

GUILD OF SHADOWS

Campaign Guide



GUILD OF SHADOWS

CAMPAIGN GUIDE

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It's an incredible cliché, but I'd like to dedicate this book to my darling wife Trisa, who supports and sustains me in every half-baked project on which I happen to be embarked.

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Contents

Players Guide

Role Playing a Career Thief	1
Criminal Intent	2
Character Creation	3
Thief Archetypes	3
Hinderances	5
Edges	6
Minions	9
Tools of the Trade	11
The Guild	13
Rules for Disguise	15
Rules for Poison	16

Game Master's Guide

Running a Thieves Campaign	20
The Guild of Shadows	21
Council Members	22
Guild Locations	32
The City of Kurstwahl	36
Factions of Kurstwahl	37
Duke Reinhart's Household	37
Kurstwahl City Council	39
City Aristocracy	42

City Watch	44
Imperial (Grey) Guard	47
Gewinn Trading Company	49
Guild of Venerable Tradesmen	50
Red Feather Trading Cooperative	53
Guild of Honorable Craftsmen	54
Holtplat Winery Company	56
Der Kriegscorp	57
Kurstwahl Cathedral	59
Kurstwahl University	62
Brothers of Frieden	62
Davinian Embassy	64

Rogues Gallery

England's Finest	66
Robin Hood and his Merry Men	67
Global Villains	70
Mythical Rogues	71
	74

Adventures

The Initiate's Path	77
The Viper's Nest	83
Kurstwahl's Eleven	101

Maps

118

Players Guide

They feel safe, these people behind their walled homes and locked doors. But given the right incentive, any wall can be scaled and any lock can be picked. True safety can't be found inside a gilded cage.

You spend your days thinking about how to get more wealth, I spend my days thinking about how to take it away from you. And that's precisely what we do – my brothers and I. It might be a slight brush against you in a crowded street, an investment scheme that's just too enticing for you to pass up, or the simple disappearance of your most prized treasures. We use all of these methods and more... and we're damned good at what we do.

You might be thinking that you want to join us, that you have what it takes to be one of the best. Well, I doubt it. Only a few are even aware of our existence. And even if you were, you don't find us – we find you.

But perhaps, just perhaps, you have the temperament, the skill, and the nerve to join us. But we'll be the judge. Yes, we'll be watching.

My name? My name doesn't matter because I'm a ghost, as quiet and fleeting as a wisp of fog. If you must call me something, just call me... a Shadow.

Welcome to Kurstwahl! This thriving city is home to sixty thousand citizens, hundreds of merchants, a dozen noble families... and one rather special guild.

This campaign setting has been designed to work as a drop-in city within your existing gaming world, or as a stand-alone location for your new adventures. This guide provides information and rules for creating specific thief characters, including seven new archetypes, as well as additional rules for poisons, and specialty thief equipment. Information on city factions, notable people and locations, maps, and plot hooks are also detailed for GMs.

Guild of Shadows has been designed for mature role-playing groups looking for more than dungeon bashing. While the adventure goal might sometimes appear similar to more traditional settings, such as 'acquire an artifact'; Guild of Shadows players are encouraged to be creative in their approach.

Role Playing a Career Thief

Instead of the common party balance found within many fantasy roleplaying games, Guild of Shadows adventuring parties are populated exclusively by professional thieves. However, this doesn't at all mean that everyone is a carbon copy cat burglar, instead the new thief specialties in Guild of Shadows provides a rich opportunity for diversity and creative roleplaying.

Parties work together to accomplish contracts from the Guild of Shadows, these assignments typically involve acquiring something by illegal means, but breaking and entering is just one possible method to accomplish those goals.

As with all RPGs, the key to enjoying Guild of Shadows is to get 'into character' and truly role-play. Imaginative thinking and creative use of your characters individual skills are what keep this game thought provoking and fun.

Criminal Flair

Guild of Shadows has the opportunity to be a highly stylistic game with both over the top and complex schemes to penetrate the city's most secure locations. The unique style and approach of your character will keep the game moving from one ambitious heist to the next, making adventures in the city of Kurstwahl both unique and memorable.

Even within the same archetypes there are stylistic choices

that can dramatically change the nature of the character you play. Consider two very different Swindlers:

Claire deVain

Born simply Claire Devin, this swindler has a talent for accents and mimicry. Over the years she has established herself as a minor noble in the city, despite not having a drop of blue blood in her body. Claire develops and leverages relationships with the city's aristocracy to live the high life – on everyone else's coin purse!

Father Marco

Posing as a down-on-his-luck clergyman, this swindler is a humble purveyor of religious relics and artifacts. Selling trinkets on the street pays his daily way, occasionally Marco will go for a big score by selling a forged bust or painting to a private collector or museum.

Criminal Intent

In some cases your particular choice of Hindrances and/or Edges might suggest a unique background and motivation. But whether they do or not, having a solid character background helps you bring your character to life and drive your in-game choices and decisions.

Just as with any other character class in a traditional RPG, motivations for career thieves vary. While easy-money might be enough justification for a common street thug, members of the Guild of Shadows are elite criminal with well-honed skills, specialist equipment and, often, sophisticated motives.



Character Creation

Character creation in Guild of Shadows follows the rules outlined in the general rules for Savage Worlds. Seven new character archetypes are provided here, and it is suggested that all members of your character party use one of these sub-specialties of thief. This provides a rather unique flavor to Guild of Shadows campaigns.

You will note that most of the archetypes are not focused on combat. That is quite intentional since adventures in the city of Kurstwahl often feature little or even no combat. Instead the challenge lies in using the unique strengths of each party member to achieve your goals.

In addition to the new archetypes, Guild of Shadows also features new Hindrances and Edges. Existing Edges and Hindrances from other Savage Worlds rules may also be used, although the GM may deem that some are not appropriate for the campaign.

A Note About Race

Because the city of Kurstwahl is designed to be dropped into any existing world or campaign, no information on races (or magic) is provided here. If Elves are commonly seen in your world, then feel free to create an elf character.

Thief Archetypes

The following thief archetypes allow players to quickly design and customize their thief characters, and reflect the specialization that would undoubtedly arise within a guild such as the Guild of Shadows.

These archetypes include the free human Edge, and have already used the bonus points from the Hindrances. If you're playing a different race, you may only select one Edge instead of two. Otherwise, you simply need to choose your archetype, assign the additional skills, pick your three Hindrances, select two Edges, choose some gear, and your character is ready to play.

Experienced players may wish to customize their characters further, or even build them from scratch, but each character should still be designed around one of the roles required for a Guild of Shadows member.

Assassin

Some obstacles must be removed, and when that obstacle is a person, an assassin is required. Assassins are professional killers, but are not typically combat specialists. Some Assassins specialize in dealing death from a single long-range strike; others are expert in arranging death that appears natural or accidental. Often specializing in poisons, assassins take many forms but all are cold blooded, calculating, and ruthless.

Attributes: Agility d8, Smarts d6, Spirit d6,
Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6,
Knowledge (Poison) d6, Lockpicking d6,
Notice d6, Stealth d8, +2 additional skill points

Hindrances: Choose one Major and two Minor
Edges (select two): Alertness, Ambusher, Assassin,
Quick, Thief

Burglar

Breaking and entering is the specialty of the Burglar. Some burglars prefer to undertake complex jobs with detailed planning and big payoffs, while others prefer easy targets, perhaps performing a handful of jobs in a single night.

Attributes: Agility d8, Smarts d6, Spirit d6,
Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d8,
Notice d6, Stealth d6, Streetwise d6,
+3 additional skill points

Hindrances: Choose one Major and two Minor
Edges (select two): Acrobat, Alertness, Gravity
Defying*, Nimble-Footed, Rich

* Requires increasing Climbing to d8 (costs 2 skill points)

Enforcer

Ranging from street thug to accomplished duelist, the Enforcer uses his martial skills in the pursuit of Guild affairs. Often found providing protection for Smugglers or backup for Burglars, the Enforcer is the guild muscle.

Attributes: Agility d8, Smarts d4, Spirit d6,
Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d4,
Shooting (or Throwing) d6, Stealth d6,

Streetwise d4, +4 additional skill points

Hindrances: Choose one Major and two Minor

Edges (select two): Brawler, Brawny, First Strike, Fearsome Reputation*, Sweep

* Requires increasing Intimidation to d8 (costs 2 skill points)

Pickpocket

Speed, distraction, and a light touch, are the principles a Pickpocket lives by. Pickpockets may make a living cutting purses in the marketplace, slipping bracelets from the wrist of noblewomen at the Duke's ball, and everywhere in between.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Notice d6, Shooting (or Throwing) d4, Stealth d8, Streetwise d6, +4 additional skill points

Hindrances: Choose one Major and two Minor

Edges (select two): Artful Dodger*, Extraction, Forgettable Face, Fleet-Footed, Quick

* Frees up 4 skill points, which you can spend on other skills.

Smuggler

The Smuggler is adept at concealing and transporting goods unnoticed by the authorities. Smuggling is a trade that is as old as taxes, and smugglers can be found using every mode of transportation imaginable. Smugglers often strive to fit into society, and many make use of legitimate businesses to hide their activities.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (or Driving) d6, Fighting d4, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Swimming (or Repair) d4, +3 additional skill points

Hindrances: Choose one Major and two Minor

Edges (select two): Ace, Brave, Connections, Second Life, Steady Hands

Spy

The Spy is the consummate information gatherer. Spies may use disguise, stealth, or bravado to carry out their mission (and occasionally use all three!). As spies grow more senior in the guild's ranks, they are likely to be running an information network, probably comprised of some connections they have built throughout their careers.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d4, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Taunt d6, +3 additional skill points

Hindrances: Choose one Major and two Minor

Edges (select two): Alertness, Attractive, Connections, Linguist, Rapier Wit*

* Requires increasing Taunt to d8 (costs 1 skill point)

Swindler

Some thieves prefer victims to simply hand-over their wealth. The Swindler is a liar, a trickster, and a conman. Whether peddling fake gemstones, or perpetrating a complex real estate scam, the Swindler hides in plain sight, using his social skills to deprive his mark of their riches.

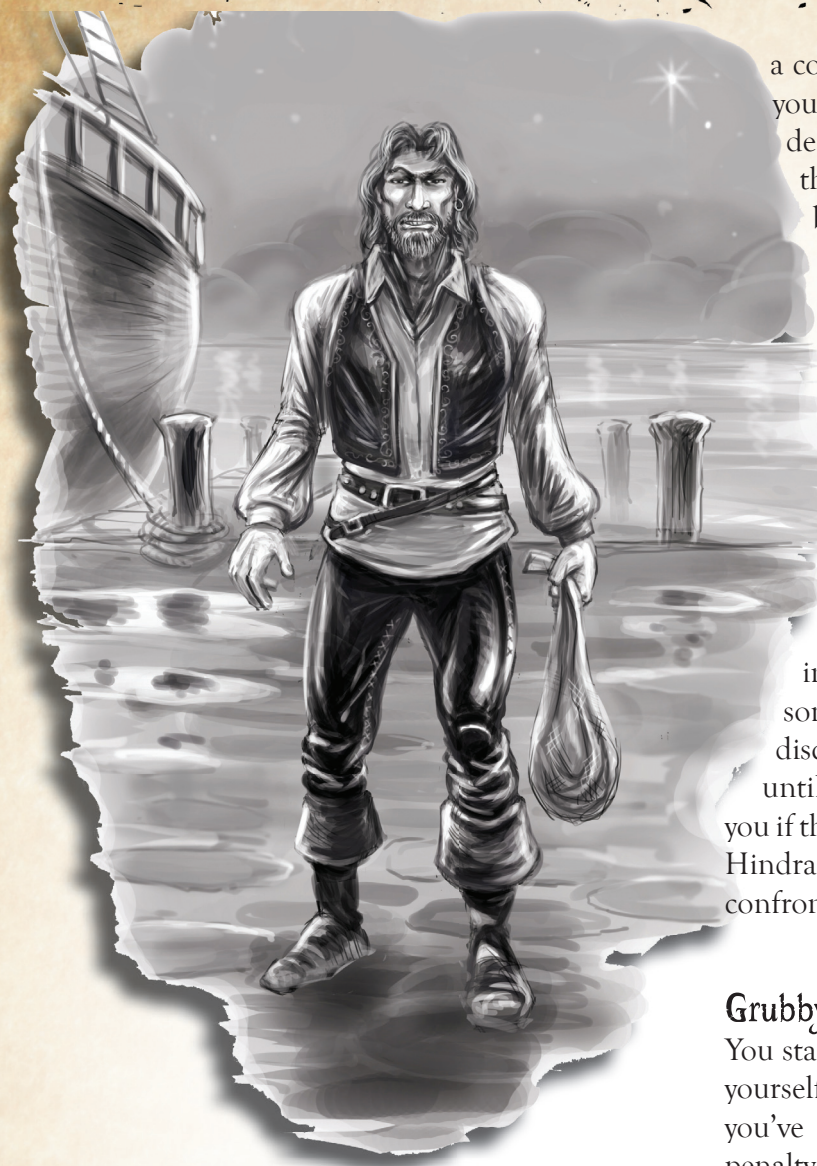
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6, Notice d6, Persuasion d8, Stealth d6, Streetwise d6, +3 additional skill points

Hindrances: Choose one Major and two Minor

Edges (select two): Card Shark*, Charismatic, Elan, Luck, Hard to Kill

* Requires increasing Gambling to d8 (costs 2 skill points)



a constant reminder of your sordid past to everyone you meet. You suffer a -2 penalty to Charisma when dealing with law-abiding citizens and members of the town watch, but only if they know you are branded.

Dark Past (Minor or Major)

Many people have a skeleton in their closet, but you have a proverbial graveyard in yours. Perhaps you did something terrible in the distance past, or maybe you witnessed a horrific act and the perpetrator considers you a loose end. In some cases the cause of the dispute might even predate your birth - perhaps your very existence is viewed as a threat to a powerful individual or organization. As a Minor Hindrance someone wishes to see you exiled or completely discredited. As a Major Hindrance, they won't rest until they see you dead, and will send assassins after you if they discover your whereabouts. Unlike the Enemy Hindrance, your foe will hide in the shadows rather than confront you directly, using proxies to bring you down

Grubby Urchin (Minor)

You started working for the guild as a child, and earned yourself a reputation for petulance and insolence that you've never managed to shake off. You suffer a -2 penalty to Charisma when dealing with other guild members, and are rarely trusted to complete a mission on your own.

Honorable Rogue (Major)

It's been said that there is honor among thieves, and this thief believes it. He will never willingly rob or take advantage of a 'brother' thief. In addition, the instructions of a guild council member are taken as inviolable.

Lone Wolf (Minor)

Although many thieves work together as a team, learning to rely on each other to get the job done, you've always preferred to keep to yourself. You have few friends (if any), and other thieves are unlikely to come to your aid if you find yourself in trouble.

Hindrances

A number of hindrances from the Savage World's deluxe rules, such as Enemy and Wanted, present interesting opportunities in Guild of Shadows. In addition, several thief specific hindrances are listed to add the right flavor to guild members.

Branded (Minor or Major)

At some point in the past, your guildsman was convicted of theft and branded as such. As a Minor Hindrance, this brand can be hidden under clothing or gloves during everyday life, although any lawman searching for the brand will surely find it, and a second conviction will inevitably result in very severe punishment. As a Major Hindrance, the brand is on your face, serving as

Paranoid (Minor or Major)

Perhaps he has good reason, but this character believes that he is at the center of some sort of conspiracy or cover up. As a Minor Hindrance, the character is rather twitchy and finds it difficult to trust others. As a Major Hindrance, the character is so busy looking for those who are watching him that he often misses actual information of interest, suffering a -2 penalty to Notice rolls except those related to Surprise and Stealth - however his extreme paranoia can sometimes pay off; the character is always considered an active guard for Stealth checks.

Poor Liar (Minor or Major)

This soul finds it hard to deceive others. Maybe it's a nervous tick or he sweats profusely while lying. As a Minor Hindrance you suffer a -2 penalty to your Persuasion rolls when trying to deceive someone, and a -2 penalty to all Gambling rolls. As a Major Hindrance both penalties increase to -4.

Robin Hood (Major)

Perhaps she has been subject to an injustice and this is her way of fighting back, or perhaps she just sees the whole system as corrupt. Either way this noble hero only robs from the rich. She also gives at least half of her 'income' to charitable causes (take Poverty as well if you wish to give more).

Scarred (Minor or Major)

This adventurer bears an obvious scar, making them difficult to forget. Anyone attempting to recognize or identify the character receives a +2 bonus to their roll. As a Major Hindrance, the scars are horribly disfiguring, and the character suffers an additional -2 penalty to Charisma.

Snitch (Major)

At one time this unreliable fellow provided information to the city watch. From time to time they call upon him for information concerning nefarious deeds around the city. These 'calls' are rarely convenient and are always unpleasant. Should the character refuse to aid the city watch, this Hindrance should be replaced with Wanted or Enemy, depending on what sort of leverage the watch have been using.

Thrillseeker (Minor or Major)

Some thieves are in it for the money, but this heroic villain just loves the thrill. The scams or robberies perpetuated by this rogue are designed to be spectacular and often public. For the thrillseeker, symbolic crimes such as breaking into a lady's bedchamber and swapping her favorite hat for a common maid's bonnet are more interesting than the 'big score'.

If this is a Major Hindrance, your character's crimes are often brutal and macabre, rather than simply embarrassing for the victims.

Edges

Players are encouraged to use appropriate Edges from the Savage Worlds Deluxe rules, but we also provide some thief-specific Edges here. Don't forget that trait bonuses from different Professional Edges do not stack with each other.

Ambusher (Combat)

Requirements: Novice, Stealth d8+

Hiding in wait is this thief's bread and butter. When he has the opportunity to identify a victim's route and plan in advance, the ambusher's group receives significant benefits in combat.

Victims of the planned ambush must make Notice rolls. Those who fail get no card in the first two rounds of combat. Those who succeed get no card in the first round of combat, but are dealt in as usual on the second round. Only those who succeed with a raise are dealt in as usual on both rounds.

Note that a victim with Danger Sense can still roll to sense the ambush as normal.

Artful Dodger (Background)

Requirements: Novice, Agility d8+, Smarts d6+

This villain was raised to a life of crime from an early age. Tutored by a master thief, this fellow is no stranger to the ways of the street. He begins play with Stealth d6 and Streetwise d6, and at Seasoned rank he can take the Urban Ranger Edge, even if he doesn't meet its requirements (this still costs an advance). This Edge can only be taken during character creation.

Card Shark (Professional)

Requirements: Novice, Gambling d8+

You're a highly skilled gambler, with an excellent poker face. You receive a +2 bonus to Gambling rolls, and are only caught cheating on a critical failure. Any rolls made to read your body language, including attempts to detect if you're lying, suffer a -2 penalty.

Document Forger (Professional)

Requirements: Novice, Smarts d8+, Repair d6+, Stealth d6+

You are a skilled forger, capable of producing false documents such as government papers, military orders, legal decrees, and so on.

The first time someone examines a particular forgery, make a Repair roll to see how well you did: viewers must equal or exceed your roll with a Notice roll in order to recognize the document as a fake. Should your forgery copy a specific individual's handwriting or seal, the viewer receives a +2 bonus if they are familiar with the handwriting or seal in question. Otherwise they suffer a -2 penalty if they are unfamiliar with the general type of document, and a further -2 penalty if they only glance at it.

Forgettable Face (Background)

Requirements: Novice, Special

Nothing seems to stand out about this rogue. His appearance is non-descript and instantly forgettable, granting him a +2 bonus on all rolls related to disguise or being recognized. You cannot take this Edge if you have Attractive, Ugly, Scarred, or some other ability that gives you a recognizable appearance. This Edge can only be taken during character creation.

Fearsome Reputation (Social)

Requirements: Novice, Intimidation d8+

Perhaps you're a cold-blooded killer, or a ruthless crime lord, or maybe you just have powerful friends. Whatever the reason, you've earned a reputation as the sort of person who shouldn't be crossed - merchants rarely cheat you, other thieves try to avoid offending you, witnesses are often too scared to testify against you, and even some members of the watch will occasionally turn a blind eye rather than risk facing your wrath. Your fearsome

reputation also grants you a +2 bonus to Intimidation rolls, and if someone tries to intimidate you and fails, you can make an immediate Intimidation roll against them (this does not count as an action).

Gang Leader (Social)

Requirements: Veteran, Command, Lackeys

You gain two more lackeys. They should be created in the same way as your other two lackeys, but all four are independent of each other, and may have different arrangements of attributes, skills, Edges and Hindrances. You can take this Edge multiple times, but cannot have more Gang Leader Edges than you have Leadership Edges.

Gravity Defying (Professional)

Requirements: Novice, Climbing d8+

This fellow is very much at home on vertical surfaces. He receives a +2 bonus to all Climbing rolls, a +2 bonus to Agility rolls related to avoiding or surviving a fall, and if he does fall he ignores one die of falling damage.

Highwayman (Professional)

Requirements: Novice, Riding d8+, Stealth d8+

This type of outlaw prefers to rob from horseback, often using their superior speed and maneuverability to outrun coaches, whereupon the victim is traditionally ordered to "stand and deliver". You gain a +2 bonus to Riding and Stealth rolls (the latter applies even when you're on foot).

Kill Shot (Combat)

Requirements: Heroic, Marksman, Shooting d10+

This skilled opponent can combine the Aim maneuver and Marksman Edge, gaining a +4 bonus when a round is spent aiming and then no movement is engaged in during the round in which the shot is fired.

Lackey (Social)

Requirements: Novice, Charismatic or Fearsome Reputation

You've gained the services of a reasonably loyal minion. They are an Extra (not a Wild Card), although you may

spend your own bennies on them if you wish.

Create your lackey as described in the Minions section. If they are killed or dismissed, you attract a new lackey in 2d6 days.

Lackeys (Social)

Requirements: Seasoned, Lackey

You gain the services of a second lackey. They should be created in the same way as your first lackey, but the two are independent of each other, and may have a different arrangement of attributes, skills, Edges and Hindrances.

Master Assassin (Professional)

Requirements: Veteran, Assassin, Knowledge (Poison) d8+

The +2 damage bonus from Assassin now applies whenever you attack a foe against whom you have Surprise, the Drop, or a Gang Up bonus. Furthermore, you also receive a +2 bonus to Knowledge (Poison) rolls.

Mobile Defense (Combat)

Requirements: Wild Card, Seasoned, Agility d8+, Fighting d8+

Your supple movements and agile footwork make it difficult for your foes to land a solid blow in combat. When making a Soak roll, you may use your Agility (to a maximum of d12) for the Wild Die, as long as you weren't caught unaware. You also receive a +1 bonus to Parry when using the Defend maneuver, which stacks with the normal +2 bonus granted by Defend, as long as you move at least 1" before declaring the maneuver.

Night Eyes (Weird)

Requirements: Novice, Human, Alertness

Although you appear human physically, your exceptional night vision borders on the supernatural, and may even be the result of a mixed bloodline in the distance past. You begin with Notice d6, and ignore all penalties for Dim and Dark lighting. This Edge must be taken during character creation.

Nimble-Footed (Background)

Requirements: Novice, Agility d8+, Climbing d6+

You're able to climb, run, swing and vault your way

through the streets and across the rooftops, propelling yourself over or under obstacles that would slow most people down. You ignore penalties for Difficult Ground, receive a +2 bonus to jumping rolls, and when using the run maneuver you roll two running dice and keep the highest.

Precision Bladework (Combat)

Requirements: Seasoned, Assassin or Urban Ranger, Notice d6+

You wield a blade with deadly precision, relying more on accuracy than brute force to bring down your foes. When using a bladed weapon that inflicts Str+d8 damage, you cause +d8 damage on a raise instead of the normal +d6. This increases to +d10 if your weapon inflicts Str+d6 damage, and +d12 if your weapon inflicts Str+d4 damage. The benefits of this Edge only apply to Fighting and Throwing attacks made with bladed weapons.

Rapier Wit (Combat)

Requirements: Novice, Smarts d8+, Taunt d8+

Your mind is a finely honed weapon, and your tongue is as sharp as your blade. You receive a +2 bonus to Smarts tricks and Taunt checks, as well as to Smarts rolls when resisting the taunts and tricks of others. If you roll two or more raises on a Taunt or Smarts trick, you get a free Fighting attack against the same target, as long as they are already within melee reach.

Second Life (Professional)

Requirements: Novice, Smarts d6+

This guild member leads a second life with a particularly convincing 'cover identity'. Perhaps she is a noble, a merchant, or a ship owner. The second life provides both access to locations that might otherwise be out-of-bounds and to information. The second life provides no additional income - i.e. a merchant business only breaks even, providing information and access, but not income.

You can draw upon the influence of your second life once per game session, this requires a Smarts roll. Failure indicates that you weren't able to obtain what you needed, while a success provides you with useful information or temporary access to a specialized device or location. On a raise, you gain access to highly detailed information or superior resources.

The precise nature of the second life must be chosen when this Edge is taken, and it determines what sort of information and resources are available.

Urban Ranger (Professional)

Requirements: Novice, Smarts d6+, Stealth d8+, Streetwise d8+

You know how to live off the streets, and are able to navigate the alleys and sewers of the city with ease. You gain a +2 bonus to Stealth, Streetwise and Tracking rolls, although only within urban environments

Minions

The Gang Leader, Lackey, and Lackeys Edges make it possible for players to have bodyguards, specialized minions, or even their own gang of loyal thugs. In a solo campaign, the GM may even wish to assign one or two minions for free, to provide assistance and serve as backup.

Minions granted by Edges begin with no cash or gear of their own, other than basic clothing, and need to be outfitted by their boss. Those created by the GM can simply be assigned whatever gear is deemed appropriate.

Note that players can spend their own bennies on any minions granted by the Lackey, Lackeys and Gang Leader Edges. This ability is specific to minions granted by those Edges, and does not extend to other minions.

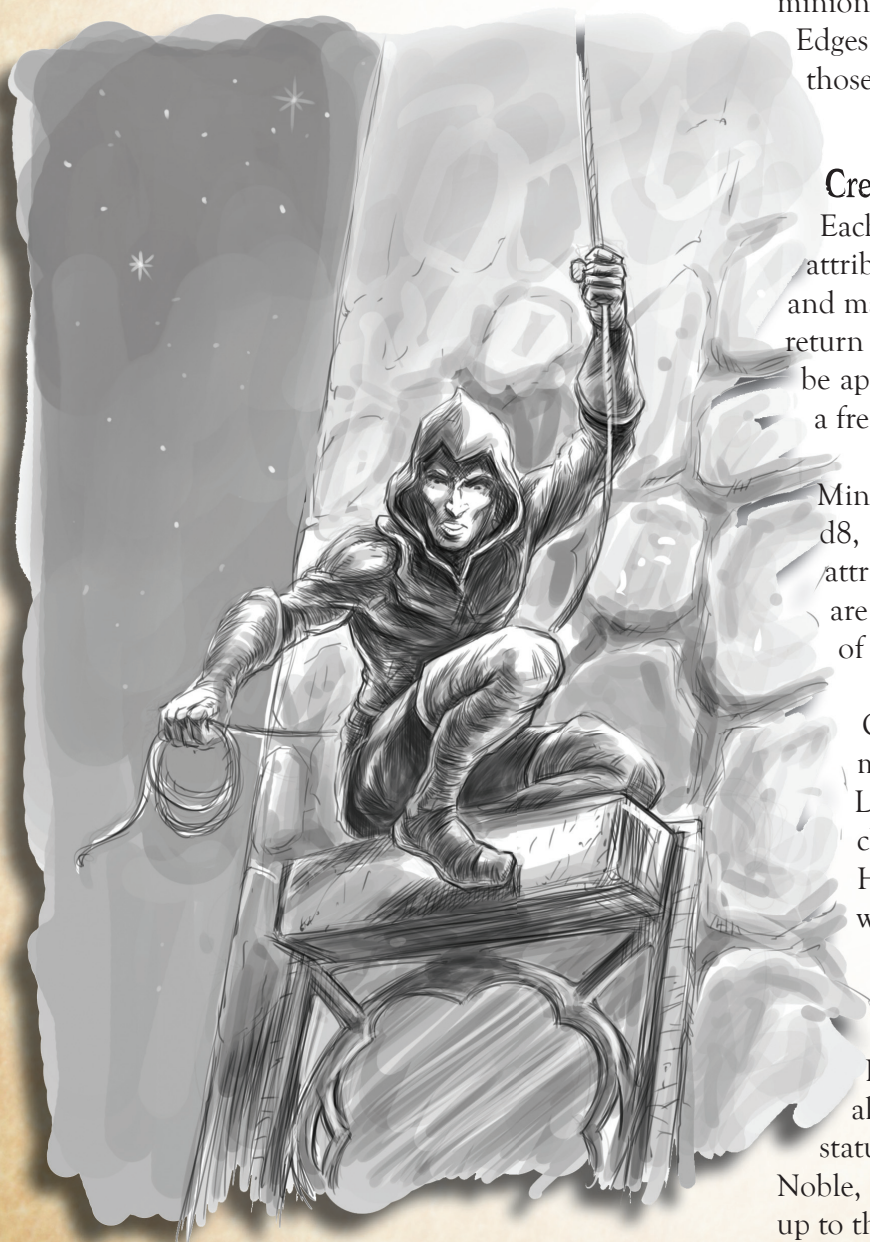
Creation

Each minion begins with four attributes at d6 and one attribute at d4, they have 8 skill points to distribute, and may take one Major and two Minor Hindrances in return for additional points. Racial abilities should also be applied, for example a human minion begins with a free Edge.

Minions cannot start with any attribute higher than d8, nor can they ever raise a skill above its linked attribute (unless the skill is granted by an Edge). They are always considered Novice rank for the purposes of Edge requirements.

Certain Hindrances are inappropriate for minions, in particular they cannot take Bad Luck, Lone Wolf, or Young (use Small to represent children). The GM should ban or modify other Hindrances as necessary, for example a minion with Grubby Urchin will often be unruly, and may act rashly or without permission.

Similarly, a minion cannot take Leadership, Legendary, or Wild Card Edges. Other Edges may also be inappropriate, particularly those that grant status or resources (such as Fearsome Reputation, Noble, Connections, etc.). The final decision is always up to the GM.



Advancement

Minions are always Extras, and advance in the same way as other allies. At the GM's discretion a player can turn an existing minion into a Wild Card by taking the Sidekick Edge at Legendary rank; if the minion was granted by an Edge, this also frees up the original slot, allowing the character to take a replacement minion.

Examples

The following minions are intended as common examples rather than an exhaustive list. Players and GMs should feel free to customize or create their own minions as needed.

Thug

Race: Human

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d4, Stealth d6, Streetwise d4

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Clueless (Major), Mean (Minor), Loyal (Minor)

Edges: Brawny

Sniper

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d8, Stealth d8, Streetwise d4

Charisma: -4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bloodthirsty (Major), Stubborn (Minor), Paranoid (Minor)

Edges: Alertness, Night Eyes

Street Kid

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d4, Fighting d4, Notice d6, Stealth d8, Streetwise d6, Taunt d6, Throwing d4

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Small (Major), Grubby Urchin (Minor), Illiterate (Minor)

Edges: Artful Dodger, Forgettable Face

Counterfeiter

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Notice d8, Persuasion d6, Repair d8, Stealth d6, Streetwise d6

Charisma: -; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Hindrances: Elderly (Major), Cautious (Minor), Obese (Minor)

Edges: Document Forger, McGyver

Getaway Carriage-Driver

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d4, Notice d6, Driving d8, Stealth d4, Streetwise d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Arrogant (Major), Death Wish (Minor), Branded (Minor)

Edges: Ace, Alertness

Charmer

Race: Human

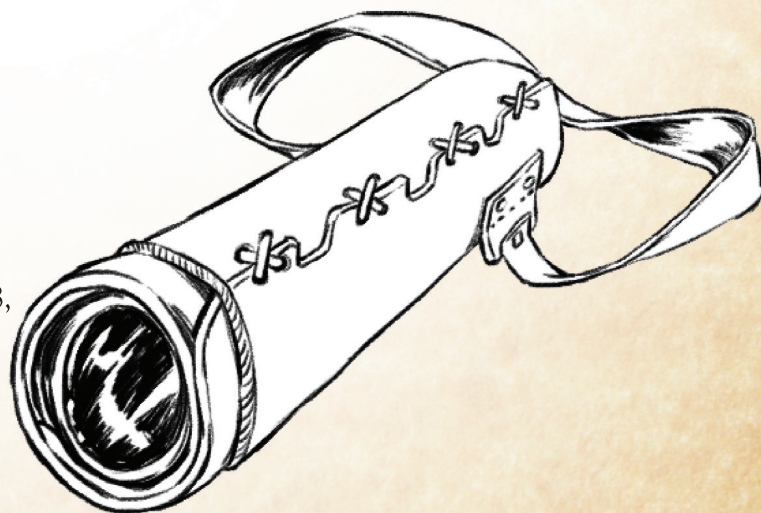
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Notice d4, Persuasion d8, Stealth d4, Streetwise d6

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident (Major), Pacifist (Minor), Thrillseeker (Minor)

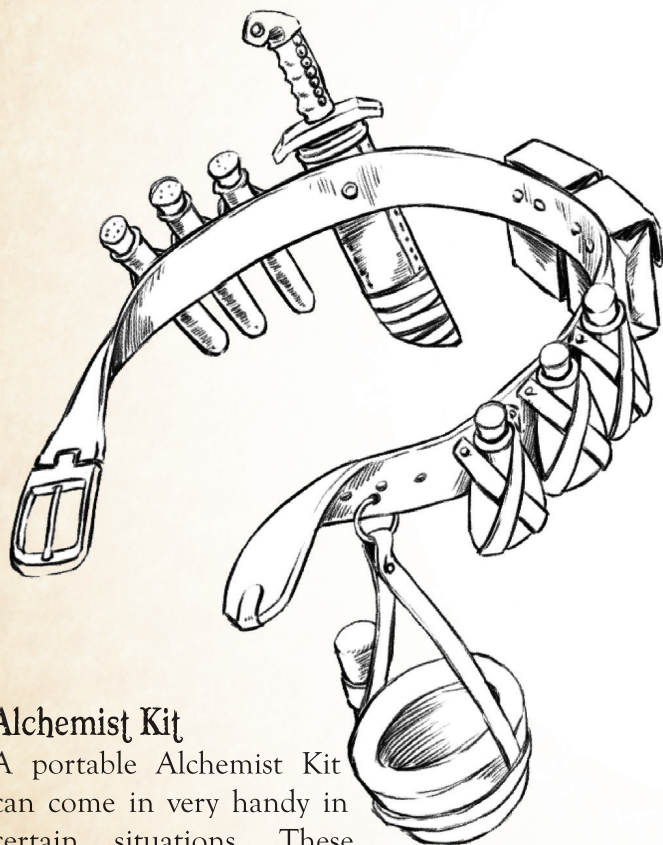
Edges: Attractive, Charismatic



Tools of the Trade

It's only natural that a thriving and innovative industry has arisen around specialty items suited to certain less-than-legal tasks. Such items are always suspicious, and often illegal themselves.

With the following items the GM should be careful not to unbalance the game mechanics. Equipment providing powerful benefits should be used sparingly, and should probably be the result of a specific quest or adventure, rather than just being purchased. When specialty equipment is purchased, its cost should be significant, and pricing should be scaled based on its benefit level.



Alchemist Kit

A portable Alchemist Kit can come in very handy in certain situations. These belt-based kits also have the advantage of being fairly concealable. Alchemist Kits usually come empty, without ingredients.

Burglar's Lamp

This specialty lamp allows the user to direct a beam of light, as well as control its brightness. These lamps are typically very small, making them concealable, but also somewhat expensive as the workmanship required is beyond that of average craftsmen.

Caltrops

For the thief evading pursuit, Caltrops can literally be a life-saving piece of equipment. Consisting of four spikes in a pyramid shape, caltrops always land with a point facing upward.

Caltrops are typically grouped in bags of 15-20, with a specially sewn bag that aids in their distribution. One bag can be loosely spread over an adjacent area the size of a Small Burst Template as a normal action; this area is considered Difficult Ground, and anyone moving through it must make a Notice roll or become Shaken. The Notice roll suffers penalties for bad lighting (-1 for Dim, -2 for Dark, etc.).

Flash Bang Powder

The imaginative combination of certain specialized ingredients has been found to produce a disorienting flash of light accompanied by an ear splitting bang. Cleverly sewing these ingredients into bags with a fragile divider allows the creation of small missile pouches that can be thrown to create the desired effect.

A bag of Flash Bang Powder can be thrown with a range of 3/6/12, temporarily disorientating everyone in a Small Burst Template; those within the area may attempt to close their eyes and cover their ears with an Agility roll at -2, on a failure they become Shaken.

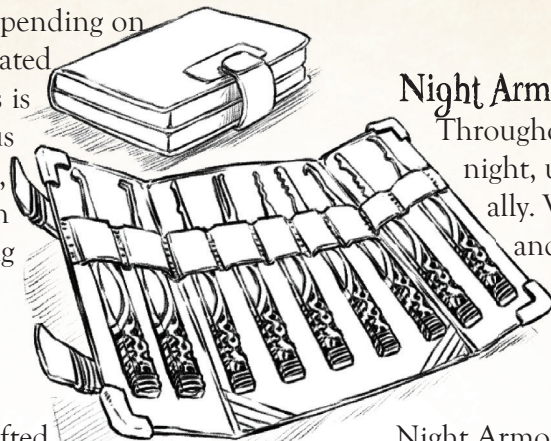
Smoke Powder

Similar to Flash Bang Powder, smoke powder is based on a chemical reaction of two ingredients. When stored separately, these ingredients are inert, but when mixed they combine to create an unusual effect. In the case of smoke powder, vast amounts of choking black smoke are created as the result of the chemical reaction. Smoke Powder is sometimes available in a pouch design that allows the powder to be thrown, with a range of 3/6/12.

The smoke rapidly spreads to fill an area the size of a Large Burst Template, and lingers for several minutes, although strong winds will quickly disperse it. Everyone within the area must make a Vigor roll at the beginning of their turn each round, on a failure they suffer a level of Fatigue. The smoke also provides a -4 obscurement penalty.

Lock Picks

For many thieves, a set of quality lock picks is an essential piece of equipment. While improvised lock picks can easily be found or made, a professional set can significantly improve the results. Depending on the quality of the set (and the associated price) a professional set of lockpicks is very quiet, providing a +1 or +2 bonus against listening-based Notice rolls, and in exceptional cases can even provide a +1 bonus to Lockpicking rolls.



Specialty Arrows

Specialty arrows are designed and crafted to provide a steady anchor in a specific surface and can be used to attach a rope to a wall or other surface. They typically come as 'Woodbiter' or 'Stonebiter', although other specialist variations may be found occasionally.

Given the limited strength of these arrows, a successful hit roll will allow them to support approx. 200 lbs (about the weight of a typical person) as a climbing aid. After bearing the weight of one individual, the arrow has essentially been depleted, as the arrowhead and shaft twist and warp under pressure. As a result, these arrows are not reusable.

Specialty Chests

As a typical storage place for valuables, chests provide an interesting array of 'upgrades' for those wishing to add a layer of protection. False bottoms or side compartments are quite common, as are additions to the locks that prevent tampering. Various trap upgrades include needle traps that typically inject the intruder with a nasty dose of poison, as well as more exotic and complex creations.



With all chest upgrades, the level of protection is directly related to its cost. The most effectively concealed false compartments and most deadly traps will always command a premium price.

Night Armor

Throughout the ages, thieves have operated at night, using darkness and shadow as their ally. While the wearing of dark clothing, and even darkened armor is nothing new, Night Armor represents the pinnacle of achievement for the nocturnal thief.

Night Armor offers protection, blends into the shadows, and is extremely quiet. Manufactured using finely crafted and precisely measured overlapping plates, Night Armor is always custom made for the wearer and its price rivals that of full plate mail.

Sure to attract attention during daylight hours, Night Armor is usually hidden under clothing when worn in public.

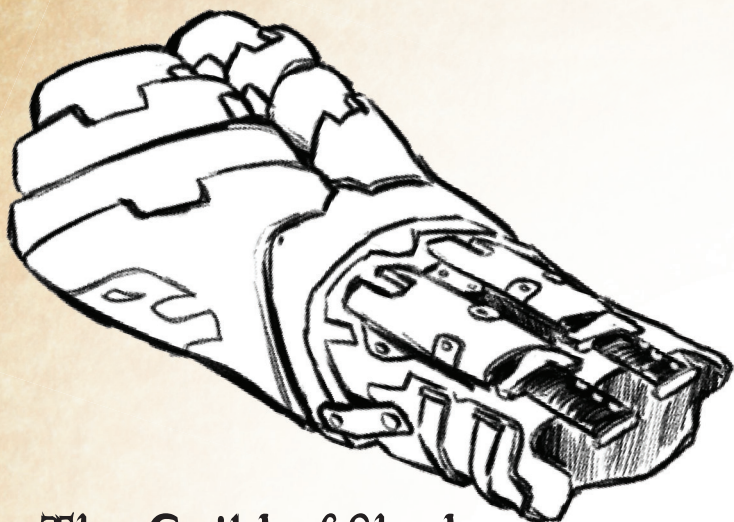
Night Armor has the same cost as plate, but is only 20% of the weight, making it slightly heavier than leather. It provides the same protection as chainmail (armor +2), and can be concealed underneath heavy clothing.

Wrist Sheath

Since forearm coverings are somewhat common, a hidden compartment in a wrist sheath can be a very useful hiding place. Given their overall size and shape, objects to be hidden are typically restricted to items such as small blades, lockpicks, etc.

Wrist sheaths vary in complexity, with some being simple hiding places and others using a spring-loaded mechanism that propels the hidden object into the hand of the wearer with a flick of the wrist.

Readying a weapon from a wrist sheath is a free action, but it requires an Agility roll. If the Agility roll fails, the weapon is readied, but the character cannot attack with it the same round (although they may still take other actions).



The Guild of Shadows

Quite simply, the Guild of Shadows is an invitation-only club for professional thieves. Guild members receive special services and privileges and in exchange they obey certain rules and pay a percentage of their 'earnings'.

