

The Ratcatchers Guild

This guild of ratcatchers is more than it seems.

Outline

Twenty years ago the bulk of established ratcatchers in the city banded together to form a guild. Under the guidance of Whisker they drove off or killed anyone who didn't pay their guild dues. At least that's the story that's told.

In truth, there was a brutal war in the criminal underworld of the city, and Whisker's Ratcatchers came out on top. The ratcatching is a form of steady income however, so they keep their younger members busy doing that, learning the ins and outs of the city and all its dark corners.

The Ratcatchers Guild controls almost all of the crime in the city. Robbery, extortion, smuggling, prostitution, and murder-for-hire are all in their wheelhouse.

Locations

The Rookery – A ramshackle three story building near the docks, the first two floors are inhabited by various renters. The top floor and roof though are reserved for the Ratcatchers, who actually own the entire building. A false chimney allows them secret access from the roof down to the basement below, which is also Ratcatcher territory. From there they can enter the sewers through cleverly hidden grates.

Keller's Pub – A dockside pub, this is the shabbiest, most decrepit bar in the city. No one but Ratcatchers and the poorest of sailors ever frequent it. This is where much of the guild's business is held, as the watch stays far away unless they can come in force. The owner, Keller, was one of the original Ratcatchers, back in the war, but has since done his best to work his way out of the day to day business of the gang, instead making his money mostly legally.

Notable Members

Guildmaster Whisker – Whisker isn't from the city, he's a former captain who's ship sank in the harbor, leaving him stranded. With what crew he could keep with the little money he had, he moved into the city, taking over one of the small dockside gangs. His rapid ascension and growth of the gang led to the war that eventually put him on top. He's in his 40's now, but still sharp and fit, and is known as a deadly fighter with his cutlass. As he's getting older though, his mind is turning to retirement, if that would even be possible.

Liv the Shiv – Whisker's former first mate, she's the number two of the gang. She handles most of the day to day ordering of the gang, leaving Whisker to handle the big picture. In truth, Liv is more loved, and far more dangerous than Whisker, but Liv is terminally loyal, and can't imagine a life without her Captain there to guide her.

Tribber – Tribber is an actual ratcatcher, and a damn good one. He helps the gang keep up appearances, acting as they head catcher. He does nothing illegal personally, but gets a cut of the proceeds for keeping up the guild's reputation. He trains the new recruits, and no one knows the sewers better. He's getting a little old now, spending more time training than catching, but still, none do it better.

Belle Tollucz – The head of the part of the gang that does the bulk of the robbery. She's an expert at picking locks, and is more at home on the city's rooftops than its streets.

Flake – Flake is the head leg breaker. He's who the club calls in when someone needs hurting, but not killing. Close to seven feet tall, he's built like an ox.

Rain Tollucz – Belle's older sister, Rain is who the guild calls in when someone needs killing. She's said to be the most lethal killer in the city.