

# CHAPTER ONE

# WAY OF

# THE ROGUE

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## THE ROGUE'S ROLE

*Your party is exploring the Lost Temple of the Fire King. Tyro the Mighty, his magical greatsword dripping gore, has rendered all life extinct throughout the upper levels of the dungeon. Mab the sorcerer's hands are still smoking from the gouts of flame that engulfed the enemy host. Father Mallory, the cleric, is prattling on about a great evil lying down the hall and behind an unopened crypt gate.*

*The game comes to a standstill as the DM asks, "So rogue, what do you want to do?"*

*This is your opportunity to shine! Other than periodically trying to get a sneak attack in, you've spent the last few hours making a log cabin out of pretzel rods and onion dip.*

*You declare with conviction, "Um, Simbo picks the lock on the gate!" Your DM gives you a blank look, fiddles with his dice for a moment and tells everyone that this would be a good point to break for dinner.*

## INTRODUCTION

This section presents helpful guidelines and tips that will help you play your rogue character more believably and successfully. All material in this section is Product Identity, unless it is derived from the d20 System Reference Document or enclosed within a shaded box.

## TRAP LORE

There are myriad ways to search an area and many of them will earn you praise and possibly even extra experience points. More importantly, you won't end up as rogue jerky for the wights behind the trapped gate.

As a rogue, you've been taught to be patient, and most importantly, observant. You are trained to recognize and manipulate scores of trapdoors, secret doors, false bottoms, murder holes, chutes, pressure plates, gears, pulleys, and a wide variety of locks and switches. Your life depends on your ability to observe and act on the smallest details.

A sorcerer looks at the gate and notes with satisfaction that it has a lock and that lock seems to be thrown closed. A rogue drops and eyeballs the floor to check for pressure plates



and tripwires. He scans the ceiling and walls for any openings where blades, gas, acid, water, or myriad other harmful agents and objects could be discharged. After deciding the area in front of the opening is safe to work in, the rogue starts checking out the gate itself.

Forget thieves' tools and lock picks—the five basic senses are the core tools the rogue relies on in a dungeon. The rogue has been trained to use them together or with any of them hindered or useless. While some are more developed than others, a successful rogue will use them all to gather as much information as possible.

### SIGHT

For most characters, this is the primary sense. If you are not trying to remain hidden, illuminate mechanisms or suspicious areas. Even if your character has darkvision, he might miss differences in color or texture, which could indicate a poisoned surface or a hidden lever.

Moving a bright light source slowly around a room will cause contrasting shadows to be cast from even the subtlest variations in a surface.

This is very helpful in finding secret doors or pressure plates.

You should also have *continual flame* cast onto one of your lock picks or another piece of your gear, as this is a quiet and clean source of light. It can also be hidden in an instant without the smoke and smell of extinguishing a torch.

### TOUCH

When searching an area, don't just use your hands—feel the floor with your feet, test it using your finely tuned sense of balance. When walking around an old building, you can feel old floors flex under your feet. This will help you identify floor joists and loose boards. A wealthy merchant isn't likely to have his whole staircase rigged to collapse. But, if you notice a joist support missing in one stair, you can bet that's the one that will send you tumbling.

Running the palms of your hands along a surface will sometimes reveal discrepancies your eyes can't identify, especially if they are hidden by illusion spells. A degree of discretion is called for: Blindly sticking your hands into places you can't see will eventually lead to tragedy. Move slowly and always be attentive for unusual features that might be trap triggers.

After visually inspecting a floor, walk a few paces with your eyes closed. Your sense of balance can clue you in to changes in angle and pitch that may be hidden by magic or optical illusion.

## HEARING

Every dungeon, wilderness, and city has its own sound, its unique background noise. When moving through a dangerous and unknown location, take note of what you *don't* hear—this can often be more revealing than what you *do* hear. Learn to ignore the routine noise and pay attention to the out-of-place sounds that can signal danger. Take advantage of your tools to tip the odds in your favor: Hold a simple cylinder against a door or wall to amplify the sounds behind it. Every few minutes, pause for a few moments and just listen. If you accustom yourself to the ambient environmental sounds, anything out of the ordinary will quickly draw your attention.