Recruitment into the Guild is always done carefully and on an individual basis. We suggest developing a story that covers your recruitment, which may be shared in between gaming sessions as an interlude.

Guild Initiation

Many rumors abound about guild initiation, with stories as numerous as their tellers. However the lines between fact and fantasy are truly blurred and the uninitiated have no way of discerning the reality – and those who have actually undergone the initiation aren't talking. Most Guild of Shadows campaigns begin with your formal initiation into the Guild.

Guild Organization

The Guild of Shadows is governed by the elusive Council of Nine. These guild officers are responsible for the long-term stability and success of the guild, although they aren't above playing politics when it suits them.

Five members of the council are known within the guild, four of them being responsible for an aspect of guild operations, with the fifth member playing the role of Guild Master. The remaining four members of the council are unknown to ordinary members of the guild – and perhaps even to other members of the council. Similarly their roles are unknown.

Guild Services

There are a many services available to guild members, though many of them are dependent on the seniority of the requesting member, and some are exorbitantly expensive.

Fencing

Perhaps the most common guild service, the purchase (and re-sale) of stolen goods is performed for all guild members. Guild fences pay only a percentage of the actual value of a stolen item (50% is customary) and the more high profile the item being fenced the higher the percentage taken by the fence due to the higher level of risk involved with disposing of such an item.

For example, a gilded sword etched with the initials of its former owner would present a significantly higher risk and would likely need to be sold beyond the lands of Kurstwahl, thus requiring more work on the part of the fence, and a higher percentage of the item's value being deducted from what the fence is willing to pay.

Guild members of all seniority have access to this service, though if a low ranking guild member attempts to fence an exceedingly rare item it will likely raise questions as to its origin.

Information

Sometimes a guild member might need some information that is somewhat less known, such as the floor plans to a specific building, or the type of lock on a nobleman's chest. This information might be purchasable from the guild.

Obviously the cost varies with the type and amount of information requested. In some cases, where basic information is required (such as the number of guard on duty at a specific location) the price will be relatively low.

However, gathering rare information may require a great deal of research by the guild, and thus a much larger financial contribution.

Specialist Equipment

Many of the tools most likely to be used in the nefarious tasks and contracts are difficult to come by in the everyday marketplace of Kurstwahl. Tools such as lockpicks, specialty arrows, metal eating acid, and a wide variety of other items are available for purchase through the guild itself. Equipment is sold through the guild quartermasters or protected shops, and of course the rarest items command a premium price.

Poisons and Drugs

Not all assassinations require a blade, as not all break-ins require brute force. In these cases specialized poisons and drugs are perfect solutions for those difficult guards or marks where a bloody trail may leave the wrong message or incite a man-hunt. The price to purchase a drug or poison is typically double or triple the cost to manufacture it.

Contracts

Guild services are available for hire to outside parties. Perhaps a particular noble family wants some information on another family, a local craftsman desires the manufacturing secret of his rival, or a jealous wife needs her husband's mistress to disappear. In all these cases the Guild Master will establish a guild contract, which will be offered to certain guild members based on their specific skills and availability.

Some guild contracts have special provisions, such as a murder that must appear as an accident, or an item left at the scene of a robbery. In some cases, these are required in order for the contract to be paid, or may be optional and trigger a bonus.

Yet not all contracts come from external sources. The Guild of Shadows has its own agenda, and its involvement in local politics and city affairs may trigger internal requests.

Guild Laws

Any organization as large and widespread as the Guild of Shadows must have rules that govern its existence. These laws not only dictate how they are to conduct business with other entities outside of the guild, but also how the brotherhood of thieves interacts with each other.

Do not slay another guild member:

Killing one of their own is an ultimate betrayal of the trust that binds the Guild of Shadows together. The punishment for violating this law is most often execution; however highly unusual circumstances or the intervention of a council member might deem a lesser punishment such as dismissal from the guild.

Do not steal from those under the Guild's protection:

Any building or person under the guild's protection is not to be harmed in any way (save for the collection of protection money). Violations of this law are dealt with on an individual basis, with the punishment being proportional to the severity of the action, although the violator will almost always be made to pay reparations for the debt incurred by the theft or damage of property.

All work requires a fee be paid to the guild:

Typical guild fees are 10% of all income, however the guild lieutenants have the authority to modify this percentage for specific jobs as they see fit. For example, the percentage may be higher if the thief utilizes special equipment on loan from the guild, or is paying back a debt.

Major crimes require guild approval:

Any high profile thefts or jobs that could potentially place the guild or its members at risk must be approved by the Guild Master. This requires the Guild Master being persuaded that the required information has been gathered in preparation for the task, and that there is a significant chance of success.

If the Guild Master does not believe that the plan can be carried out successfully, the individual or group proposing the plan may be allowed to revise their plans, although in some rare cases the task might be reassigned to a more experienced group.

Generally speaking high profile jobs require a higher

percentage to be paid to the guild. The typical fee is 20%.

Guild Communication

Thieves' Cant

The reality of an ability to discuss one thing while appearing to discuss another is problematic for many reasons. Therefore the notion of a covert thief language or 'cant' is a fairy tale. However, there are numerous slang terms that may allow thieves to communicate basic facts without being obvious.

Using various elements of slang, guild members can communicate information such as the overall danger level and presence of guards, general location of persons or objects, instructions such as "keep a lookout", and negotiating prices. More specific or advanced topics such as the planning of a heist, or reporting on the layout of a building would have to be conducted in private.

Guild Sigils

Placed in plain sight, various sigils are used to convey a particular message to anyone familiar with their meaning. Examples of these sigils are located in sidebars on the following pages.

Rules for Disguise

Disguises are a combination of acting ability (represented by Persuasion), and appearance (represented by Stealth).

A standard success on a Persuasion roll is required to maintain your disguise against inattentive observers; but on a failure they become attentive. If you interact with someone or otherwise draw their attention, they automatically become attentive.

Attentive observers make an opposed Notice roll against your Persuasion: if they succeed and you're impersonating someone they know, they realize you're not who you appear to be, otherwise they simply find your behavior strange enough to take a closer look. An observer who beats your Persuasion may attempt a second Notice roll to penetrate your disguise and identify you, this time rolling against your Stealth.

Preparing a disguise requires access to appropriate clothing and makeup, depending on what sort of appearance you wish to assume; donning a wig and cloak is just a normal action, while applying extensive makeup and prosthetics could take hours. Applying a particularly complex disguise requires a Knowledge (Disguise) roll: success grants the recipient a +1 bonus to Stealth rolls against those attempting to penetrate their disguise, while a raise increases the bonus to +2.

Edges and Hindrances that modify Charisma should only apply at the GM's discretion. A Charismatic character will usually be a good actor and will generally receive their +2 bonus, while the modifiers for Ugly or Attractive would very rarely apply. The GM can also apply a situational modifier, for example wearing an appropriate mask at a masquerade ball might grant a +2 bonus, while attempting to impersonate someone you've



The *Sign of the Guild* is commonly seen decorating the entrances to hidden halls or marking the bodies of Guild of Shadows members. When this symbol is used to declare the presence of a guild hall or safe house, its presence is not always obvious. Sometimes it is woven into the décor of the entry-way, in a brick or tile pattern, or an interlaced door decoration; while in the case of more rundown buildings it might be simply carved into the wood of the doorframe.

This sign is also used to indicate streets that are commonly watched by the guild. Thus, if a guild member wants something to be noticed by their cohorts, they need only follow the signs and they can rest assured that other guild members will see them. This tactic has been used many times by thieves attempting to escape from the city watch, or rogues wishing to lead their marks into an area dominated by their own allies.

This sigil can also be used by guild members to identify each other and their allies. Some guild members have this symbol woven into the inside of a cloak or other item of clothing.

only met briefly might incur a -2 penalty.

Rules for Poison

Creating poisons is a tricky business, but is one that can provide great depth and variety for a character that develops expertise in this area. Creating a poison (or an antidote) requires an alchemist kit and 1-3 hours. Rushing the process will only result in failure and possibly even accidental exposure to toxic ingredients to the would-be alchemist.

Toxicity Score

Poisons are all given a 'toxicity score' from 1-30 that indicates how difficult and expensive they are to make. The characteristics of the poison in terms of delivery method, onset time, and effect all contribute to its toxicity score. Use Table 1-1: Poison Toxicity, to select the effects desired, and add the points to determine the toxicity score.

Examples:

Seline wants to create a poison to render a nobleman less effective on the day he is to participate in a duel. Since she has access to his kitchen and plans to spike his breakfast on the day of the duel, she selects an ingested poison that will have its effect within one hour. She still wants him to fight in the duel, but at a disadvantage, so she wants major sickness for the drugs effect.

The toxicity score for Seline's poison is a 4 (no score for ingested, +2 for within an hour, and +2 for major sickness).

Hans is a contract killer who has been hired to dispose of a certain merchant at a specific place and time. Hans plans to shoot the merchant with a deadly arrow from a rooftop. Taking no chances with this highly valuable contract, he wants to create a poison that will kill his

target within a minute.

The toxicity score for Hans's poison is 26 (+8 for inject (potent), +8 for within one minute, +10 for death).

Markus wants to incapacitate his overly controlling father so that he can elope with his sweetheart. He plans to sprinkle the old man's pillow with an inhaled powder that will render him incapacitated within 24 hours.

Markus's patricide will need a poison with a toxicity score of 10 (+5 for inhale, no score for with 24 hours, +5 for incapacitated).

Delivery Method

- Ingest refers to swallowing the poison. Ingested poisons are often hidden in foods or drink.
- Injected poisons are administered into the blood stream, which usually requires a syringe to introduce a sufficiently large dose, and this can only be done if the victim is completely helpless (e.g., asleep or tied up). However some injected poisons are so potent that only trace amounts need to enter the bloodstream, allowing them to be applied to a weapon blade. The victim must then be Shaken or wounded by the weapon for the poison to render its effect.
- Inhaled poisons are breathed in through the respiratory system. Targeting specific individuals with inhaled poisons can be difficult, but they have the advantage of being undetectable.
- Touch poisons can be administered with a simple brush against the skin. They can also be applied to other objects such as door handles, weapon hilts, etc.

Onset Time

- Within 24 hours indicates a slow acting



Escape Route Sign

Though rare, the *Escape Route sign* indicates a hidden route that guild members can use to escape pursuit if needed. The majority of these routes have features such as blind corners or hidden exits that allow for a quick disappearance for any rogue utilizing them.



The *Sign of the Protected* declares to all members of the guild that this location, be it tavern, store front or home, is not to be touched. On rare occasions this same symbol will be worn by non-guild members who are likewise under its protection. Violating this sign comes with a swift and strict punishment from the guild master.

Sign of the Protected

Most often those under the protection of the guild have paid some manner of fee to the guild to maintain their protected status, though this is not always the case. If a person performs some manner of service for the guild they may be granted protected status for a length of time. For instance, any shop that serves to fence stolen goods for guild members falls in this category, as well as politicians that are working in pursuit of the Council of Nine's goals.

poison. Depending on the severity of the effect, some symptoms might begin earlier. For example a poison inducing death with 24 hours will typically render their victim sick within a few hours. The GM can either select a precise time for the poison to take effect, or roll $d12+12$ to determine the time in hours.

- Poisons producing their effects within one hour can be quite effective since the poisoner (or the victim) can have changed location in that time, adding confusion to the possible source. The GM can either select a precise time that the poison plays its part, or use a $d6$ to determine how much time passes ($d6 \times 10$ minutes).
- Poisons acting within 10 minutes are quite aggressive in nature, and symptoms may begin to show immediately. A simple $d10$ can be used to determine exactly when the poison hits.
- Poisons that take just one minute have the advantage that there is typically not enough

time for an antidote to be administered. By the time anyone realizes what is happening, the poison has had its effect. A $d10$ can be rolled to determine how many rounds pass before the poison takes effect.

- Instant effect poisons are particularly powerful, and are typically expensive to make. The effect occurs in the same round that the poison is administered.

Effect

- Poisons causing minor sickness will approximate the common flu or other similar illness; the victim suffers one level of Fatigue. Victims can carry on with their daily schedule, but will typically prefer to rest in bed if given the choice. The Fatigue level is removed after 2 days, reduced to 1 day with a successful Vigor roll.
- When causing major sickness, the symptoms of the poison may look like serious medical illnesses such as the plague; the victim suffers

Table 1-1: Poison Toxicity

Delivery Method		Onset Time		Effect	
Ingest	—	Within 24 Hours	—	Minor Sickness	+1
Inject (Standard)	+2	Within 1 Hour	+2	Major Sickness	+2
Inhale	+5	Within 10 Minutes	+5	Incapacitation	+5
Inject (Potent)	+8	Within 1 Minute	+8	Crippling	+8
Touch	+10	Instant	+10	Death	+10

two levels of Fatigue. Victims will likely be conscious, but carrying on their daily schedule will be impossible for the duration of the poison effect. Each level of Fatigue is removed after 2 days, reduced to 1 day with a successful Vigor roll (one roll per Fatigue level).

- Victims of a poison causing incapacitation will be either comatose or delirious, suffering two levels of Fatigue and becoming Incapacitated. Although they will eventually recover, they are temporarily rendered unable to defend or otherwise take care of themselves. The Incapacitated status is removed after 2 days, reduced to 1 day with a successful Vigor roll, after which each level of Fatigue can be removed in the same way.
- A crippling poison works in the same way as an incapacitation poison, except the victim also suffers permanent side-effects if they fail their Vigor roll to resist. The precise side-effects will depend on the type of poison used and should be discussed with the GM, but will generally be on-par with a Hindrance – poisonous dust blown into the eyes might leave the victim with Bad Eyes, while an ingested poison might permanently damage their immune system and make them Anemic.
- Since medical knowledge is relatively limited, victims of death poison may be categorized as heart attacks or other vague causes such as ‘an acute attack of the humors’. Obviously if death poison is administered via an arrow, or another delivery method leaving clear evidence, the cause will not be misinterpreted

Resistance

The victim attempts to resist the poison by making a Vigor roll, with a –2 penalty if it was prepared with a raise on the Knowledge (Poison) roll:

- **Critical Failure:** The victim suffers an allergic reaction; the poison effect increases by one step (e.g., minor sickness becomes major sickness) and the onset time also increases by one step (e.g., 10 minutes becomes 1 minute).
- **Failure:** If the onset time is rolled randomly, roll two dice and use the lowest.
- **Success:** If the onset time is rolled randomly, roll two dice and use the highest.
- **Raise:** The poison effect decreases by one step (e.g., major sickness becomes minor sickness, while minor sickness has no effect) and the highest onset time is used instead of rolling a die. In the case of Instant poisons, the onset time requires one additional round per raise on the Vigor roll.

If a healer can be located before the poison takes effect, they can identify the poison with a Knowledge (Healing) or Knowledge (Poison) roll, applying the difficulty modifier of the poison as a penalty to their roll. If they succeed in identifying the poison, and have access to the antidote, they can treat the victim with a normal Healing roll.

Poison Creation

Using the toxicity score the GM can determine how difficult and expensive a poison is to create by consulting Table 1-2: Poison Creation, on the next page.



Sign of the Fence

The *Sign of the Fence* indicates a merchant that has been contracted by the guild to assist in disposing of stolen merchandise. While the high-end fences work directly for the guild, there are many shops throughout the city that are willing to purchase less recognizable items such as jewels, rings and pieces of art. Generally speaking, these shops will only deal with items that fit within their area of expertise. For instance, a gem cutter or jeweler might purchase cut gems or jewelry while a dealer in antiquities or art might be more interested in a meticulously painted vase.

As with the guild fences, these merchants appraise the value of the items and compare it to the risk they believe they will be taking by having the stolen piece in their possession. This appraisal not only determines whether it is worth it to them to make the purchase in the first place, it also helps them decide what percentage they should charge for their services.

Table 1-2: Poison Creation

Toxicity Score	Difficulty Modifier	Availability of Ingredients	Cost*
1-5	—	Common	\$10 x Toxicity Score
6-10	-1	Common	\$10 x Toxicity Score
11-15	-2	Specialized	\$20 x Toxicity Score
16-20	-2	Rare	\$30 x Toxicity Score
21-25	-4	Rare	\$50 x Toxicity Score
26-30	-6	Extremely Rare**	Special**

* GMs should adjust pricing to suit their own campaigns. Powerful poisons can unbalance the game, and should be suitably expensive.

**The ingredients needed for a poison with a toxicity score of 26-30 should always be very difficult to obtain – perhaps even requiring a quest to find. In addition the cost should also be exorbitant. The cost could be combined with the quest – perhaps requiring the outfitting of a ship and crew, or a simple fee to a merchant trading in rarities.

Ability Check

Once the ingredients have been acquired, the would-be poisoner must make an ability check against Knowledge (Poison). The difficulty of the task is determined by the toxicity score of the poison (see the table above).

This roll should not be made until the poison is actually used, as the poison maker will always believe that he has succeeded in preparing the drug correctly.

Failed Poisons

Poison created with a failed roll will either have less effect, a different effect, or no effect at all. Critical failures on the roll could result in the toxic ingredients harming the poison creator as he uses them.

Failed poisons are an opportunity for the GM to advance the story in intriguing and unexpected ways.



Game Master's Guide

Running a Thieves Campaign

As mentioned in the players' section of this book, Guild of Shadows has been designed for mature role-playing groups looking for more than dungeon bashing. That places additional responsibility on the role of the GM to create an environment where combat is optional, and multiple paths are available to reach the same end.

Overall, adventures in Guild of Shadows should be dangerous, mysterious, and open ended. The campaigns in this guidebook provide some examples, but as with all roleplaying worlds the most fitting and compelling adventures will be those generated by the group itself.

Play testing Guild of Shadows revealed several relevant insights for GMs:

1. Environment is key. Throughout each play testing session, GMs were challenged with questions from players about the environment. Common questions revolved around light sources, hiding places, improvised weapons, and inevitably - what can be set on fire!

GMs will benefit from a few notes about some of these elements, but invariably players will ask something that the GM hasn't even considered. In that case, phrase your answers in keeping with both the overall difficulty level of the environment at hand, and the pace of the game.

2. Most combat should be optional. Since most characters in Guild of Shadows are not combat specialists, creating obstacles that can only be overcome by combat will tend to frustrate them, and undermine the games main themes. In play testing GM's dealt with these issues by encouraging and rewarding players use of traps and diversions, as well as sneaking around the back, rather than taking the direct approach.

In some cases, combat was made out of the question by the presence of overwhelming forces, but this only worked when players were in-tune enough with the game to realize that combat was not considered the games main resolution method.

3. Give flair the benefit of the doubt. In many instances, players came up with fairly audacious plans, or at least plans that relied on one or more unlikely successes. By giving 'plans with flair' the benefit of the doubt, GMs encouraged creative thinking, and provided a somewhat 'Hollywood' feel, with the players as heroic antagonists. For example, play test GMs allowed actions such as zip lining between buildings on ropes, while not being noticed by guards below.

4. Specialist equipment should be rare. With a modern understanding of the economy, there's no reason why some thieves equipment, such as caltrops or stonebiter arrows, should be particularly rare. However, scarcity of these items serves to keep their specialness, and as such players consider carefully before using them. Within the game, the illegality of such items, plus the skill required for their manufacture will typically be enough to allow you to make them special rewards for mission completed and goals reached and maintain them as a rare and special resource.

Running a Solo Campaign

Some players and GMs might want to use Guild of Shadows for single player campaigns. This sort of campaign might follow an individual thief as he climbs the ladder of guild ranks. In some cases these adventures might even be based on a book or video game.

While not extensively play tested, this approach will work well within Guild of Shadows as long as a few elements are kept in mind:

1. A more generalist thief character might require additional skill points in order to have some level of mastery over multiple disciplines.
2. Assistance from the guild should probably be made available – inside information, specialist equipment, or a hired ally – for a price.
3. Inevitably a single player will fail at something critical and that failure needs to be controlled. Instead, of failure meaning death (as it does in so many role playing environments), consider other consequences such as loss of equipment, fines and bribes to be paid, imprisonment, and even injury (which might entail an additional Hindrance).

Character Creation

Character creation in Guild of Shadows follows the rules outlined in the general rules for Savage Worlds. However, this book adds seven new archetypes as well as several new Edges and Hindrances. As with any role-playing game, **the final decision for what is allowed during character creation (and throughout the game) lies with the GM.**

During character creation, players may need to be reassured that not everyone needs to 'load up' with combat skills. Playing as 'experts in their field' and working together to leverage each other's strengths is very much at the heart of Guild of Shadows.

The Guild of Shadows

There are many organizations throughout the city of Kurstwahl, some known, others a mystery, each with their own spheres of influence. None, however, have the reach and influence of the Guild of Shadows. Some believe it a thieves' guild, others a clan of assassins or mercenaries, but to most it is a tale frequently used to frighten the populace - children and adults alike. Many strange happenings across the city have been attributed to this mysterious group, including fires, impossible thefts, and unexplained deaths.

In truth, all of these rumors are based in fact, for the

Guild of Shadows has a long reach, and dabbles in a bit of everything. Each faction of their organization specializes in a particular area, their activities largely unknown, even to other guild members.

Guild Ranks and Promotion

Most members of the Guild of Shadows are known as 'Guildsmen' and are often referred to as 'brothers'. For most guild members, admittance to the guild is their highest level of accomplishment, but for some more talented and ambitious members, there lies a road that leads to the very head of the guild.

Above the common rank and file guildsmen is several layers of guild leadership. Progressing through these ranks requires not only the favor of superiors, but uncommon success and a proven loyalty to the guild. Each guild leader also tends to have particular traits or abilities that they look for in up and coming guild novices that may give them an advantage over their peers.

Guildsman

This is the lowest rank within the guild, and the one in which the vast majority of those who join remain. Those at this level are required to take orders from any of the higher ranking members, and are most likely to be considered fodder when it comes to being put in a position where the likeliness of getting caught by the city guard is high.

Journeyman

A journeyman is a guild member that has been tapped for higher things. Chosen and mentored by a Lieutenant, a journeyman might be considered a sort of apprentice. Journeymen will be challenged with more difficult contracts, and are often found in charge of other guildsmen for a specific job. Only about one in fifty members will ever be tapped at this level.

Lieutenant

The guild lieutenants are handpicked by council members to assist them in ensuring the smooth day-to-day operations of their charges. Generally, each council member has between three and five lieutenants. These positions are held only so long as a lieutenant holds the favor of their respective leader, and can be stripped from them without warning should they act against the

wishes of those they have sworn to serve. Candidates for lieutenant rank must be approved by the Guild Master.

Council Member

Council of Nine members are as likely to be selected for their political savvy as for their thieving prowess, although a number of them are highly skilled masters of their craft. Promotion to this level is typically by 'dead mans boots' and is done by majority vote of the existing council.

Guild Initiation

The guild initiation is part ceremony, part test, and part demonstration of the guild's reach. Full details can be found in the adventure The Initiate's Path.

Guild Organization

Guild operations are aligned around four main areas - street crime, object acquisition, assassination, and information gathering - and most guildsmen are affiliated with one of these groups. Each of these groups operates as a semi-independent cell of the guild, answering to their own lieutenants and ultimately to the council member responsible for each of them.

The Council of Nine

The Council of Nine rules over the entirety of the guild and has an unusual structure. Five members of the guild are 'known', that is their identities are common knowledge within the guild. The remaining four council members are unknown and participate in council meetings hidden in black silk robes that conceal their identities.

Each of the known council members are responsible for one aspect of guild operations, with one of them serving as Guildmaster.

The will of the Council of Nine is generally not questioned, as the majority of the lower ranking guildsmen hold fast to the belief that the Council knows what it is doing, a fact that is proven time and time again by the successful execution of contracts and jobs. The fact that they also have some of the most talented assassins in the city at their disposal also tends to curb dissention.

Council Members



Andreas Galt

Guild Master Andreas Galt is perhaps one of the most powerful men in Kurstwahl. He rose through the ranks of the Guild as a spy and information gatherer, a skill that he uses to carefully balance the competing demands at the highest level of guild, and city, politics.

Galt is a minor noble through his family line, which acts as both his cover and a constant stream of information as he moves freely among the city's elite. He is a handsome man in his late forties, who is always dressed in the finest materials although his attire is not showy or flamboyant.

Careful and patient, Galt has a long memory. One often repeated rumor tells of him waiting more than ten years to exact revenge for a slight committed by another Guild member while he was a lieutenant. As Guild Master, he is rarely seen by rank and file guild members, preferring to work through other members of the Council of Nine.

Attributes: Agility d8, Smarts d8,
Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8,
Intimidation d6,
Knowledge (Disguise) d6,
Persuasion d6, Riding d6,
Shooting d6, Stealth d4,
Streetwise d8, Taunt d6,
Throwing d6

Charisma: +4/+6; **Pace:** 6;

Parry: 6; **Toughness:** 5

Edges: Attractive, Charismatic,
Connections (Nobles),
Filthy Rich, Florentine,
Noble, Second Life,
Strong Willed

Hindrances: Vengeful (Major),
Cautious, Quirk (Prefers
subtlety over flamboyance)

Typical Gear: Rapier, one or two
daggers

Andreas Galt



The Council of Nine

Council Member	Faction	Notes
Andreas Galt	Guild Master	The Guild Master coordinates all aspects of guild operations, as well as being concerned with city politics and other issues that impact long-term guild prosperity.
Isaak Hassel	Street Crime	Most guild members such as pickpockets, swindlers, and thugs, make their living based on crimes of opportunity and do not require approval for individual activities.
Evelyn "The Fox" Rotingenn	Object Acquisition	Many guild contracts require some level of breaking and entering, but some crimes require the attention of a master burglar. These specialists are known as Acquisitioners.
Björn Gwerder	Assassination	Guild assassins are sometime referred to as 'the blades', even though their methods of disposing of victims are far more creative and wide-ranging than a simple blade.
Bella Roucht	Information Gathering	While all guild members feed information back into the guild, some members are specifically tasked with information-gathering. These guild specialists develop information networks and sources, which they guard jealously.
Friedrich Kelast (Secret Council Member)	Smuggling	A wide variety of smugglers look to the Guild for employment. They are capable of getting almost anything, or anyone, into and out of Kurstwahl without detection.
Faroud Fayed (Secret Council Member)	Foreign Relations (Davinian Government)	There are many occasions that it is necessary to leave no ties back to the Guild itself. In such cases, it is aof great advantage to have influential foreigners at the Guild's disposal
Sir Neils Grenville (Secret Council Member)	Fencing/Smuggling	Deals struck with dozens of merchants throughout the city, as well as the nation of Bretagne make disposing of illicit goods easy indeed.
Johannes "The Rabbit" Werner (Secret Council Member)	Special Assignments	Acquiring objects outside of the guild, and information from within puts "The Rabbit" in a very lucky position indeed.

Isaak Hassel

Master Hassel is a small, wiry, grey haired man who is easily mistaken for a common beggar. Isaak typically has a sly smirk on his face, as if he knows something the rest of the world does not. He is well known throughout the guild for his sarcasm and wit, which he wields like sharpened blades against any who speak with him, and the occasional innocent bystander.

Isaak grew up on the streets of Kurstwahl, earning a reputation at an early age as a skilled cutpurse. Now, his talents, connections, and the respect he has garnered from the street performers, cutpurses and thugs he manages have earned him a seat on the Council of Nine, reigning over the street crime of the city, and earning him the nickname the Beggar Prince. Any pickpocket, street enforcer or performer loyal to the Guild of Shadows ultimately answers to Isaak. Though his apparent nature is relatively jovial, woe to those who find themselves on his bad side.

Attributes: Agility d10, Smarts d8, Spirit d6,
Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Lockpicking d4,
Notice d8, Persuasion d8, Stealth d10,
Streetwise d10, Taunt d8, Throwing d6

Charisma: -; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Edges: Alertness, Artful Dodger, Connections,
Fleet-Footed, Forgettable Face, Rapier Wit

Hindrances: Honorable Rogue, Vengeful (Minor),
Quirk (Sarcastic)

Typical Gear: Dagger (hidden), caltrops

Evelyn "The Fox" Rotingenn

When Evelyn Rotingenn enters the room, men tend to stare. She is exceedingly beautiful to gaze upon, and has no qualms about using her charms to aid her in her goals. Smooth brown hair cascades down her back like a mountain stream as long lashed eyes hold the gaze of most men in the room, as well as a few women. When attending public functions she is attired in only the finest of gowns, complete with a small fortune's worth of jewelry.

Known to most as The Fox, Evelyn is singlehandedly responsible for some of the greatest thefts the Empire has ever known. If rumors are to be believed, she stole a collection of extremely valuable gems from under the

Isaak Hassel



noses of an entire regiment of Grey Guard when they were in transit to the capital! She is a legend among thieves, and garners great respect from her faction due to her reputation.

She uses those in her charge to retrieve objects of value from almost anywhere in the city. Few places are safe from the skills of her specialized acquisitionists, though she does offer protection to those with the coin to purchase it. Her lieutenants manage the day to day workings of the thieves, though she has been known to personally involve herself with the more interesting or complex jobs.

Evelyn Rottingenn

Attributes: Agility d10,
Smarts d8,
Spirit d6,
Strength d6,
Vigor d8

Skills: Climbing d10,
Fighting d6,
Investigation d6,
Lockpicking d10,
Notice d10,
Persuasion d6,
Riding d4,
Stealth d10,
Streetwise d6,
Survival d4, Taunt d6,
Throwing d6

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Edges: Alertness, Dodge, Gravity Defying, Quick, Rich,
Thief, Very Attractive

Hindrances: Overconfident, Thrillseeker (Minor),
Pacifist (Minor)

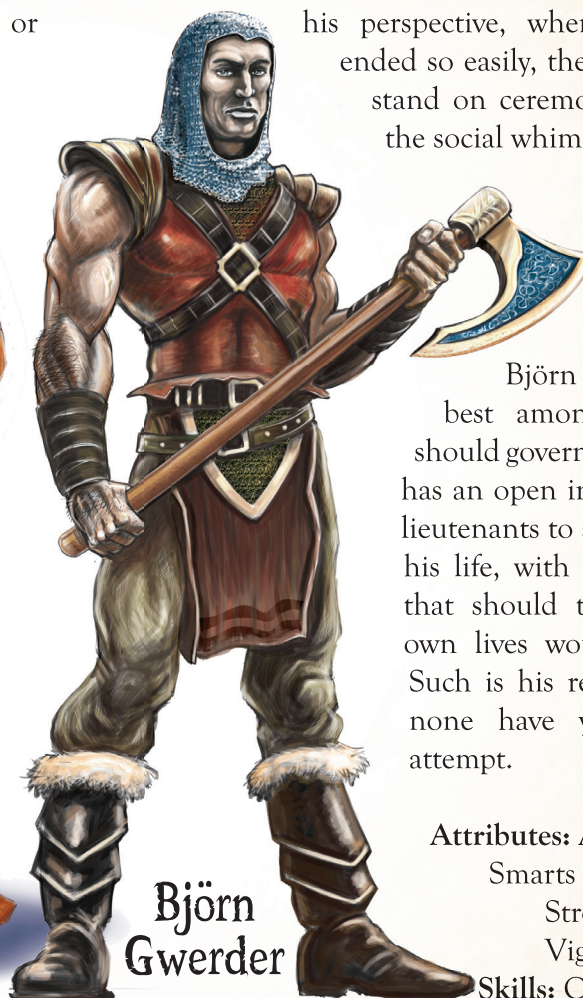
Typical Gear: Dagger, lock picks



This well-muscled man moves with the grace of a

practiced warrior, not wasting any energy on unnecessary movement or words. Though he is a member of the Council of Nine, he seldom speaks without being spoken to, and is blunt to the point that many who are unused to his mannerisms would call him rude. Though the other members of the council aren't necessarily pleased with the assassin's mannerisms, they cannot question the effectiveness of his methods, or his own skill at his craft.

Björn is the master of assassins for the Guild of Shadows, and as such views life as fleeting and arbitrary. From his perspective, when life can be ended so easily, there is no call to stand on ceremony or cater to the social whims of society.



**Björn
Gwerder**

Unlike the other members of the council,

Björn feels that the best among his faction should govern it. As such, he has an open invitation to his lieutenants to attempt to take his life, with the knowledge that should they fail, their own lives would be forfeit. Such is his reputation, that none have yet made the attempt.

Attributes: Agility d8,
Smarts d6, Spirit d6,
Strength d8,
Vigor d8

Skills: Climbing d6,
Fighting d10,

Intimidation d8,
Knowledge (Poison) d8,
Lockpicking d4, Notice d8,
Persuasion d4, Riding d4,
Shooting d10, Stealth d10,
Streetwise d8, Taunt d6,
Tracking d4, Throwing d8

Charisma: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edges: Alertness, Ambusher,

Counterattack, Fearsome
Reputation, First Strike, Kill
Shot, Marksman, Master
Assassin, Quick, Quick
Draw, Strong Willed,
Urban Ranger

Hindrances: Overconfident, Habit (Minor: Blunt speaker), Lone Wolf.

Typical Gear: Weapons... lots of them.

Bella Roucht

Bella Roucht is a woman of athletic build and a brooding disposition. Wearing her dark hair short, and typically being seen in clothes that could be described as masculine, demonstrates her disdain for society's expectations of women. She is known throughout the guild as the Master of Whispers, as she controls the faction of the guild charged with the gathering, filtering, and distribution of information. Roucht and her lieutenants are not only responsible for the collection of rumors for the purposes of executing a wide variety of less-than-legal activities, but for establishing new contacts and receiving additional outside contracts as well.

Bella is a wealthy woman in her own right, even before she gained her seat on the Council of Nine. She is sister to Dittmar Roucht, a member of the City Council who represents the Venerable Tradesmen. This relationship has granted both siblings no small amount of influence in city politics, a benefit Bella has made extensive use of in her rise to power.

Attributes: Agility d6, Smarts d10,
Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6,
Investigation d6,
Knowledge (Disguise) d10,
Notice d8, Persuasion d6,
Riding d4, Stealth d6,
Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Charismatic,
Connections (City Council),
Connections (Guild of another
City), Connections (Tradesman),
Linguist, Rich, Second Life

Hindrances: Honorable Rogue, Loyal, Quirk (Doesn't behave how women "should" behave)

Bella Roucht



Friedrich Kelast (Secret Council Member)

While rumors exist of House Kelast's link to illegal activities, few ever imagine that Friedrich Kelast is a member of the Council of Nine. Despite that these rumors only serve to strengthen House Kelast's reputation, Friedrich works hard to keep his direct involvement in the Guild of Shadows a secret.

Kelast's dealings in illegal arms and general smuggling operations have given the house enough wealth to rise to prominence in Kurstwahl. A seat on the council of nine was afforded to Friedrich in an astute move to head off an underground war between house Kelast and the Guild itself. Since those days, the guild has grown much stronger, but Friedrich has proven himself an intelligent member of the council.

Attributes: Agility d6, Smarts d6, Spirit d8,
Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Intimidation d8,
Notice d4, Persuasion d8, Riding d6,
Shooting d6, Stealth d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Charismatic, Noble, Second Life

Hindrances: Greedy (Major), Scarred
(Minor), Cautious

 Faroud Fayed (Secret Council Member)

Special assistant to the Davinian Ambassador, Faroud Fayed, is used by the Ambassador as a spy and an assassin. His talents were quickly noticed by the guild, and a council seat was given to cement a partnership between the guild and the Davinian government.

Fayed himself is of medium height and build, but is very strong. He is skilled at climbing and lockpicking, using those skills to lie in wait for his victims. Fayed is trained in a variety of weapons, often preferring a small thrown missile coated in deadly poison, or a garrote, for murder up close.

Attributes: Agility d10,

Smarts d6, Spirit d6,

Strength d8, Vigor d6

Skills: Climbing d6, Fighting d10,

Knowledge (Disguise) d6,

Knowledge (Poison) d6,

Lockpicking d6, Stealth d8,

Streetwise d6, Throwing d10

Charisma: -2; **Pace:** 6; **Parry:** 7;

Toughness: 5

Edges: Alertness, Assassin, Linguist, Precision

Bladework, Thief

Hindrances: Arrogant, Outsider, Loyal

Gear: Garrote, daggers (many, hidden)

Notes: Uses disguise to avoid the outsider penalty

 Sir Neils Grenville (Secret Council Member)

Sir Neils is a minor noble from the country of Bretagne, but has been in Kurstwahl for almost a decade. Sir Neils' wealth appears to come from a small but profitable merchant business, but in fact he is a notable fence and smuggler of rare and valuable items. Sir Neils large and varied network covers ports in many parts of the Empire and beyond, a fact that he is able to exploit in his role on the Council of Nine.



Faroud Fayed



Sir Neils Grenville

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d4, Fighting d6, Gambling d8, Notice d6, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Streetwise d8, Taunt d8

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Card Shark, Charismatic, Connections (Fences in other cities), Noble, Second Life

Hindrances: Honorable Rogue, Quirk (Charming Bretagne accent), Quirk (loves to gamble)

Johannes 'The Rabbit' Werner (Secret Council Member)

To all appearances, the Rabbit is a petty burglar and low ranking guild member. When in fact, he is a highly accomplished spy, whose role on the council is to gather information from the rank and file of the guild. Rabbit is actually quite an effective burglar, and has participated on numerous jobs with various groups over the years. In fact, it is rumored that no job he has been on has ever failed, making him somewhat of a lucky charm. It is this rumor that has earned him his distinctive nickname,

since "he's luckier than a mere rabbit's foot - he's as lucky as a whole rabbit!" As a result he has many friends and is welcome at the table of most low ranking guild members.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d10, Notice d6, Persuasion d6, Stealth d10, Streetwise d6, Throwing d6

Charisma: +2; **Pace:** 8; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Charismatic, Common Bond, Fleet-Footed, Great Luck, Nimble-Footed, Thief

Hindrances: Honorable Rogue, Loyal, Stubborn

Other Notable Guild Members

Werner Gestalt

Werner is a Guild fence specializing in gems, jewelry, and other luxury items. He has a distinct talent for appraisal, and is hardly ever wrong in estimating an object's worth. Werner is also astute at determining which objects can be resold, and which need to be reworked or broken down before they can be safely sold.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Investigation d6, Knowledge (Fencing) d10, Knowledge (Gems and jewels) d8, Lockpicking d4, Notice d6, Repair d8, Riding d4, Streetwise d8, Persuasion d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Alertness, Charismatic, Connections (Fences in other cities)

Hindrances: Yellow, Paranoid (Minor), Quirk (Talks to the items being fenced)

Daniel Grunwiese

Daniel is a talented inventor and engineer, skills that are well leveraged in his role as Quartermaster. Daniel began as a locksmith, and was recruited into the Guild of Shadows when several custom chests he had built

were determined to be 'unpickable' by the guild's finest.

Daniel directs the work of several apprentices, assistants, and specialists, preferring to work on the most challenging and unique projects. Daniel is well compensated for his work within the guild, and lives very well.

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d6, Vigor d4

Skills: Boating d4, Driving d4, Knowledge (Engineering) d8, Knowledge (Lock Design) d12, Lockpicking d8, Notice d8, Persuasion d6, Repair d8

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Edges: Jack-of-All-Trades, Luck, McGyver, Rich, Scavenger, Scholar

Hindrances: Pacifist (Major), Cautious, Poor Liar (Minor)



Daniel Grunwiese

Nathaniel Grunwiese

Nathaniel is younger brother to the guild Quartermaster, but the men are very different. After a few years in the Imperial Guard, Nathaniel became bored with the daily routine and joined a mercenary company. Traveling to many parts of the Empire and beyond, Nathaniel honed his skill as a warrior. After losing an eye in an ambush, Nathaniel returned to Kurstwahl where his brother introduced him to the Guild of Shadows.

Nathaniel now heads up the internal security for the guild, often providing personal protection for the Guild Master when needed.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Gambling d4, Intimidation d8, Knowledge (Battle) d4, Notice d6, Riding d4, Shooting d6, Stealth d6, Swimming d4, Survival d4

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Edges: Brawny, Combat Reflexes, Elan, First Strike, Marksman, Quick Draw

Hindrances: One Eye, Scarred (Minor), Loyal

Andrea Hummel

Among the ranks of the guild burglars, there is one who demands mention for her talents. None in recent memory have climbed through the ranks as quickly as she, though she tends to be a bit antisocial, preferring to execute her tasks on her own, without the support of the other thieves. While the leader of the acquisitionists has not yet named her as a lieutenant, Andrea has been promoted from member to Journeyman in just six months, an achievement almost completely without precedent.

Rumors abound about her, saying she uses sorcery to accomplish her daring jobs, and she shares the blood of the very shadows themselves. Andrea likes the rumors, and has done nothing to dissuade them. In fact, on more than one occasion she has made a seemingly innocent comment, or dropped a subtle hint in support of some of these tales. The truth is still much a mystery.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Nathaniel Grunwiese



Skills: Climbing d6, Fighting d6, Intimidation d6, Lockpicking d8, Notice d8, Persuasion d6, Stealth d8, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Alertness, Danger Sense, Night Eyes, Thief

Hindrances: Snitch, Enemy (Minor: Ex-partner), Lone Wolf

Note: She was young, she was in love, and she trusted her partner Karl Zendal to do his homework. She got caught, he got away. Scared and angry at his failure, Andrea swapped the location of Karl's safe house for her freedom. Karl was caught, but so was she, the Guard kept contacting her for more information about the Guild of Shadows. Not wanting to betray anyone, or be betrayed, she started working alone. Worse, she heard a rumor that Karl escaped, vowing revenge...

Lord Kristoff Von Kearney

To the city of Kurstwahl, Lord Kristoff Von Kearney is a minor noble and famed pirate hunter. In fact, Von Kearney is the 'enforcer' of the Guild of Shadows control of piratical activity in the region. Using his intimate knowledge of smuggling, raiding, and piracy, Von Kearney hunts down rogue pirates operating outside the control of the Guild.

