

# Contents

|                             |           |                                 |            |
|-----------------------------|-----------|---------------------------------|------------|
| <b>Players Guide</b>        | <b>1</b>  | City Watch                      | 44         |
| Role Playing a Career Thief | 2         | Imperial (Grey) Guard           | 47         |
| Criminal Intent             | 2         | Gewinn Trading Company          | 49         |
| Character Creation          | 3         | Guild of Venerable Tradesmen    | 50         |
| Thief Archetypes            | 3         | Red Feather Trading Cooperative | 53         |
| Hinderances                 | 5         | Guild of Honorable Craftsmen    | 54         |
| Edges                       | 6         | Holtplat Winery Company         | 56         |
| Minions                     | 9         | Der Kriegscorp                  | 57         |
| Tools of the Trade          | 11        | Kurstwahl Cathedral             | 59         |
| The Guild                   | 13        | Kurstwahl University            | 62         |
| Rules for Disguise          | 15        | Brothers of Frieden             | 62         |
| Rules for Poison            | 16        | Davinian Embassy                | 64         |
| <b>Game Master's Guide</b>  | <b>20</b> | <b>Rogues Gallery</b>           | <b>66</b>  |
| Running a Thieves Campaign  | 20        | England's Finest                | 67         |
| The Guild of Shadows        | 21        | Robin Hood and his Merry Men    | 70         |
| Council Members             | 22        | Global Villains                 | 71         |
| Guild Locations             | 32        | Mythical Rogues                 | 74         |
| The City of Kurstwahl       | 36        | <b>Adventures</b>               |            |
| Factions of Kurstwahl       | 37        | The Initiate's Path             | 77         |
| Duke Reinhart's Household   | 37        | The Viper's Nest                | 83         |
| Kurstwahl City Council      | 39        | Kurstwahl's Eleven              | 101        |
| City Aristocracy            | 42        | <b>Maps</b>                     | <b>118</b> |



# 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)