1 The Gambling Ring

You are involved in one of the most crucial aspects of the Thieves' Guild's operations, the running of untaxed and illegal casinos for the Guild's profit -- and, of course, your own (the two are more or less synonymous, after all). Here, on the Castle where many rich and influential people are gathering from every portion of the World, is an ideal location for such a recreational device.

There are, in general, three methods of running an illegal gambling ring. You can either attempt to keep it secret from the Guard entirely, attempt to bribe the Guard into leaving it alone, or attempt to fool the Guard into thinking it legal. The first is difficult if you aren't in your own territory, and the second is nearly impossible, given the Oathbound nature of Guardians. The third, for its part, requires a bit more cleverness and planning, as legal establishments are generally sanctioned by the House of Guilds and have paperwork to prove it. On the other hand, yours is not an organization lacking in cleverness.

The Casino Night you are going to be running on the Castle is being run under the pretense of legality, and you must make sure not to arouse suspicions. The event is already scheduled, however; all that remains is the actual running of it. You have also discovered that for the most part, traditional gambling fare (poker, craps, blackjack and so forth) are extremely profitable; however, it is always useful to provide some more unusual, carnival-like events. Many otherwise respectable and dignified people will find themselves perfectly willing to engage in some very silly competitive sports and activities if a monetary reward is offered. If the odds are right, they'll even pay for the privelege. And those not willing to compete will often place side-bets, if encouraged properly; it's all a matter of timing and planning. If you offer both traditional gambling events and some more unconventional activities, you should manage to keep the rubes paying and the Guards guessing.

The real problem you need to worry about is that only a small fraction of the numbers you expected to have around the Castle have actually arrived. Without such large crowds, you'll have to work a lot harder to achieve a reasonable income, and the Shadow Cabinet has been putting down pressure that indicates a definite need for those funds. It has to be your job to separate your customers from their money.

Each of you reports directly to a project manager, Gilead Joel, who reports to the Shadow Cabinet. He will be giving you your assignments for the weekend, and is officially functioning as the Casino's moderator. He should be contacting you shortly after your arrival on the Castle.

Table of Contents