Von Kearney strikes a dominating figure, with an eyepatch and his signature Nordic battle-axe. Ashore, Von Kearney is somewhat of a minor celebrity and is rarely without a group listening to him spin yarns of his adventures.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Gambling d6, Intimidation d8, Knowledge (Sailing) d8, Notice d6, Shooting d4, Stealth d6, Swimming d4, Survival d4

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Charismatic, Nimble-Footed, Rich, Second Life, Trademark Weapon

Hindrances: One Eye, Scarred (Minor)



Axel Godfrey Zalamore

Axel grew up with a silver spoon in his mouth, until



Lord Kristoff
Von Kearney

age 13, when his parents were murdered as part of an assassination contract. Traumatized, Axel ran away, becoming part of the ugly underbelly of Kurstwahl society that had facilitated his parent's murder.

With limited resources, it has taken Axel almost twenty years to discover the truth of his parent's murder, and the trail has led to the doors of the Davinian Embassy. He has yet to act on this information, but the outcome is likely to be bloody.

Axel has a small wiry frame and a manicured appearance with a neatly trimmed beard and ponytail. His clothing is well made and well maintained, and his bearing is noble. Axel also wears a family heirloom silver pendent with an amethyst crystal in the center.

Attributes: Agility d10, Smarts d6, Spirit d8,
Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d6,
Notice d6, Persuasion d6, Stealth d8,
Streetwise d6, Throwing d6

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Attractive, Investigator, Noble, Strong Willed,
Urban Ranger

Hindrances: Vow (Major: Avenge his parents),
Lone Wolf, Vengeful (Minor)

Services and Contracts

As noted in the Players section of this book, there are many services available to guild members. While players may initially view them as purely functional, these interaction points create great opportunities to visit new city locations and meet new guild members.

Fencing

Selling off basic loot should probably never be difficult for players, although interactions with guild fences always present a fun opportunity for some in-character negotiating. Generally speaking fences will never pay more than 50% of the actual value of stolen items, and will use any excuse to pay less than that!

Fencing of very rare items could be used as a plot hook in a number of ways:

- The players have to travel to another city/country to fence an item.
- The rightful owner tracks down the thieves before

Axel Godfrey Zalamore



they have a chance to fence it.

- The guild requires a 'favor' before a specific item can be fenced.
- A fence identifies an unusual property of an item, requiring some additional investigation/work on the part of the players.
- A fence misidentifies a rare item as a mundane one, a mistake which later comes back to haunt the players when law enforcement (or others) comes looking for them.

Information

While the guild might be in possession of a great deal of information, any low level member will have to pay for it. Several plot hooks present themselves when players request information from the guild:

- The guild requires some sort of quid-pro-quo, exchanging one piece of information for another.
- The desired information comes in the form of a new 'partner' who possesses the desired knowledge, but wants in on the scam.
- The information turns out to be slightly off, landing the players in a tight spot.

Specialist Equipment

Part of the appeal of the thieves campaign for many players is the allure of using specialist equipment. As noted previously, it is suggested that specialist thieves' equipment be maintained as quite rare, perhaps even holding back certain equipment until they rise through the guild's ranks.

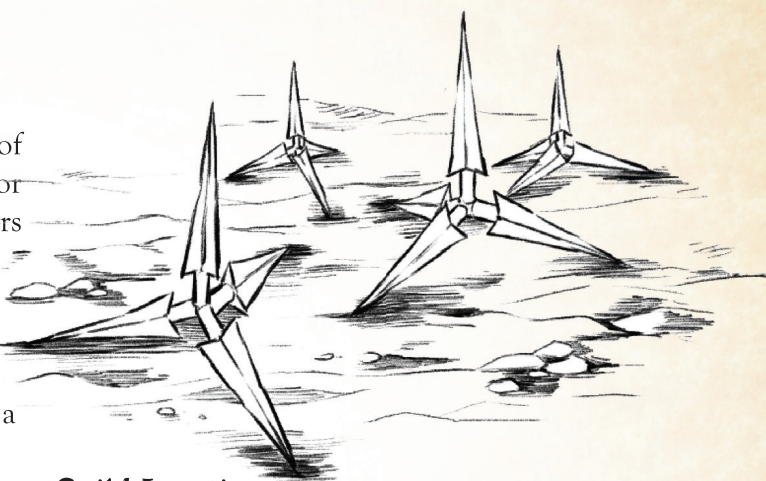
In addition, several plot hooks exist for players seeking to purchase equipment from the guild:

- The cost of an item is out of the players grasp - requiring participation in another job to get the funds needed.
- One or more ingredients or components must be 'acquired' before the equipment can be made.
- The players are caught with illegal wares, perhaps requiring a fine and confiscation, or even a trial.
- Equipment left behind at a crime scene is used to track the job back to the players.
- Players are scammed by a non-guild member,

offering faulty or non-existent equipment.

Contracts

Having the guild provide contracts to players is a simple and convenient method for starting adventures in Guild of Shadows. In addition to creating their own adventures, GMs might want to use the contract generators on the following pages:



Guild Locations

Laughing Jackdaw Inn

Few establishments boast the atmosphere of the Laughing Jackdaw Inn. Light from the fires within spills out on the streets through shuttered windows of thick glass, as does the chatter and music on most evenings.

Located in the Trade Quarter of Kurstwahl, this place of both frivolity and rest is a highly recognizable landmark for anyone associated with the Guild of Shadows. The whole of the establishment and its patrons are under the protection of the guild, largely due to the fact that many guild lieutenants conduct their official business from hired rooms upstairs. In fact, many guildsmen consider this to be the guild's headquarters, and for these low ranking members is as close as they will ever get to an official guildhouse.

Like many such places in this section of the city, the Laughing Jackdaw serves a wide variety of foods and beverages to the city's citizens and travelers alike. It is particularly well known for its seasoned pork and Fever Ale, a drink that has caused more than a little chaos throughout the years. From the outside it appears to be a sturdy stone building, framed with wood.

Table 2-1: Assassination Contracts

Target (d6)	Contract Reason (d6)	Special Conditions (d6)	Twist (Optional) (d6)
1. Commoner	1. Financial Gain	1. Death should look like an accident.	1. Target is a child.
2. Tradesman	2. Revenge	2. Death should be painful	2. Target is aware of the danger and has taken precautions.
3. Merchant	3. Jealous Lover	3. A certain object should be left at the scene.	3. The target also places a contract to kill the original contractor.
4. Guard/Lawman	4. Business Advantage/ Promotion	4. A certain object should be removed from the body.	4. The target employs a double.
5. City Noble	5. Family Fued	5. Death should look like sickness.	5. The contract gets revoked (at a time where the plan is already in motion)
6. Foreign Dignitary	6. To conceal a crime	6. Death should occur at a specific location.	6. Target is actually a guild member.



Table 2-2: Robbery Contracts

Item (d6)	Owner (d6)	Location (d6)	Twist (Optional) (d6)
1. Item of jewelry	1. Commoner	1. Unknown	1. Ower keeps the item on their person.
2. Work of art	2. Tradesman	2. Stored in a chest	2. Item is under active guard.
3. Personal Item	3. Merchant	3. Locked in a safe	3. Item is not where it "should" be.
4. Deed or other legal document	4. Guard/Lawman	4. On display	4. Item has already been stolen.
5. Rare wine	5. City Noble	5. Hidden	5. Item must be replaced with a replica.
6. Weapon or armor	6. Foreign Dignitary	6. On loan	6. Item must be stolen in public.

Table 2-3: Confidence Contracts

Mark (d6)	Type of Con (d6)	Special Condition (d6)	Twist (Optional) (d6)
1. Commoner	1. Purchase a fake work of art	1. Mark must never discover the deception	1. Mark is a fake, with little or no wealth
2. Tradesman	2. Invest in a non-existent business	2. Blame must appear to lie with another	2. Mark discovers the scam and tries to have the players killed.
3. Merchant	3. Support a fake political cause	3. This mark must be made to look implicit or guilty.	3. Mark discovers the scam and involves the law.
4. Guard/Lawman	4. Willingly transfer ownership of property or land	4. Once the scam is successful, the mark must be made aware of who ordered the contract.	4. Mark discovers the scam and tries to reverse it on the party.
5. City Noble	5. 'Sure thing' gambling	5. The scammers must play the role of lawmen to make the scam work.	5. Mark is a freelance conman running his own scam.
6. Foreign Dignitary	6. Financial or currency scheme.	6. Part of the scam involves making the mark think he is part of a scam on a different mark.	6. Mark is a lawman running a sting operation.

The inside of the Laughing Jackdaw is an unassuming, tastefully decorated tavern, with rooms available both on the two floors above, as well as several floors beneath the main level. Food and drink are fairly priced and decent quality, and it's one of the few places in the city that one can lay their head knowing that their belongings will be safe from thieves and ruffians. Rumors have recently begun to circulate regarding the true nature of the Inn, mostly due to the security of the place, but the watch has thus far disregarded them.

Necropolis

There are a great many places in Kurstwahl that are surrounded by stories and mystery, but none maintain a darker reputation than the city Necropolis. The result of these tales, some of which are spread by the guild members themselves, is an entire section of the city that is almost perfect for guild activities.

Within the Necropolis are several tombs that contain secret passages down to a series of caverns and chambers used by the guild. Restricted to those of journeyman rank and higher, these caverns are home to one of the guild's main storage faculties, and also operate as a hub for fencing stolen items. One section of caverns is also

used by 'the blades' on the rare occasion that multiple assassins need to meet together.

The Red Rose

Known to be a common hangout for many of the guild's street walkers, the Red Rose is a brothel found in the less civilized part of town. Men, of many levels of society visit the Rose with great frequency, making it an ideal location for the gathering of information. It is well known throughout the guild that Isaak Hassel maintains an office in the backrooms of the brothel as well, one of several from which he maintains his empire of street crime.

The Red Rose is run by a beautiful red-haired woman who goes by the name of Scarlet. She takes great care of her girls, with the aid of several of Isaak's enforcers who watch over the house. Scarlet is a businesswoman first and foremost, and as such she is exceedingly loyal to the Guild of Shadows, and Isaak in particular, as their contributions to her personal coffers have been significant. Though members of the guild do not get discounts of any sort for the wide variety of services provided at the Rose, services which run the gamut from cigars and massages, to much more intimate encounters,



they are not discouraged from partaking so long as they are respectful and have the money to pay for services rendered.

Waterfront Warehouse

Located in the Waterfront District, the Guild operates a warehouse that plays a dual role for storage and conducting various transactions. The Guild finds privacy under the cover of a legitimate shipping and transportation business (that is actually quite profitable). The warehouse also has several offices and meeting rooms that are used for whatever is needful at the time.

Lusty Maid Inn

The Lusty Maid Inn is a lively and at times raucous inn frequented primarily by sailors. It is known as one of the only places in that part of the city that doesn't water down its ale! However, the strong drink isn't just good customer service - the back room is home to an illicit gambling house where in addition to various dice and card games, wagers can be placed on almost anything. The Guild runs the gambling house, which caters to the lower classes, and is typically found with several ships

crews gambling away the earnings from their latest cruise. Guild enforcers tightly control the security of both the gambling house and the inn.

Duke's Rest

The Duke's Rest is a well-known gentlemen's club where many members of Kurstwahl's upper classes are known to congregate. What is not known is that the Guild of Shadows actually operates the club, and all staff members, as well as several key club members, are on the guild payroll.

The club itself has a very high annual membership fee, which ensures the class (or at least the wealth) of its members. The club offers the best of everything - wine, spirits, cigars, girls, etc. It also features several rooms for drinking and dining, including a common room, several smaller private rooms, a 'silence-only' library. Members can often be found playing cards, often for high stakes, and the guild-member staff is happy to facilitate these games.

Theft of any kind is prohibited by guild decree, but the



club advances guild goals by both being an excellent source of information as well as a way for guild members to meet and mingle with Kurstwahl's finest. Many intricate scams and confidence schemes began with meetings at the Duke's Rest.

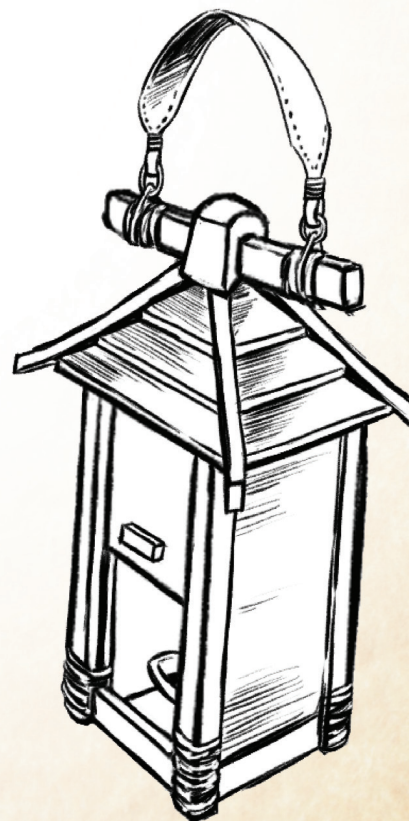
The City of Kurstwahl

The city of Kurstwahl has been designed to plug into your existing campaign, or to be used as a stand-alone city. Most city information is contained in the maps and in the descriptions of the varied and numerous city factions, however an overview of the city and each of its sections is provided here.

City Overview

Kurstwahl is an old port city of about 70,000 residents. Built strategically on the estuary of the river Turig, Kurstwahl is enviable both for its trade and its highly defensible position.

The city wall is in good repair and ranges from 20-40



feet in height. In peacetime the towers on the wall are used as guard stations for the city watch, and house 10-20 guards.

The city docks are bustling with activity at all times of the day, and some of the night. Shipments coming and going provide tax income for the city, and employment for many. The waterfront area provides recreation for the many sailors and dockworkers that call the port home for a time. Many taverns, gambling halls, and brothels dot the waterfront and the area is as lively (and at times dangerous) as any busy port city in the Empire.

Many of the city's residents live in an area north of the docks and waterfront, and a slum area has overwhelmed the northern part of the city for many years. The homeless, wretched, and downright desperate denizens of the city go relatively unmolested by the city guard as long as they stay in this part of the city.

Kurstwahl is a bustling center of commerce, with the Market and the Merchant Quarter providing access to almost any goods and services the Empire has to offer. Much of the market area is made up of movable carts and features freshly grown farm produce alongside local crafts. Many merchants have permanent stores in the city, and most live with their families in an upper level.

Kurstwahl is also a city rich in history and tradition, and the Historic Quarter is home to many notable civic buildings of the city. This area is well patrolled by the guard. The city's Upper Side and Noble Estates are reserved for the noble and wealthy of the city, although many servants, couriers, and other tradesmen can be found on the streets. Privately hired guards are also common in the richer areas of the city.

Factions of Kurstwahl

Duke Reinhart's Household

Duke Reinhart is the Emperors' personal representative in the city and chief administrator.

Leadership: Duke Andon Reinhart

Description:

The laws of the imperial capital reach to every corner of the empire, governing noble and peasant alike. In the city of Kurstwahl, the face of imperial authority is Duke Andon Reinhart, a titled man from the west whose bloodline can be traced back to the very beginnings of the empire itself.

His family moved to Kurstwahl 20 years ago, when his father was granted dominion over the city and surrounding lands by order of the emperor himself. What they discovered when they arrived was a city plagued with thieves, corruption, and poverty. Duke Viktor Reinhart battled against these evils that he termed The Three Plagues, making the city a place the people could be proud of, almost by sheer force of will alone. He supplied the city guard from the family's own coffers when taxes were not enough to fund them, fought against corruption in the city council, and worked with the guilds and the church alike to manage the poor and destitute. But Andon is not his father.

With the passing of Viktor Reinhart his son ascended to the title of Duke. Since that fateful day five years ago, Kurstwahl has begun its descent, and the Three Plagues are once again rearing their heads, affecting more of the city with each passing year.

Key People:

 Duke Andon Reinhart - The Duke of Kurstwahl is a man who takes incredible pride in his appearance. Sometimes thought to be flaunting his family's wealth, he dresses to his station, and at times a bit higher. His muscular physique ensures that the noble ladies of the city desire him for more than just his position, but the intellect common to his bloodline is missing from his eyes.

Despite his father's efforts, the new Duke has done little to perpetuate the Reinhart legacy. He rarely attends the meetings of the city council, often sending Albrecht Grükten as his representative, he cares little for the city's poor, and rather than waste his family's personal assets supporting the cities law keepers, Duke Reinhart has turned management of the city guard over to the ruling city council. Which has in turn robbed funds from them in order to satisfy their own greed.



Duke Andon Reinhart

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Gambling d4, Intimidation d6, Persuasion d6, Riding d6, Shooting d6, Taunt d4, Tracking d4
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Edges: Noble, Filthy Rich
Hindrances: Overconfident, Stubborn, Quirk (Always dresses well)

△ Duchess Katarina Reinhart - The marriage began more than a decade ago, when the young Andon set his charms on Katarina, said to be the most beautiful woman in all the empire. She could not resist him then any more than she can now, on the rare occasion that he turns his attention to her, yet her marriage is anything but happy.

She knows the role she must play in the public eye, and does so flawlessly, but behind the closed doors of her family's home she feels lost and alone. She knows her husband betrays her with other women, and that she

has become little more than a face to him, though if asked she could not remotely explain how or when that occurred. She now spends her nights at study, and her days playing the part she married in to.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Investigation d6, Knowledge (History) d8, Knowledge (Geography) d8, Notice d6, Persuasion d4, Riding d6, Taunt d6
Charisma: +6; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Edges: Jack-of-All-Trades, Linguist, Noble, Scholar, Very Attractive
Hindrances: Pacifist (Major), Loyal, Vow (Do her duty as wife and duchess)

△ Xander Rone - The blood of the fey is said to flow through the veins of House Reinhart's castellan. His slightly pointed ears, slanted eyes, and long, silvery hair place him as a foreigner to the empire at the very least. Xander is another servant Andon inherited from his esteemed father, and they have found themselves at odds with each other on more than one occasion. While Viktor appreciated the castellan's counsel and knowledge, Andon seems to look down upon it, viewing him as little more than a glorified stable boy.

In reality, Xander runs every aspect of House Reinhart's domestic affairs, often covering for the Duke's own shortcomings and less appropriate personal habits.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Gambling d4, Notice d8, Riding d6, Stealth d4, Streetwise d6, Taunt d6, Intimidation d6, Persuasion d8
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Edges: Alertness, Charismatic, Connections (Palace servants), Night Eyes, Strong Willed
Hindrances: Code of Honor, Loyal, Pacifist (Minor)

△ Arkadius Selevelt - With the exception of House Kelast, each high noble house in Kurstwahl employs their own contingent of house guards, mostly due to the fact that the city watch is so underfunded that they cannot possibly protect the wealth of the nobility. The household guards of the Reinhart family are led by the proven war veteran Arkadius Selevelt. Brought from the

west by Andon's father, Arkadius has little love for how his patron treats the title his guards defend, or the city as a whole. Memories of Duke Viktor's efforts give him hope for what the new duke could become, but with each passing year that hope slowly fades.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d6, Riding d6, Shooting d6, Stealth d4, Survival d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Combat Reflexes, Command, First Strike, Improved Counterattack, Leader of Men, Nerves of Steel, Tactician

Hindrances: Code of Honor, Scarred (Minor), Stubborn

Key Places:

Kurstwahl Castle - On the edge of the city, surrounded by high walls topped with a parapet sits the estate of the Reinhart family. The peasants of any city tell wondrous tales of the incredible costume balls, luxuries, and wealth that accompanies a title of nobility. Nowhere is the truth of these tales more evident than in the Duke's own household.

The Castle's interior is incredible to behold, featuring floors of fine white stone, chandeliers of crystal hung from the ceiling and rare pieces of fine art adorning the walls. The lands and gardens are just as impressive, featuring flowers of every color, organized so that there are beautiful blooms no matter what the season.

The 150 household guards are housed in several outbuildings on the grounds.

Kurstwahl City Council

Leadership: Duke Andon Reinhart

Description:

The city council is a divided body. Technically they answer to none save the Duke himself, who seldom attends council meetings, and so a number of council members consider themselves above the law. The political intrigue that passes for conversation within the

council chambers is dizzying to anyone not versed in such ways.

Though many of the city's problems could likely be solved should the council choose to work together, several of them are more concerned with lining their pockets and increasing their influence than making things better for everyone. The council itself is made up of a member of each high noble house, and representatives from the Guild of Venerable Tradesmen, the Guild of Master Craftsmen, and the Imperial Guard.

Key People:

 **Clarissa Bähr** - Clarissa is the daughter of Lord Heinrich Bähr as well as the representative of House Bähr on the city council. As with most of her house, she is very straight forward, yet she has proven to be very adept at manipulation and political maneuvering. Although only 25, and a rather petite figure, Clarissa's words are backed by the steady power base of her house.

Clarissa Bähr



Attributes: Agility d6, Smarts d8, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6,
Knowledge (Battle) d6, Notice d6,
Persuasion d8, Riding d6, Shooting d6,
Streetwise d8, Throwing d4, Taunt d8

Charisma: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Edges: Attractive, Charismatic,
Connections (Craftsmen of the city), Noble

Hindrances: Small, Quirk (Very direct in words and
deeds), Loyal

△ Erik Buschoff - Representing the Red Feather Trading Cooperative, Eric Bushoff has his work cut out for him as he deals with the maneuverings of his opposite number from the Guild of Venerable Tradesmen. Frankly, Erick is not an intellectual match for Dittmar Roucht, but is perceived as being more honest and trustworthy than Roucht, which is valued by certain members of the council.

Attributes: Agility d6, Smarts d6, Spirit d8,
Strength d6, Vigor d8

Skills: Fighting d4, Investigation d6,
Knowledge (Business) d6, Notice d6,
Persuasion d8, Repair d4, Riding d6,
Streetwise d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Charismatic, Connections (Red Feather Trading Cooperative), Rich

Hindrances: Code of Honor, Loyal, Stubborn

△ Elgast Dittmar - Even an organization as corrupt as the Kurstwahl city council has a voice of reason. Though his advice and opinion are largely ignored, Elgast Dittmar does everything in his power to live up to his family's ancestral beliefs and do what is best for the city. Brother to Lord Vridel Dittmar, Elgast was once one of the elder Duke's loudest supporters, and furthered his family's name a great deal working by his side. Andon is not the Duke his father was however, and Elgast has been forced to stand by powerless, as much of the work done by himself and the present Duke's father fades into memory.

Attributes: Agility d6, Smarts d6, Spirit d10,
Strength d6, Vigor d6

Skills: Boating d4, Fighting d6, Gambling d6,

Knowledge (History) d6, Notice d6,
Persuasion d4, Riding d6, Shooting d6,
Streetwise d4, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Connections (Charitable organizations), Noble

Hindrances: Code of Honor, Stubborn,
Poor Liar (Minor)

△ Veronica Geier - Veronica is always on the lookout for ways to further her family's investments, and listening in to the discussions held in the council chambers. City contracts and opportunities are negotiated and assigned by the council. With this inside knowledge she can help plan the way her house allocates their resources for maximum gain, even directing some of the contracts to guilds, companies, and craftsmen of which House Geier is already a patron.

Attributes: Agility d6, Smarts d8, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6, Investigation d6,
Notice d6, Persuasion d6, Riding d6, Stealth d4,
Streetwise d6, Taunt d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Connections (tradesmen and crafts supported by House Geier), Noble, Filthy Rich

Hindrances: Overconfident, Enemy (Minor: Old nobility who want to put the upstarts "in their place"), Loyal

△ Lieutenant Brogan Greff - Lieutenant Greff is the representative of the Imperial Guard on the city council. Like the other lawmen on the council, he does not cast a vote. Brogan has nothing but the highest respect for Commander Grunewald, and tries to ensure that when he speaks to the council, he does so with honorable intent, and with words that his leader would speak.

Attributes: Agility d8, Smarts d6, Spirit d6,
Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8,
Knowledge (Battle) d6, Notice d6,
Persuasion d4, Riding d8, Stealth d4,
Streetwise d6, Throwing d6,

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Alertness, Attractive, Brave, Combat Reflexes,
Command, Command Presence, Danger Sense,
Dodge, First Strike, Mobile Defense

Hindrances: Code of Honor, Loyal, Cautious

 Lord Harris Grisnecht - Harris is the one of the few heads of a noble house that attends the city council himself. Harris is a loyal supporter of the Emperor, and sees Duke Reinhart as a true representative of the Empire. Lord Grisnecht is an honest and humble man, whose strong compassionate side often has him aligning with Elgast Dittmar on policy decisions concerning the city.

Attributes: Agility d6, Smarts d6, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6,
Knowledge (History) d8, Notice d6,
Persuasion d8, Riding d6, Shooting d6,
Streetwise d6, Taunt d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Noble, Filthy Rich

Hindrances: Code of Honor, Loyal, Quirk (Humble)

 Albrecht Grükten - As the duke's appointed representative to the city council, Albrecht could very well be the most powerful man in the city. Other counselors are often found attempting to curry favor with him, and Albrecht is quite adept at playing the political game.

He was a politician in the capital once, before landing on the wrong side of an issue and losing the vast majority of his power and influence. Escaping the capital was his only way to regain some of what he had lost, and the Duke provided him with the perfect opportunity.

Attributes: Agility d6, Smarts d8, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d4, Gambling d8, Intimidation d8,
Investigation d8, Knowledge (History) d6,
Notice d6, Persuasion d8, Riding d4, Stealth d4,
Streetwise d8, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Charismatic, Connections (Allies at Council), Filthy Rich

Hindrances: Vengeful (Minor), Vow (Minor: Regain lost power base)

 Friedrich Kelast - While House Kelast is known for its ties to less than legal activities, Friedrich himself is said to have ties to something even darker. There has

never been any solid evidence linking Friedrich to any of these practices, but circumstance and coincidence are enough to keep others on edge. Friedrich's purchase of Gräch Bank in less than 7 weeks, when most would have balked at the dozens of policies and laws that needed to be negotiated for such a task, spurred a new set of rumors of bribery and even black magic.

Attributes: Agility d6, Smarts d6, Spirit d6,
Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6, Intimidation d8,
Notice d4, Persuasion d4, Riding d6,
Shooting d4, Streetwise d6, Taunt d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Fearsome Reputation, Noble

Hindrances: Vengeful (Major), Greedy (Minor),
Vow (Keep his dark secrets)

 Dittmar Roucht - Dittmar is the council's representative from the Guild of Venerable Tradesmen, one of the most powerful trading companies in the city. He has a very good eye for business and represents the Guild of Venerable Tradesman well, a fact that has made Dittmar both wealthy and popular.

Unknown to all but a few is that Dittmar's sister, Bella, is a member of the Guild of Shadows, and sits on the infamous Council of Nine. The mutual information flow between these siblings is another fact that has helped line their pockets on numerous occasions.

Attributes: Agility d6, Smarts d8, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8,
Knowledge (Business) d10, Notice d6,
Persuasion d8, Repair d4, Riding d4,
Streetwise d8, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Connections (Council of Nine),
Connections (Venerable Tradesmen), Rich

Hindrances: Doubting Thomas, Greedy (Minor)

Key Places:

Kurstwahl Hall - One of the oldest buildings in the city, Kurstwahl Hall has housed the offices of the city council members for hundreds of years. Despite the wealth and prosperity demonstrated by the elegance of the building's exterior, the Hall is built like a fortress, with

thick exterior walls to defend the council in the case of civil unrest. It is even rumored to have an escape tunnel hidden in the building's lower levels, though few know the truth of this rumor.

To gain access one must first pass through a checkpoint at the building's entrance, guarded by no less than four of the council's guardians. Visitors must be prepared to show a writ of appointment before they are allowed in. Once inside the main hall runs straight through the center of the building, to the council chamber itself, the heart of Kurstwahl's politics. Lining the hall on either side are the doors to the office suites of the councilors. Each suite is complete with an antechamber, where private meetings are generally held, a private privy, and a small bedchamber in the rear. While these bedchambers have been used for a wide variety of reasons, from extramarital affairs, to catching a few hours of sleep after a long day, they were originally intended to be places of rest should the council members find themselves under siege within the Hall.

Hall of Victory - The Hall of Victory is more a city museum than a government building, containing visible relics from past wars and great endeavors of both the empire and the city itself. It is used as an attraction to help supplement the tax income of the city, as well as a reminder of Kurstwahl's proud heritage. Each year, a ball is held in the Hall of Victory to celebrate the birth of the empire. It is a grand affair, attended by everyone of note in the city. Every house of noble blood is represented, usually by several of its members, and the council spares no expense. It is a celebration that reminds the citizens of Kurstwahl where they came from, and why they should be proud of their city.

City Aristocracy

The aristocratic class of Kurstwahl is made up of the six primary noble families, referred to as high nobles, and a number of smaller, lesser houses known as low nobles. The houses that make up the high nobility are: House Reinhardt, House Bähr, House Kelast, House Dittmar, House Geier, and House Grisknecht. Each of these houses owns a large estate on the outskirts of the city, as well as additional holdings and interests within the city itself. Each high noble house is also entitled to a seat on

the city council. Details of each house's representative can be found listed under the council itself.

There are almost a score of low noble houses; most are offshoots from the higher houses, rich merchants who bought a title of nobility with their accumulated wealth, or descendants of war heroes. Because of the number and diversity of the low noble houses, you will find only the details regarding the high nobles below.

High Noble Houses:

House Bähr - Most of the high noble houses gained their riches through political maneuvering or shows of loyalty to the empire while House Bähr has profited from battles and wars. They have connections to some of the best smiths in the empire, and own many of the mines that bring raw materials up from the depths of the earth. The sale of weapons and armor, continue to earn House Bähr a healthy profit and a reputation as one of the most influential house in Kurstwahl.

With the death of their last patriarch two years ago, Heinrich Bähr has stepped up to lead the house. In an effort to further spread their influence, Lord Heinrich has recently funded a new mercenary company and is actively growing its ranks. Well equipped and led by General Xavier Teg, the Bähr Mercenary Company is looking to capitalize on the extensive use of mercenaries throughout the Empire.

House Dittmar - Beliefs like those held by House Dittmar are rare. To those that possess this ancient bloodline, nobility is a way of life ruled by honor and justice. They are not ignorant enough to believe that others live by their code, but they do their best to protect each other, and those less fortunate than themselves. While their influence on the council has diminished significantly since the days of the last duke, they still work alongside The Brothers of Frieden and others in an attempt to help those in need. As House Dittmar's frustrations at the city's corruption grow, they may be driven to more direct action, yet they fear that doing so would cause a war between the noble houses, harming many innocents in the process.

Several high ranking members of the imperial guard have come from this house, including a general who serves by the side of the emperor himself. House Dittmar's



current patron, Lord Vridel Dittmar, is a war veteran who served as a member of the imperial guard. He still maintains many contacts within the guard, including their current commander.

House Geier – While the other houses argue over which one has the purer, more ancient bloodline, those of the House of Geier revel in their wealth, knowing that it is not they who are old and restricted by tradition. Though they are looked down upon by the other high nobles, members of House Geier simply don't seem to care, mostly because they own several of the key financial institutions that support and uphold the nobility.

House Geier is new to the aristocratic class, having only been granted a title of nobility in their most recent generation, and even then only because of a series of high yielding investments, including the funding of the Hotplat Winery when it first opened its doors. Their wealth allowed them to fund an entire company in service of the emperor in the last war, which earned them their title and lands, and made them several enemies.

House Geier is led by both Lord Egidius Geier and his

wife Lady Ilde. Both of them have an eye for sound investments and other ways to make a profit, and have used their talents to the great advantage of their house.

House Grisnecht – House Grisnecht is a typical noble family with a well-established bloodline. Their moderate wealth comes from property ownership, including areas of rich farmland just outside Kurstwahl.

The patron of House Grisnecht, Lord Harris Grisnecht, is a staunch supporter of the Emperor, and by extension, Duke Reinhart. Lord Harris chooses to see the potential qualities in the duke, and tries to use his role on the council to safeguard the rights and quality of life of Kurstwahl's common citizens.

House Kelast – There are many paths to wealth and power, and not all of them are legal, nor are they all performed under the light of day. House Kelast is said to have spies everywhere, and know things before anyone else. Information is their most prized weapon, both for the defense of their house (used to blackmail the appropriate people) and manipulating key people to see things

their way.

They have been known to traffic in toxic substances, both recreationally and their more deadly counterparts, sorcery, and many other less than wholesome things. So corrupt is the city, and so powerful is House Kelast that they barely make any effort at all to conceal their ties to the black market, though their contacts are much more discreet, fearing repercussions from both the city watch and other members of the aristocracy.

The matriarch of House Kelast is well known throughout the aristocracy for using her womanly wiles to achieve her goals, both personal and those of her house. Lady Anita Kelast is a master at manipulation in its many

are preparing to set into motion. Interestingly, House Kelast's reputation is such that they employ no house guard. Bad things simply have a habit of occurring to those that cross them.

City Watch

Leadership: Commander Janus Velist

Description:

The City Watch is a professional guard assigned to protect Kurstwahl's citizens from lawlessness. However, in recent years the watch has fallen on tough times. Since their oversight (and funding) was given into the greedy hands



forms, and she always gets what she wants.

In an effort to further spread their influence (and undermine House Geier) House Kelast has recently purchased the Gräch Bank from a private owner. This investment will not only reduce the influence of House Geier, known for their moneylending practices, and give House Kelast an avenue for potential financial gain, but it also provides a front for some of the other plans they

of the city council, the City Watch now has too few men to adequately patrol the city, and can barely afford to keep their equipment in decent repair. Despite their low standing in the city, members of the watch tend to be rather proud, and view themselves as a bastion against the tide of rising corruption.

While the Watch maintains a presence in the lower districts of the city, particularly the Merchant and Market

districts, they seldom travel into the areas populated by the higher levels of society. The house guard of each of the high nobles protects their own estates, and the majority of the low nobles hire mercenaries and soldiers to protect their wealth. Only the houses of Grisnecht and Dittmar truly support the City Watch, at times even supplementing their funding when the city council had other priorities.

Key People:

 Commander Janus Velist – Janus grew up in the slums of Kurstwahl, scraping for food, and dodging the very guards that he now leads. He learned to fight on the streets, in a time when killing another man was an inconvenience rather than a crime. The commander is as hard a man as they come, yet he has a soft spot for the innocent citizens of Kurstwahl. It is for this reason that he serves the city at his current post.

Commander Velist knows that his unit is being undermined by the city council. He is intelligent enough to see the inevitable and bloody end to allowing the private house guards to control the homes and lands of the nobility, yet he is powerless to prevent it. Instead, he ensures that he and his men train hard, so that they can protect those in need of protection. Janus has also been known to visit the homes of the two high houses and several low houses of the nobles that have supported the watch in search of aid in keeping the city from falling over the brink and into the abyss.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d4, Lockpicking d4, Notice d6, Persuasion d8, Riding d4, Stealth d8, Streetwise d6, Throwing d4

Charisma: –; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: Artful Dodger, Brawler, Combat Reflexes, Command, Improvisational Fighter, Inspire, Quick

Hindrances: Vow (Major: Protect the honest citizens of Kurstwahl), Loyal, Stubborn

 Captain Aglin Eccles – The Merchant's Quarter of Kurstwahl has a dedicated contingent of guards

that maintain order and attempt to keep thievery to a minimum. Commander Velist has recently promoted Aglin Eccles to the rank of Captain and given the task to him to manage. Though it is not uncommon for guards to take additional wages from individual merchants in order to keep them and their wares safe, the Captain keeps his men generally in line, save for some individual corruption in his ranks.

Attributes: Agility d6, Smarts d8, Spirit d6,

Janus Velist



Strength d6, Vigor d6

Skills: Fighting d6, Investigation d8, Notice d8,
Persuasion d6, Riding d6, Stealth d4,
Streetwise d8, Taunt d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Command, Connections (merchants of the
Merchant Quarter), Danger Sense, Investigator

Hindrances: Code of Honor (honest cop), Cautious,
Poor Liar (minor)

△ Captain Coralyn Felsch - One of the most feared locations in the city is a solid, imposing structure that holds all of the miscreants and thugs that have been sentenced for their crimes, Kurstwahl Prison. Such a harsh place of scum and villainy requires a firm hand to oversee, as such the duty has been assigned to Coralyn Felsch, who has held her position as Warden for the last six years. Though her methods of maintaining order may be considered barbaric by civilized society, prison life is anything but civilized; and she has gained the respect of her watchmen, and the fear of her prisoners. It is in this way that order is maintained throughout the prison.

Attributes: Agility d8, Smarts d6, Spirit d8,
Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10,
Investigation d6, Notice d6, Persuasion d4,
Riding d4, Stealth d6, Streetwise d8, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Command, Danger Sense, Strong Willed

Hindrances: Enemy (Major: Any number of
ex-prisoners), Stubborn, Vow (Minor: Maintain
order by any means necessary)

△ Johannes Gesetzsohn - So called because he was a foundling on the doorstep of the City Watch barracks nearly 30 years ago. He was given over to the care of the Sisters of Light, a charitable organization that raises orphans. As a child, Johannes spent much of his time around the City Watch posts and joined the Watch as soon as he was old enough.

A below average soldier, Johannes used his wits to stay as much out of trouble as possible, picking the quietest assignments on the duty roster, always making quick thinking excuses as to why he was perfect for the job.

Unfortunately for Johannes, his luck soon ran out, and

Johannes Gesetzsohn



by complete chance, he managed to foil an attempt on the life of a powerful city noble. Soon after that, he stumbled into the middle of a bank heist and fighting for his life, scared off a gang of four thieves, and his rise to fame was sealed. These days, Johannes is caught in a trap of his own making, the thieves hate his guts, the city watch love him and the Imperial Guard are trying to recruit him.

Attributes: Agility d6, Smarts d8, Spirit d6,
Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d4,
Investigation d4, Notice d6, Persuasion d8,
Riding d4, Stealth d6, Streetwise d8, Taunt d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Danger Sense, Fearsome Reputation,
Hard to Kill

Hindrances: Enemy (Minor), Yellow



Standard City Watchman

Attributes: Agility d6, Smarts d6, Spirit d6,
Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Spear (Str+d6; reach; +1 Parry), crossbow (range
15/30/60; damage 2d6; AP 2),
leather armor (+1)

Key Places:

Watch Barracks - The watch has many guard stations throughout the city, each housing a squad of sixteen guards while they are on duty. The primary barracks was constructed in the market district, where the city's founders believed they would be most needed. The structure is primarily used for training and administration, although it can hold as many as 300 guardsmen, if needed. The building once presented a grand face, but these days it displays a patchwork of repairs conducted by the guards themselves.

Kurstwahl Prison - A dark keep sits at the edge of town,

away from much of the population so they won't hear the screams of pain or insanity from the prisoners. Above ground it appears like any other small castle, with an armory, a great hall, kitchen, housing for the thirty guards that stand watch over the prison and several small outbuildings. Underground however, is a different story entirely.

Burrowed into the very stone of the earth is a series of 400 small cells that contain Kurstwahl's criminals, held behind bars of forged iron under the watchful supervision of the much-feared Warden, Captain Coralyn Felsch.

Imperial (Grey) Guard

Leadership: Commander Mathias Grunewald

Description:

The Imperial Guard, who are also known as the 'Grey Guard' due to their silvery-grey tunics and livery, serve at the pleasure of the emperor himself and uphold his laws. In Kurstwahl, they answer to Duke Reinhart, as the local

extension of the emperor's will, much to the chagrin of their current commander.

As one of the most elite units the empire has to offer,

Mathias Grunewald



only the most promising youth are asked to fill the ranks of the imperial guard. They are professional soldiers, taken in their teens, and trained for several years in the arts of war and battle. Most are proficient in the use of a wide variety of weaponry, group battle tactics, and military strategy. Every day begins with rigorous training, and ends only when their commander gives them leave to rest.

With duties that are part ceremonial, part protective, and part representative of the Emperor's interests, almost all of the 300 Grey Guardsmen garrisoned in Kurstwahl are talented and dedicated fighters. A handful however are men and women handpicked to become the most feared investigators in the empire, the Imperial Inquisitors. These Inquisitors typically work alone, where their missions involve investigating particularly notable crimes. Inquisitors do not shy away from using intimidation, disguise, and even other underhanded methods in the pursuit of their quarry.

Key People:

 Commander Mathias Grunewald - Commander Mathias is the skilled soldier and no-nonsense administrator who leads the Kurstwahl contingent of the Imperial Guard. He attended the prestigious Imperial Military Academy and is a careful leader that cares for his soldiers. Mathias is actually a minor noble, but his family hails from elsewhere in the Empire and his military position is more notable in Kurstwahl than his aristocratic roots.

Some have commented that a successful tour in Kurstwahl, plus a little good luck, could put this officer on the fast track to senior leadership of the entire Imperial Guard. Mathias is bald a somewhat imposing figure, typically adorned with decorated armor and a steely gaze. Physically he is of medium build and is fit, but not notably muscular.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Investigation d4, Knowledge (Battle) d8, Knowledge (History) d8, Notice d8, Persuasion d6, Riding d8, Survival d4, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edges: Alertness, Charismatic, Command, First

Strike, Hold the Line!, Scholar, Tactician,
Trademark Weapon (Longsword)

Hindrances: Cautious, Loyal

 Lieutenant Sharliss Suraleigh - Born to a noble family in the Imperial City, Sharliss had a life of wealth and privilege before her. Yet something she experienced when she was but 15 showed her that her future was not meant to be a life of luxury, squandered with dances, high born gentlemen, and luxurious gowns... it was to be a life of service, and of loyalty to those who set her free. After a pleasant meal at a fashionable inn, Sharliss and her elderly father were set-upon as they walked home. The attackers ran her father through without hesitation, and wrestled her to the ground at knifepoint. By sheer chance a squad of imperial soldiers happened by, heard the ruckus and rushed to her aid. Her father died that night, and she vowed never to be helpless again.

Sharliss is loyal to the emperor and her country beyond all else, and will obey the Duke's commands even unto death and expects no less from those who serve beneath her. To do anything less would be to dishonor the great legacy of the Grey Guard.

Attributes: Agility d8, Smarts d6, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d8, Notice d6,
Persuasion d8, Riding d6, Stealth d4,
Streetwise d6, Throwing d4

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Edges: Ambidextrous, Combat Reflexes, Elan,
Florentine, Two-Fisted, Quick Draw, Rich

Hindrances: Vow (Major: Obey orders no matter what the cost), Quirk (Doesn't flaunt her wealth),
Loyal

 Lieutenant Brogan Greff - Lieutenant Greff is the representative of the Grey Guard on the city council. See the City Council section for more information.

