

The Order of the Rose

The Order of the Rose began a chivalric knightly order. It gradually evolved into the generally good-aligned adventurers guild it is today.

Membership is contingent upon a commitment to representing the guild with honor, abiding by the guild regulations, and the payment of 100 gp annual membership dues.

Regulations

There are numerous guidelines and instructions on proper honorable behavior contained in the guild's tomes—many of which date back to its knightly origins. For practical purposes, however, there are only three major infractions that members need to avoid.

1. Betraying a Rightful Ruling Body (Don't commit acts of treason wherever you are, whether citizen or visitor)
2. Murdering the Innocent (Self-defense is allowed, as is monster-hunting)
3. Stealing Rightful Belongings (Plundering the slain and looting ruins is okay)

The penalty for any of those infractions is expulsion*. This helps the Order maintain its good name and encourages a more or less decent standard of conduct.

In practice...

1. "Rightful ruler" is subject to interpretation. Supporting the exiled prince against his tyrannical uncle is okay, unless the uncle's family launches a complaint. Then it's up to the guild council's ruling. In evil nations, the guild encourages you to keep your head down and avoid upsetting the authorities. When it comes to evil monstrous races (such as orcs, giants, etc) this is rarely enforced; individual members have to follow their own ethics when it comes to how to respond to such rulers. Note that *obedience* to rulers is not required—only non-betrayal.
2. All of the normal moral quandaries that adventurers face apply here. The guild's guidelines aren't really any clearer than your own.
3. This doesn't apply to destroying dangerous items, freeing slaves, or recovering heirlooms—though if it looks dishonest, the guild is going to frown upon it. In actuality, there are a reasonable number of straight-up thieves in the guild. As long as they are discrete, the guild leaders may never know. If they are caught, they are unlikely to be expelled (a formal apology and return of stolen property, with interest, is the normal means of disciplining the thief and keeping a good image), unless it is a blatant and high-profile theft.

In general, you can do all of the normal sorts of adventuring things that a typical good-leaning adventuring party can. There are a lot of neutral, as well as good, guild-members.

Services

The order has guild houses in numerous locations; which provide a variety of member services. Services include a mission board and optional assignments, item exchange (basically classified ads for trading magic items and other valuables), reasonable rate accommodations and quality-assured equipment and supplies, directions, contacts, and other general information. Prices are normally standard, but occasional discounts are offered to members. The guild *will* provide free food and accommodations for down on their luck adventurers—if they don't mind a bowl of gruel and a spot on the floor. In general, the guild provides access to all of the sorts of resources adventurers generally need, providing convenience rather than monetary value.

* Guild records inadvertently spelled this 'expulsion' at one point, leading to a running in-joke about what is entailed by 'expulsion.'