad paint job so please be considerate. Use 3 icons, maximum.
4. Post a picture of your icon when ready to join the game officially, then keep all icons within a max of 25 ft from your gate in plain sight. This includes your cache of stolen icons which must now be guarded. Do not hold or wear icons. Set the icon on a safe structure like a table, and not on top of something that a thief could get hurt climbing, please. If a ship wants to close down for the night they can do so (once per night) by taking their icon into hiding or putting a closed sign on it or your gate
5. Steal other icons and always leave a note stating who took it! Post in the Thieves Guild page to taunt your competitors, but keep things positive and friendly. Your ransom note should include your name, and "FB #ThievesGuildofSDN". You may also tag the Footpad for that encampment in the Thieves Guild Page and post a picture showing that you have it. If you're missing an icon and have no note, be sure to check this page! A footpad may only steal one icon at a time, after they return it to their own camp's cache they can return for more.
6. Thieves caught stealing icons in plain sight are banned from stealing from that same encampment for 2 hours. If caught a second time they may be punished further by being stamped with insignia showing them to be a Thief, for now the official stamp is any 0 symbol (zero with line through it). This makes it harder for them to get by unnoticed at involved houses/ships. Use a non-toxic marker or stamp on the back of the hand or wrist.
7. Have fun with the game but stay within character for a Guild Thief and always ask permission to board encampments upon entry. Respect all property and persons, do not steal non icon items. Follow Corsair fighting rules if dueling or striking a thief down while protecting your icon.
8. The game is moderated by NPC Grand Master Grey Wolf, a persona that will be shared among the games facilitators and the real identity of the Grey Wolf is not to be known. Ships/Houses will nominate a "Footpad" to represent themselves and the Guild, they are to be confirmed by the Grand Master before each event.
9. Footpads help post to the page about game issues, and will help decide the winner of the Thieves Guild Game... but Grand Master Grey Wolf has final say on all Guild business. All members of encampments are in the Thieves Guild, and can steal icons, but not all are Footpads.
10. Work in the shadows, create a distraction or misdirection and make away with the icon without being tagged by a Nerf dart or boffer sword! Clear the gate of the Encampment and you're free, then it is your choice to hoard, ransom, or sell the icons! Yo ho, thieves and beggars, never say we die! Those struck while escaping do not suffer mortal wounds, but they must immediately drop the icon they were stealing.
11. Sunday afternoon at the end of each festival, a Guild Meeting will be held at a "Protected" encampment; we'll return icons to have groups reclaim them, and the Footpads decide the winner (The greatest hoard of icons, or majority vote if tied). The winning house/ship will enjoy a prize in Dog Pounds, and the Footpads from that group will level up to a Master Thief. More information on Master Thieves and the benefits of that title to come.



12. A Ship/House may use the “Protected” shadowmark (See photo album for this page for shadowmarks) if they pay 50 DP to enter the Guild each event, but they may not win the game. This will prevent any Guild member from stealing icons from that camp. They may have an Icon and sell it to any Guild “Fence” at will to make Dog Pounds and alliances.

13. A Ship/House using the “Protected” shadowmark has the option to help run the game, if they choose to be a game facilitator on top of using the “Protected” shadowmark, they can enter the Guild for free, waiving the 50 DP entry fee. You’ll help pass out information, printouts, and other items to Guild Members. The gifts will include shadowmarks, Guild Ransom Notes, and

14. A group paying to use the “Loot” shadowmark may also use the “Fence” shadowmark (See photo album for this page for shadowmarks) if they pay 50 DP more. This can be stacked on top of a “Loot” shadowmark, but not a “Protected” shadowmark, and being a “Fence” will not prevent you from winning the game. A “Fence” Ship/House may buy and sell icons for Dog Pounds, and they can craft icons to sell to other Guild members, but they cannot win the game using more than one of their own crafted icons for their grand total.

15. Thieves granted the title of Master Thief, either directly or by association with an Armada or Fleet of Ships/Camps, may have extra benefits for the following season of gameplay. A Master Thief may steal 2 icons simultaneously (per crew mate if a mob is employed by at least one Master Thief). A Master Thief may host an unlimited number of icons at their Ship/Camp, while others that are still only footpads will need to limit icons to 3. Fences involved in the guild should haggle with Master Thieves for better pricing on icons to enrich the game experience and reward involvement. A Master Thief pays half price for each icon entry.

16. Members caught stealing outside of the Thieves Guild game will be banned from the guild. They may regain entry by paying a fee in Dog Pounds equal to the severity of their transgressions, at the discretion of the Grand Master Grey Wolf.

17. The identity of Grand Master Grey Wolf is to be kept secret, but for accountability reasons the identity of this NPC has been provided to a reputable staff member of the SDN. They’ll be keeping it secret and safe unless an emergency or issue of liability arises during the Thieves Guild Game. All members of the Thieves Guild agree to help watch over our community and stay vigilant, and to help keep their own encampments secure.

(The Thieves Guild and the Grand Master Grey Wolf NPC are not affiliated in any official way with any other groups or organizations and is completely volunteer run)”