Grey Guard soldier

Attributes: Agility d8, Smarts d6, Spirit d8,
Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8,
Knowledge (Battle) d6, Notice d8, Shooting d8

Charisma: -; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Gear: Long sword (Str+d8), medium shield (+1 Parry),
chainmail (+2)

Edges: Block, Brave, Combat Reflexes, First Strike

Key Places:

Helm's Hold - While not a true castle, the barracks of the Grey Guards is a miniature stronghold in itself. Its armory holds some of the finest weaponry in Kurstwahl, brought with the Grey Guard from the Imperial City. The barracks are simple, yet contain a soft bed for each guardsman. The kitchen of Helm's Hold contains several remarkably large iron stoves, and is manned by cooks paid for by the allowance provided by the capital for the care of its soldiers.

During meal times, many of the off duty Grey Guardsmen gather in the Hold's great hall, where one of them entertains the rest with a tale of the battles in which they've fought, or the beasts they've slain. Most of these tales are completely fabricated on the spot, but they make for good entertainment.

Lastly, the most active part of the fortress is the training yard, where off-duty members of Commander Grunewald's unit gathers at sunrise to refine their skills, and practice the arts of war. From sunrise to sunset soldiers can be heard training in the yard, some through sparring exercises, while others attempt feats of incredible strength or agility.

The residents of Helm's Hold obviously live a much more comfortable life here in Kurstwahl than many other soldiers, and even the Grey Guard themselves who are more used to a true battle field than the political arena of the city, are lucky enough to receive. Yet they still train hard, and are held in the highest esteem thanks to the leadership of their commander.

Gewinn Trading Company

Leadership: Owner - Nicholas Gewinn

Description:

The Gewinn Trading Company was founded two generations ago by Hugo Gewinn, an enterprising young man who saw providence not in the creation and sale of

goods, but in the transport of those goods. To that end he purchased a single wagon and began a legacy that now claims several fleets of wagons and a dozen ships.

While not native to the city itself, Gewinn Trading Company has brilliantly positioned its interests to ensure that it is the primary method used by merchants and craftsmen alike to move goods into and out of the city. Through arrangements made with the Guild of Venerable Tradesmen, the company has solidified its own influence and profit within the city, and has plans to continue to capitalize on its veritable monopoly of the shipping business in Kurstwahl.

Key People:

 Nicholas Gewinn - After inheriting the company from his father, Nicholas has brought the Gewinn Trading Company to even higher heights of profit, prosperity and acclaim. His main addition has been to expand the shipping portion of the business, believing that even great risks lead to even greater profits. He has chosen to sacrifice a bit of integrity to do so, adopting some less than savory tactics in achieving such great success, but he has not yet done anything he cannot bring himself to live with.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Gambling d8, Intimidation d6, Investigation d6, Knowledge (Business) d10, Notice d6, Persuasion d6, Stealth d4, Streetwise d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Card Shark, Charismatic, Filthy Rich, Luck, Strong Willed

Hindrances: Delusion (Minor: I'm too smart to get caught), Greedy (Minor)

Key Places:

Gewinn Shipping House - This large warehouse is watched over by several dozen of Gewinn's elite guards. Its primary purpose is the storage of outgoing goods while they are being prepared for departure, as well as housing incoming goods that have not yet been claimed by the recipients. Well built and guarded, it is one of the most secure locations in the city.

The bookkeepers of the shipping house are meticulous,

accounting for every single ounce of the products the company is to transport. No crate or barrel enters or leaves their warehouse without their knowledge, and everything is well documented. These documents contain a great deal of information, including the sender and intended receiver of each package, as well as its approximate weight and contents. For obvious reasons these documents are kept locked in a custom made safe unless they are being referenced or modified by one of the bookkeepers or the Gewinn brothers.

Guild of Venerable Tradesmen

Leadership: Guildmaster Silvaria Felusia

Description:

Merchants and craftsmen alike always seek a more efficient way to earn their wages. In the case of craftsmen, they charge more for their wares when purchased by certain groups, like merchants for instance. Those who buy and sell goods for a living have a much wider variety of options when it comes to deciding how best to line their pockets with gold.

The most effective of those tactics in a political environment like Kurstwahl, is to band together and form a united organization, dedicated to maximizing opportunity and profit. Thus, the Guild of Venerable Tradesmen was born.

Many large trading companies pay homage to the guild, resulting in a considerable flow of wealth into their coffers, and the pockets of the high-ranking guild officers. While a small portion of this money is used to maintain the enormous guildhall that serves as a neutral safe house for all of its members, the vast majority of it is used to negotiate city contracts, influence public officials, and at times, buy off other tradesmen that are vying for work. Its officers rarely make any decision without careful calculation, and the wealth they have brought to many of the guild's members ensures that their decisions are rarely, if ever, questioned or disputed.

Key People:

 Silvaria Felusia - Silvia is the Master of the Guild of Venerable Tradesmen, holding considerable power and influence both with the guild's members, and many



political figures and craftsmen throughout Kurstwahl. She is as ruthless in her dealings as she is intelligent, but her success, and the wealth she has brought to both the guild and its members keeps her firmly embedded in her seat as Guildmaster.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Knowledge (Business) d10, Notice d8, Persuasion d10, Riding d6, Streetwise d4, Taunt d10,

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Charismatic, Connections (Guild of Venerable Tradesmen), Elan, Filthy Rich, Linguist

Hindrances: Stubborn, Quirk (Ruthless in her business dealings)

△ Berjan Gris – Many merchant companies as well as individual tradesmen have joined the guild over the years, so many in fact that they have been forced to employ a team of mediators to handle the negotiations between its members. The Head Mediator, a guild

officer that reports directly to the guild master is Berjan Gris. While he spends the majority of his time in his office, reviewing the agreements that have been reached via his subordinates, he does become personally involved in particularly difficult negotiations, or those between high priority members of the guild (i.e. very wealthy trading companies). He is known to be fair, and has an amazing eye for what is best for everyone involved. The Head Mediator has the complete confidence of Silvaria, and she will not overturn any agreements he arranges.

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Investigation d8, Knowledge (Business) d10, Notice d8, Persuasion d8, Streetwise d6

Charisma: +2; **Pace:** 5; **Parry:** 2; **Toughness:** 6

Edges: Alertness, Charismatic, Connections (Guild of Venerable Tradesmen), Jack-of-All-Trades, Level Headed, Rich

Hindrances: Vow (Major: Always make a good, fair deal), Loyal, Obese

△ Corgin Woksdorf – Like the city's high noble

houses, the Guild of Venerable Tradesmen has a contingent of soldiers and mercenaries under its permanent employ. These soldiers not only protect the guild's holdings throughout the city, but they can be rented or loaned out to the guild's members should they find themselves in a situation in which they believe they require extra security and protection.

Corgin is a well-traveled mercenary who has fought in, and been scarred by, more wars than most. He has a brilliant mind for security, and his loyalty has always belonged to the highest bidder. The wealth of the guild ensures that they are the highest bidder, for now and the foreseeable future.

Attributes: Agility d8, Smarts d8, Spirit d6,
Strength d8, Vigor d8

Skills: Boating d4, Climbing d4, Fighting d10,
Intimidation d6, Knowledge (Battle) d8,
Lockpicking d4, Notice d6, Persuasion d4,
Riding d6, Shooting d4, Stealth d6,
Swimming d4, Throwing d4

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edges: Alertness, Command, Danger Sense, Improved Level Headed, Leader of Men, Linguist, Nerves of Steel, Tactician

Hindrances: Scarred (Minor), Vow (Minor: Stays Bought)

 Dittmar Rought - Represents the Guild of Venerable Tradesmen on the city council. See the City Council section for more information.

Key Places:

Venerable Tradesmen Guildhall - As if to flaunt the extent of their wealth and influence, the guildhall for the Venerable Tradesmen is one of the largest buildings in the trade district. Well-armed warriors stand outside its doors to ensure that only those who have signed the guild's charter and their guests are allowed entry, and if rumors are to be believed, a painful fate awaits any who attempt to access the structure without an invitation.

Inside, the true wealth of the guild becomes readily apparent. Polished marble covers the floor and walls of the entryway, and climbs along its pillars all the



way to the vaulted ceiling above. Three staunch, oak doors, lead into different sections of the guildhall's lower level. The first, a tavern, open only to members of the guild and those they bring with them. Second is a large auditorium, with acoustics that any performer would relish. Guild meetings are held here, where all of the members gather to discuss the issues they face, but it is also used for incredible performances, viewable only by members of this elitist organization. Lastly are the negotiating chambers. These well decorated rooms are generally reserved ahead of time for meetings and negotiations between parties.

Bausch Glassworks - One of the most prosperous businesses in all of the city is a huge factory in the slums. The glassworks is owned by Alexius Bausch, a member in high standing of the Guild of Venerable Tradesmen. He employs almost 100 people to create all manner of items from his furnaces. Everything from window panes to intricate works of glass art can be formed in the molds and workshops of Bausch Glassworks.

The working conditions are less than desirable, being exceedingly hot due to the furnaces required to melt the glass and keep it in its liquid form, and the pay is barely enough to provide food for the worker. A number of investigations by the City Watch have also led them to the doors of the factory in pursuit of a murdered citizen, yet such is the power of the Guild they have never been allowed inside. Despite these facts, there is no lack of those willing to work in the factory, as those that do are provided with a cot to sleep in and two meals each day, which is more than many of the residents of the slums would otherwise receive.

Red Feather Trading Cooperative

Leadership: Guildmaster Reslin Winslow

Description:

The Red Feather Trading Cooperative is the second largest mercantile collective in the city, second only to the Guild of Venerable Traders, their primary competitor. The Red Feathers, as they are more commonly known, is mostly comprised of smaller trading companies and individual merchants, with only a few larger companies signed on to its charter.

Though they don't have the measure of influence on policy that other organizations possesses, they use what influence they have to ensure the prosperity of their members and position those who support them in line for trade agreements and beneficial contracts. The influence of the guild has grown in the tenure of the current guildmaster, Reslin Winslow, who has worked hard to bind the Cooperatives members together to present a united face against their competitors.

The Red Feathers understand that stability, order, and overall prosperity in the city is beneficial to their own revenues. As such, it is not uncommon to see members of the Cooperative volunteering the occasional goods or services to assist in rebuilding the city and helping it grow.

Key People:

 Reslin Winslow - Mister Winslow is the owner of the Winslow Winery, a small competitor of the popular Hotplat Winery Company. While they have been successful on a local level, Reslin dreams of expanding his vineyards and his reach throughout the empire, and he has chosen the Red Feather Trading Cooperative as a means to that end.

While serving as Guildmaster, Reslin and the other guild officers have more than doubled the membership of the Red Feathers, vastly increasing their bargaining power and influence, as well as their funds. Because of this, alongside his beliefs that improving Kurstwahl will create a better situation for the guild and its members, his position as guildmaster is secure.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Gambling d4, Knowledge (Business) d8, Notice d6, Persuasion d8, Repair d6, Riding d4, Streetwise d8, Throwing d6, Taunt d4

Charisma: +2; **Pace:** 4; **Parry:** 6; **Toughness:** 7

Edges: Brawny, Brawler, Charismatic, Connections (Red Feather Trading Cooperative)

Hindrances: Lame, Cautious, Quirk (Ambitious)

 Gyrlin Gehring - The Red Feathers have poured a great deal of money and effort into the city, in hopes of getting a financial return, either by increasing their

customer base by their acts of good will, or improving the economy of the city and thus providing its people more gold to spend. Managing and coordinating these efforts throughout the city is a single woman of extraordinary ability, the Cooperative's Works Master Gyrlin Gehring. Her heart goes out to the impoverished masses of the city, and her efforts come from a genuine desire to help those less fortunate. When the Red Feather's came to her with this opportunity, she could not turn them down. She now manages all of the projects and funds slated to improve not only the city, but the public image of the guild itself. Her bookkeeping is impeccable, and she has shown amazing talent for organizing projects, and stretching every coin spent to its limit.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Investigation d6, Knowledge (Business) d8, Knowledge (History) d8, Notice d6, Persuasion d8, Riding d6, Streetwise d6, Taunt d4

Charisma: +6; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Attractive, Charismatic, Noble, Scholar

Hindrances: Heroic, Cautious, Pacifist (Minor)

 **Olbrecht Hoch** - Even an organization that contributes to society has enemies. Olbrecht Hoch is the man responsible for the guildhall's security, and the safety of the members of the cooperative, particularly at public functions. The large man is easily recognizable in a crowd, towering over most average citizens and always bristling with weaponry. His time spent in the imperial guard taught him to always be prepared, for anything. He has trained those in his service in much the same way, though they tend to blend better with the crowd. Olbrecht's strategy for protection involves both the overt guards, clad in the regalia of the guild and posted around its officers in plain sight, and the hidden guardians that appear as nothing more than every day citizens in the crowd.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d6, Notice d6, Shooting d6, Streetwise d4, Taunt d6, Throwing d8,

Charisma: -; **Pace:** 8; **Parry:** 7; **Toughness:** 8

Edges: Alertness, Brawny, Command, Command

Presence, Fleet-Footed, Improved Frenzy, Inspire
Hindrances: Overconfident, Loyal, Quirk (Always heavily armed).

Erik Buschoff - Represents the Red Feather Trading Cooperative on the city council. See the City Council section for more information.

Key Locations:

The Red Feather - This guildhall is easily recognized by the enormous, red painted effigy of a feather that hangs above its main door. While not as grandiose as their more influential competitors, the Red Feather easily serves its purpose, housing the contingent of guards under the command of Olbrecht Hoch, the offices of the guild leaders, and various storage rooms and vaults in which much of the guild's wealth is contained. The main vault is constructed of thick stone and lined with lead to prevent access. The key is held by the guildmaster, yet that alone will not grant you access. There are other secrets that guard the treasury of the Red Feathers, known only to the guild's officers.

Guild of Honorable Craftsmen

Leadership: Guildmaster Nodric Kahler, Guild Council

Description:

In a city of corrupt politicians, warring merchants, and clever thieves, those who craft the goods used by everyone in the city must look after their own interests. In pursuit of that endeavor they have formed the Guild of Honorable Craftsmen. Not every craftsperson can be a member of the guild, but those who are display it proudly, for it tells everyone in the city that they are honest, hardworking and skilled at their chosen craft.

The Guild of Honorable Craftsmen stays out of most politics, preferring instead to assist its members directly, providing a service where parties can submit requests for goods and be put in contact with the craftsperson most able to fulfill their requests.

Key People:

 **Nodric Kahler** - Nodric began as a silver smith, fashioning amazing trinkets and jewelry for the wealthy classes in the city. He was known for his silver tongue as

much as his wares, and it was perhaps inevitable that he would rise to lead the revered guild to which only the cities most talented artisans are invited to join.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d4
Skills: Knowledge (Business) d6, Repair d8, Streetwise d6, Persuasion d10, Riding d4, Taunt d8
Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 4
Edges: Connections (Guild of Honorable Craftsmen), Elan, Luck, Rich
Hindrances: Code of Honor, Pacifist (Minor), Loyal

 Conrad Hummel - Of all of the guild's councilors, the smith contingent represents the largest faction within the Honorable Craftsmen, including almost all of the metalworkers the guild has to offer. At the head of this faction is Conrad Hummel, a master weaponsmith that is renowned throughout the city for not only the quality of his blades, but the beauty of their craftsmanship, often including intricate scroll work and filigree. Many of his forged weapons have been displayed in the Church

of the Craftsmen, and he is highly sought after by high and low nobles alike.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Boating d6, Fighting d8, Notice d4, Persuasion d6, Repair d10, Streetwise d6, Swimming d6, Throwing d8
Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Edges: Brawler, Brawny, Connections (Smiths), Liquid Courage
Hindrances: Hard of Hearing, Quirk (Loves to fish)

Key Places:

Church of the Craftsmen - The guildhall for the Guild of Honorable Craftsmen is a large ceremonial hall, with several smaller meeting chambers off to the sides. Looking at it from the outside, it appears very similar to most churches, the vaulted ceiling of the central chamber arching overhead, with benches positioned on the stone floor like the pews used by religious worshippers. This church is not dedicated to any divine being or philosophy, but instead to the beauty and solidarity of the crafts.



Each of the major crafts has a small wing in which to display their finest works, chosen by the guild council. It is an incredible honor to have your work displayed in the guild hall for all to see, and more than a few of the works exhibited have been purchased at exorbitant prices simply because of their exhibition status.

Holtplat Winery Company

Leadership: Owner – Marvin Holtplat

Description:

There is little more divine on the lips of the wealthy than the taste of an amazing wine, and the only thing more desired than Holtplat's latest vintage, is one of its oldest vintages. Every high class eating establishment carries their wares and the exclusive winery is thriving despite commanding some of the highest prices in the Empire. Although only the wealthy can afford to purchase many of the Holtplat wines, a few vintages of lower quality (generally their cast offs) are considered a rare treat by the middle classes.

Both the Guild of Venerable Tradesmen and the Red Feather Trading Cooperative have been trying for years to convince Marvin Holtplat to join his company to their organizations. While he leans towards the Tradesmen, thus far he has simply enjoyed pitting one against the other to see what enticements they will offer for his business, and him personally. Mister Holtplat has not made his guild preference known to anyone.

Key People:

⚠ Marvin Holtplat – Marvin is the current owner of the Holtplat Winery Company. Marvin is a very meticulous individual, and he walks through his winery several times a day, always at the same times, to inspect the equipment, sample the wines, and converse with his employees. Most of them find him to be courteous enough, though he obviously sees himself as higher than they are on the class scale. He also visits his vineyards, which now cover several dozen acres, several times a month to ensure that the grapes are being properly cared for. His visits are always surrounded by a great deal of pomp and circumstance, produced by the vineyard managers, and though he does enjoy it on occasion, more often than not he thinks their efforts are overdone.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Investigation d4, Knowledge (Business) d10, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Charisma: –; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Edges: Alertness, Filthy Rich

Hindrances: Small, Delusional (Better than the “lower classes”), Quirk (Very meticulous)

Key Locations:

Holtplat Winery – The stone structure of the winery is larger than almost any warehouse in the city, and guarded by specially trained warriors that do not allow anyone not employed by the company to enter.

On the inside are huge vats that facilitate the crushing of grapes for the creation of several different vintages of wine. The employees work in shifts, crushing the grapes into juice during the daylight hours, and cleaning up for the next day after the sun sets.



Lucius
Krieg



The offices are located on a second tier mezzanine level that overlooks the factory floor. These include space for an accountant, a floor manager, and of course, the owner and founder of the company. There is also a large storage area located on the mezzanine level, used for cleaning equipment and other items.

Der Kriegscorp

Leadership: General Lucius Krieg

Description:

While there are several groups of mercenaries and adventurers in Kurstwahl, none bear the reputation of the Kriegscorp. Led by Lucius Krieg, a veteran soldier of the imperial army, these mercenaries have had their hands in every major conflict the city has been involved in since its founding.

Their rates are outrageous, but for those that can afford them, there is no task they will not carry out. They have served as the guards for noble houses, information

gatherers, thieves, and if the rumors are correct, even assassins. A contract made with the Kriegscorp, is a contract that will be carried out, no matter what stands in the way.

They are feared by the general population because of their ruthless devotion to their contracts, their stereotypically fearsome appearance, and their reputation for brawling. The City Watch is relatively helpless against members of the Kriegscorp. Not only is the Kriegscorp significantly better trained and better equipped than the Watch, but they have the backing of more than one notable noble, making dealing with them as much a political battle as a physical one.

Key People:

 **Lucius Krieg** – Lucius is a long time veteran of the Imperial Guard, having served for over three decades. However, he increasingly saw incompetence and even corruption in the officer corps and eventually retired with a jaded view of what the Imperial Guard had become.

Initially, Lucius put his skills to use as an adventurer, forming the beginnings of the Kriegscorp out of his adventuring party. Despite his dark reputation, the man does have a sort of honor, being devoted to the completion of any task his group is contracted for, and he expects the same of anyone who is a part of his company.

Lucius and Der Kriegscorp are a well-funded, well-trained and dangerous force.

Attributes: Agility d8, Smarts d8, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d8, Gambling d4, Intimidation d8,
Knowledge (Battle) d8, Notice d6,
Persuasion d6, Riding d8, Shooting d6,
Stealth d4, Survival d4

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Command, Elan, Fervor, Hold the Line, Level
Headed, No Mercy, Rich, Tactician

Hindrances: Vow (Major: Always complete the
mission), Greedy (Minor), Stubborn

 Edward Pettersson - The heart of the Kriegscorp's intelligence network, Edward makes his contribution through the acquisition, and occasionally the sale, of information. His network is very good at placing itself in the right place at the right time to acquire new contracts. In short, while Lucius is the heart and soul of the company, Edward serves as its brain, answering only to the Kriegscorp's commander, and providing him and his field officers with the information they need to do their jobs

Attributes: Agility d6, Smarts d8, Spirit d8,
Strength d6, Vigor d6

Skills: Fighting d6, Lockpicking d6, Intimidation d6,
Investigation d6,
Knowledge (Current events) d8, Notice d6,
Persuasion d8, Streetwise d8, Riding d6,
Shooting d4, Stealth d6, Throwing d4

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Alertness, Attractive, Charismatic,
Connections (Imperial Military), Linguist

Hindrances: Curious, Dark Past (Minor), Loyal

 Cain Fetland - Cain is the owner of Cain's Alehouse and is a retired member of the mercenary company trained by Lucius himself. He served as a

cavalry scout before he took an arrow to the knee and decided that retirement looked pretty good. These days he serves as a barkeep in his Alehouse, listening to patrons, telling stories, and gathering useful information as well as potential contracts. His tavern is a place of refuge for members of the Corp, although his customers are not exclusively Kriegscorpsmen. More than once Cain has had to physically remove patrons from his establishment and when such instances occur, every sober Corps member in the house will stand by him if needed.

Attributes: Agility d8, Smarts d8, Spirit d6,
Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6,
Persuasion d4, Shooting d8, Streetwise d8,
Survival d8, Tracking d8

Charisma: -; **Pace:** 3; **Parry:** 5; **Toughness:** 7

Edges: Alertness, Beast Bond, Danger Sense, Improved
Sweep, Liquid Courage, Quick Draw, Steady
Hands, Woodsman

Hindrances: Lamé, Obese, Loyal

Key Places:

Kriegshold - The success of Lucius and his company has bought him an enormous estate. Sitting squat in the middle of his lands, and appearing more like a fortress of war than a home, is his main house. While the construction is solid and well crafted, the appearance of the house is very utilitarian despite the wealth of its owner. Lucius Krieg and his lieutenants reside within the main house, waited upon by several servants and the lower ranking members of the corp.

Other buildings on the grounds include the Corp barracks, which provides housing for up to 100 men and women. This includes a common room and kitchen for meals as well as an armory that contains enough additional weaponry to adequately arm a full platoon of soldiers. His lands also feature a large training yard, where recruits and veterans alike can be found practicing their skills and learning new techniques almost every day.

Cain's Alehouse - This is the favored watering hole of the Kriegscorp. Every member is welcome, and it is one of the few buildings in the city where they are forbidden to brawl. The Alehouse is popular among the locals because of its decent quality food and drink at

inexpensive prices, though some are intimidated by the members of the Corp that seem to constantly eat and drink there.

Adventurer's Guild

Leadership: Guildmaster Brogan Valiant

Description:

The adventurer's guild was formed and funded by order of the city council in an effort to organize the vagrants that call themselves adventurers. It is a place for both individuals and parties to register and find employment. When the guild was first established there seemed to be no end to the number of jobs offered by guilds and individuals alike, nor was there a lacking of willing men and women to undertake these tasks. But as the years have passed, and the trading guilds become stronger and took more work onto themselves the business of the Adventurer's Guild has dwindled.

Nowadays their business has been reduced to a trickle, and the adventurers in residence within Kurstwahl are but a few. Despite this, the guildmaster still keeps a log of the tasks offered by the various factions and individuals of the city as well as those adventurers who have left means by which to contact them.

There is always a standing notice for recruitment into the Kriegscorp and the city watch, as well as a number of small odd jobs for the various guilds present on the announcement boards within the guildhall. Anyone wishing to register a task or as an adventurer must speak to the guildmaster and have it recorded. Any requested task can then be posted on the announcement boards.

Key People:

 Brogan Valiant - Once Brogan was a renowned swordsman, a duelist unmatched in the city. However, age and comfort have taken their toll on Brogan, and he's no longer the warrior he once was.

Brogan has been the guildmaster for the Adventurer's Guild for over two decades and has never seen business be as bad as it is now. He assigns fault to the various merchant guilds and mercenary companies that now perform the same jobs that were once performed by Adventurers. He learned long ago to respect the ever-growing power of the guilds, but if the opportunity

presented itself, he would do almost anything to see his own organization thrive once again, as it did in its prime.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d10, Gambling d6, Notice d6, Persuasion d6, Riding d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d6

Charisma: +2; **Pace:** 5; **Parry:** 8; **Toughness:** 5

Edges: Acrobat, Ambidextrous, Attractive, Combat Reflexes, Florentine, Improved Counterattack, Improved Frenzy, Trademark Weapon (Rapier), Two-Fisted

Hindrances: Elderly, Loyal (Minor: To his guild), Vengeful (Minor)

Key Locations:

Adventurer's Guild Hall - This building does not approach the size of the guildhalls of the major trading companies, but it has everything a guild requires within. A large common room serves as both meeting area and feast hall, attached as it is to a respectably sized kitchen. A small group of offices located just off of a main hall, which was once filled with clerks and adventuring party leaders, now sits mostly empty save for Brogan himself. The lower levels contain a number of training areas, both for weapons combat and other pursuits, as well as the guild armory, which contains a variety of still serviceable weapons.

Though easily functional, the building itself has fallen into disrepair in recent years due to the reduced funding from the city council accompanied by the significant loss of business. Now only the guildmaster himself alongside two servants care for the cleanliness of its interior, and the only repairs to the building that the guild can afford are those vital to the buildings integrity.

Kurstwahl Cathedral

Leadership: Patriarch Melkas Petrosi, Matriarch Katrina Cortham, High Inquisitor Czyne Jäeger

Description:

The Kurstwahl Cathedral is the epitome of elegance and the beauty of architecture, with high arching buttresses, elaborate statuary and intricately carved stonework



designs that crawl across the entry way. It is one of the few buildings that can claim to be as old as the city itself, and its legacy and history are more intricate and powerful than even its scrollwork designs.

Shortly after the cathedral was built an outbreak of a strange illness infested the city. It was so feared that few would take the infected in, even their families, yet the church did so. They helped the afflicted find solace and peace, even as they sent out inquisitors to find the source of the disease. The Inquisitors determined that a group of sorcerers had caused the disease with their dark magic, which led to several arrests and burnings. Over time the disease died out, and the inquisitors claimed the victory.

The cathedral still houses a small group of inquisitors, though they do not have the power and authority they once did. Each day they train their minds and their bodies through study and combat practice, so that they are ready should the threat of dark powers rises again. Until that day comes, they wage a war in the shadows, investigating claims of dark magic, cursed items, and other unholy things. They serve as hunters, a bane to all dark things that thrive in the night; warriors that remain

hidden from the very people that they serve and protect.

Beyond the priesthood and the organization of divine inquisitors is the female order, known to the people as the Sisters of the Light. They are charged with the care of the sick and injured in the church's infirmary wing, the cleaning of the chapel, and several other menial tasks. However, since the new Matriarch was chosen, the sisters have taken on a new role in the church. She has been teaching them rudimentary combat skills so that they can defend themselves, techniques she learned from the teachings of the Brothers of Frieden. The Matriarch has also made study part of their daily routine, including not only their religious texts, but history, heraldry, and herbalism as well. With her at the helm, the sisters will quickly become more than they once were.

Key People:

 Patriarch Melkas Petrosi – Patriarch Petrosi has held his position for just over a decade, having been elevated to it after the untimely murder of his predecessor by a group of thugs in the back alleys of the city. Many questions have been asked about the circumstances

surrounding the previous Patriarch's death, some even trying to implicate Patriarch Petrosi himself, yet all have led back to an attack by thugs in search of coin. In fact, Patriarch Petrosi is completely innocent of the crime, and is a good hearted man with a genuine concern for the poor and needy.

For years Melkas served the church solely by seeking to protect those who came to it in search of aid or guidance, believing this to be the limit of what his superiors would allow. Recently however, he has been inspired by the actions of the Brothers of Frieden. They no longer sit hidden away from the poverty and corruption that plagued the city, they are wading in to combat it. Now, his resolve is set, and he is following the path of those respected few who have taken the battle beyond the walls of the church and into the field..

Since then Patriarch Petrosi has been seen visiting Kurstwahl Hall on numerous occasions and has even been welcomed (albeit grudgingly) into more than one meeting of the city council. His opinions remain unheard as he listens to the debates and arguments that occur in that hallowed chamber, taking measure of each man and woman of the council, and listening intently.

Attributes: Agility d6, Smarts d6, Spirit d10,
Strength d6, Vigor d6
Skills: Healing d6, Investigation d6,
Knowledge (History) d6, Notice d4,
Persuasion d10, Streetwise d6, Intimidation d10
Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Edges: Charismatic, Elan, Healer
Hindrances: Heroic, Pacifist (Minor), Loyal

 Matriarch Katrina Cortham - Matriarch Cortham came to the Sisters of the Light at a young age, though she is not the youngest woman to have joined the order. For as long as she can remember she wanted to become one of the Sisters. She has always been a free thinker, and believes that the sisterhood could be so much more than glorified caretakers of the church and grounds. In an effort to bring more to the sisterhood than just herself, she sought out the Brothers of Frieden. Years were spent in training with them, learning what healing techniques they would teach her, and training in the martial arts of the Brotherhood.

When she was named Matriarch she was finally given her chance to help the Sisters of the Light break free of their generations long imprisonment in tradition, and become so much more, and she intends to do just that.

Attributes: Agility d10, Smarts d6, Spirit d8,
Strength d6, Vigor d8
Skills: Climbing d4, Fighting d10, Healing d8,
Intimidation d8, Knowledge (Medicine) d8,
Notice d6, Stealth d8, Streetwise d4,
Swimming d4
Charisma: -; **Pace:** 8; **Parry:** 8; **Toughness:** 6
Edges: Acrobat, Command, Fleet-Footed, Healer,
Martial Artist
Hindrances: Overconfidence, Loyal, Stubborn

 High Inquisitor Czyne Jäeger - The High Inquisitor has trained for years to defend the church, and the people of Kurstwahl against the foulness of sorcery and the dark arts. In his mind, the inquisitors, a small group of ten devout men and women, are the last and greatest line of defense the populace has against the darkness that rises amidst the shadows.

Though each of the inquisitors has experienced the darkness in some form, Czyne's tale is unique, though few would believe it.

Years ago, in a moment of weakness, Czyne was seduced by a dark stranger in the night, a woman of such incredible grace and beauty that he never questioned the chill of her flesh or the sharpness of her teeth. When the inquisitors found him, Czyne had been bitten, and was becoming the very unholy terrors the inquisitors fought to destroy. They brought him back to the church where Melkas Petrosi, then a humble chaplain, and the Sisters of the Light, provided aid, fighting off the darkness as it grew within him. After what seemed to be an eternity of night, Czyne awoke cleansed and pledged his life and soul to the inquisitors.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,
Vigor d8
Skills: Fighting d8, Healing d6, Intimidation d6,
Investigation d6, Knowledge (Dark arts) d6,
Notice d6, Persuasion d6, Streetwise d6
Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Edges: Arcane Resistance, Combat Reflexes, Command,
Elan, Inspire, First Strike

Hindrances: Vow (Major: Defeat the dark arts at any cost), Vengeful (Minor), Delusion (Dark arts are everywhere)

Kurstwahl University

Leadership: Headmaster Xavier Weltry

Description:

Kurstwahl University is not only the center of learning for the city, but for the whole of the region. Its professors are renowned across the empire for their studies and lectures, and the University museum, dedicated to pre-empire civilization and the forming of the empire itself, is heralded by nobility and intellectuals alike.

The most important part of the university however, is not the professors, the museum, or the grounds, it is the library. Row upon row of books covering every subject imaginable are kept under strict management of the university's librarians. Such a wealth of knowledge can be a dangerous in the wrong hands. As such, access to the domain of the librarians is restricted to professors, students, and specific individuals approved by the headmaster himself.

Despite the best efforts of the headmaster and his staff, rumors persist of strange experiments occurring at the university, the nature of which seems to change with each set of questions and each investigation. Inquisitors from the church have visited several times seeking the truth of these rumors, and each time leave with an uneasy feeling that while they couldn't find any evidence of dark intent, they did not get a full understanding of what was going on inside the university.

Key People:

 Xavier Weltry - is the Headmaster of Kurstwahl University, descended from one of the intellectuals who funded its construction. Few in all of the empire can claim such a breadth of knowledge and experience as Xavier. He has spent much of his life in study, as well as exploring the world around him, traveling the length and breadth of the empire from one end to the other. Several years of his adolescence were spent with the previous Patriarch of the church, learning the power of faith and the beliefs and methods of the church and its inquisitors, and several more amongst the Brothers of

Friedan studying anatomy and healing.

Xavier is a blunt man, seeing little point in frivolous conversation and dancing around the truth. So off-putting is his personality that despite his wisdom and high place in intellectual society he is seldom invited to debates, and is only consulted when unavoidable.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Healing d6, Investigation d8, Knowledge (Geography) d8, Knowledge (Religion) d8, Notice d4, Taunt d10

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Jack-of-All-Trades, Linguist, Scholar

Hindrances: Pacifist (Major), Habit (Minor: Very blunt of speech), Cautious

 Margrite Sauber - As the head librarian of the university, Margrite is a well-studied individual. Her staff keeps her library meticulously clean and organized, and Mistress Sauber knows the library so well that she can glance at almost any book within and tell you exactly where it belongs, and likely what it contains between its covers. Margrite enjoys conversation, and demonstrates great patience with questions and will teach any who wish to learn. It is also not unheard of for her to take books to the church and hold small lectures for the children of the lower classes.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Healing d8, Investigation d12, Notice d6, Riding d6, Persuasion d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Charismatic, Jack-of-All-Trades, Linguist

Hindrances: Curious, Anemic, Pacifist (Minor)

Brothers of Frieden

Leadership: Abbot Rilan Shriver

Description:

The Brothers of Frieden are a politically neutral monastic order dedicated to peace and the study and application of healing techniques. Many of the city's residents, noble



and common alike, have come to their doors in search of a cure for whatever ails them and none are turned away.

Many of these master healers become wandering monks, leaving the Abbey to learn more about the world, and in time bring back greater knowledge to those who remain.

Key People:

 Abbot Rilan Shriver – The abbot is such a master of the healing arts that he is believed to have magical powers. When asked he will say that he simply channels the energy of his body to help purify the spirit of another. Abbot Rilan is also a great student of history. His initial beliefs were that his order should not interfere with the city's politics, because they were the antithesis to peace, both within the city, and within the mind. However, he has recently discovered that some of his predecessors were very much involved in those same politics that he has shied away from, allowing him to think that the ways of the brotherhood might serve to help purify the city, and reduce the pestilence that brews on its streets. Since that day he has become much more involved in the city's

politics.

Because of his order's gracious service, Abbot Shriver is occasionally invited to attend city council meetings, though he is not a true member and does not have any decision-making authority. Despite that, the councilors are beginning to realize how much the people, noble and common alike, depend on the healing arts of the Brothers... perhaps making way for a rise in their political influence. Abbot Rilan and the church Patriarch Melkas Petrosi have been friends for many years, and support each other in their efforts to bring light back to a city descending into darkness.



Attributes: Agility d4, Smarts d12, Spirit d10,
Strength d6, Vigor d6

Skills: Healing d12, Knowledge (History) d6,
Knowledge (Medicine) d8, Notice d8,
Persuasion d8

Charisma: +2; Pace: 6; Parry: 4; Toughness: 4

Edges: Charismatic, Elan, Healer,

Hindrances: Vow (Minor: Give medical aid to any
who ask), Pacifist (Minor)

Key Places:

Frieden Abbey - Frieden Abbey - This high-walled abbey was built for the protection of monks who could not defend themselves. The structure itself houses about fifty monks of various ranks in the brotherhood. Perhaps the center of the abbey is a large dining hall, filled at each mealtime, as the monks have a long standing tradition of always eating their meals together.

Davinian Embassy

Loyalty: The Nation of Davin

Leadership: Ambassador Jareth Jarvos

Description:

The Davinian Embassy is a connection to another world, one not ruled by the Emperor. While the Davinians work hard to maintain the illusion that their presence is solely to establish good relations and negotiate trade agreements, they have more insidious goals in mind. Through subtlety and cunning the Davinian delegation aims to subvert the influence of the emperor, and make it easier for their own nation to rule the region.

Almost every tactic is used to endear themselves to the people of Kurstwahl. They have provided funding to the city watch, given food to the impoverished masses, and negotiated trade contracts, both large and small, with the various guilds and companies in an effort to establish a good trade relationship, and expose them to the influence of their home nation.

The Davinian Ambassador has also brokered a deal with the Guild of Shadows, and one of his staff actually functions as a secret member of the Council of Nine. To bolster their slowly growing political influence, the foreign nation has sent a significant number of soldiers



to support the ambassador. Though they would be no match for the Grey Guards, they could easily stand their ground against the city watch and many of the mercenary companies that can be found in the city. One peculiarity of this guard contingent is that they are comprised completely of women.

Key People:

 Ambassador Jareth Jarvos - A man of many means, unknown motivations, and intense personality, Ambassador Jarvos seeks any advantage he can provide to his government back home. In his native county he is known for his cunning and ingenuity, but here in Kurstwahl he is seen as a man of intelligence and charisma, who brightens up the room with his entertaining conversations and formidable presence.

Behind closed doors however, the ambassador is a very different man. His plots and plans are rooted in the deception and manipulation of the entirety of Kurstwahl, from its city council members, to the peasants on the street. For the moment, he has been able to keep his plans secret, only discussing them within the confines of the embassy with his fellow Davinians.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Gambling d6, Intimidation d8, Knowledge (Battle) d4, Knowledge (Poison) d8, Notice d6, Persuasion d10, Taunt d6, Shooting d6, Stealth d4, Riding d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Brave, Charismatic, Elan, Strong Willed

Hindrances: Arrogant, Loyal, Vow (Minor: Expand the rule of Davinia)

 Faroud Fayed - Special assistant to the Ambassador. Also a secret member of the Council of Nine. (See additional information in the section on the Guild of Shadows.)

 Lord Elyss Has'Ka - While only recently granted the title of Lord, Elyss takes the duty he's been assigned very seriously. He is not only a representative of his homeland to the foreigners (in his mind) of Kurstwahl, but commander of the contingent of Davinian soldiers in residence at the embassy.

Although not as clever or cunning as the ambassador,

Lord Has'Ka understands the role he and his female guard must play in the deceptions and plots Jareth has crafted, and he plays his part exceptionally well. His knowledge of military protocol and tactics used by Kurstwahl and imperial soldiers could give them an advantage should their plot be discovered and it result in the threat of battle.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d4, Persuasion d4, Riding d8, Shooting d6, Stealth d4, Survival d4, Throwing d4

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Alertness, Command, First Strike, Hold the Line, Noble, Tactician

Hindrances: Vengeful (Major), Loyal, Quirk (No sense of humor)

Key Places:

Davinian Embassy - This building appears from the outside to be a large manor house, complete with outbuildings and gardens that rival many of the lower noble houses. Yet despite appearances, the embassy is built like a fortress, with thick outer walls, secret passages, and barracks for its contingent of 80 Davinian soldiers.

Few natives to Kurstwahl ever see the inside of the embassy, as that privilege is reserved only for those extended an invitation from the ambassador himself and tends to be high ranking figureheads like the guild masters or members of the city council, though some of them have still never seen its interior.



GUILD OF SHADOWS

ROGUES HALL OF FAME

by Richard Woolcock

Contents

England's Finest	67	Much the Miller's Son	71
Blackbeard the Pirate	67	Maid Marian	71
Colonel Thomas Blood	67	Global Villains	71
William Dodd	67	Black Caesar	71
Fagin	67	Canada Bill Jones	71
Guy Fawkes	68	D.B. Cooper	72
Eustice Folville	68	Jirokichi the Rat	72
Jack the Ripper	68	The Lambeth Poisoner	72
Madam Mary Jeffries	68	Ned Kelly	72
Moll King	69	Butch Cassidy	73
John "Half Hanged" Smith	69	The Sundance Kid	73
Dick Turpin	69	Mythical Rogues	74
Robin Hood and his Merry Men	70	Aladdin	74
Robin Hood	70	Prometheus	74
Little John	70		
Will Scarlet	70		
Friar Tuck	71		

England's Finest

⚠️ Blackbeard the Pirate

A tall man with a thick black beard braided into pigtails. Blackbeard was a renowned English pirate who relied far more on his fearsome image than brute force to achieve results. Despite the modern perception of pirates as bloodthirsty savages, there are no accounts of Blackbeard ever harming or killing those he took prisoner, however he did become the inspiration for many modern works of pirate fiction.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Intimidation d8, Knowledge (Battle) d6, Notice d4, Persuasion d6, Shooting d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Code of Honor, Thrillseeker (Minor), Greedy (Minor)

Edges: Command, Fearsome Reputation, Noble (his ship is his kingdom, the crew are his subjects)

Gear: Rapier (Str+d4; Parry +1), flintlock pistol (range 5/10/20; 2d6+1)

⚠️ Colonel Thomas Blood

Best known for attempting the seemingly impossible feat of stealing the crown jewels. Not only did he receive a full pardon from the king, he was also granted land and employed to advocate in the claims of suitors to the Crown!

