

SULD OF SIJUOUS

ADVENTURES

CREDITS

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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, by jup you realize that you are in fact in a room with a ceining ainted 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 wisehouse floor cluttered with refuse and piles of broken grates. 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 thea 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.

As you enter, a slightly hunched man with a grizzled scar through his dead right eye and cheek looks up from the table the esits. Two other guards stand chatting at the other end 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

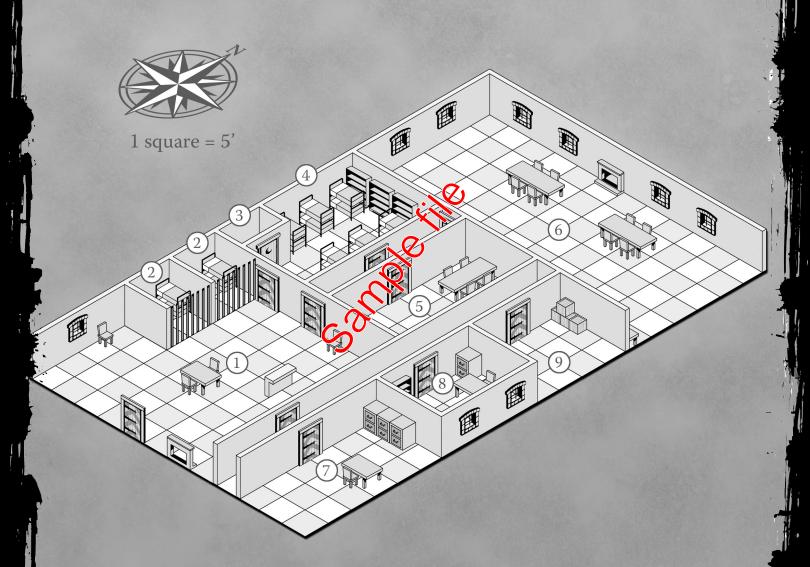
A simple chair with hole, a bucket of water and a bucket of rags provides the necessary accommodations. There is a small shelf to place a candle holder. A foot-wide hole in the floor leads down to the city sewers. (Characters with the Small or Young Hindrance could fit). The city sewers can be accessed 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



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. Sconces 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 pega-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 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 dashingly 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

Charlsma: +2; Pace: 6; Parry: 7; Toughness: 8 (2)

Hindrances: Heroic, Big Mouth

dges: 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, Wenczel, Jost, Gundram, Lefty, David, and Anselm.

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