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d6, Riding d4, Shooting d6, Stealth d6, Streetwise d4, Taunt d8

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

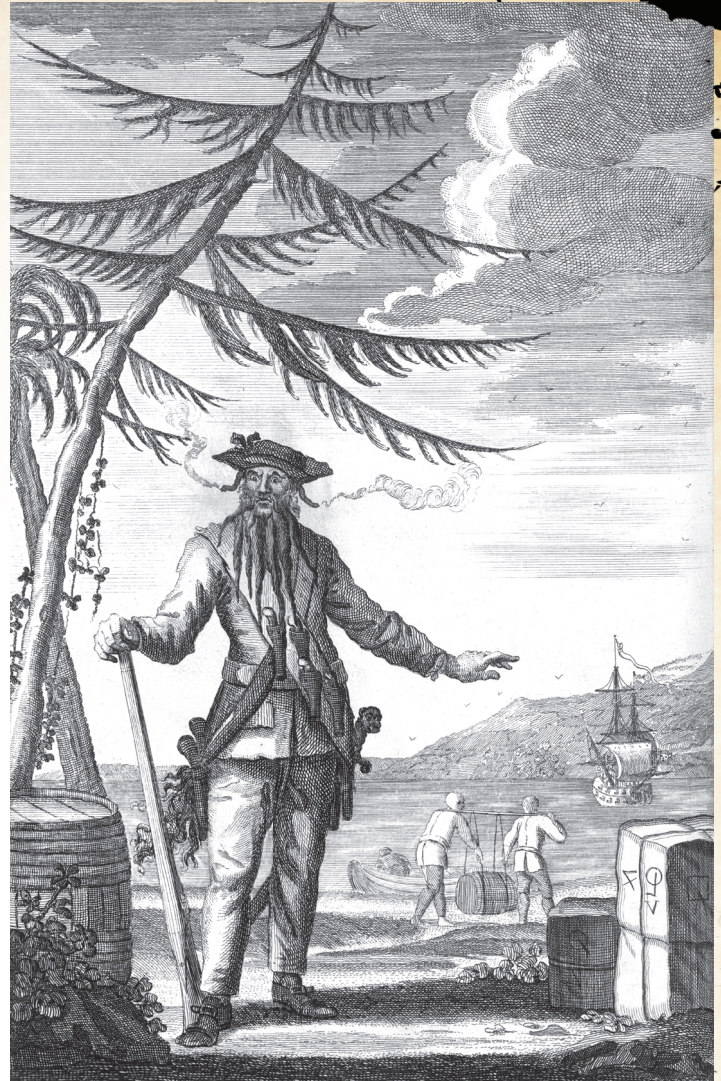
Hindrances: Arrogant, Big Mouth, Stubborn

Edges: Brave, Rapier Wit

Gear: Rapier (Str+d4; Parry +1), flintlock pistol (range 5/10/20; 2d6+1)

⚠️ William Dodd

Nicknamed the "Macaroni Parson", William Dodd was an English clergyman with extravagant tastes. He turned to bribery and forgery in an attempt to fund his expensive lifestyle, and to clear his mounting debts.



Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Religion) d8, Knowledge (Mathematics) d8, Notice d6, Persuasion d6, Repair d8, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bad Luck, Poverty, Greedy (Minor)

Edges: Document Forger, Scholar

⚠️ Fagin

A grotesque miser, Fagin recruited and trained a gang of children to work for him as pickpockets, including their infamous leader the Artful Dodger, and the runaway orphan Oliver Twist.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Intimidation d6, Lockpicking d6, Notice d8, Persuasion d6, Stealth d8, Streetwise d8

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Greedy (Major), Ugly, Quirk (Refers to everyone as "my dear")

Edges: Alertness, Noble (high status among thieves), Urban Ranger

△△ Guy Fawkes

A powerfully built man with reddish-brown hair, he had a flowing moustache and a bushy beard. Guy Fawkes was pleasant, cheerful and intelligent, but he was also a man of action and skilled in matters of war. Immortalized by the failed Gunpowder Plot of 1605, he is sometimes jokingly referred to as "the last man to enter Parliament with honest intentions"!

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d4, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Vow (Major), Stubborn, Loyal

Edges: Brawny, Charismatic

Gear: Rapier (Str+d4; Parry +1), dagger (Str+d4)



△△ Eustace Folville

An audacious robber, Eustace Folville began his notorious criminal career by ambushing and murdering an important nobleman, and later abducted and successfully ransomed another agent of the crown. He eventually received a full pardon in recognition of his military service in the armies of Edward III, and never stood trial for any of his crimes.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident, Vengeful (Minor), Mean

Edges: Connections (Cotterel gang), Luck

△△ Jack the Ripper

A brutal serial killer who once stalked the streets of London, the notorious Jack the Ripper murdered and mutilated his victims in horrific ways that suggested surgical knowledge. He was never caught, and his true identity was never discovered.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Healing d4, Knowledge (Medicine) d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Thrillseeker (Major), Mean, Lone Wolf

Edges: Forgettable Face, Luck, Second Life

△△ Madam Mary Jeffries

A madam and procuress in Victorian-era London, Mary Jeffries ran three brothels, a flagellation house, and a Chamber of Horrors. Her clients included the King of Belgium and many of the city's elite, and she enjoyed the support of high-ranking police and military officers.

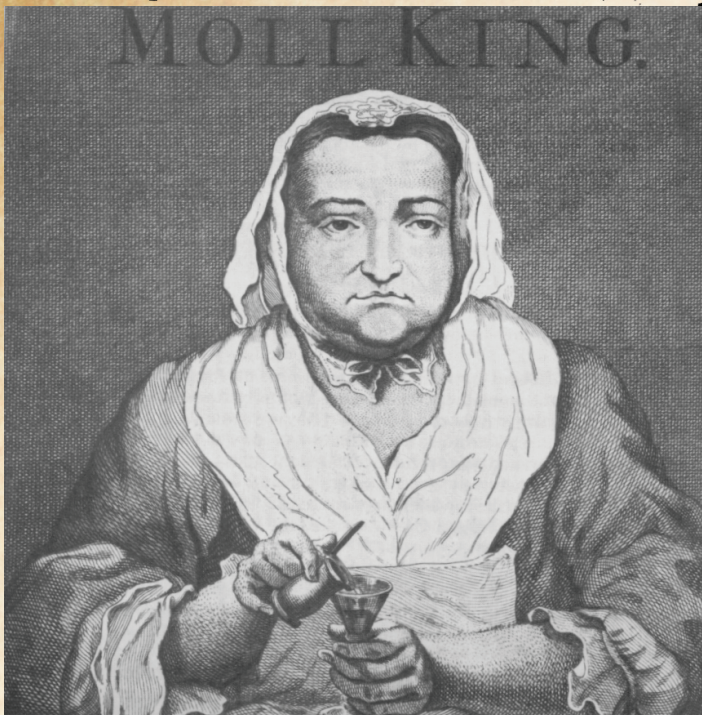
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Intimidation d8, Knowledge (Business) d8, Notice d6, Persuasion d8, Streetwise d6

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Arrogant, Mean, Dark Past (Minor)

Edges: Connections (City's elite), Fearsome Reputation



△ Moll King (Elizabeth Adkins)

A prominent figure in London's underworld, Moll King was a notorious pickpocket and loan shark who worked with the infamous criminal Jonathan Wild. She also ran a popular coffee house under her real identity of Elizabeth Adkins, which served as a meeting place for prostitutes and their customers – but because she didn't provide beds, she couldn't be prosecuted for brothel-keeping.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Climbing d6, Lockpicking d6, Notice d6, Persuasion d6, Shooting d4, Stealth d8, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Honorable Rogue, Stubborn, Greedy (Minor)

Edges: Connections (Jonathan Wild), Second Life

△ John "Half-hanged" Smith

A London burglar, John Smith was convicted on three separate occasions, and managed to evade execution every time. He earned the nickname "Half-hanged Smith" from his first conviction, where he was granted a reprieve and eventually his freedom after hanging from the Tyburn gallows for quarter of an hour.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Boating d6, Climbing d6, Lockpicking d8, Notice d6, Shooting d6, Stealth d4, Streetwise d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Stubborn, Greedy (Minor)

Edges: Hard to Kill

△ Dick Turpin

A notorious highwayman who held up stagecoaches. Dick Turpin's story is much embellished, partially because he was also known as a great story-teller. According to legend he attempted to outrun the authorities on a swift horse, but in reality he tried to hide before being caught.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Riding d8, Shooting d6, Stealth d8, Streetwise d4

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Overconfident, Thrillseeker (Minor), Greedy (Minor)

Edges: Ambusher, Highwayman

Gear: Rapier (Str+d4; Parry +1), flintlock pistol (range 5/10/20; 2d6+1)



Robin Hood and His Merry Men

△ Robin Hood

One of the most famous outlaws of English folklore, Robin Hood lived in Sherwood Forest with his band of Merry Men, where they stole from the rich and gave to the poor.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d4, Persuasion d4, Shooting d10, Stealth d4, Survival d6, Tracking d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Robin Hood, Thrillseeker (Minor), Loyal

Edges: Noble (in the eyes of the common people), Trademark Weapon (longbow)

Gear: Leather jerkin (+1), long sword (Str+d8), longbow (range 15/30/60; 2d6)



△ Little John

A member of Robin Hood's band of Merry Men, Little John was portrayed as a gigantic warrior who was skilled with both the bow and the quarterstaff.



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Climbing d4, Notice d6, Shooting d6, Stealth d4, Survival d4, Tracking d4

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Overconfident, Wanted (Minor), Loyal

Edges: Brawny, Sweep

Gear: Leather jerkin (+1), quarterstaff (Str+d4; Reach 1"; Parry +1), longbow (range 15/30/60; 2d6)

△ Will Scarlet

A member of Robin Hood's band of Merry Men, Will Scarlet was described as being hot-headed and tempestuous, yet very skilled with a blade.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d4, Shooting d6, Stealth d4, Survival d8, Tracking d8

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Vengeful (Major), Quick (Loves elegant clothes, particularly red silk), Stubborn

Edges: First Strike, Woodsman

Gear: Leather jerkin (+1), short sword (Str+d6), bow (range 12/24/48; 2d6)

Friar Tuck

A member of Robin Hood's band of Merry Men, Friar Tuck was often portrayed as a jovial friar with taste for good food and wine.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d8

Skills: Fighting d6, Tracking d4, Healing d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Survival d4

Charisma: -; **Pace:** 5; **Parry:** 6; **Toughness:** 7

Hindrances: Honorable Rogue, Pacifist (Minor), Obese

Edges: Healer, Liquid Courage

Gear: Staff (Str+d4; Reach 1"; Parry +1), bow (range 12/24/48; 2d6)

Much the Miller's Son

A member of Robin Hood's band of Merry Men, Much was sometimes described as a poacher and a formidable fighter.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Climbing d4, Notice d6, Repair d4, Shooting d8, Stealth d6, Survival d4, Tracking d4

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Clueless, Wanted (Minor), Poor Liar (Minor)

Edges: Alertness, Berserk, Forgettable Face

Gear: Leather jerkin (+1), short sword (Str+d6), bow (range 12/24/48; 2d6)

Maid Marian

A member of Robin Hood's band of Merry Men, Maid Marian was often described as being beautiful, courageous, and strongly independent.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d8, Shooting d8, Stealth d6, Survival d4, Tracking d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Heroic, Loyal (Minor), Vengeful (Minor)

Edges: Attractive, Elan

Gear: Leather jerkin (+1), short sword (Str+d6), bow (range 12/24/48; 2d6)



Global Villains

Black Caesar

A former slave and petty thief, John Caesar (nicknamed "Black Caesar") was one of the first people of recent African descent to arrive in Australia. He escaped into the bush where he joined up with other convicts, becoming known as the first Australian bushranger.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d4, Shooting d6, Stealth d6, Survival d8, Tracking d8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Clueless, Greedy (Minor), Quirk (Appears apathetic about death)

Edges: Brawny, Woodsman

Gear: Musket (range 15/30/60; 2d8)

Canada Bill Jones

One of the greatest hustlers in history, Bill Jones was an English card shark who migrated to Canada at the age of twenty, where he became particularly famous for his Three-card Monte short con. Bill was an insatiable gambler, often losing as much to other conmen as he won from his marks.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6,

Vigor d4

Skills: Gambling d10, Notice d8, Persuasion d8, Stealth d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Overconfident, Poverty, Anemic

Edges: Card Shark, Charismatic

△△ D. B. Cooper

After politely hijacking a Boeing 727 and demanding a huge ransom, this mysterious man directed the flight toward Mexico City and escaped by parachute. He was never found or even positively identified, but his airline ticket was purchased under the alias Dan Cooper, and due to a media miscommunication he is now better known as D. B. Cooper.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d8, Knowledge (Explosives) d8, Knowledge (Geography) d8, Notice d6, Persuasion d6, Piloting d6

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Dark Past (Major), Lone Wolf, Cautious

Edges: Forgettable Face, Scholar

△△ Jirokichi the Rat

A 19th century Japanese thief who worked as a laborer and volunteer fire fighter. At night he would break into wealthy estates, and became known as "Nezumi Kozo", meaning, "rat boy". The origin of his nickname is unclear - some say it was due to his small size and rat-like appearance, while others claim it was because he released a bag of rats into the houses he robbed to mask any noises he made.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Climbing d6, Gambling d6, Lockpicking d6, Notice d6, Stealth d8, Streetwise d6, Throwing d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Small, Lone Wolf, Branded (tattooed stripe across his arm)

Edges: Second Life (laborer and volunteer fire fighter), Thief



△△ The Lambeth Poisoner

Known as the "Lambeth Poisoner", Dr. Thomas Neill Cream was a Scottish-Canadian serial killer who poisoned his many victims, and sometimes attempted to frame and blackmail others for the crimes.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Healing d8, Knowledge (Battle) d8, Knowledge (Medicine) d8, Notice d6, Persuasion d6, Streetwise d6

Charisma: +2/-2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bloodthirsty, Greedy (Minor), Big Mouth

Edges: Attractive, Scholar

△△ Ned Kelly

An Australian bushranger of Irish descent, Edward "Ned" Kelly is viewed by some as a murderous villain, and by others as a folk hero. He is perhaps best remembered for his defiant last stand against the Felons Apprehension Act, where he and his gang wore suits of steel armor in a deadly shoot-out with the police.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d4, Repair



d4, Shooting d6, Stealth d4, Survival d6, Tracking d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (3)

Hindrances: Overconfident, Greedy (Minor), Enemy (Minor: Sergeant Whelan)

Edges: Brawny, Fearsome Reputation

Gear: Breastplate (+3), helmet (+3), carbine name "Betty" (range 20/40/80; 2d8; AP 2)

Butch Cassidy

A notorious bank and train robber, Robert Parker was better known as Butch Cassidy, leader of the Wild Bunch. He led his gang on the longest crime spree in the history of the American West.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d6, Notice d6, Persuasion d6, Riding d6, Shooting d6, Stealth d6, Survival d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy (Major), Loyal, Quirk

Edges: Command, Steady Hands



The Sundance Kid

After being arrested for stealing a horse in the Wyoming town of Sundance, Harry Longabaugh became better known by his nickname of the "Sundance Kid". Once he was released from prison he joined up with Butch Cassidy, and was considered the fastest gunslinger in the Wild Bunch.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d6, Notice d6, Persuasion d4, Riding d8, Shooting d8, Stealth d6, Survival d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Honorable Rogue, Greedy (Minor), Loyal
Edges: Quick, Quick Draw

Skills: Fighting d6, Knowledge (Science) d8, Notice d6, Persuasion d6, Throwing d6, Titan Form d10

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic, Vow (Minor), Stubborn

Edges: Arcane Background (Super Powers)

Powers: Titan Form (Growth/Shrink with trappings: range reduced to Self and cannot Shrink, rank reduced to Novice).

Mythical Rogues

Aladdin

In the original folk tale, Aladdin was a young ne'er-do-well from a town in China, who was sent by a deceitful sorcerer to retrieve a magical lamp from a booby-trapped cave. Aladdin later slew the sorcerer and kept the lamp, becoming rich and powerful with the aid of the genie who lived within.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Climbing d6, Lockpicking d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Survival d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Clueless, Quirk, Greedy (Minor)

Edges: Connections (Genie), Luck, Scavenger (Genie trapping)

Prometheus

One of the titans of Greek mythology, it was Prometheus who stole the secret of fire from Mount Olympus and gave it to mankind. Zeus punished Prometheus by chaining him to a rock on a high mountain, and sent an eagle to torment him. Hercules eventually slew the eagle and freed Prometheus.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

GUILD OF SHADOWS

ADVENTURES

CREDITS

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Contents

The Initiate's Path	76
The Viper's Nest	82
Kurstwahl's Eleven	100

The Initiate's Path

Gamemaster Summary

The Setup

Sometimes a particularly lucky or adept thief will come to the attention of the Guild of Shadows. After a period of observation, the Council makes the decision to bring the thief into the Guild. There is no offer. If you are told of the Guild of Shadows, you had better earn your place as a member or things will get dark very fast.

This introductory adventure is for a set of Initiates to the Guild. It works for any mixture of archetypes and whether the thieves know each other ahead of time or not.

Player's Introduction

The Star Chamber

When you awake, it takes a moment to realize where you are. The velvet covered padding of the coffin caresses your skin as you shift within the confines of a small space. Pushing against the coffin lid, you find that it opens easily and without noise.

As you look up, it appears that you are outside, but sitting up you realize that you are in fact in a room with a ceiling painted to resemble the night sky. The level of detail is impressive, and the illustrated moon and stars seem to actually provide light to the room.

As you look around, you notice several other coffins in the chamber, with similarly disoriented occupants beginning to awake. Memories of last night's initiation ceremony flood back. You are clothed in soft, black, velvet robes, with no trim or adornment.

Rising from the coffin, you recognize the other initiates from last night's ceremony, although you did not have a chance to introduce yourselves as you took the oath which bound you to this brotherhood of thieves.

An investigation of the room will quickly reveal several items of note:

On a pedestal in the room are a lock pick, a key (which can be used to re-enter this chamber from the outside), and scroll that is rolled and bound with a short length of ribbon. On the scroll is the following handwritten message:

Your initiation into our order is not yet complete. To prove your worthiness, you must perform a task to demonstrate your skill and initiative. We require you to recover and return to us a small chest. It is marked with the secret sign of the Guild of Shadows. This object was lost in a recent unfortunate situation and currently lies in the strongroom of the Blackthorne Guardhouse.

You have until midnight tomorrow to recover the chest and return it here. If you do not return in the allotted time, then never return lest your life be forfeit. Adhere to our code. Kill no one. Protect the secrecy of the brotherhood.

A chest within the room contains the party's belongings. (The GM can use this opportunity to add or remove any items they want.) The chest is locked (**Good Lock, Lockpicking -2**), and its construction is of average quality (**Toughness 6**).

As the players exit the chamber they walk through a small warehouse floor cluttered with refuse and piles of broken crates. Stepping outside they see that it's nearly dawn, giving them 36 hours to complete their task. The exterior of the Star Chamber blends in with the neighborhood and is easily mistaken for a simple if neglected warehouse.

What the Player Characters Know

The Blackthorne Guardhouse stands near to the center of the Merchant Quarter and is actively used by the Kurstwahl City Watch. The guardhouse has been in service for several generations and is named for the captain of the guard, Olaf Blackthorne, who ran it for over 30 years before his death. It is somewhat well secured, although by no means is it 'fortified'. A bell alarm system is usual on similar guard outposts and is probably located on the roof. Given its size, the guardhouse probably hosts a contingent of about 10-15 guards.

With Investigation, What Can They Learn

Time is of the essence but the PCs have the opportunity to try to learn more about the situation. A variety of tactics can be used (Streetwise, Persuasion, Notice, Investigation, Intimidation, etc.) Each attempt takes one hour. PCs can attempt Cooperative rolls but that consumes the hour for each participant. Each listing is numbered to allow random selection. If you roll the same item twice, reinforce that they've heard the same thing from another source but allow them a re-roll as well.

Successes

1. The captain of the Blackthorne Watch is Lev Gelb, an ambitious member of the City Watch, always on the lookout for opportunities to shine and get the notice of his superiors.
2. Local troublemakers are locked up in the guardhouse before being released or transferred to Kurstwahl Prison.
3. The guards like to frequent the Drunk Goose, a beer hall across the street from the guardhouse.
4. Any time, day or night, three pairs of Watchmen are walking routes through their part of the Merchant Quarter.

Single Raises

1. One of the guards, Lorencz, has a problem with drink and sometimes sleeps on duty.
2. The complement of the guardhouse is fourteen: six on patrol, two on duty at the guardhouse, four off duty at the guardhouse and two on rotating days off.
3. The routes the watchmen patrol are partly predictable, partly random.

Two or More Raises

1. The watchmen's equipment is in poor repair and they are willing to take small bribes to forget minor offenses to help fund themselves, though they don't tell Captain Gelb.
2. The Blackthorne Guardhouse is expecting a new member to join them anytime now.

Blackthorne Guardhouse

The guardhouse features exterior stone walls, wooden plank interior walls and floors, a wooden shake roof, and two rock fireplaces. The building is a stand-alone structure that does not abut any other buildings. The nearest building, a bakery, is 40' to the side, along the street fronting both buildings.

Areas are described as they would be during daylight hours with an "At Night" section describing differences.

Blackthorn Guardhouse Exterior

This single-story building stands on a moderately busy street in the Merchant Quarter of the city. It is made entirely of weathered stone, save for a wooden shake roof. There is no hatch or access to the roof from inside. There are a few windows that are all small and barred, and two stone chimneys rise from the building at either end. The bars are old but in moderately good repair. (Strength -2 to pry them off. Using acid would be quieter)

At Night: Around the building and to either side of the front door, lanterns provide light that flickers slightly in the gentle night breeze. Street lamps are scattered along the main street, although areas of shadow dominate.

Blackthorn Guardhouse Interior

The ceiling is exposed beams under the shake roof. Interior walls are wood coated with plaster, and rise fully to the roof.

1) Entrance Room

The outer door to the guardhouse is never locked. (Justice never sleeps) This room is well lit, with lanterns hanging from exposed wooden roof beams. By the door, pegs for guards' cloaks suggest as many as 15 occupants, but only half the pegs are currently in use. In one of the corners of this room are two small, iron barred cells.

At Night: The room remains lit at night, although there is just

As you enter, a slightly hunched man with a grizzled scar through his dead right eye and cheek looks up from the table where he sits. Two other guards stand chatting at the other end of the room. Their conversation stops as you enter the room.

one guard in the room, sitting at the desk.

2) Cells

The two cells each contain nothing more than a straw mattress and a metal pot. There are no windows in the cells, and a stone wall divides them.

3) Privy

A simple chair with hole, a bucket of water and a bucket of rags provides the necessary accommodations. There is a small shelf to place a candle holder. A foot-wide hole in the floor leads down to the city sewers. (Characters with the Small or Young Hindrance could fit). The city sewers can be accessed through locked manholes in alleys, or through the privies of other businesses. It would be nasty business to traverse the sewers.

4) Barracks

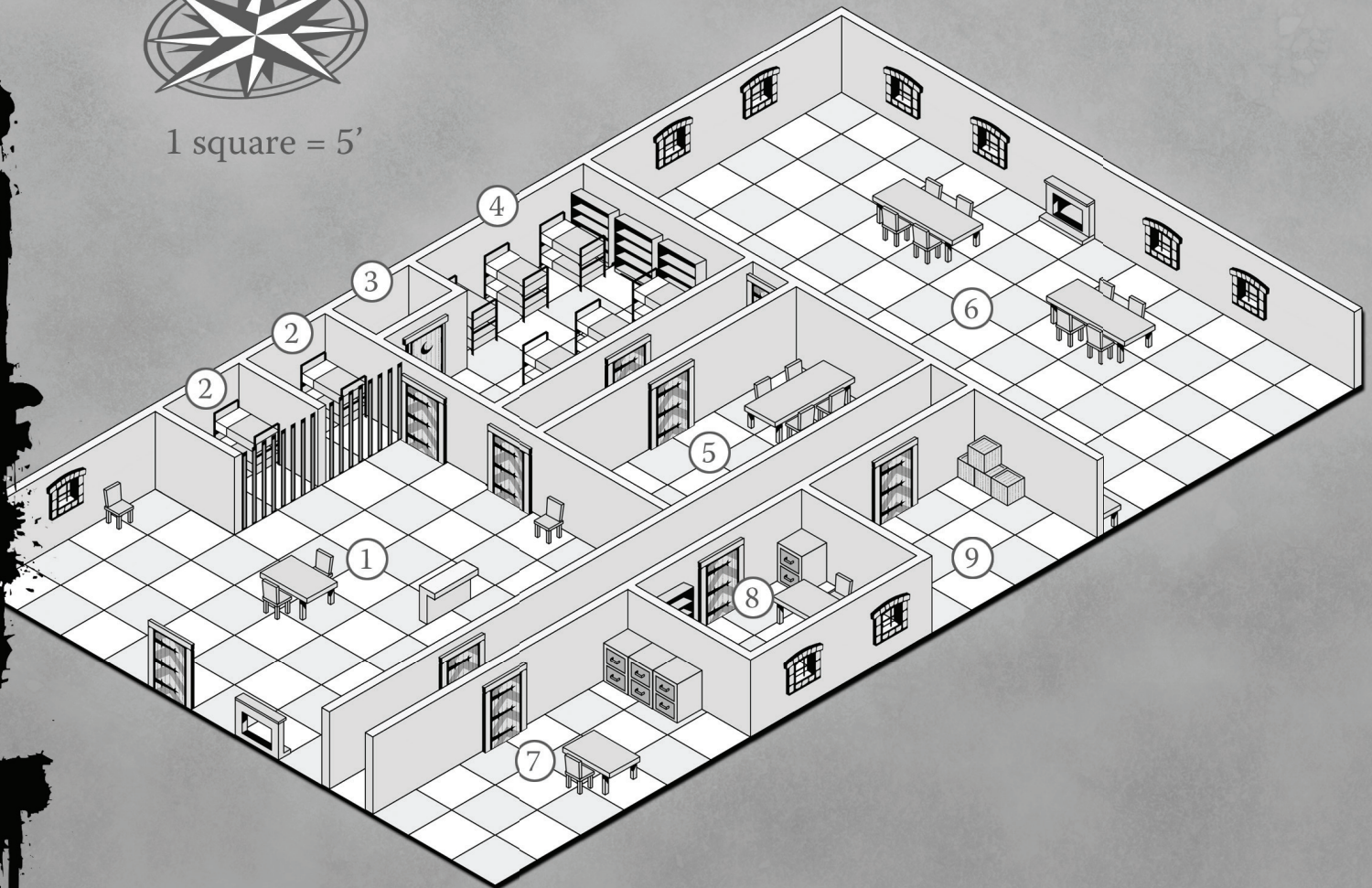
If no disturbance has awakened them, four off-duty guards sleep here. Several sets of wooden bunk beds form neat lines and the sound of gentle snores can be heard. Each set of bunks has an accompanying footlocker and a nearby table has an unlit lantern and several plates of unfinished food on it.



Blackthorne Guardhouse



1 square = 5'



Key

- 1 ENTRANCE ROOM
- 2 CELLS
- 3 PRIVVY
- 4 BARRACKS
- 5 INTERROGATION ROOM

- 6 GUARDS COMMON ROOM
- 7 FILEROOM
- 8 CAPTAIN'S OFFICE
- 9 STORAGE ROOM

5) Interrogation Room

A seemingly plain room with no window, this is clearly where suspects are bought to be 'interviewed'. A heavy wooden table and chairs are anchored to the floor with metal brackets and on one side of the table a large metal loop has a set of manacles hanging from it. A suspicious dark brown/red liquid has stained the wooden floor below the chair on the manacled side although the stain seems old. Scones await torches to bring light to the room, day or night.

6) Guards Common Area

Simple yet functional, this is where the off duty guards can spend some time. Several tables hold lanterns, bowls of apples and a few basic games such as cards, dominos and peg-a-line. A few comfortable, worn couches are pushed against the walls. There are several small windows in this room, glazed and barred.

7) File Room

Several book cases filled with leather bound books dominate this room. A single unlit lamp rests on a small table scattered with miscellaneous paper, an ink pot and several poor quality quills. The books are logs of the guards' activities going back a couple decades. They are covered with dust. The room is dark with no windows.

8) Captain's Office

A large, heavy desk, has several scrolls and papers strewn across it in a slightly disorganized manner. Bookshelves, a large cabinet and a padlocked chest clutter the cramped room. Two small glazed and barred windows on the east wall provide light in the daytime. A small version of the Kurstwahl Watch shield hangs on the wall behind the desk.

The papers include supply logs and reports from other guardhouses about 'persons of interest' and crimes. The chest contains a dress uniform, calf boots and a fine, decorative sword.

9) Storage Room

This room is kept locked. The Guard Captain and Sergeant both have keys and another key is kept behind the counter in the entry room. It is dark without a light source, day or night.

Supplies for the maintenance of the guardhouse, weapons, and uniforms are stored here along with sacks of food and barrels of ale. Various sacks, open lid boxes, small crates,

and multiple cabinets fill the space. Old coats and articles of clothing hang from wooden pegs and a few low quality weapons rest on a sword rack nearby.

Shelves dominate the room, holding a variety of miscellaneous items, presumably taken from the guilty, including a dusty wooden leg. Crammed on one of the near shelves is a small wooden chest made of mahogany with brass hardware. Engraved on the underside of the chest is the symbol for the Guild of Shadows.

Members of the Guardhouse



Captain Lev Gelb

A dashing handsome man though awkward socially, tending to overdo being a leader or hero.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Knowledge (Stewardship) d6, Notice d6, Shooting d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Heroic, Big Mouth

Edges: Attractive, Combat Reflexes, Command

Gear: Long sword (Str+d8), buckler (+1 Parry), chainmail (+2)

Attitudes: Lev is **Helpful** to his superiors and other rich or influential citizens, **Friendly** to his guards, and **Neutral** to the citizens they are watching.



Sergeant Hilcum

A portly, older man, Hilcum has seen it all. He's fond of spicy sausage and spending cash.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Investigation d6, Notice d6, Persuasion d6, Streetwise d6.

Charisma: -; **Pace:** 5; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Greedy (Minor), Obese

Edges: Alertness, Command

Gear: Long sword (Str+d8), buckler (+1 Parry), leather armor (+1)

Attitudes: Hilcum is **Friendly** to everyone.

The Watchmen

One-Eye, Lorencz, Dieter, Poppe, Ramung, Hans the Elder, Hans the Younger, Bastian, Wenzel, Jost, Gundram, Lefty, David, and Anselm.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Spear (Str+d6; reach; +1 Parry), crossbow (range 15/30/60; damage 2d6; AP 2), leather armor (+1)

Attitudes: Vary between watchmen but generally they are **Neutral** to Captain Gelb, **Friendly** to the Sergeant, **Helpful** to each other and the citizens.

Life at the Blackthorne Guardhouse

The guard house houses 14 guards who patrol the streets of their part of the Merchant Quarter. At any one time, six guards are on the streets in pairs on four-hour patrols. Six remain at the guardhouse with two on duty and four off duty. The last two are absent taking their day off. The off duty guards are responsible for keeping the guardhouse in repair, sharpening weapons, cooking, cleaning, and running messages and errands.

The guard sergeant and captain live nearby and can be found at the guardhouse during the day taking care of paperwork, conducting training, etc.

Getting the Job Done

Based on the archetypes and strengths of the crew, different approaches can be taken to retrieving the box. Most plans would require the combined talents of a couple different thieves. Diversions can help most plans. Letting a guard overhear that the Duke ordered surprise inspections of all guardhouses a day before the thieves impersonate such an inspector would help a con approach.

- **A Break-In** – Breaking into the guardhouse is not exceptionally difficult, but doing so without alerting the guards will be problematic. If they do manage to break in, they will then have to sneak around without alerting the guards. This is likely to be easier at night, since the sergeant and captain of the guards are not present; and those that remain are more lax as their superiors are away.
- **Deception** – Perhaps the most elegant method, the PCs could disguise themselves to impersonate someone with the authority to gain entrance to the guardhouse. Unless the impersonated person had authority to access the locked storage room, other methods might need to be used once inside the building. (**Uniforms/costumes, appropriate paperwork, and a believable story each provide +1 to the Persuasion roll**) Likely candidates for disguise include:

- The new guard coming from another part of the city. Using a forged letter of transfer would provide a +2 bonus. A common guard uniform would be required.
- An average citizen with a complaint, needing to speak to someone there, having crime to report, delivering food, etc.
- A city official or someone else who would have access or could reasonably demand access to the chest, such as a bailiff or lawyer.

- **Bribery** - Although the players do not have a lot of time to feel out the men of the guardhouse in order to ascertain who might be willing to accept a bribe, they can try to get this information (**Streetwise -2**). If a guardsman is approached with a bribe, use the following to determine the modifier to the Persuasion roll. Bribe is assumed to be what the thieves can afford, i.e. a few silver coins. Success improves the guard's attitude by one step, while a raise improves their attitude by two steps.
 - 1-10% Very honest. Modifier -4. Failure prompts the guard to try to arrest them.
 - 11-25% Fairly honest. Modifier -2. Failure prompts guard to lecture them to get a promise never to try that again.
 - 26-75% Practical. No Modifier. Failure prompts the guard to tell them to get lost.
 - 76-90% Opportunistic. Modifier +2. Failure prompts guard to demand twice the offered amount.
 - 91-100% Greedy. Modifier +4. Guard demands double the offer on a success, four times on a failure.
- **Intimidation** - Threatening the guards in some way is another method the players might use to gain access to the chest, i.e. capturing and/or intimidating a guard or the Sergeant. Kidnapping a family member of a guard would allow them to apply extra pressure to acquire the chest but is higher risk of being discovered, recognized, or caught. (Intimidation +4)
- **Frontal Assault** – Direct confrontation is always the option of last resort: greatest risk of capture or committing a more serious crime as well as the prohibition in the letter. Fighting using non-lethal tactics is certainly possible. If the guards can hold off an assault eventually the patrol guards will return to help out or even run to get reinforcements.

Return to the Star Chamber

Assuming that the players return to the Star Chamber prior to the deadline, they will find a delegation of three members of the Guild of Shadows there to complete the initiation ceremony. The key provided in the chest at the outset of this mission permits entry. Otherwise the lock is extremely difficult to pick.

The drinking of the wine during the ceremony is merely a power-play on the part of the Guild, indicating to the initiates that they can easily manipulate such things as the contents of an evidence storage room. It also serves to illustrate that within the Guild all things are not always as they appear.

If questioned about the initiation, Hassel, von Kearney, and Zalamore will provide a basic explanation, albeit in a somewhat cryptic way.

There are no signs of the coffins adorning this room the last time you were here. Instead three figures stand in black robes at the center of the Star Chamber. They lower their hoods as you approach, and the figure in the center steps forward. You recognize Isaak Hassel, a small, wiry, grey haired man that could easily be mistaken for a common beggar but for his fine black robe. At his sides stand Lord Kristoff Von Kearney, a dominating figure with a wicked grin and an eye patch, and Axel Zalamore, a smaller man with a well-manicured beard and ponytail.

Hassel reaches to take the mahogany box from you and speaks in a sing-song tone that has a slightly mocking edge, as if your presence amuses him. "Welcome to the shadows, friends." Hassel's leer is somewhat disconcerting as his look reminds you of a hungry man eyeing a full banquet table.

"Your initiation is complete," Hassel continues. "The oath you took last night is now in full effect, and the rules governing our brotherhood are now binding upon you." As he speaks, he opens the chest, removing a bottle of expensive wine. The other men produce glasses, and Hassel pours you all a glass, toasting to your initiation.

As you drain your glasses, the three men step backward, and pull their robes up over their heads once more. "And now to work!" Hassel cries, he throws an object at the floor and a sharp crack and a flash of light fill the chamber. You blink frantically, recovering your vision and see that the Star Chamber now stands empty, the three robed men are gone.



The Viper's Nest

Gamemaster Summary

This adventure is designed as an investigation to solve a mystery, and can move in many different directions and be approached using different skills and methods. The flow is not precisely linear. There is a time limit, so the Gamemaster should keep the players aware of the passing time to keep the pressure up.

The Setup

The Guild of Shadows has been hired to smuggle a very valuable cargo of silks out of Kurstwahl to their buyer in Bretagne. Utilizing a caravan of sheep hides as cover, the Guild will move the goods out of the city on Mittwoch and on to the Imperial high road.

Since the Guild's power does not extend much beyond the walls of Kurstwahl, they have made a deal with Roland's Brigands, a powerful group of highwaymen. Roland will take a cut and protect the caravan once it reaches two days travel from Kurstwahl (afternoon of Donnerstag).

Protection while getting out of the city and traveling those first two days is the Guild's responsibility. Success will mean a fine payday for all involved.

The Days of Kurstwahl

Sonntag	Sunday
Montag	Monday
Deinstag	Tuesday
Mittwoch	Wednesday
Donnerstag	Thursday
Freitag	Friday
Samstag	Saturday

Albrecht Weinstahl is a wealthy minor noble who is also a business man. Privately, he is a journeyman in the Guild of Shadows. Unknown to even the Guild, his public business has been losing so much money that even his take from his small Guild contracts isn't enough to maintain his wealthy lifestyle. Albrecht needed a solution.

A year ago, Albrecht founded a secret society, a rival thieves guild that he christened the Vipers. They have been operating

from within the Guild of Shadows, snatching easy jobs using inside information while leaving the Guild in the dark.

He is supported in this by Edwina Hauser, a woman he met and judged was an excellent operator, and Luther the Moor, a fellow Guild of Shadows member who is Albrecht's partner on Guild contracts. There are also sixteen Viper Thugs that Edwina enlisted to do the rough work.

Even with the Vipers bringing in money, Albrecht has a strong desire to step up his social aspirations, and for that he needs coin. He's going to risk stealing the Guild's silk shipment. This will elevate the Vipers' impact from annoyance to an actual threat to the Guild of Shadows. In order to deflect attention and explain how the silks were discovered, he's going to frame Hans Frieder, a fellow Guild thief, as the guilty party.

Our heroes are assigned to protect the caravan operation until it is handed off to Roland. It must depart Kurstwahl by the morning of Mittwoch in order to reach Roland in time. The adventure begins the evening of Sonntag.

Player's Introduction

The players are summoned Sonntag evening to the Laughing Jackdaw Inn for a special meeting with Lord Kristoff Von Kearney, a Guild lieutenant involved in smuggling. The inn is loud and lively that evening with at least two crews celebrating big scores with drink, bawdy songs, and heaps of food.

After making their way to one of the private meeting rooms on the second floor, the players are greeted by Kristoff Von Kearney, a dominating figure, with an eye patch and rather cruel looking Nordic battle-axe.

"Did you grab a mug or plate already? Shouldn't miss it. Agathe is really out-doing herself tonight." He grabs one of the upholstered chairs and drops into it. "Have a big opportunity for you. Chance to step up. Others say you're ready. Are you?"

With a positive response, Von Kearney will continue, "Fair enough. Here's the contract. We're moving a special cargo out of the city. Rare silk hidden in a caravan of sheep hides. Once it gets two days out of the city we have friends who will take it over and see it to the destination. We've got the caravan already set up using some friends here in the city but it needs

protection. The Caravan master is Isaak Mattou, a foreigner but long time business partner of the Guild. He is running a caravan of ten wagons from Kurstwahl to Bretagne. Mattou can be found at the Wanderer's Inn near the east gate or at the nearby stable-yard preparing the wagons. He'll provide his own wagon drivers as well as an appropriate number of guards for sheep hides. He is to leave the morning of Mittwoch."

His face turns dark. "We've got a traitor in the Guild. We've learned that Hans Frieder is planning to steal the silk shipment. Hans is a guildsman working under the Fox as an Acquisitioner. He lives alone in the Merchant Quarter in a small house. Until now he was considered a trusted member of the Guild. Last night while drinking at the Blind Goose he was overheard bragging about 'pulling the wool over the Guild's eyes to get the silk'. More queries have raised the possibility of him being a poor gambler and needing money."

"Your contract is to check the preparations for the shipment and protect it until it is handed off on the high road. More importantly, find out if Hans is really double-crossing the Guild and keep him from taking the shipment. He is not to be harmed unless it can be proven that he is undoubtedly guilty."

With Investigation, What Can They Learn

Not much of importance can be learned by simply putting an ear to the street since so much information relating to this shipment is closely held secret. Instead, clues can be obtained by going to specific people or places to investigate. A variety of tactics can be used based on the situation (Streetwise, Persuasion, Notice, Investigation, Intimidation, etc.) Each attempt takes one hour. Players can attempt Cooperative rolls but that consumes the hour for each participant. Clues are discussed in the description of each person or location.

Hans Frieder

To all appearances, Hans Frieder is a simple member of the Guild of Venerable Tradesmen. He is a carpenter of moderate skill who mostly works on decorative adornments for wealthy patrons, carving the wood in their homes. His home is a small free-standing house in the Merchant Quarter a few blocks from the Venerable Tradesman guildhall where he finds work. He's **Friendly** to strangers and **Neutral** to authority.

If approached, Hans will not "break cover" to admit to being a member of the Guild of Shadows unless given the secret sign AND a **Raise** has been achieved on a **Persuasion** or

Intimidation attempt. (This is how any Guild member should act.) He claims no knowledge of any caravan shipment. If confronted with his comments at the Inn, he will claim to be a loyal member and would never have said such a thing of his guild.

A **successful Persuasion** or other method of getting him to talk will get Hans to admit that he doesn't really remember too much about Samstag night. He met a beautiful woman named Serena at the Blind Goose with "silver blue eyes". They drank and enjoyed each other's company but he doesn't remember much after that. He did find a scented handkerchief in his home when he woke the next morning so he guesses they shared a bed that night. He hasn't seen her again. (With a **Raise on the Persuasion** attempt, he'll also admit that he thinks she stole an elegant dagger that was a gift from a friend a few years ago.)

If he is convinced to admit he is a Guild member, he will swear that he is loyal. He'll admit that he does gamble from time to time, but it isn't a problem.

If the players are able to search his house (secretly or by getting him to agree with **Two Raises on Persuasion**), they might find a paper scrawled with the words "Isaak Mattou, sheep hides, silks, South Gate, Mittwoch dusk." (**Simple Notice check**) If confronted, Hans swears he hasn't seen that paper before, although it appears to be in his handwriting.

The scent on the handkerchief is very unusual, a foreign perfume of some sort. If taken to an expert on perfumes (after paying a fee for their services), it will be identified as an imported perfumed oil of Eucalyptus that is only sold by the Branke shop of importers. The Branke shop is run by two sisters who wax enthusiastically about the powers of scent to ensnare a lady's heart. They aren't willing to discuss clients. If persuaded (**Persuasion -2**) or other method, they'll admit that a vial was purchased not two weeks ago by that woman who tends to the orphans at the Foundling Orphanage.

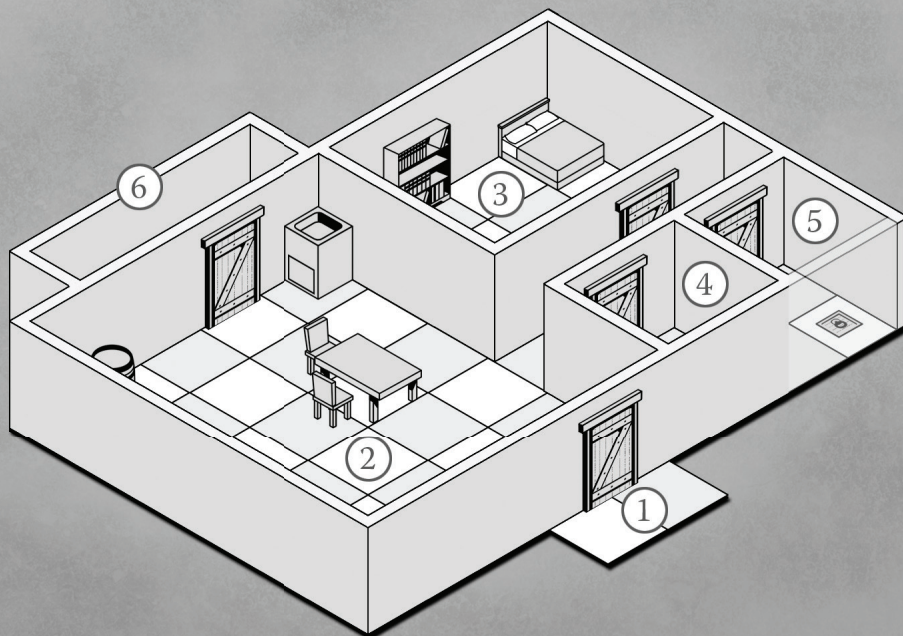
A careful observer might be able to tell that Hans did not write the incriminating note. (See the **Document Forger Edge in Guild of Shadows for the rules on forgeries**). If confirmed, this would seem to indicate that Hans is innocent, and lead to finding out who is trying to frame him. With a **Raise on the Notice roll**, the observer recognizes the forgery as the work of Jarek the Crow, due to his tick of adding a little flourish to certain letters.



Freider's House



1 square = 5'



Key

- 1 PORCH
- 2 KITCHEN/LIVING ROOM
- 3 BEDROOM
- 4 STORAGE ROOM
- 5 EXTRA ROOM
- 6 BACK PORCH

Hans Frieder

A loyal Guild of Shadows member, he insists on his innocence.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Investigation d4, Knowledge (Woodworking) d8, Notice d6, Persuasion d4, Repair d4, Shooting d4, Stealth d6, Streetwise d6, Throwing d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Cautious, Greedy (Minor), Honorable Rogue

Edges: Ambidextrous, Danger Sense, Second Life (Carpenter)

Gear: Dagger (Str+d4), 50 gp

Frieder's House

1) Porch

Wisps of white smoke rise from the squat stone chimney of this simple but well maintained home. Primarily constructed of wood with stone supports, the house looks very similar in style to another free-standing house to its left, and a squat tenement building to its right. The small, cozy porch is home to a few empty barrels, a rocking chair, and a pair of worn boots. The door to the house is locked if Hans is not home or is asleep (**Average lock, no penalty**).

2) Kitchen/Living Room

The front door opens into a common room with fireplace and table for cooking and another table with chairs for eating. While the porch looked well kept, this room is suffers from a slovenly owner. Used dishes are stacked by the fireplace next to two empty water buckets. A cabinet contains only a few aged fruits and near-empty pouches of spices. A layer of dust can be seen in unused corners. A locked door leads outside. The rest of the small house is down an open hallway.

3) Bedroom

The bed is small, that of a bachelor though it does have a goose-down mattress. A side table with water pitcher, chamber pot, and a chest for clothes and mundane possessions fill out the room. Beneath the chest is a false floor stone (**Notice -2 to detect**) that leads to a locked strongbox about two feet long (**Good lock, Lockpicking -2**). Inside the strongbox is almost 1,000 gp worth of gemstones and some coins. Hans lives frugally and saves

his profits from both his wood carving and thievery.

4) Storage Room

This room is locked (**Good lock, Lockpicking -2**). Inside Hans keeps his expensive carving tools in a leather sleeve tied into a bundle (50gp) with a leather thong as well as winter clothes and some chests. The chests are not locked, but are filled with worthless mementos of small carving projects and worn-out woodworking tools.

5) Extra Room

Half-finished furniture and blocks of uncarved wood fill this room. What work has been done is of high quality. Some of the woods are rare and could fetch a price at the market (25gp). There is a cot propped up in one corner.

6) Back Porch

The back porch is in disrepair and is primarily a path from the house to a nearby public outhouse.

Isaak Mattou

Isaak Mattou is originally from Davin, though as the son of a Davinian caravan master he has been traveling the roads of many lands since he was a child. He is known for speaking several languages and being able to perform sleight-of-hand tricks to entertain people he meets. He was married once, but his wife was killed before bearing children. He's generally **Friendly** to strangers and **Helpful** to friends.

To a stranger or government official, he'll explain that he's waiting for the rest of a cargo of hides to be brought from the docks before he can load his wagons and head off to Bretagne. He expects to depart when the gates open after dawn on Mittwoch.

If convinced that the players are from the Guild of Shadows, he will speak freely to them in private, admitting to working with the Guild on many occasions and counting Von Kearney as a "good friend". He is not aware of any particular threat to the caravan but if informed will smile ("that's where you take care of things, right?")

He'll explain the arrangements. The wagons will be piled with sheep hides under canvas tarps. In the center of the piles in nine of the wagons will be triple wrapped bundles of rare silks. The tenth wagon will have a small mark on it to signal the bribed gate guards to search that one and not the others.

The caravan will travel toward Bretagne until dusk on Mittwoch, stay at the traveler's inn by the 'three rocks', continue in the morning and meet Roland's man by the ford of the river Selze.

Isaak Mattou

A wily caravan-master for decades, Isaak knows enough to keep him safe and almost always smuggles the cargo through safely.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d4

Skills: Driving d6, Healing d4, Knowledge (Business) d6, Knowledge (Geography) d4, Notice d8, Persuasion d6, Riding d6, Stealth d6, Streetwise d4, Survival d6, Tracking d4

Charisma: -; **Pace:** 5; **Parry:** 2; **Toughness:** 4

Hindrances: Cautious, Elderly, Greedy (Minor: Willing to take a bribe.)

Edges: Connections, Danger Sense, Linguist

Gear: Dagger (Str+d4)

Caravan Guards (4)

These men are veterans of the City Watch, or green boys trying to earn some experience or money. They will fight more for their own honor and Mattou than protecting some sheep hides.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Stealth d6, Streetwise d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Various

Gear: Short sword (Str+d6), crossbow (range 15/30/60; damage 2d6; AP 2), dagger (Str+d4), chainmail (+2)

Wagon Drivers (10)

Lacking ability with a sword but a good hand with horses, wagon drivers are not willing to risk their lives for goods. They surrender at the first sign of trouble.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Notice d6, Riding d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Dagger (Str+d4)

Blind Goose Tavern

The Blind Goose is a favorite public house for guild members of the Venerable Tradesmen. It only closes from two bells (2 am) to dawn. Other times it is usually at least half full with workers eating or drinking.

The tavern keep at the Blind Goose, Jakob, is an amiable fellow and will freely admit to remembering Hans drinking there last night in the company of a beautiful woman with blond hair.

If persuaded, bribed, or otherwise convinced to keep talking, he'll remember that while Hans didn't buy many drinks he seemed almost blind drunk before the woman helped him out of the Goose. He'll also comment that the woman seemed familiar but he would have remembered that blonde hair so he dismisses the thought.

Wanderer's Inn

Travelers and foreigners of modest means like to stay at the Wanderer's Inn. The staff is known polyglots and the inn stocks wines and beer from other lands. Isaak is well known there and if not present, the staff will direct the players to the nearby stable yard where Isaak works with his wagon drivers to ensure that the wagons and horses are prepared and supplies are loaded for the long haul to Bretagne.

Jarek the Crow

Behind a Guild-protected brothel near the waterfront, Jarek the Crow keeps rooms. He does a lot of forgery and appraisal work for the Guild, especially odd foreign scripts. He's called the Crow due to his straight, jet-black hair that he lets grow long past his shoulders. Jarek is only in his twenties but has difficulty in social situations. The ladies of the brothel are teasingly protective of Jarek, since he doesn't proposition them and is always polite.

If confronted with the Guild secret sign, he will gladly explain that he took a forgery job to write the note found in Hans' home. If pressed, he'll offer that it was a beautiful woman with red hair and silver-blue eyes that brought the job to him.

Jarek the Crow

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Notice d8, Repair d10, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Quirk (Always tries to be polite)
Edges: Alertness, Document Forger, Linguist
Gear: Dagger (Str+d4)

Luther the Moor

A tall and powerful man with blue-black dark skin, Luther is a steady member of the Guild of Shadows. Luther is also the partner of Albrecht Weinstahl and the two have executed several Guild contracts over the last five years. Luther is also one of Albrecht's two lieutenants of the Vipers.

For players who think to ask Scout about it, Luther will be identified as the one reporting that Hans Frieder threatened the Guild at the Blind Goose tavern. He can be found around the city looking for opportunities or strengthening his private network of informants. The players can catch up to him at the Lusty Maid, a dockside tavern and gambling house under Guild control. (The Gamemaster can take the opportunity of this encounter to highlight almost any section of the city they wish, though Luther will move them to somewhere they can't be readily overheard before talking with them. Or they can stick with the Lusty Maid as described in the setting.)

Once the Guild sign has been given, Luther will acknowledge that Von Kearney told him the players would be coming around. He'll describe his encounter with Hans.

"I don't normally frequent the Blind Goose but was going to meet a source there Samstag evening. I was drinking a little and chatting with people when I spotted Hans. He and I had worked together on a Guild contract last year. I saw he was with a beautiful woman with blonde hair. When I heard him threaten to dupe the Guild and steal 'the silks', I knew I had to report it."

Luther is a very cautious person and has suspected that the Vipers couldn't keep going forever. He argued against the silk shipment theft with Albrecht but agreed to play his part by reporting words Hans never actually said. Once the players ask him about it, he disappears. He sticks to a safe house he created for just such an occasion. He won't appear again in this adventure but can be found in the *Kurstwahl's Eleven* adventure.

If they search Luther's apartment, the place has been cleaned out by an expert leaving nothing incriminating to be found, since all evidence and loot has already been moved to Luther's safe house. Such a disappearance is very suspect and the PCs would know to inform the Guild. A simple inquiry (either proactively by the PCs or urged by the Guild upon learning

about Luther's disappearance) will reveal that he always worked with one partner: Albrecht Weinstahl.

Luther the Moor

He is a tough street savvy thief who operates with Albrecht Weinstahl.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d10, Intimidation d6, Lockpicking d10, Notice d6, Persuasion d6, Stealth d10, Streetwise d6, Throwing d8

Charisma: -; **Pace:** 8; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Arrogant, Cautious, Quirk (Can't help flirting with women)

Edges: Assassin, Danger Sense, Extraction, Fleet-Footed, No Mercy, Quick, Thief

Gear: Chain hauberk (long coat; +2), dagger (Str+d4), short sword (Str+d6)

Attitudes: Luther is **Neutral** to everyone as he looks out for number one.

The Foundling Orphanage

Established by ducal fiat of Viktor Reinhart fifteen years ago for the "preservation of the lowly children," the Orphanage is an orphanage run by three women and funded by a dwindling stipend from the Duke. They take in mostly street urchins when they can and work to find homes for them as soon as possible. They teach the children what they can but mostly work to keep them civil and safe in a bad neighborhood near the Docks.

Some investigation in city records (**Investigation +2, the official wants people to know the Duke stopped supporting orphans**) will reveal that the current Duke actually stopped funding the Orphanage when he inherited his father's title but the Orphanage has been funded by a benefactor, Albrecht Weinstahl.

Edwina Hauser is the Mistress of the Orphanage. She has rich red hair and a beautiful figure, but her eyes are most striking: silver-blue. At the Orphanage she is dressed in a practical shift with her hair tied up out of the way. She is wary and suspicious of strangers although she'll blame this on being over-protective of the children. If asked about Sonntag evening, she'll claim to have spent the whole evening with the children. As soon as the PCs leave the Orphanage, she will depart in a cloak and hurry to Weinstahl's manor to inform him of the Guild's inquiries.

Edwina Hauser

A lovely woman with vibrant, long red hair, Edwina is an ambitious thief who uses the Foundling Orphanage as her cover identity.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Investigation d6, Lockpicking d8, Notice d6, Persuasion d8, Riding d4, Shooting d4, Stealth d8, Streetwise d6

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Greedy (Major), Overconfident

Edges: Attractive, Charismatic, Connections, Extraction, Quick, Second Life (Orphanage)

Gear: Rapier (Str+d4; +1 Parry), dagger (Str+d4), leather armor (Finely made, under clothes), Lockpicks, 20 gp

The other two women are older than Edwina. Mother Gutel is old enough to be a grandmother but could never bear children. She has a kind way with the orphans that make them feel safe. She is very helpful to strangers hoping one will adopt an orphan but also wary of people asking odd questions. Helda is sour and thin. While the children are scared of her, she does most of the cleaning, cooking, and repair around the orphanage with skill.

A year ago, Weinstahl founded the Vipers in the basement rooms of the orphanage. The original members were all members of the Guild of Shadows: Weinstahl, Edwina Hauser, Luther (a pickpocket), and Samson (an enforcer). They were dubbed the Vipers by Weinstahl and he only takes a 10% cut of their loot (much less than the Guild of Shadows would require). As the Vipers grew, they would meet and some would live at times in the basement rooms. Today the Vipers number twenty, most recruited outside of the Guild of Shadows.

Gutel and Helda are paid very well for their silence and to provide food to any Vipers who come to the orphanage. All three women are worried that their involvement will get them killed or sent to Kurstwahl Prison, but the money is good. It would be difficult to get Gutel or Helda to talk (**Persuasion -6, Intimidation -2**), but if convinced, they'll admit to 'helping the bad men'. If pressed they will explain about hiding 'thugs' in the basement. They know the thugs call themselves Vipers. They'll even admit that Edwina wasn't at the orphanage for several hours Sonntag evening. They will admit that Weinstahl is their benefactor. Only with a **Raise on the attempt**, will they dare admit that Weinstahl has been in the basement at times with Edwina and that he is the leader of the Vipers. They fear retribution if it became known that they spilled the secret of Weinstahl.

Outside the heavy wood front door with its large but simple lock (**Simple lock, Lockpicking +1**) the building proudly displays the Duke's crest underneath its name in carved letters: Kurstwahl Foundling Orphanage. Various plaques flank the door espousing the nobility of charity, the sacred charge of caring for children, and esteemed character of the citizens of Kurstwahl. There is a small slot for people to drop coins in as donations.

1) Entry

The entry is a simple room for doffing wet cloaks or winter gear on pegs or a couple low wooden benches. The door to the left leads to the common room and is never locked. The door straight ahead is kept locked. (**Average Lock, no penalty**)

2) Common Room

This room is always kept clean for visitors seeking to foster a child from the Orphanage. Small chairs are set up for the children to show their good manners and perform whatever visitors might ask of them. This is also where Edwina handles any strangers. The door to the common room is generally locked. (**Average Lock, no penalty**)

3) Kitchen/Laundry

Keeping two dozen children cared for as well as three adult women means a lot of food and a lot of laundry. A large table dominates the room and has clearly been used for dining by the children. Piles of clothing are waiting for soak and scrubbing. Sacks of potatoes and onions lean in a corner while a huge pot simmers over a fire in the kitchen fireplace. The soup smells savory. The door leading further into the building doesn't have a lock but it has a latch to keep it closed.

4) Worker's Quarters

Gutel and Helda each have a small room with bed and wardrobe behind doors with simple locks (**Lockpicking +1**). Gutel's room has many small drawings from the children scribbled to "Gran" pinned to one wall. Helda's room is Spartan and rather grimly clean. Helda has a small sack of coins hidden beneath her bed (**Notice -1, 18gp**).

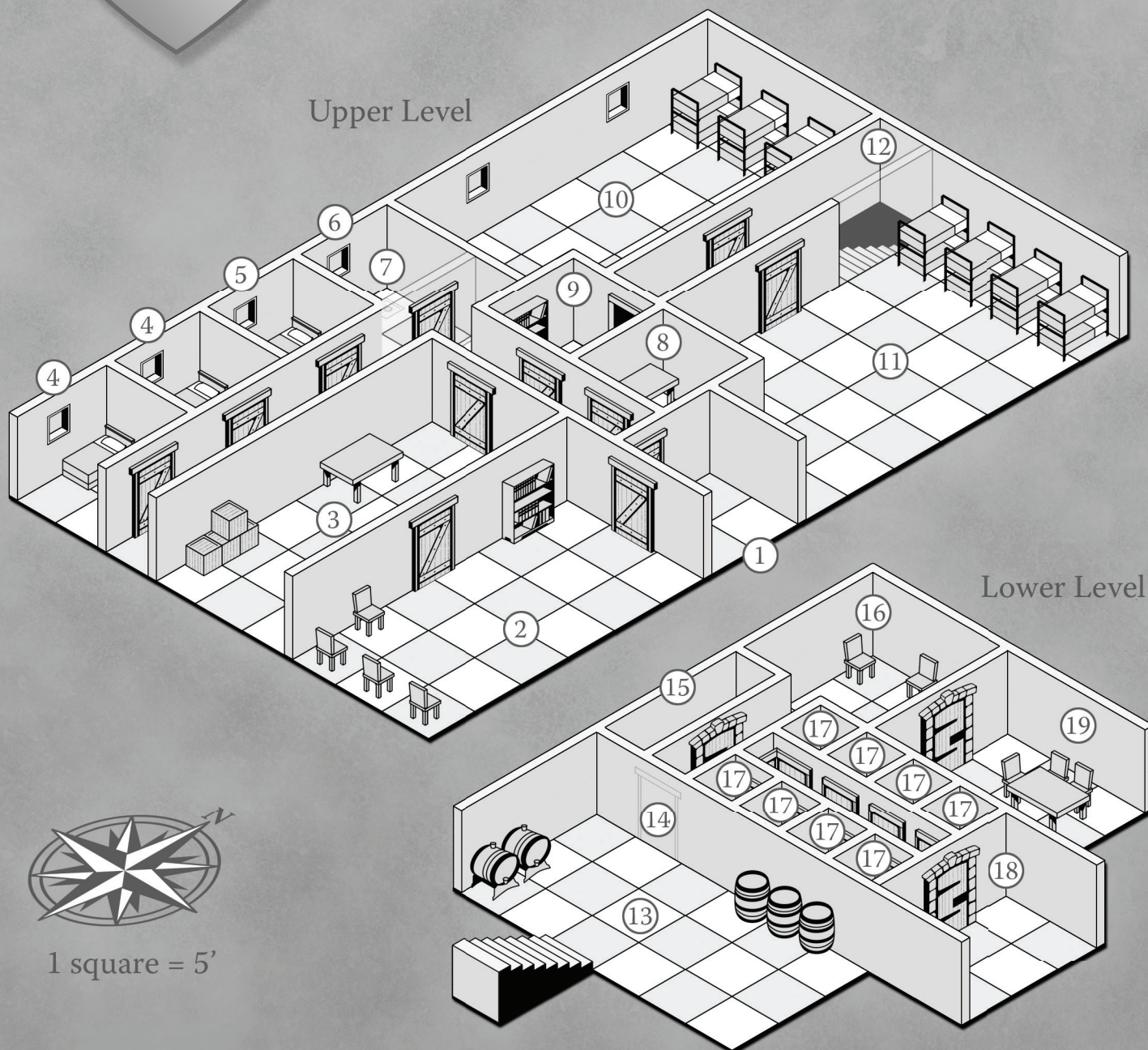
5) Edwina's Quarters

This room's door has had a different lock put in which is challenging (**Lockpicking -2**). Inside is a bed and wardrobe like the other women's. The wardrobe is stuffed with simple clothing, and very elegant and sexy clothing behind that. Hidden in the back of the wardrobe is a small chest (**Notice,**



Orphanage

Upper & Lower Levels



Key

- 1 ENTRY
- 2 COMMON ROOM
- 3 KITCHEN/LAUNDRY
- 4 WORKER'S QUARTERS
- 5 EDWINA'S QUARTERS
- 6 STORAGE
- 7 SECRET DOOR IN FLOOR
- 8 OFFICE
- 9 TOY/CLOTHING STORAGE
- 10 BOYS' QUARTERS

- 11 GIRLS' QUARTERS
- 12 BACK HALL

- 13 CELLAR
- 14 SECRET DOOR
- 15 GANG BOSS QUARTERS
- 16 COMMON ROOM
- 17 RANK AND FILE QUARTERS
- 18 RANK AND FILE BARRACKS
- 19 MEETING ROOM

no penalty). The chest has a complex lock (**Lockpicking** -4). Inside the chest are hidden the blonde wig and thief's tools.

6) Storage & 7) Secret Door

This room is stacked with clothing, underclothes, shoes, and linens for the children. A very careful search would be needed to find the secret trap door in the floor under one of the piles (**Notice** -2). The secret door reveals a ladder down into a tiny chamber, lined with sacks and chests of coins (3,500 gp). This is Edwina's haul from her work for the Vipers, as well as some money still to be paid to the thugs she leads.

8) Office

Edwina is very capable and determined. She is able to adequately keep the Orphanage operating as well as serve as Albrecht's lieutenant in the Vipers. This office is clearly that of an organized person and the books of records track every child who has stayed at the Orphanage including their ultimate fate. She also keeps a budget, logs expenditures, and pays the other two women. A careful examination of the records (**Investigation**) will reveal Weinstahl to be funding them, not the Duke.

9) Toy/Clothing Storage

Twenty-four children means many toys and amusements as well as clothing that all requires evaluation, mending, or conversion to proper rags. This room has a small table, a lantern, and some simple tools for keeping things together.

10) Boys' Quarters

This is where the boys spend their time unless it is eating meals, going outside with Gutel, or acting nice for the strangers in the Common Room. The room has bunk beds, small chairs and tables, potted plants, several well worn books for children, a fireplace, and a privy behind a curtain. Most any time twelve boys will be here sleeping, playing, roughhousing, or learning from Gutel. The boys range from 3 to 9 years old.

If spoken to well by someone who doesn't look intimidating (**Persuasion** -2), they might be convinced to admit that everyone is scared of the bogeymen who live in the cellar. The children see them sometimes at night moving outside their rooms. (These are the viper thugs moving in and out of the building for a job).

11) Girls' Quarters

A duplicate of the Boys' Quarters. The girls range from 3 to 7 years old.

12) Back Hallway

This narrow hallway leads to the children's rooms. Behind a simple half-height gate are the stairs to the cellar, which the children are never allowed to go to.

13) Cellar

A typical below-ground chamber for Kurstwahl, the cellar walls are stone and the ceiling is low-hanging (as low as 5' in places.) This room contains dry goods and materials that look left over from the construction of the building available for repairs. A few tools are lying near the stack of lumber and the stack of roofing shakes. There is a separate pile of stone blocks and hardened, left-over mortar which looks newer than the rest.

14) Secret Door

One section of the wall has no debris or materials in front of it. It looks like the rest of the room although a good look will indicate that the mortar is new but has been stained to look old. (**Notice** -2) Searching for more may reveal one stone block which doesn't seem to be set to its mortar and can be pushed. (**Notice** -4) Pushing on the stone releases a catch and the section of wall swings open a few inches. It appears to be well-weighted as it doesn't take much effort to open it further or close it. When closed, the latch resets and the stone pushes back into place.

15) Gang Boss Quarters

Brutavo is the gang boss for the Viper thugs who stay beneath the orphanage. While keeping them in line, he is always trying to impress Edwina and get her into his bed. Brutavo knows there is a "higher boss" but does not know who that is.

Brutavo's room is cramped but bigger than anyone else's here. The room doesn't have a lock. He has a bed and locked chest (**Lockpicking** -2). Inside the chest he has a few clothes as well as a dagger needing sharpening and several pouches of coins (50 gp).



Brutavo

The toughest thug fancies himself a ladies' man. He is **Friendly** to women, **Neutral** to other criminals even his own gang, and **Uncooperative** to the City Watch or normal citizens.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d6, Lockpicking d4, Notice d4, Stealth d8, Streetwise d8, Taunt d4, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Mean, Vengeful (Minor), Wanted (Major: Wanted by the City Watch for murder)

Edges: Brawny, Precision Bladework, Quick Draw, Urban Ranger

Gear: Four daggers (Str+d4), leather armor (+1), 50 gp

16) Common Room

Life can get boring in the secret cellar rooms so the viper thugs can often be found here gambling or challenging each other to dangerous games like mumblety-peg or hurling daggers. It appears a couple thugs have more of a future as a couple worn books can be found tossed here and there. This is also where they eat when Edwina (or the others in her absence) brings down their meals twice a day.

Viper Thugs

The thugs are a motley collection of uninspiring but ambitious street ruffians and criminals. They are rough in action and manner. They are Uncooperative to anyone but Brutavo or Edwina.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6, Streetwise d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various (but many are Branded, Mean, or Scarred)

Gear: Two daggers (Str+d4), 5 sp

The viper thugs all have a tattoo on their arm of the viper symbol and are proud to be in what they think is a powerful secret gang. They are supposed to keep it secret but a round of drinks will open their tongues (**Persuasion**). They are led by a "pretty leg" but know that the "big man" will take them on soon. So far their jobs have been mostly smash and grab thefts although they apparently don't have the Guild's rule of avoiding unnecessary violence or death. Looks like they do a job, get paid, celebrate by getting drunk, and disappear to their 'secret hidey hole' to sleep it off and do it all again. They are very careful to not let on where their secret lair is located, but if sufficiently motivated will admit it is in the cellar of the Foundling Orphanage. (**Intimidation or Persuasion**, -4).

17) Rank and File Quarters

The Viper Thugs sleep in small rooms with no locks, in bunk

beds. They have dirty clothes lying around, but the rest of their possessions are on them at all times.

18) Rank and File Barracks

The privy can be found here, next to piles of broken furniture and construction debris.

19) Meeting Room

When Edwina has a job for them, the Viper thugs crowd into this room to hear it. This is also where they get paid. Other times it acts as an extension of the Common Room.

Life in the Foundling Orphanage

During the day, the children are playing, taking lessons, or (25% chance) out of the building on a "walk". Edwina, Gutel, and Helda have their hands full tending to 24 children and there are times when Edwina is absent leaving the other two to cope. Gutel can always be found with the children. Helda is with the children 50% of the time and taking care of some repair on the building or other chore the other 50%. Gutel and Helda know about the Viper Thugs in the cellar, and when Edwina is away they make the men a meal, but they don't like to go down there.

At night the children are asleep in their rooms. Gutel leaves her door open for any child to come wake her if there is a problem, while Helda locks her door. The Viper Thugs leave every night after the children are in bed, and usually do so quietly. They are off for a job, or to get into some trouble somewhere. Edwina also leaves in the evenings.

Albrecht Weinstahl

A minor noble, outfitter of ships, and middle-ranking member of the Guild of Shadows, Albrecht is a handsome and ambitious man with a poor head for business.



Albrecht Weinstahl

A journeyman thief in the Guild of Shadows, Albrecht fancies himself a mastermind criminal.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d8, Gambling d4, Intimidation d6, Investigation d6, Lockpicking d4, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Taunt d8, Throwing d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Greedy (Major: Needs to cover losses of his business and fund his rise in society), Stubborn, Poverty (Terrible businessman who lives beyond his

means)

Edges: Combat Reflexes, Connections (Guild of Shadows), Connections (Minor Nobility), Noble, Rapier Wit, Second Life (Businessman)

Gear: Very fine chainmail coat (+2; lightweight and thin, worn under outer vest), rapier (Str+d4; +1 Parry), dagger (Str+d4), 100 gp in coins and gems

Samson

Saved by Albrecht on two occasions, Samson is now a loyal bodyguard for the leader of the Vipers. He is strong and quick, but not too bright.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d4, Notice d4, Shooting d6, Stealth d8, Streetwise d4, Survival d4, Swimming d4, Taunt d4, Throwing d6, Tracking d4

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Clueless, Enemy (Major: Captain Lev Gelb from the Blackthorne Guardhouse would love to catch Samson), Vow (Major: Sworn to protect Albrecht, would die for him)

Edges: Brawny, Combat Reflexes, Forgettable Face, No Mercy, Quick, Sweep

Gear: Long sword (Str+d8), throwing axe (Str+d6), dagger (Str+d4), leather armor (+1), 50 gp

The Viper Plan

Weinstahl intends to steal the silks from the Guild, ship them himself to Bretagne and recoup a fortune. His plan is to have Edwina and the Viper thugs attack the caravan shortly after it leaves the city. They will wear black cloth over their faces and leave behind a distinctive dagger that belongs to Hans Frieder. The wagons will be driven hard to a waiting cutter on the coast south of the city. After the silk is transferred to the cutter, the wagon will be abandoned and the Vipers will separate. They'll return in ones and twos to the Orphanage where they'll get their payoff.

On behalf of Weinstahl, Edwina seduced and drugged Hans Frieder in order to plant evidence in Frieder's home to reinforce the idea that he is a traitor to the Guild. She also found something distinctive of his (the decorative dagger). Luther, a Guild of Shadows member (and secretly Weinstahl's other lieutenant Viper) reported Hans bragging about "pulling the wool over the Guild's eyes and snatching the silk" while drinking at the Blind Goose tavern Sonntag evening.

Weinstahl's Manor

Weinstahl's home is a grand if small affair on the edge of the Noble Estates. The manor presents multiple options for illicit access:

- Though they have little time, a con could be run to enter the building when an event is not being held.
- Through stealth, they could try to break in through a window or door.
- Forcing their way in is possible though frowned on by the Guild due to the risks.

Weinstahl's Manor House Exterior

Weinstahl's manor is an impressive but not overly flamboyant two-story structure made of dark grey stone. Crenellations run around the roofline of the house but are ornate and pointed for aesthetics rather than as a functioning battlement. The doors and windows are harshly arched with heavy lead diamond patterns and stone gargoyles providing more embellishment. A white gravel path runs up to the house through small well kept gardens of rose bushes and sculpted topiary.

1) & 2) Colonnaded Porch

The manor's entrance is flanked by a series of neatly trimmed hedge bushes and five steps leading up to a wide porch with regular columns supporting a tiled overhang of the roof. A large, studded, wooden double door leads into the manor. (Toughness 10, Difficult Lock, Lockpicking -2).

Weinstahl's Manor House Main Floor

The decor inside is definitely expensive but without showing particularly fine taste or any real treasures. Guests find a fine blend of good materials which are well crafted and a few choice paintings, tapestries, and sculptures in matching tones to the dark sand colored stone floor and light grey walls. Glass-enclosed lanterns hang from short arms on the walls of all rooms providing good lighting.

3) Entrance

Just beyond the double doors stand two uniformed servants and two guards with polished weapons and fine gear. The servants request an invitation and inspect it before announcing the arrival to the hall beyond and permitting entry.

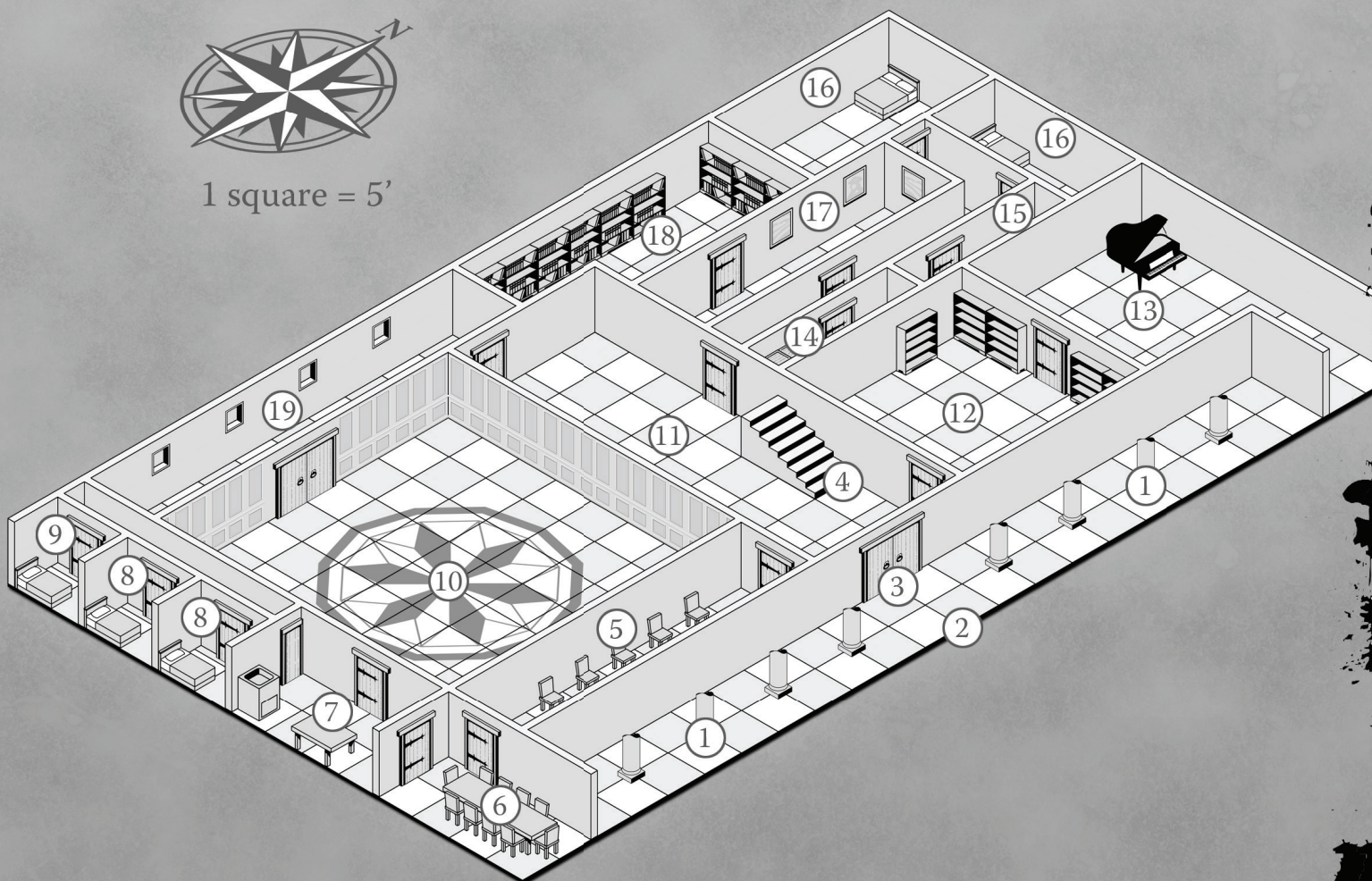


Weinstahl's Manor

Main Building



1 square = 5'



Key

- | | |
|-------------------------|---------------------------|
| 1 COLUMNS | 11 HALL |
| 2 COLLONATED PORCH | 12 TROPHY ROOM |
| 3 ENTRANCE | 13 MUSIC ROOM |
| 4 STAIRS TO UPPER FLOOR | 14 STORAGE |
| 5 SITTING ROOM | 15 SERVANT/GUEST QUARTERS |
| 6 FORMAL DINING ROOM | 16 GUEST SUITE |
| 7 KITCHEN/LAUNDRY | 17 SMOKING PARLOUR |
| 8 SERVANT'S QUARTERS | 18 LIBRARY |
| 9 GUARD'S ROOM | 19 PORCH |
| 10 BALLROOM | |

(Notice d6, +2 for familiarity with the invitations vs. Forgery if invitation is faked.)]

4) Stairs

A set of stone stairs leads up from the hall to a balcony and the upper floor.

5) Sitting Room

A series of chairs and lounge couches line this long room. There are paintings on the walls and small wooden stands with sculptures. (Total value of art = 200 gp). This is where Albrecht meets people for business unless they are well known to him in which case he will invite them to the second floor sitting room (19). When speaking with strangers he sees as an opportunity, Albrecht will tour the house showing the Trophy Room, the Music Room, and the Library. If the strangers don't present a business opportunity, he will remain in the Sitting room. In all cases, Samson remains close by.

6) Formal Dining Room

The dining table seats ten people. (Total value = 75 gp).

7) Kitchen/Laundry

A servant's door stands between this room and the formal dining room. The kitchen/laundry is equipped to prepare meals for ten as well as clean and mend clothing.

8) Servant's Quarters

Down a narrow hall off the kitchen are the quarters of the butler and the mistress of kitchens who live in the manor. These small cells contain little more than bed, wardrobe, and a worn book or two.

9) Guard's Quarters

Ezekial is the head of Weinstahl's house guards and sleeps in a small room at the end of the corridor.

10) The Ballroom

While half the building has two floors, this side of the house does not, allowing for a huge vaulted ceiling crisscrossed with an intricate design of delicate wooden beams. Large mirrors span almost from floor to ceiling and rich crimson velvet curtains hang either side of the equally large, pointed windows. Two large candle chandeliers hanging equidistant over the ballroom floor provide light.

11) Hall

The main hall of the house has a high vaulted ceiling and two candle chandeliers. Portraits of Weinstahl's noble relations are positioned for visitors to see easily, reinforcing his position. The stairs rise on the right to an open second floor balcony looking over the hall.

12) The Trophy Room

The door to this room is thicker and does an excellent job of cutting off noise from the other side of the manor house. Glass cases containing rare masks from far away cultures, a case of jeweled rapiers, and several sets of fine armor from around the world are on display. All told, these items are worth 1,000gp.

13) The Music Room

A magnificent walnut piano with ivory keys inlaid with mother of pearl forms the center piece in this room which is filled with many musical instruments. Large bookcases are neatly organized with music sheets and thick tomes about music history and obscure foreign composers. Many are written in rare foreign tongues but their gold and silver bindings are a testament to the value of the books. The music and books could sell for 100gp to a music lover. The piano is worth 3,000 gp but very difficult to move. The other instruments range in value from 20gp to 200gp.

14) Storage

This room has built in shelves and is stocked well with all manner of supplies for the running of the manor house and making minor repairs as well.

15) Servant/Guest Quarters

Two sets of bunk beds and a small wardrobe cram this small room for the servants of guests to stay overnight.

16) Guest Suites

Weinstahl is able to house two guests at a time with luxurious suites rivaling his own. The rooms contain a bed, wardrobe, lockable chest, desk, chairs, and a sideboard.

17) Smoking Parlor

Essentially this is another sitting room but equipped with ash boxes and sundry elegant and exotic devices for cleaning and filling pipes. A locked cabinet of rare pipe weeds sits on a prominent table in the room that is otherwise filled with comfortable chairs. The case of rare pipe weeds could fetch

50 gp.

18) Library

Weinstahl prides himself on being a learned man though the volumes in this library are generally unread. Ornate shelves littered with small statues and other pieces of art distract from the size of the library's written collection, but it still contains nearly one hundred bound texts. The topics include popular accounts of "travels abroad" written by native Kurstwahl aristocrats, primers on the crafts of sail-making, cordage, and other material for marine travel, religious treatise, and sundry books from the 'natural philosophers' on the nature of animals and plants. While small, this is still an impressive collection, which could sell for 1,000gp.

19) Porch

A covered porch extends partway across the back of the manor to a tended garden inside a ten-foot privacy wall with decorative and functional iron spikes on top of it. The garden contains evergreens to look good even in the winter snows highlighted by fragrant flowers in the warm seasons.

Weinstahl's Manor House Upper Floor

20) Balcony

Above the Hall (11) hangs a balcony with a railing supported by spindles to the floor. The balcony wraps partway around the walls with small pieces of art on the walls. The art is not particularly valuable. The six pieces total 15 gp.

21) Sitting Hall

The second floor has a rich carpet and is quieter than the manor's main floor. An air of privacy and exclusivity can be felt here. The sitting area and hallway have finer ornamentation and elegant chairs and tables. The hall has several lockable doors (**Difficult locks, Lockpicking -2**) and ends in small glazed, colored windows.

22) Samson's Room

Weinstahl's bodyguard is never far from his patron. His room is across the hall from Albrecht's. The room is spacious and contains well made furniture but clearly less expense has been invested in this pseudo-servant's room.

23) Guest Suites

For Weinstahl's favored guests, they can stay in one of two

guest suites on this upper floor. They are well furnished with small closets and private Privy Rooms.

24) Weinstahl's Bedroom

Decorated in dark fabrics and wall hangings, the bedroom itself seems to absorb the light of any lanterns brought here. Whether this reflects a darkness of Albrecht's soul or he just likes it dark to sleep is left to philosophers. There is a large adjoining closet and Privy Room. A door to his Private Office is always locked (**Exceptional Lock, Lockpicking -4**).

25) Weinstahl's Private Office

Weinstahl's office is much like the rest of the house, expensive craftsmanship but not overdone. A large stuffed Bear looms, claws out and ferocious snarl just to the right of the door, possibly startling those not aware of its presence. Picture frames hold worn maps and an impressive collection of mounted butterflies and beetles adorn the far wall. The desk contains a mess of papers and ledgers relating to Albrecht's ship supply businesses. A quick look will reveal that the state of the business is as messy as the papers (**Investigation**).

A secret door is hidden on the far wall behind some of the mounted insects. Careful inspection will reveal that one large and particularly scary-looking beetle is mounted more solidly than the others (**Notice -2**). Pushing the beetle will cause a "chunk" to be heard behind the wall and a section of the wall pops outward an inch and swings open revealing an iron door with a combination tumbler, two keyholes and three unmarked small, square buttons. Successful looking for traps will spot small openings around the frame of the door from whence darts would fly (**Notice**). A **Raise** on the attempt also identifies a slight coating on the buttons, likely a contact poison of some sort.

The key locks are decoys, and attempting to pick either of them without disarming the trap will cause poisoned darts to fly at the likely spot of a lock picker: The character suffers 2d6 damage from the darts if they fail to evade with an Agility roll at -2; if this causes a wound or Shaken result, the poison enters their bloodstream (**Inject (Potent), Within 1 minute, Major Sickness, Vigor roll at -2 to resist**). The three buttons are non-functional, but coated with a derivative of viper venom that affects anyone not wearing gloves (**Touch, Within 1 minute, Minor Sickness, Vigor roll at -2 to resist**). The combination tumbler lock is the real obstacle (Very fine lock, Lockpicking -4).

26) Viper Room

If unlocked, the secure door can be swung open on well oiled

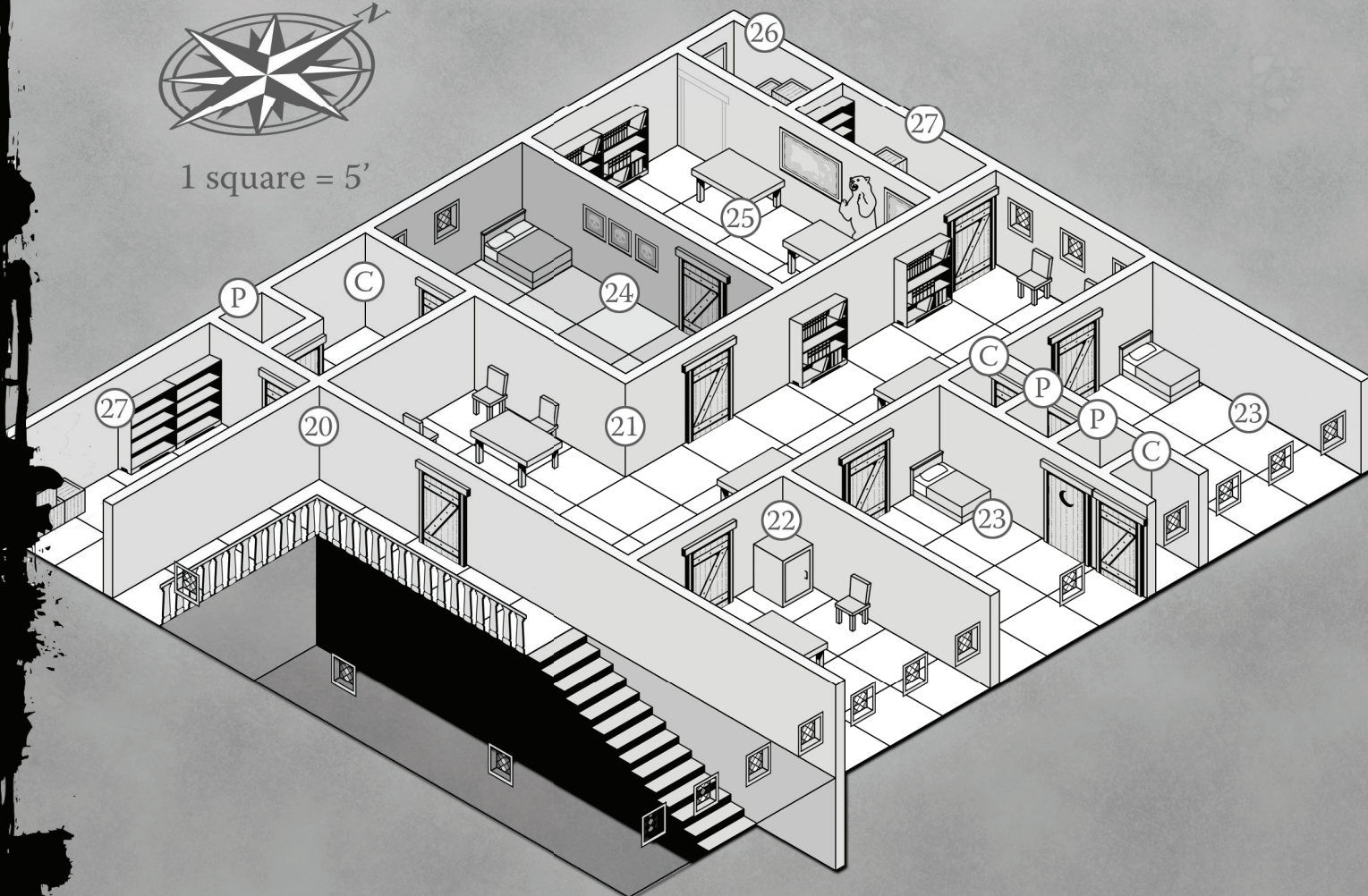


Weinstahl's Manor

2nd Floor



1 square = 5'



Key

- 20 LANDING
- 21 SITTING HALL
- 22 SAMSON'S ROOM
- 23 GUEST SUITES
- 24 WEINSTAHL'S BEDROOM
- 25 WEINSTAHL'S PRIVATE OFFICE
- 26 VIPER ROOM
- 27 STOREROOMS
- P PRIVVY
- C CLOSET

hinges. Inside to the right there is a large double armoire, glass fronted and inside you can see many jewels and precious curiosities glinting back at you. Another desk, much smaller and simpler than the one in Weinstahl's office sits opposite you and on it rests several tomes, a stack of papers, and a folder also containing papers of unknown content. Two large, ornate chests, sit against the eastern wall and the final item of interest is a well-used, black candle and sitting next to it is a wax stamp, a wax stamp of a viper. The treasures of this room are worth 5,000gp.

In the papers on the desk is a roster of the Vipers and even a ledger of every job they've done. This will incriminate Weinstahl, Samson, Luther, Edwina, and all the Viper Thugs. There are fifteen thugs working out of the orphanage. Another fifteen are spread across the city as informants and watchers.

27) Storerooms

Both mundane and expensive supplies are kept in the store rooms as well as cleaning tools.

Staff

Servants

Quiet and unobtrusive, Weinstahl pays well and engenders loyalty. The servants are **Friendly** to everyone.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Etiquette) d6, Notice d6, Persuasion d6.

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Attractive

Gear: Dagger (Str+d4)

House Guards

The guards are well-dressed as befit those who serve a minor noble. They are experienced men. Their short cloaks conceal both an iron club and a short sword in case of emergencies. The guards are **Friendly** to guests, **Helpful** to Albrecht, but **Neutral** to servants.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d4, Taunt d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various (but most are Loyal)

Edges: Brave, Combat Reflexes

Gear: Dagger (Str+d4), iron club (Str+d4), short sword (Str+d6)

Life at the Manor House

On a normal day, the manor is populated by Ezekial, Jonas the Butler, Maria the Mistress of Kitchens, three guards and three servants tending to cleaning, repairs, tending the gardens, and preparing for future events. Albrecht and Samson are usually out and about in the city on business and attending functions elsewhere in the evenings.

At night there are 3 guards at the house with Ezekial, Maria, and Jonas who sleep there at night. Weinstahl sleeps on the upper floor with his bodyguard, Samson, in a nearby room.

Smuggling Silks from Kurstwahl

If our crew hasn't thwarted Weinstahl's plot by the time the morning of Mittwoch rolls around, the caravan will proceed as scheduled. Isaak Mattou will round up his drivers and guards a couple hours before dawn, load up some last minute food and drink in the lead wagon, and head off for the southern gate. Merchants and travelers line up waiting for the gate to be opened at dawn.

Entering or leaving Kurstwahl with trade goods requires payment of a tax. In the case of rare silks, this tax would be substantial. The Guild of Shadows has planned for this shipment by bribing Evstus, senior guard at the Southern gate on the day of departure. Evstus knows to have his men dig through the sheep hides only on the wagon with the special mark (the only one NOT hiding bundles of silks).

Isaak chats pleasantly and familiarly with the gate guards even asking about the health of one's mother. He pays the accepted tax for ten wagons of sheep hides directly to Evstus in a pouch. (This is more than the actual tax but the gate guards gotta make a living, right?) The wagons head out on the road toward Bretagne along with early morning riders. Outside the gate merchants are also waiting to pass into the city with their wagons of grain and more.

The high road is wide enough for two wagons so Isaak has his drivers run side by side until a wagon passing the other direction requires them to give way. The hired guards ride different wagons at different times and sometimes walk alongside the wagons.

Contrary to the note found with Hans, the Vipers are not waiting until the afternoon to attack the caravan. Two miles from the city as the road begins to wind around hills and it drifts close to the coast, the Vipers will spring their trap. All sixteen Viper Thugs from the Orphanage have found places to hide near the road giving them a four-to-one advantage over the guards. They'll try to force the guards to surrender

clue doesn't stonewall their progress.

If this is allowed to happen, Isaak Mattou will be angry with the Guild of Shadows and stop cooperating with them. He'll also spread the word that the Guild is weak. Weinstahl will be emboldened and news of the robbery will bring more recruits to the Vipers. Membership in the Guild of Shadows itself might get a little nervous. Needless to say, our crew's reputations with Scout and the Council will not be good.

Getting the Job Done

The challenge of this adventure is to figure out what is going and who is really behind this threat before the caravan is attacked. This involves following clues and the adventure is designed for multiple paths to get to the end so missing one

Assuming our crew makes some progress, Edwina might order that they be roughed up to scare them off. Whether they find



a player on his own or the players in a group, Viper thugs at about twice the number of the players should corner them and try to beat them unconscious using non-lethal damage. If the players don't go down easily, at least one Viper hanging back should flee, and give the players the chance to follow him back to the orphanage.

Every Archetype has a Part to Play

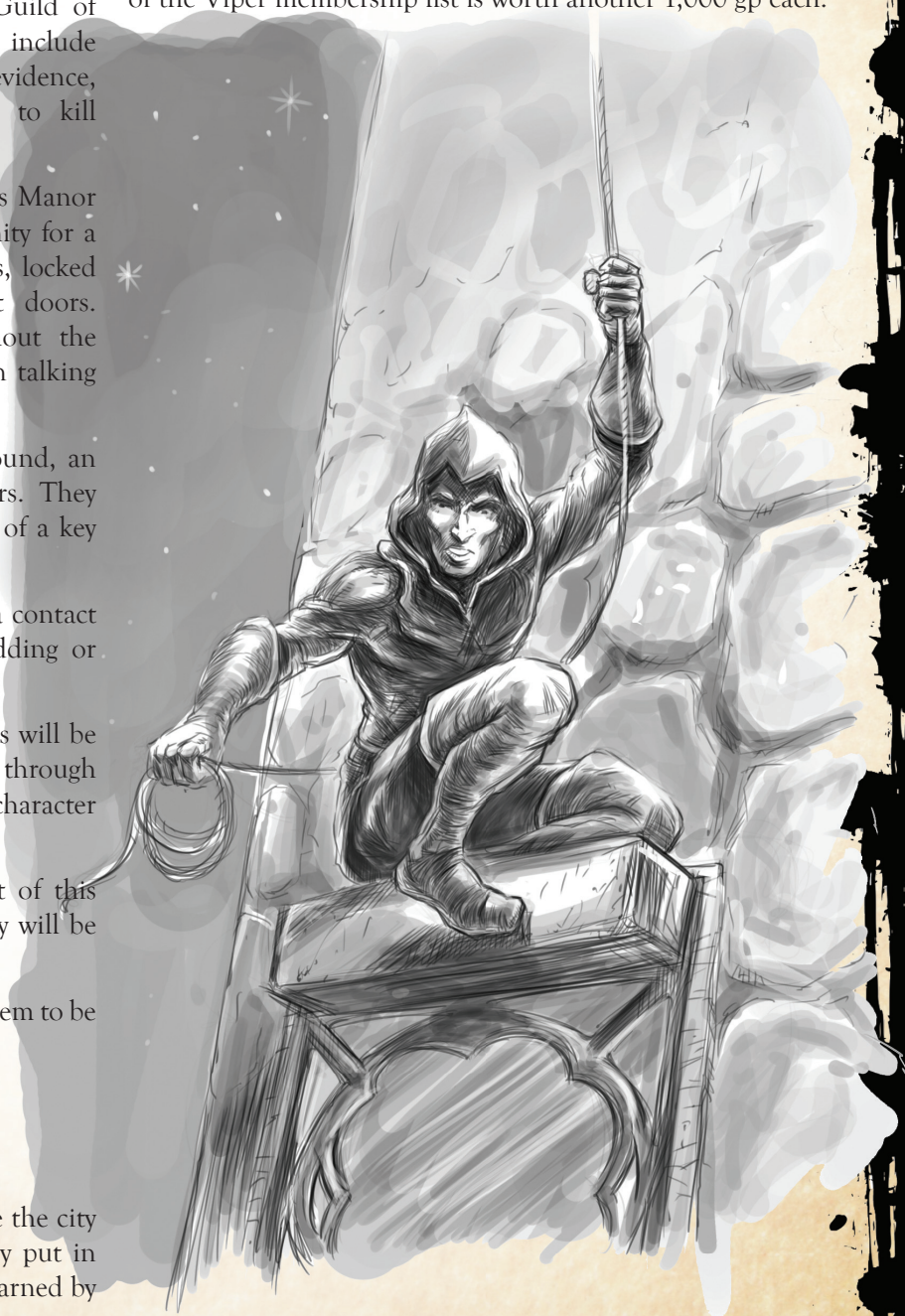
The Viper's Nest adventure should allow characters of all archetypes to showcase their talents. The following suggestions can be used if the players get stuck for a plan, one player has a hard time finding a way to contribute, or could represent the opinions of NPC Guild members.

- Assassins – Starting a rival gang to the Guild of Shadows is a serious threat. If the players include an assassin and the team obtains damning evidence, consider having Scout give the contract to kill Albrecht, Edwina, and Luther.
- Burglar – From Hans' house to Weinstahl's Manor House, there should be plenty of opportunity for a burglar to ply their trade by opening doors, locked chests, and even finding trapped secret doors. Sometimes having a snoop around without the owner knowing would be more telling than talking to the owner first.
- Enforcer – With Viper Thugs running around, an enforcer might just save the lives of the others. They could also be very effective at intimidation of a key target.
- Pickpocket – They could also help anytime a contact or suspect needs to be manipulated by adding or removing property.
- Smuggler – When considering how the silks will be transported and knowing the drill of getting through the city gate with its tax collectors, this character should shine.
- Spy – Gaining information is at the heart of this adventure, i.e. solving the mystery. The spy will be useful in most situations.
- Swindler – Pulling some sort of con would seem to be this character's spotlight moment.

someone in the Vipers. This would play well to make him a recurring nemesis for the players, as he will be very upset at losing so much.

They could try to grab him before he has a chance to flee. Overcoming Samson or holding him at bay somehow would give them time to bind Albrecht and drag him off to a Guild safe house, where Scout would take care of him.

If the caravan shipment attack is prevented, our crew will be rewarded with 1,000 gp each as well as the notice of the Guild of Shadows council. If Weinstahl is identified but escapes, they'll get an additional 250 gp each. If Weinstahl is captured, they'll get an additional 2,000 gp each. Acquisition of the Viper membership list is worth another 1,000 gp each.



The End Game

If Weinstahl knows he's been discovered he will flee the city in a friendly ship using plans and bribes he already put in place. It will be quite difficult to catch him if he's warned by

Kurstwahl's Eleven

Never Cross the Guild

Lord Galt peered at the chessboard for several minutes, taking sips from his tumbler of whisky to lubricate his concentration. At length he moved a pawn away from the primary contest and regarded his opponent.

Evelyn had toned down her usual costumes to meet with him at the Duke's Rest, but this did not stop the other nobles and servants from leering as much as their conscience would allow. She was a remarkably beautiful woman, true, but he knew her to be a brilliant guild member as well. *Quite the unfair advantage.*

She did not contemplate long, striking his knight off the board with a click and placing her queen in a dominant position. This didn't surprise Galt. She'd always been the better chess player.

"So. Our friend is in some trouble," he began innocently enough. Normally he would have found a private rendezvous to meet with another council member of the Guild of Shadows, but time was of the essence. "Trouble like five years ago." *A client of the Guild was causing them trouble. Again.*

Evelyn nodded while motioning for a refill of her glass of premium Holtplat wine.

"Has anyone rushed to his aid?"

A shake of the head. *He had no obvious allies so far.*

"It seems we should show him our true friendship with haste," mused Galt, as he made another ill-fated move on the board. She took another piece and toppled his king, claiming victory some number of moves in the future. She would take care of the problem.

He smiled and did not dispute her claim of victory.

Gamemaster Summary

The Setup

The Guild of Shadows has many clients who pay large sums regularly to ensure that their businesses are left alone from the crime leeching at the city. These clients range from small, family-owned shops to quite prominent merchant empires.

Lowe von Braun is one such successful merchant, aiming to reach the power elite of the city through a seat on the City Council through wealth or a noble title. His wealth has come from privately funding other merchants and other ventures for a portion of their profits. It is a risky game but Lowe tends to bet big. So far, to the knowledge of everyone in Kurstwahl, he has bet well and reaped the profits.

Five years ago, Lowe tested the Guild of Shadows when he missed a payment. Discussions were had and Lowe made up the gap with a penalty, and all went back to normal. But Lowe learned about how the Guild responds through the experiment. Guildmaster Andreas Galt remembers.

A year ago, Lowe opened Kurstwahl's Diamond, a hall for the elite of Kurstwahl to gamble at high stakes and relax in luxury. It was built to outshine all other establishments of leisure patronized by the nobles and rich, as well as elevate the art of the wager for the upper classes. The Diamond sits on a rise of land at the edge of the Noble Estates.

Now, Lowe has again missed a payment, and he appears ready to survive the wrath of the Guild rather than give in. He has engaged a cadre of Kriegscorp mercenaries to augment his security at the Diamond. He has greased palms in the City Watch and City Council to blunt the Guild's maneuvers through those avenues. It is rumored that he has even hired former members of the Vipers, a now defunct rival guild of thieves, to help defend against the actions of the Guild of Shadows.

This is a challenging scenario where a team of rising star Guild of Shadows members is assembled to exact retribution on Lowe. The contract is to hit Lowe in a way that sends the message clearly to all other Guild clients about the fate of those who defy the Guild.

Note: The GM should review the monetary values in this adventure to ensure they align with the wealth levels of their own campaign.

Lowe von Braun

Lowe von Braun is a native of Kurstwahl, a son of coppersmiths. He has a natural talent in dealing and moving money. Secretly he also learned quickly when an honest deal was trumped by a little Guild of Shadows help, and this knowledge has paid handsomely during his rise to prominence in the city.

At 65 years old and only 5'4" with a permanent hunch, von Braun is showing his age. In addition, various illnesses have slowed von Braun down and he is perpetually sick. When well enough to leave his rooms he wears fine clothes and walks with in ivory cane carved with the faces of lions. He has an amiable face and makes friends easily. He carries the Diamond Key on a silver chain around his neck, hidden by his clothing.

Helga, Von Braun's wife of many years, died four years ago. After a respectable period of mourning he gained the affections of Brunhilde and married her three years ago. Brunhilde is very pretty and full of life, often having Von Braun's sons escort her to social functions in the city when Von Braun is too ill or tired to accompany her. This eats at Von Braun, but he can deny her nothing.

Two adult sons help Von Braun run his small empire as his lieutenants. Pawil is tall and blonde, somewhat good-looking, but easily distractible. He tends to take his family wealth for granted. Eberhard is darker haired, though balding like his father. He is more serious, and concerned about enemies to the family. He knows his father is keeping secrets from both sons but has no idea Von Braun has been in partnership with the Guild of Shadows.

Lowe von Braun

Von Braun is a gracious host, well known to those in power. Now if only he could attain their heights.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Gambling d8, Investigation d6, Knowledge (Business) d10, Notice d8, Persuasion d8, Stealth d4, Streetwise d8

Charisma: -; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Anemic (Weak immune system), Elderly, Greedy (Minor)

Edges: Card Shark, Connections (City Council), Filthy Rich

Gear: Rapier hidden inside cane (Str+d4; +1 Parry).

Brunhilde von Braun

The young and beautiful Brunhilde is a serial adulteress, although she tries to be discrete about her many conquests.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Notice d6, Persuasion d6, Stealth d4, Streetwise d6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Clueless (Sheltered upbringing), Thrillseeker (Minor: Adulterous conquests), Quirk (Socialite)

Edges: Filthy Rich (Married into wealth), Very Attractive

Eberhard von Braun

Dark haired and already balding, Eberhard is always wary

about threats to the family.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d6, Knowledge (Business) d8, Notice d8, Persuasion d6, Stealth d6, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Paranoid (Minor)

Edges: Alertness, Filthy Rich (Access to the von Braun wealth)

Pawil von Braun

Tall, blond and dashing, Pawil takes his family wealth for granted.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d6, Knowledge (Business) d6, Notice d4, Persuasion d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Quirk (Easily distracted)

Edges: Attractive, Brawny, Filthy Rich (Access to the von Braun wealth)

Player's Introduction

The player characters are summoned to the Guild's secret Necropolis caves in the middle of the night. Once they have reached a private chamber they are met by "The Fox" (Evelyn Rotingenn, a member of the Guild's Council). This is a great honor, and indicates that a very serious matter is at hand. The players will be challenged, and failure will bring dire consequences.

The Fox explains that a very important contract has been written. Because of their remarkable accomplishments in the Guild so far, they have been chosen for the contract. (Any PC in the Acquisitioners will receive extra praise from her).

"After years of being a faithful client, Lowe von Braun has decided to refuse our Guild's kind offer of protection. This will not be tolerated. Action must be taken within three nights, or else the Guild will lose greatly. None can know von Braun's misfortune was the work of the Guild of Shadows, except those already watching von Braun's gambit. None of Von Braun's family may be killed, as that would show fear and a lack of discretion on our part.

"You will make an example of Lowe von Braun so that he and all of Kurstwahl understand just how powerful we are. You will take from him his prized possessions, everything but his life. He must be ruined. You will do this with secrecy, guile and skill. The citizens must gasp at the wound, but never see the arrow."

The players are offered a premium rate of 10% of the value

of everything they acquire, and elevation to lieutenant for anyone not already there. They have 72 hours to achieve everything they can before the Council will judge them. They are to meet in the Guild's Star Chamber within an hour after the deadline.

Time Table

Day 1 – 2am: Briefed by the Fox

Day 1 – 8pm: Diamond opens "First Night"

Day 2 – 8pm: Diamond opens "Second Night"

Day 3 – 8pm: Diamond opens "Third Night"

Day 4 – 2am: Deadline, return to Star Chamber

What the Players Know

Lowe von Braun is a dealer and money-man behind a lot of trade into and out of the city. He has become a very rich man, and has been a client of the Guild for decades. He recently built Kurstwahl's Diamond, a hall of gambling for the most elite of the city, at the edge of the Noble Estates quarter. His business affairs were originally run out of his manor house in the Merchant Quarter, but he has since moved them to the Diamond, which is well guarded and considered one the best protected locations in the city.

What the Guild can tell them

If the party is willing to spend gold, Roucht's information gatherers can supply some information on von Braun.

Information should get increasingly expensive as the party 'purchases' information from the following list:

1. Lowe von Braun was married for a long time, but his first wife died a few years ago. After that he married a pretty, young girl named Brunhilde.
2. Von Braun has two sons who help in his business: Pawil and Eberhard
3. Mercenaries from the Kriegscorp have been seen outside the Diamond and at other locations where von Braun's interests are involved.
4. Every year von Braun celebrates his marriage to the young Brunhilde as an opportunity to show off his wealth and influence. Their marriage was quite grand and people still talk about the feasting that went on for three days afterward. The anniversary of their marriage occurs on the Third Day of the adventure, right before the deadline. A higher than normal number

of patrons will be coming to the Diamond that evening to celebrate, knowing that von Braun undoubtedly has some big surprise.

5. The Guild had some access during the planning of Kurstwahl's Diamond but it is clear that von Braun kept some secrets to himself. The vault is below ground and accessed through the bank room off the gambling hall's main room. (No secret rooms are known to the guild).
6. A forty-nine facet diamond rumored to be the size of a man's fist was purchased by von Braun's agents in Bretagne and is being transported back to Kurstwahl on a ship named the *Golden Rose*. It is due to arrive in the next few days and the diamond is destined to be a showpiece at Kurstwahl's Diamond.

With Investigation, What Can They Learn

The players can also perform their own investigations. A variety of tactics can be used (Streetwise, Persuasion, Notice, Investigation, Intimidation, etc.) Information Gathering players should shine now, able to tap their private network of informants. This should take them the whole First Day sifting through fruitless leads to assemble some or all of the following nuggets. Each attempt takes one hour. Players can attempt Cooperative rolls but that consumes the hour for each participant. Anyone thinking to get information from the Guild of Master Craftsmen who assisted in building the Diamond get a +2 on the roll, and successes should skew toward those types of secrets.

Each listing is numbered to allow random selection. If you roll the same item twice, reinforce that they've heard the same thing from another source but allow them a re-roll as well. These clues can come out in the initial investigation or through events across the whole three days.

Successes

1. Lowe von Braun has moved all his business operations to offices inside the Kurstwahl Diamond.
2. Brunhilde likes to socialize and often goes out with one or both sons as body guards leaving Von Braun at the Diamond.
3. Von Braun has great interest in a ship that is expected to arrive at the port on the second day.
4. Von Braun has signed a contract with the Kriegscorp, undoubtedly for mercenaries.
5. In business von Braun is a gambler, betting big on

risky ventures and having the luck or foresight to have few failures. He is a shrewd judge of character and risks/rewards. Most of his fortune has been won by his own work rather than through subterfuge.

6. Due to his poor health, von Braun is often resting to manage some ailment or simply sleeping. However, he makes an appearance every night on the floor of the Diamond.
7. The Master of the Hall is Hans Achteburg, a trusted lieutenant of von Braun for decades. A man in his fifties, Hans has short graying hair and a pudgy face. He is married, and he and his wife have three young children—two boys and a girl. He lives only a ten-minute walk from the Diamond in a neighborhood populated by the senior servants of the elite.
8. Lowe von Braun spends most of his time at the Diamond and rarely sleeps at his manor house anymore. He maintains a suite of rooms on the upper floor.

Basic information about any staff member or other NPC also falls into this category. For example, Regina Valitella is not only a hostess, but is also the most senior courtesan in Kurstwahl's Diamond.

Single Raises

1. Pawil, Von Braun's eldest son, is a playboy who prefers the easy life of money.
2. Eberhard is the dangerous son, always watchful for the security of his father and the family.
3. Lowe von Braun craves a seat on the City Council. He has made repeated discreet inquiries to some current members to this effect.
4. Few know of it but Lowe von Braun tried to stop paying once before, five years ago. The error of his ways was explained to him and he got back on track with penalties. Some think he was testing the Guild.
5. Close to the Diamond is a wine shop. Four Kriegscorp mercenaries are stationed there in case of trouble.
6. Hans Achtenberg's loyalty to von Braun is considered to be complete.
7. A building-wide alarm system of ropes and pulleys can activate a large bell on the roof of Kurstwahl's Diamond. Once pulled, weights attached to the bell keep it ringing for at least five minutes.

8. While the Bank Room holds a small fortune. Von Braun's real wealth is found in the underground vault.
9. Only three men carry the keys to all rooms, von Braun himself, Head of the Guard Dieter Kunz, and Master of the Halls Hans Achteburg.
10. Six Kriegscorp mercenaries will be meeting the Golden Rose at the dock and escorting Gir and the diamond to von Braun's offices.

Personal information about any staff member or other NPC also falls into this category. For example, Helga Fetz (Mistress of the Kitchens) is susceptible to flattery if told she is beautiful.

Two or more Raises

1. Brunhilde is quite discreet, but she has adulterous romantic liaisons. The sons know and help keep her secret. No consensus opinion if either son is one of her conquests.
2. Von Braun has been in contact with Luther, a former member of the Vipers who escaped that group's recent demise. Luther is likely to be on high alert for a robbery attempt on Kurstwahl's Diamond.
3. Kurtwahl's Diamond has two underground vaults, the main strongroom and a hidden vault with a secret entrance.
4. Regina Valitella may be a weak point in von Braun's web of loyalty. She may be susceptible to a bribe, but she is likely to come at a very high price.
5. The main floor is rumored to have a secret trap-door leading to the hidden vault.

Highly personal information about any staff member or other NPC also falls into this category. For example: Regardless of his loyalty to von Braun, Hans Achtenberg is likely to give in to a person who convincingly threatens to hurt his family.

Kurstwahl's Diamond

Commonly Known Information (Easily Discernable from a Visit)

As a gambling hall, the Diamond attempts to provide patrons with a memorable and exciting experience. Fine beverages are served here for free including an exclusive series of Holtplat wines. Food is also readily available, creative concoctions in small portions to control von Braun's costs and keep the patrons from soaking up the alcohol too much. Attractive servants cater to the patrons starting with the moment

Locks and Keys

The Diamond was built by the Guild of Master Craftsmen. They installed four types of locks depending on the level of security required. Once a particular level of lock has been successfully picked, that thief gets a +2 to pick any others of that type of lock.

The Keys	Amber Lock	Silver Lock	Gold Lock	Diamond Lock
12 Amber	Opens			
5 Silver	Opens	Opens		
3 Gold	Opens	Opens	Opens	
1 Diamond	Opens	Opens	Opens	Opens

- Lowe von Braun holds the only **Diamond Key**. Diamond locks are very difficult to pick (-6) and heavily reinforced (Toughness 14).
- Master of the Hall Achteburg, Head of the Guard Kunz and Luther hold the **Gold Keys**. Gold locks are difficult to pick (-4) and well reinforced (Toughness 12).
- Mistresses Fetz and Valitella hold two of the **Silver Keys**. Their most trusted members of their staff are given a Silver key when necessary out of the remaining 3. Silver locks are hard to pick (-2) and solidly constructed (Toughness 10), when not in use they are stored in the Guard Room.
- The twelve **Amber Keys** are distributed to senior servants as needed and collected at the end of every night. They are stored in the Guard Room. Amber locks are average quality (no penalty to the Lockpicking roll, and Toughness 8).

their carriage and horses are taken to the brightly lit stable building to be cared for and secured. Outer cloaks and other conveniences are held for them with care during their stay. Comfortable padded chairs are available at the tables for the gamblers and off to the side for those preferring to talk and relax.

The hall offers the most popular gambling games every night and other more exotic games on occasion. Tables (think backgammon) is quite popular of late having been introduced a few years ago by well-traveled merchants. Some of the faster and more exciting games that can involve several players are many variations of dice with elaborate schemes of betting (think craps). Draughts (think checkers) has long been a traditional game in Kurstwahl and continues to have its adherents. Even Snapdragon, once the purview of street hustlers makes an appearance at times.

The hall opens at dusk each day except religious days and closes its doors at the following dawn. Patrons too poor or drunk to depart properly are given a "kindness" from Lowe (pair of guards) to get them home safe. During the day the Diamond is locked up tight.

The finest craftsmen of the city, with local and imported materials, created the Diamond at great expense. Rich woods and fine marbles are used to tastefully accent the building's traditional stone wall/slate roof structure. Ornate carvings adorn the exterior marble. Expensive colored glass windows

can be seen on the second floor and at the rear of the building. Iron bars bolted into the stone protect them.

Information Requiring Some Exploration/Investigation

The Diamond stands alone with no other buildings closer than fifty feet from it. Those buildings are also two stories tall and populated by inns for wealthy visitors to Kurstwahl. In every room of the Diamond are fairly inconspicuous bell pulls. Through a series of carefully weighted mechanisms, these lead to a large bell on the roof of the gambling hall. When rung, this alerts the City Watch to trouble. When the Diamond is open there are sixteen house guards are on duty: two managing the door, two roaming the building in pattern, four on the gambling floor itself, two in the bank room, and one protecting von Braun and one protecting Achteburg. The house guards appear to be professional soldiers.

Map Key / Main Floor

Floors are two foot across marble squares on top of wood planks on top of heavy wood beams over the crawl space. Stone pilings in the crawl space support all walls. Exterior walls are stone block with marble façade. Interior walls are solid wood covered with decorated paper or paint. Ceilings are stone. Light is provided by candle chandeliers in the public spaces and lanterns mounted on

walls in the servant halls. Small fireplaces are placed strategically around the building to keep it pleasantly warm even in the winter.

1) Foyer/Entrance

Over-large doors (**Toughness 11, Gold Locks**) sweep open to a view of the gambling hall past a foyer where servants wait to take cloaks and other burdens off the patron's hands. A small room to either side provides a place to keep garments and other burdens out of sight and secure. (**Toughness 8, Amber Locks**) Two formidable but elegantly dressed guards remain watchful at the door at all times. One of the servants, Tobias, is well trained in recognizing the members of Kurstwahl's elite and will greet them by name. Anyone Tobias does not greet by name will be spoken to politely by Tobias to establish his or her social ranking or backers. Any obvious weaponry will be politely confiscated and returned when the owner departs. Those unknown to Tobias will be asked to submit to a search.

2) Gambling Hall

A large room under a two story vaulted ceiling supported by a few large pillars is filled with various tables for gambling. A wide staircase opposite of the entrance featuring colorful stained glass outside windows leads to the second floor and the private rooms. Fifteen trained workers act as dealers and tend the game tables. This leaves a handful of them relaxing in corners or out of sight until someone needs a rotation. Up to ten servers may be working the floor at one time. They tend to food and drink for the patrons as well as being available to attend a patron in a private room if asked. Two guards walk the room, staying out of the notice of the patrons but ready to react quickly.

Most sides of the room open into galleries under 12 foot ceilings with padded furniture and side tables for those taking a break from the games. Four discreet doors lead to servant areas and are the source for drink and food circulated around the floor. Privies for men and women are available.

3) Musician's Area

Blocked off from the rest of the room by a two-foot ornamental fence, is a raised stage used by musicians. On any given night between four and twelve players can be found there.

4) Bank Room

Opening on the gambling hall floor is the Bank Room. A waist high counter (with a lockable upper half) and a locked door are the only ways between the spaces. A second door leads to the Guard Room and a stone stairwell leads down to the strongroom. Here is where patrons can exchange their

money for the faux silver House Coins used at the games. Attractive, loyal, and well-paid servers exchange gemstones, letters of credit, coins and other valuables. The patron's actual wealth is moved quickly down to the strong room by guards with a written note as to the original owner so the hall isn't vulnerable to some sort of major robbery on the floor. Winners cash out at the counter from a moderate amount of cash kept in that room. When a patron cashes in for special items, such as gems, they are brought back up from the strongroom below.

The door allowing access to the room from the gambling hall floor is always left locked (**Toughness 8, Gold Lock**). The lockable half door is locked after hours (**Toughness 7, Gold Lock**). Monies in the bank room are kept in several locking drawers hold all of the House Coins (**Toughness 5, Gold Lock**). A separate chest holds between 500 and 1,000 gold pieces worth of real coins at any one time (**Toughness 8, Gold Locks**). While this would ordinarily make a nice little haul, it obviously isn't the main vault.

Two guards stand in the bank room and another pair run money and valuables between the Strongroom and the Bank Room (switching off in shifts). Two servers perform the exchanges while a scribe records everything in a ledger and an appraiser is available to determine the value of something a patron offers that isn't obvious to the servers.

5) Guard Room

With doors to the gambling hall floor, the bank room, and the back hallway, guards can move quickly to address trouble. (**Bank Room door: Toughness 8, Gold Lock; other doors: Toughness 8, Amber Locks**) The room has barred windows in each direction giving the guards good views. Generally two guards are in the Guard Room during open hours switching off with other stationed guards and performing random walkabouts. The room has chairs, a table with watered wine and food, and a weapons rack containing six quarterstaves, four crossbows, 100 crossbow bolts, and four short swords.

6) Guard Quarters

Near the stairs is a door to a small room with a table, chairs, four bunks, a few shelves of books and trinkets, and four three foot chests for clothes and personal effects. Pegs to hang clothes and weapons flank the door on the inside. Two bunks pull down from the wall to be used by guards when the building is closed.

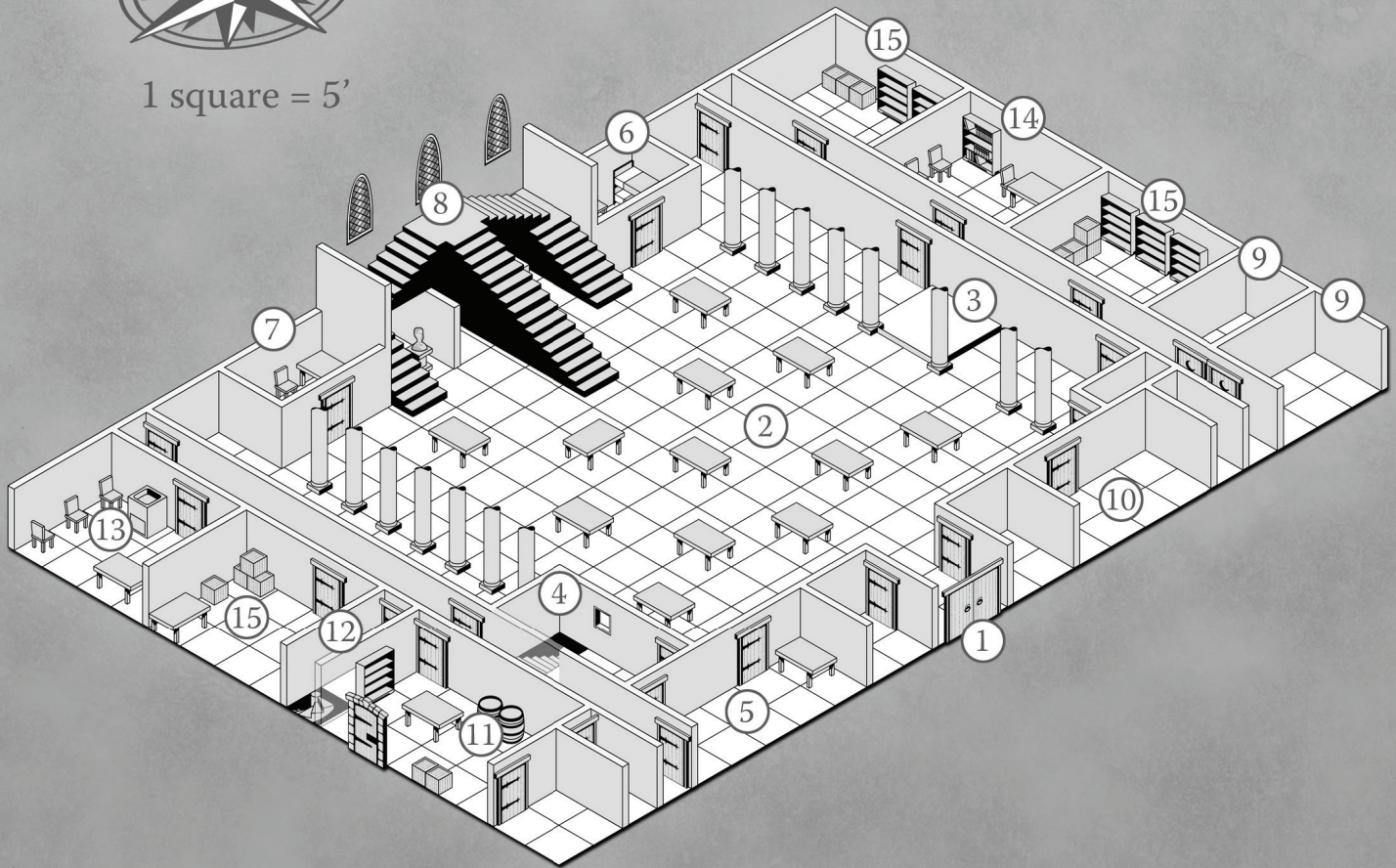


Kurstwahl's Diamond

Main Floor



1 square = 5'



Key

- 1 FOYER / ENTRANCE
- 2 GAMBLING HALL
- 3 MUSICIAN'S AREA
- 4 BANK ROOM
- 5 GUARD ROOM
- 6 GUARD QUARTERS
- 7 ACHEBURG'S OFFICE
- 8 STAIRCASE

- 9 PRIVIES
- 10 PRIVATE GAMING ROOM
- 11 KITCHEN
- 12 DECANTING ROOM
- 13 WORKER STAFF ROOM
- 14 SERVERS STAFF ROOM
- 15 SUPPLY ROOMS

7) Achteburg's Office

As Master of the Halls, Hans Achteburg must stay close to the action. His office lies to the left of the wide staircase through an unmarked door (wood tone, metal core). (**Toughness 10, Gold Lock**) Hans has a private, subtle viewing hole to survey the hall itself unannounced.

The office décor is simple but of the finest materials. Hans uses a wooden desk burdened with ledgers, logs from the bank room, and various letters of business. There is a small table with four comfortable chairs for meetings. On the walls are several large (floor to ceiling) striking paintings of Kurstwahl as seen from the surrounding hills.

Behind one of those large painting is a secret door. (**Difficult to spot, -4 Notice. Toughness 10, Diamond Lock**) When opened, the secret door leads to an opening and an iron ladder leading down to the hidden vault. Hans only accesses the secret door when accompanied, or given the key, by von Braun himself.

8) Staircase

Rising from the north end of the gambling hall are a series of wide stone steps. After ten steps, they split to continue up to the left and the right. Directly ahead are a series of four stained glass windows with intricate diamond motifs. There is a guard stationed at the top of the left and right stairs that lead to the upper floor rooms.

9) Privies

Each privy is staffed by a gender-appropriate helper knowledgeable in doing and undoing the intricacies of the latest fashions to aid a patron. The servants are discreet and do not speak unless spoken to. They provide patrons with water, cloths, and perfumes. (Water and waste drains for the Diamond are six inches in diameter at most; impassable by even the thinnest thieves from the city sewers).

10) Private Gaming Room

Next to the foyer is a closed room that is used for exclusive games of chance among invited players. (**Toughness 8, Silver Lock**) It is informally known as the "Platinum Room" for the high stakes played within. The room contains a single oblong table with eight fine, comfortable chairs around it. Along the walls are cabinets full of bottles of various kinds of drink. A Diamond employee is always present in the room whether they are tending the game or just an observer to ensure fair treatment.

11) Kitchen

The Kitchens produce food for the staff and delicacies for the patrons to eat off the main floor or in the private rooms upstairs. Large ovens keep the room quite warm as they bake, broil, braise, and char foods of many types. They create common dishes like stew, roast lamb, spiced beef ribs, and soups. To surprise the patrons they also add a few exotic dishes from around the Empire and beyond. Large tables are used for chopping and preparation while large barrels provide water used for cooking and cleaning.

Leading off the kitchen is a storeroom and a pantry. Both doors have locks, but in practice they are never used. (**Toughness 6, Amber locks**) The storeroom contains small barrels of inexpensive wine, extra plates, kitchen tunics, pants, and dresses, and older silver platters. The pantry contains the stores of food including salted meats, cheeses, flour, grains, vegetables, fruits, and liquids such as milk, wine, and fruit juices.

Helga Fetz rules the kitchen and all the workers at the Diamond. Four cooks work in the kitchens supported by six helpers. Servers come to fetch the food on silver trays and whisk it away to the right patron whether they requested it or as a surprise. Pots and pans are always being scoured for the next dish. Helga maintains a sharp eye on supplies and adjusts the cook's instructions to avoid running out of anything.

This area also contains the single extra wide outside door in addition to the main entrance. This door is kept locked (**Toughness 9, Gold Lock**), and it is where the worker and servers report to work and where all supplies are delivered.

12) Decanting Room

This small room allows the servers to decant wine and pour it into trays of glasses from the kitchen. A narrow stairwell leads down to the lower level wine cellar. The door to the Decanting Room is always kept locked (**Toughness 6, Silver Lock**).

13) Worker Staff Room

The room contains a couch, long table with chairs, cupboards, with simple dishes and cups, and a serving sideboard for tea, water and snacks. Workers can take a moment's respite here when their duties allow. The door to the back hallway has no lock.

14) Servers Staff Room

This room is for the servers including the courtesans and the game tenders. There are a few nice tables, chairs, watered wine, and food. A cupboard holds materials to make quick repairs to clothing. A few popular books are lying around along with copies of the latest proclamations and announcements from the town criers. Servers repair here to rest a moment before returning to the gambling floor. They share gossip and news so they are informed conversational companions should a patron wish to talk during their visits to the private rooms.

15) Supply Rooms

A few rooms off the back hallways contain supplies for the hall: extra furniture, tapestries, candles, lanterns and oil, uniforms for the servers, linen, plates, goblets, game pieces, dice, and more. They also contain tools and supplies to repair things that don't require high craftsmanship. Supplies are divided between east and west supply rooms so that materials don't have to be carried across the Gambling Floor. (**Toughness 6, Amber Locks**)

Map Key / Below Ground

Floors are heavy flagstones. Walls and ceiling are stone blocks up to 1' x 2'. Many oil lanterns mounted to the walls light the basement (with the exception of the corridor leading to the hidden vault).

16) Small Wine Cellar

The stairs from the Decanting room lead to a corridor linking the small wine cellar. Down here the walls are curved with bricks forming a vaulted ceiling and bottles of wine are stored in wooden racks alongside large barrels of less expensive vintages. Bottles of other alcoholic beverages are also stored here. Bottles of Holtplat wines are worth 50 gp each. Most of the rest is worth a few silvers a bottle.

17) Large Wine Cellar

A larger, colder room contains large barrels of beer and ale as well as more shelves of wine bottles.

18) Outer Room

The stairwell from the bank room leads to a small chamber with some chairs, a table, and a hallway leading east blocked by a heavy iron portcullis (**Toughness 14, Gold Lock, can be lifted with a Strength roll at -6**). The table is stocked with jugs of water, drinking cups, bread, fruit, and nuts. The guards acting as runners take their breaks in this room. During open hours, the portcullis is raised to facilitate the quick movement of money and valuable into and out of the vault. The portcullis can be dropped quickly into a locked

position by pulling a lever in the wall next to it (and is always closed after hours).

19) Hallway

Past the portcullis, the hallway contains a pressure trap that is set and unset by a key in a hidden lock near the portcullis. When set, more than 25 pounds of pressure to the flagstones in the center of the hallway will trigger a hail of crossbow bolts to fire from the walls at chest height (**they fill an area the size of a Small Burst Template in the center of the hallway; those within the area can drop to the ground with a successful Agility roll at -2, otherwise they suffer 3d6 damage**). The trap can be spotted and therefore avoided if anyone is actively searching (**this requires a successful Notice roll at -2**). The trap is only set when the Diamond is closed.

20) Strongroom

This is where the Diamond keeps money coming in or going out during working hours. No House Coins are kept here. A counting man works in the strongroom quickly tallying everything that goes in and out under the watchful eye of a guard.

In a crisis, an alarm bell activated in the bank room alerts the coin counter to close the strongroom door (**Toughness 12, Gold Lock**) and drop the heavy crossbar (+2 **Toughness when in place**). Once the threat has been eliminated, a special knock lets him know to open up again.

The strongroom contains a treasure in coins, gems, and other forms of wealth: a total of 10,000 gold pieces in all denominations of coins, 50,000 gp worth of various gemstones and jewelry, 200,000 gp worth of letters of credit from a variety of noble houses and institutions, and the ownership papers for a fast merchant ship (i.e. smuggler) named the *Grey Zephyr*. (While this is a fortune, most of von Braun's money is secure in the Hidden Vault).

21) Hidden Vault Corridor

At the bottom of the ladder from Achteburg's office is a short hallway ending in an ornate door. The handle of that door is stuck and the door doesn't open even when the key is turned in the keyhole. (The door is a fake secured to a stone wall).

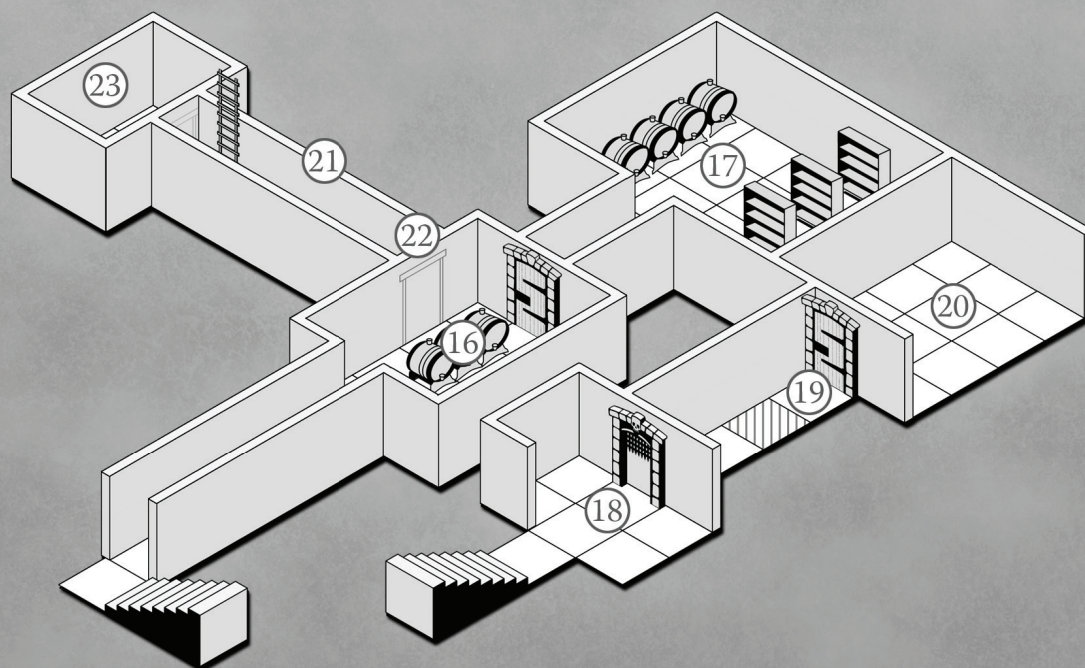
Fake Door (22): This door appears to be locked (**Toughness 16 (door plus wall), Gold Lock**), however, the door doesn't open even when the key is turned in the keyhole. The door is a fake door secured to the stone wall and used as a decoy in the unlikely chance that any thieves make it down through Achteburg's office. There is no entrance or sign of the door from the opposite side in the small wine cellar.



Kurstwahl's Diamond Underground Level



1 square = 5'



Key

- 16 SMALL WINE CELLAR
- 17 LARGE WINE CELLAR
- 18 OUTER ROOM
- 19 HALLWAY
- 20 STRONGROOM
- 21 HIDDEN VAULT CORRIDOR
- 22 FAKE DOOR
- 23 HIDDEN VAULT

23) Hidden Vault

Floors are two foot across marble squares on top of wood planks on top of heavy wood beams over the main floor. Exterior walls are granite façade. Interior walls are solid wood covered with decorated paper or paint. Ceilings are stone. The windows on the upper level are covered by red and black drapes.

Behind the ladder is a secret door (**Notice -4 to find, Toughness 10, Diamond Lock**), which opens into a small treasure room. Shelves on all sides and two large chests in the middle contain items wrapped carefully in velvet or bone. Hidden here are valuable gemstones, delicate vases, ornaments, jewelry, paintings, and mostly very secret documents. Theft of this treasure trove would cripple von Braun's business empire. The approximate value is about 5 million gp.

Map Key / Upper Floor

(the windows are barred on the outside, **Toughness 6**).

24-27 Von Braun's Rooms

Lowe von Braun spends most of his time at the Diamond and rarely sleeps at his manor house anymore. He maintains a suite of rooms on the upper floor attended to by a pair of trusted servants (Fritz and Anna). He is often resting to manage some ailment or simply sleep but makes an appearance every night on the floor of the Diamond. The suite is well decorated confirming to the upper class visitor that Lowe is rich and "one of them". Rugs cover the floor, and chairs are upholstered and padded. The door to the suite is elegant but solid (**Toughness 8, Gold Lock**). The doors within the suite are rarely locked (**Toughness 8, Gold Locks**).

24) Von Braun's Sitting Room

Lowe von Braun rarely meets anyone outside his apartments. He generally uses the outer sitting room to meet with special patrons for a private discussion. He keeps some Holtplat wine and other drinks stocked here to provide to visitors.

25) Brunhilde's Bedroom

This bedroom appears to be a woman's room. Additional investigation will confirm that, although it appears to be only occasionally used. Several items of jewelry and some expensive perfumes can be easily found in the dresser.

26) Von Braun's Office

Von Braun's personal office is tastefully decorated with dark wood paneling and several expensive paintings. A large wooden desk matches the paneling.

In the locked drawers of his desk (**Toughness 6, Silver Locks**) are any documents he is currently working with. The rest are kept in the Hidden Vault. A few interesting secrets can be gleaned from the working documents, but nothing that would bring down von Braun's Empire. The desk drawers also contain vials of a green powder (**Angel's Yarrow, Rare/Difficult to identify; requires Knowledge (Medicine) or Knowledge (Poison) to identify, the roll is made at -2**). This is a painkiller von Braun uses when the effects of his sickness become too much.

27) Von Braun's Bedroom

The room is luxuriously decorated and very comfortable, with thick carpet underfoot. Von Braun's bedroom is clearly where he spends much of his time. A number of books lie on the side table next to a large four-poster bed. Several wardrobes store expensive clothing and some jewelry is stored in one of these.

At night, von Braun is likely to be in the bed, in which case his Diamond Key is under his pillow. During the day, von Braun is often resting in this room, reading, dictating letters to a scribe, and other similar activities.

28) Private Rooms

Several rooms are appointed with comfortable chairs and generous couches, small beds, stocks of refreshing beverages, small fireplaces for the chill in winter, and private privies. These are used for secret meetings and time spent with courtesans. Some rooms have secret doors between them so two parties can be seen entering separate rooms but still meet. The rooms are kept clean by upper floor servants (workers). Request to use one of the upstairs rooms will be channeled to Regina Valitella who will explain the rate and arrange for anything special to be sent up to the room.

29) Servants Hall

Discreet (but not secret) doors connect the upper hallways to a long room that acts as storage, respite, and waiting space until a patron requires assistance.

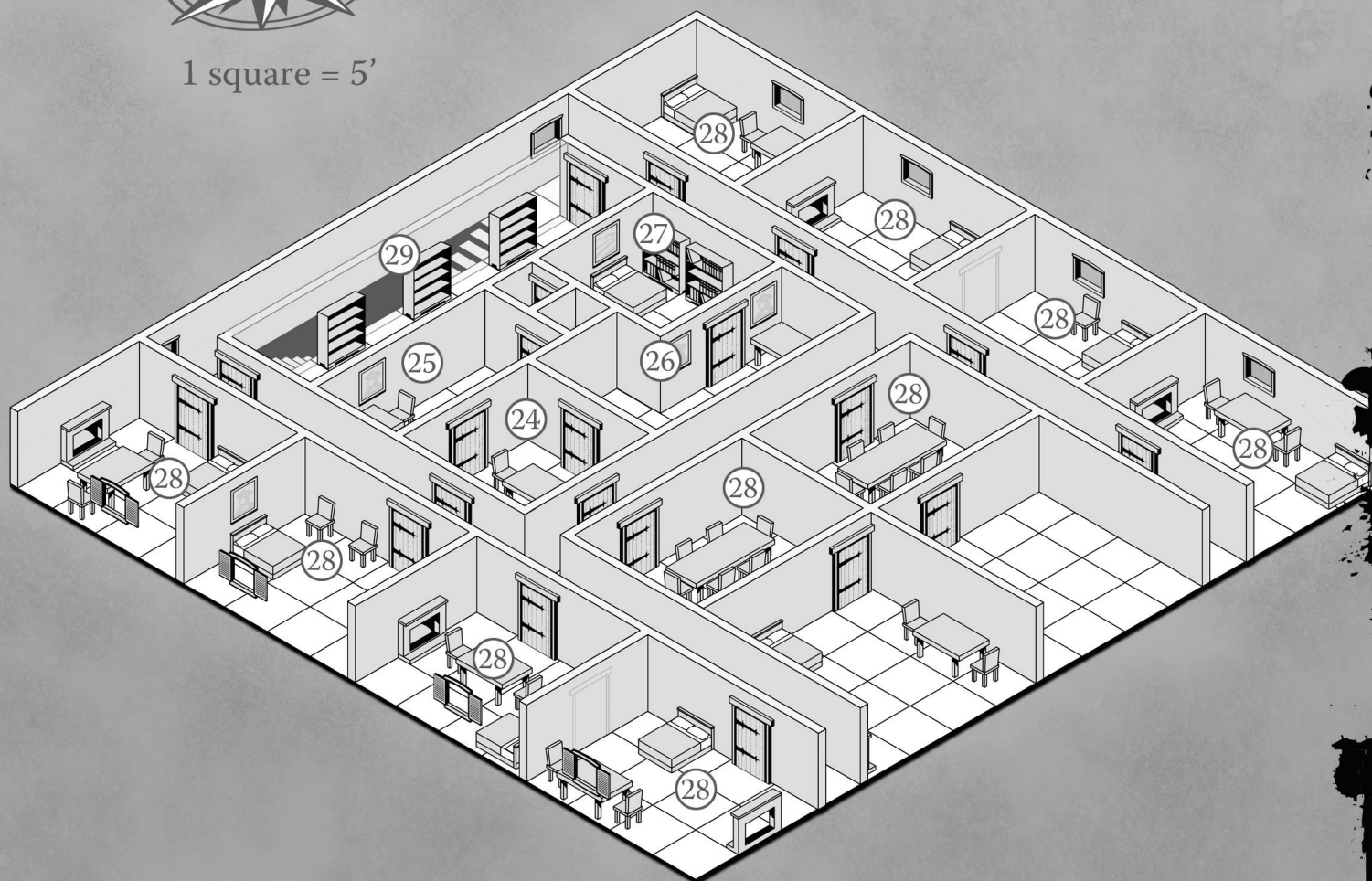


Kurstwahl's Diamond

Upper Level



1 square = 5'



Key

- 24 VON BRAUN'S SITTING ROOM
- 25 BRUNHILDE'S BEDROOM
- 26 VON BRAUN'S OFFICE
- 27 VON BRAUN'S BEDROOM
- 28 PRIVATE ROOMS
- 29 SERVANTS HALL

Key Personalities and Staff

Master of the Hall

The Master of the Hall is Hans Achteburg, a trusted lieutenant of von Braun for decades. A firm man with an eye for detail, Hans has never been a glad-hander. He never competes with von Braun for the attention of being host at the Diamond but he strives to take care of any issues quickly and decisively.

A man in his fifties, Hans has short graying hair and a pudgy face. He wears spectacles, his eyes weakened by years of poring over books by candlelight. His clothing is respectable but subdued, never to outshine a patron. He is 5'9" and walks with a slight limp from a horse accident when he was young. He is married, and he and his wife have three young children—two boys and a girl. He lives only a ten-minute walk from the Diamond in a neighborhood populated by the senior servants of the elite.

Von Braun has tested Achtenberg's loyalty over the years, and Hans has passed all such tests with flying colors. He will not succumb to bribes and looks after the Diamond as if it were his own. Regardless of his loyalty to von Braun, he will give in to a person who convincingly threatens to hurt him personally. Hans and von Braun carry keys for all locks in the Diamond.

Hans Achteburg

The man behind the success of the Diamond, Hans is slow to speak but very perceptive.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Gambling d4, Investigation d8, Knowledge (Business) d6, Knowledge (Stewardship) d10, Notice d10, Persuasion d6, Streetwise d8

Charisma: -; **Pace:** 4; **Parry:** 2; **Toughness:** 4

Hindrances: Bad Eyes (Minor), Lame, Loyal, Yellow

Edges: Alertness, Connections (City bureaucracy), Linguist

Servants

There are two groups of servants. The first are the *workers* who are not seen by the patrons, but they do the main work of cooking, cleaning, and upkeep of the Diamond. They are well paid and not inclined to betray their job for a one-time payment of money, unless it is substantial. The workers are not permitted to be armed, and wear simple, non-uniform clothing.

Helga Fetz is Mistress of the Kitchens and manages all of the workers. She would know if someone new was going to start

working there and has been advised by Luther to be especially alert in this regard. She is a heavy woman and susceptible to flattery if told she is beautiful. Fetz holds the keys to all the servant areas and the servant's entrance. The workers are **Neutral** toward patrons but **Friendly** to other servants and **Helpful** to bosses.

The second group is the *servers*: much smaller and consisting of the attractive women and men who work the floor of the hall either in the bank room, serving food and drink, or running the tables. Some handle the horses and carriages while the patron is inside. A few are actually courtesans more than willing to help a patron 'rest' in private in exchange for coin. They all wear stylish clothes with consistency to clearly be Diamond staff and with some small variations to catch a patron's eye. They are armed with daggers. The servers are **Helpful** to patrons, **Neutral** to the other servants, and **Friendly** to the bosses.

Kunz is responsible for keeping a watchful eye on all the servants while they are working at the Diamond. Regina Valitella is the most senior courtesan and favorite of many of the most powerful patrons. She was asked by von Braun to hire and manage the other servers. Regina is particularly sharp, more interested in protecting her clients than Lowe and his venture. She's open to propositions that meet her goals. Regina holds keys to the private rooms.

Helga Fetz

A portly woman to be kind, Helga is a large presence at the Diamond keeping all the workers to their duties and giving Lowe von Braun nothing to worry about.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Healing d4, Intimidation d6, Knowledge (Cooking) d8, Notice d6, Persuasion d6, Repair d6, Streetwise d4

Charisma: -; **Pace:** 5; **Parry:** 2; **Toughness:** 6

Hindrances: Obese, Quirk (Very vain about her appearance), Stubborn (She's the boss)

Regina Valitella

A stunning beauty avoiding the sunset of her youth, Regina is very talented and connected. If only she had more than her own best interests at heart.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Healing d4, Intimidation d8, Investigation d6, Notice d8, Persuasion d10, Stealth d4, Streetwise d6, Survival d4.

Charisma: +6; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Greedy (Major: Her fortune and prospects)

trump all other concerns), Pacifist (Major: Sadly she learned early on that fighting back only made things worse)

Edges: Charismatic, Connections (Upper class), Very Attractive

Servants (Workers)

Average citizens of Kurstwahl earning a living at one of the fancier places in the city.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Notice d6, Repair d6, Streetwise d6.

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Servants (Servers)

Young and attractive, the servers get to serve the elite of the city and may even attract their attention.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Etiquette) d6, Notice d6, Persuasion d6.

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Attractive

Gear: Dagger (Str+d4)

Note: One of the male workers (Tomas) and a female server (Anna) have fallen in love. Their need to sneak away for a stolen kiss or tryst might break some rules... and give a thief an opportunity.

House Guards

Achteburg commands a team of twelve guards on duty whenever the Diamond is open. Four of them live on the premises and secure it for the other hours of the day. Dieter Kunz is the leader of the guard and a hardened, Imperial veteran. He seems a dour, stoic man but is mostly irritated that he has fallen so far from great aspirations to tidying up drunkards at a dice den for the weak rich. He's fond of drink when the Diamond is closed. Kunz carries keys for the main and servant's entrances, as well as the door to the bank room. The House Guards are dressed as well as the servers, but their short cloaks almost conceal both an iron club and a short sword in case of emergencies. They try to handle a disturbing patron quietly and without violence. The club is used at times as a motivator, while the short sword is reserved for a truly dangerous person. The guards are **Friendly** to patrons, **Helpful** to bosses, but **Uncooperative** to servants.

Dieter Kunz

Sour-mouthed and cynical, Dieter still adheres to the code of the Imperial army even if he's serving the master of a house of sin.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d10, Intimidation d6, Investigation d4, Notice d6, Riding d4, Shooting d6, Stealth d6, Streetwise d4, Throwing d6

Charisma: -3; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Code of Honor (Imperial military background, word is his bond), Habit (Minor: Drinking), Mean (Surly and dour)

Edges: Alertness, Brawny, Combat Reflexes, First Strike

Gear: Chain hauberk (old habits die hard, he wears under his fancy uniform; +2), short sword (pretty but functional; Str+d6)

House Guard

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d4, Taunt d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various (but most are loyal)

Edges: Brave, Combat Reflexes

Gear: Dagger (Str+d4), iron club (Str+d4), short sword (Str+d6)

Kriegscorp Mercenaries

These are hardened veterans, well-disciplined, and not afraid to break some bones or worse if people don't cooperate.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d4, Shooting d4, Stealth d6, Streetwise d4, Survival d4, Taunt d4, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Various

Edges: Brawny, Danger Sense

Gear: Chain hauberk (long coat; +2), dagger (Str+d4), long sword (Str+d8)

Luther

He is a tough street savvy thief who survived the purge of the Vipers who were trying to challenge the Guild of Shadows. Luther hates the Guild and will do his best to out-think and out-perform any pro-Guild thieves.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d10, Intimidation d6, Lockpicking d10, Notice d6, Persuasion d6, Stealth d10, Streetwise d6, Throwing d8

Charisma: -; **Pace:** 8; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Arrogant, Cautious, Dark Past (Major: The Guild of Shadows wants him dead), Quirk (Can't

help flirting with women)

Edges: Assassin, Danger Sense, Extraction, Fleet-Footed, No Mercy, Quick, Thief

Gear: Chain hauberk (long coat; +2), dagger (Str+d4), short sword (Str+d6)

Life at the Diamond

The Diamond operates in four modes. They are open from dusk to dawn, followed by a short period of necessary cleaning and repair. The hall is then quiet for a few hours in the middle of the day, before the staff arrives to begin preparing the hall and food for the next night.

When they are “open” there are sixteen house guards on duty: two managing the door, two roaming the building in a pattern, four on the gambling floor itself, two in the bank room, one protecting von Braun, and one protecting Achteburg. Two additional guards run monies between the bank and the strongroom, while another two guard the strongroom itself. A counting man works the strongroom, and an appraiser helps in the bank.

The workers number twenty-five (mostly in the kitchen while others fetch and attend to needs identified by the servers). The servers include ten running games, another ten serving food and drink, four manning the bank room, and four greeting arrivals. The stable hands never enter the gambling hall.

After the “cleaning” period, the Diamond is locked up. Two guards remain inside, and they walk the main floor 2-3 times an hour. They may get lazy or even argue with each other. Sometimes they brainstorm on how to get into the Holtplat wine without getting caught. Kunz wanted more trustworthy men for this but the assignment is so boring, more skilled guards refused to take the work.

Everyone arrives two to five hours before dusk (1d4+1 hours for any given day) depending on how much cleaning, repair, stocking, and cooking is required. Six guards are on duty while Fetz manages the work. All staff are required to be present and presentable one hour prior to opening the doors.

Special Event: Brunhilde's Anniversary

Every year von Braun celebrates his marriage to the young Brunhilde, as an opportunity to show off his wealth and influence. Their marriage was quite grand, and people still talk about the feasting that went on for three days afterward. The anniversary of their marriage occurs on the Third Day of the adventure, right before the deadline. A higher than normal number of patrons will be coming to the Diamond that evening to celebrate, knowing that von Braun undoubtedly

has some big surprise.

Luther Lurks

Luther was one of the leaders of the Viper rebellion against the Guild of Shadows, and the highest ranking member to escape Guild “justice”. He fosters a hatred for the Guild, and was happy to take von Braun’s contract to help protect him against Guild retaliation. Luther will stay in the Diamond while it is closed, waiting for a robbery. He will engage the thieves after pulling the bell pull, setting the bell on the roof ringing in an attempt to stall them until the City Watch arrives. If goaded, Luther will engage in combat, attempting to wound or even kill the thieves.

At least one plan the players come up with during the adventure should be obviously foiled by Luther’s preparations or his appearance, confirming that he’s waiting for them. This represents Luther’s history with the Guild, and that he had more days to prepare for the inevitable retaliation.

Golden Rose and the Bretagne Diamond

Lowe von Braun sent his most trusted agent, Albrecht Gir, to the country of Bretagne to obtain a most rare gemstone, the Bretagne Diamond. How Gir got the Diamond is a matter of secrecy but the only way he could return with it in time for von Braun’s celebration is by taking the *Golden Rose*, a Kurstwahl merchant ship owned by a von Braun ally in the Gewinn family.

Suspecting that he would be observed and the diamond would be a target of thieves, Albrecht has a plan. He obtained a glass version of the diamond that he has kept conspicuously on his person during the voyage (any close inspection will reveal the fake). Late on the afternoon of the Third Day the *Golden Rose* is secured to the docks. Gir will meet with six Kriegscorp mercenaries at the docks, and they will escort him to the gambling hall.

Before he leaves, Gir will be unable to resist checking on several crates of wine being unloaded from the ship and destined for the festivities at the Diamond. The Bretagne diamond has been hidden inside one of the wine bottles. One Kriegscorp mercenary will escort the wagon of valuable wine to the gambling hall. Gir will meet the wagon there, find the right bottle, and take it directly to von Braun. Von Braun will make a great show of the Bretagne Diamond as the

highlight of the night's celebration.

The route Gir will take with the obvious guards begins at the docks by the Gewinn Shipping House in the center of the port quarter.



Albrecht Gir

Lowe von Braun's most trusted agent, Gir is highly competent and very resourceful.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Investigation d8, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Throwing d6, Tracking d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: Cautious, Lone Wolf, Loyal

Edges: Charismatic, Investigator, Level Headed, Precision Bladework, Urban Ranger

Gear: Rapier (Str+d4; +1 Parry), dagger (Str+d4), leather armor (+1)

Getting the Job Done

Thoughts on Strategies

There are several secrets in von Braun's life with which a team can work. No single secret is enough to 'ruin' him, but two or more together would do the job.

- Bretagne Diamond – A very valuable item in itself, von Braun expended precious capital to obtain it. Its theft would hurt him but not ruin him by itself. In addition, Guildmaster Galt would take great delight if von Braun could be embarrassed at the unveiling of the diamond.
- Brunhilde's Trysts – Lowe von Braun loves and worships Brunhilde who is a beautiful but unfaithful girl. He isn't likely to believe rumors (of which he has heard some already) but clear evidence would wound him deeply in his heart.
- The von Braun Boys – Lowe depends on his sons to help him run things and he expects them to keep his legacy alive after he passes. Evidence of them betraying him would also cause him great grief.
- Feeding him his Dreams – If von Braun were convinced that he had a real opportunity to get on the City Council, most likely by being able to purchase

a powerful Imperial noble title, its revelation as falsehood, done well, could damage him politically.

- Robbing him Blind – The vaults at the Diamond contain the vast majority of von Braun's wealth. Documents for his ownership of land, businesses, ships, and more are secured in his office at the Diamond.
- Diamond Loses Its Luster – Proving to the city's elite that the Diamond is not safe would severely impact Lowe's finances.
- Kurstwahl's Elite Society – If von Braun were seen as having betrayed his patrons or conspired to steal from them in a major way, he would lose all credibility among the people to whom he so desperately wants to belong.

Thoughts on Tactics

- The players are on the clock but if they move quickly they will have time to observe the Diamond in action. It would require some sort of ruse to get inside either as a new wealthy patron or as a member of staff, though both have their risks and challenges. Careful observation can identify how the gambling house operates and who the important people are. They may interact with the servers, but trying to move into the worker areas will be seen as very suspicious.
- They could attempt to bluff by impersonating someone with leverage over von Braun or one of his trusted lieutenants. This wouldn't let them haul away money from the vaults, but it might get them closer to the vault, or at least the people in charge.
- Distractions are a basic tool of the trade for the Guild of Shadows. Misdirection of all sorts could make it easier for them to gain access to private areas, or cause their opponents to react the way the players want them to.
- Preparation is key for a heist. Silencing the bell on the top of the gambling hall would slow down the arrival of the mercenaries or city watch. Knowing the target's routine and when the fewest people will be in the building can be crucial. Establishing a persona before it is needed (before the Third Day) helps sell it when you need it. Of course as much information as possible, both mundane and secret, lays the framework for success. Executing a plan inside the gambling hall if they have never been inside before could incur penalties to some of their activities.
- Getting away with the contents of the vault will be quite difficult. Transport during open hours would require an unassailable reason for the money's

removal (strong con game). Even when the Diamond is closed, hauling the heavy coinage and jewelry out will be difficult, although all the letters of credit, deeds, and gemstones could be hidden among at least three people's clothes without attracting attention. Leaving the urns of copper coins might be necessary, but think of the devastating impact if he were to go to his vault and find it completely empty. If they could fix the games, they could slowly drain the vault through their winnings. Blackmail or intimidation of Achteburg could force him to authorize the removal, although the players would have to be on guard for anyone realizing that something was wrong. Backing up a wagon to the servant's door during the day might be easier, but Krieg's mercenaries are watching out for this specifically.

- Fighting would be a difficult avenue to take, although not impossible. (However, it would likely violate the terms of the contract and mean the expulsion of the PCs from the Guild.) There are only a limited number of guards and they are spread out around the hall. If the small teams of guards were attacked or drugged quietly, the rest may not descend immediately on the players. Capturing and intimidating someone with keys and authority could allow the players to get inside, especially during the closed or cleaning periods.
- The Bretagne Diamond provides an opportunity outside of the gambling hall, either through ruse or theft.

Every Archetype has a Part to Play

The Kurstwahl's Diamond adventure is designed to allow players of any archetype to showcase their talents. The following suggestions can be used if the players get stuck for a plan, one player has a hard time finding a way to contribute, or could represent the opinions of NPC participants.

- Assassins – People outside the von Braun family but important to them might need to depart this world for the next one. An assassin may also be able to fake a death to achieve an end without actually violating the edict to leave the von Braun family alive. Various drugs inducing sickness might also be used to lower the Diamond's state of readiness and response to direct action.
- Burglar – Getting into the Diamond might well utilize an adept Burglar's skills. The location has layers of protection which must be evaded or overcome. Even the *Golden Rose*, the merchant ship transporting the diamond, may present some challenges for a

Burglar's skills.

- Enforcer – This might get rough during the job or getting away no matter where the team attempts to harm Lowe. The Enforcer helps keep the team alive. They can also be very effective at intimidation of a key target.
- Pickpocket – Perhaps something needs to be slipped into Lowe von Braun's (or other key persons) pocket or taken from it. Evidence of Brunhilde's adultery might be obtained or planted with quick fingers.
- Smuggler – Tracking down the diamond from Bretagne at sea could well benefit from someone experienced in the world of smuggling.
- Spy – Information will be crucial to understanding how to hurt von Braun, creating a plan and being successful. While most crucial in the beginning, the spy's talents can be useful throughout the caper.
- Swindler – Some of the deepest cuts are not by knife or thievery but by deception. A decent bluff can get past a challenge mere force could not.

What Happens After

The thieves should return to the Star Chamber if they feel they have been successful. If they have failed (quietly or with great attention), the Star Chamber is the last place they want to be, as the displeasure of the Guild will be considerable.

The Star Chamber has been outfitted with a large banquet table. The room is more lit than you've ever seen it, with torches in sconces and candelabras on the table. The table is set with fine dishes and crystal goblets. Platters and tureens steam and give off wonderful smells. There are chairs around the table, enough for your crew and five others. Two servants stand quietly in the shadows.

Standing in the room are the five members of the council. You've never seen them all together before. The handsome Guildmaster Galt is talking quietly with the beautiful Fox, Mistress of Acquisitions. The beggarly Hassel is picking at some food on a side table while Gwerder and Roucht step up to you.

"Fine work," says Gwerder, always a man of few words. He looks uncomfortable in this setting and his jacket is ill-fitting over his muscular frame. Bella steps into the awkward silence left by her fellow Council member.

"Truly well done," she begins. (She comments on a piece of their efforts that almost no one could know about, proving she is truly

the Master of Whispers).

Hassel joins you grinning as he spins a leg of roasted chicken between his fingers. "You might have the makings of a Guild member after all that." After getting curious looks, he responds, "What, this isn't the Initiation meeting?" He gives a sly wink to your team.

"Shall we begin?" calls Galt and everyone moves to be seated at the table. The servants quickly begin serving starting with the councilors. Soon everyone is dining on truly fine food and exceptional wine.

"You've done well," begins Galt as you eat. "My faith in you was well-placed. Your future is great within the Guild. Your portion of the take has been readied in your usual ways. Obviously it wouldn't do to become profligate too soon after the events at the Diamond."

"In additional appreciation, the council has chosen to award you each a boon, should it be within our power. Consider, and we can speak privately when you've come to a decision."

Galt raises a glass in a toast. "To the fall of Lowe von Braun, and to the strength of the Guild of Shadows!"





KURSTWAHL CITY



Legend

Public Buildings

1. Kurstwahl Hall
2. Hall of Victory
3. Kurstwahl Prison
4. Helm's Hold
5. Venerable Tradesmen Guildhall
6. Kurstwahl Glassworks
7. Holtplat Winery
8. Winslow Winery
9. Guildhall of Honorable Craftsmen

12. Adventurer's Guild Hall
15. Gewinn Shipping House
20. Weinstal Trading Co.

Inns & Taverns

11. Cain's Alehouse
18. Laughing Jackdaw
23. The Red Rose Inn

Other

10. Kriegshold
13. Kurstwahl Cathedral
14. Starfall Gaming Parlor
16. Frieden Abbey
17. Davinian Embassy
19. Glittering Swan Gambling Hall
21. Kurstwahl Orphanage
22. Necropolis
24. Kurstwahl's Diamond Gambling House



The Market

Merchant Quarter

Historic Quarter

Noble Estates

The Upper Side

The Castle





MERCHANT PLAZA

Legend

Inns & Taverns

1. Barking Dog
2. Bow and Fiddle
3. Dragon & Falcon
4. Dukes Rest
5. Emperor's Arms
6. Kurstwahl Arms
7. Red Feather
8. Scribe's Disgrace
9. The Grapes
10. The Noble's Retort

11. Winking Maiden
12. Wrack & Ruin

Weapons & Armor

13. Bähr Arms & Armor
14. Brigg's Custom Armor
15. Dragon's Demise
(All weapons and armor)
16. Kurt's Armory
17. Oftplat's Leather Works
18. Sharpest Edge
(Bladed Weapons)

19. True Flight (Fletcher)
20. Val's Hunting Supplies
(Bowyer)

Specialty Merchants

21. Von Kemp's Smithy & Armor
22. Blackspoon's Exotic
Teas and Spices
23. Brucker Fine Spirits
and Wines
24. Brunthold Perfumes

25. Carissoni's Mask
Emporium
26. Degenfelt's Jewelry
27. Dungeon & Dragon
Adventuring Supplies
28. Frau Heschner's
Glasswares
29. Gretel Sisters Boots &
Footwear
30. Gieves & Hawkes Fine
Tailoring

31. Harven's Rare Books
32. Herr Otchner - Silversmith
33. Honest Barticulus' Antiq.
34. Ink Blot (Inks and paper products)
35. Klar Vision Lenses
36. Kurtswahl Fine Jewelry
37. Milord's Clothier
38. Milady's Clothier
39. Occult Factotums
40. Ostland Gems
41. Schmidt Apothecary

42. Stav's Hat Shop
43. Valda's Unmentionables
44. Von Braun Apothecary Service

Services

45. Damask Rose (Brothel)
46. Erbi Sisters Massage Parlor
47. Fritz & Sons Courier Service
48. Grandhoff Carriage Hire
49. Henkel Brothers Couriers
50. Kurstwahl Public Bathhouse
51. Von Herr's Locksmith



The Docks



Legend

Inns & Taverns

1. Crown & Anchor
2. Flotsam & Jetsam
3. George Inn
4. Last Hope
5. Lusty Maid
6. Sailor's Arms
7. Shipwright's Arms

Merchant Houses

8. Red Feather Trading
9. Guild of Venerable Tradesmen
10. Gewinn Shipping House
11. Hoplat Winery Warehouse
12. Rasmussen Trading

Other

13. Grandhoff Carriage Hire
14. Henkel Brothers Couriers
15. Blackthorne Guardhouse





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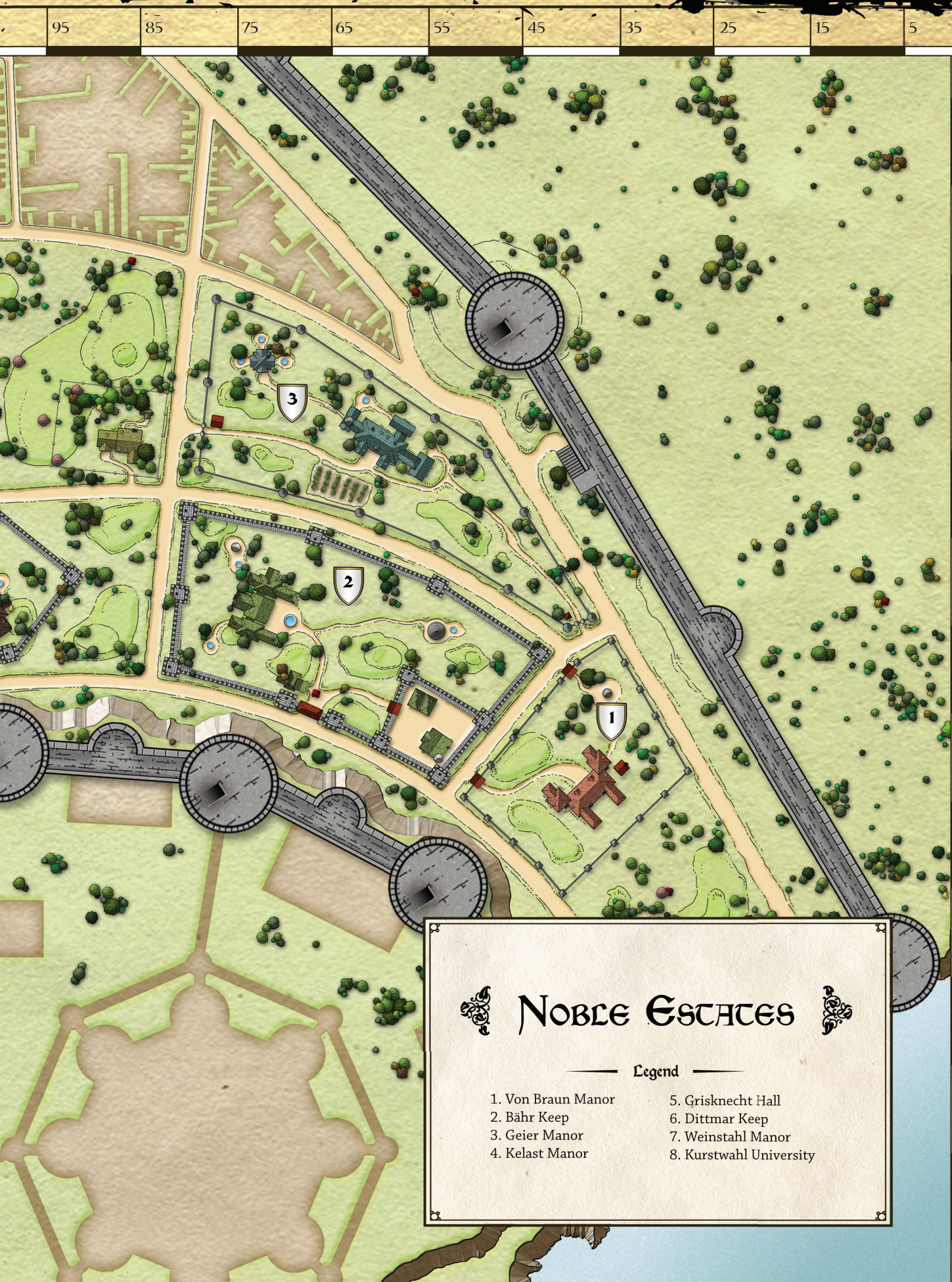
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NOBLE ESTATES



Legend

- | | |
|--------------------|-------------------------|
| 1. Von Braun Manor | 5. Grisknecht Hall |
| 2. Bähr Keep | 6. Dittmar Keep |
| 3. Geier Manor | 7. Weinstahl Manor |
| 4. Kelast Manor | 8. Kurstwahl University |