Try to minimize the distractions caused by your companions when you are trying to listen. The easiest—but most hazardous—technique is to act as a scout and stay ahead of the party. You will be able to listen, move silently, and hide without greatswords and armor clanking around you. Unfortunately, you will have to hold your own until the rest of the party arrives if you get into trouble.

If available, make use of *silence* spells and encourage your party members to muffle their clanking arms and armor with cloaks or temporary padding.

Use common sense to guide your approach. If your party has just slaughtered a group of screaming orcs, don't spend a lot of time trying to open the next door quietly. Anyone behind that door already knows you're there.

## SMELL

Your sense of smell is the most basic of all your senses. The slightest suggestion of perfume or food can conjure up complex memories long forgotten. Use this powerful sense to your advantage. The faintest trace of pitch can warn you of a trap that could immolate your whole party. The smell of water or fresh air may lead you out of a hopeless maze, and the smell of grave rot should encourage you to step aside in favor of your cleric's expertise.

Many creatures have a preternatural ability to use their sense of smell to find and track prey. This has been the undoing of many sneaky rogues. You must be prepared to take precautions if you're invading the home or lair of one of these creatures. Such precautions may include limiting your diet, thoroughly cleaning your gear, and bathing right before your intrusion. Take advantage of the natural environment to mask your scent: Roll in the soil, skin a vanquished beast and rub your skin, clothing, and equipment with the fur, or stay downwind whenever possible.

## THE WILDCARD

Some magic traps are very difficult for a rogue to detect. Often a rogue's ability to detect such traps is based solely on experience. "If I were a spellcaster, I would put an explosive rune here..." For these situations, it's a good idea to pursue some training from a spellcaster and learn some basic cantrips that will allow you to detect magical auras or poisons and read magical script. If you don't have the time or inclination to learn a little spellcraft, try to pick up some magic items that allow you to detect magical dweomers.

When you approach an unknown area, make sure you take the proper steps to ensure your own safety. Use a safety rope and give the other end to your strongest fighter. Consume magical draughts to increase your resistance or don magically protected gear. If you have the option, use *levitate* or *fly* spells to avoid mundane traps. *Mage armor* and *shield* can come in handy as well.

Leave any nonessential gear with other members of your party. If you accidentally set off a *fire trap*, you don't want to make saving throws for all of your loot. Especially that bag of thunderstones or the flask of alchemist's fire you've been keeping for emergencies.

Put yourself in the safest position you can. You can climb along walls to bypass traps and access release switches. With a light harness and a carabiner, you can climb along the wall, lock yourself in, and pick the lock on the gate in relative safety. Also, train your party to seek cover when you are performing dangerous tasks. Teach them that your job is not always reliable and predictable, and that they share the responsibility for keeping themselves safe.



*After a detailed scan of the area, Simbo determines that the ancient gate is not only locked but armed with a two-stage trap. If the trap is not disabled, the floor on his side of the gate will collapse and the rigged ceiling will follow to crush his unknowing companions. Simbo decides to jam the collapsing floor first and then deal with the relatively simple gate lock.*

You need to decide how to handle the locks and traps you discover. You can disarm them, disable them, or simply set them off.

Disarming traps allows you to bypass them without taking any damage or alerting anyone. It also gives you the opportunity to rearm the traps when you're done in the area. This is a good idea if you're being pursued or are trying to avoid leaving a trail. Simbo might jam the pressure plate, locking it open until after he picks the lock and the rest of the party has passed. He could then retrieve his wedge and move on to the next area of the temple without leaving any obvious sign that he and his companions have passed.

Rogues usually choose to disable traps completely. This renders the trap harmless and sometimes permanently damaged or dismantled. If you don't plan on taking possession of the adventure location and you don't care if someone knows you've been there, this is a good option. Simbo might saw through or sprinkle a few drops of acid on the spring-release that activates the trap when the pressure plate is depressed.

Setting off the trap is a good option if you know what the trap is going to do and you can avoid any possible collateral damage. If you misgauge the full effects of a trap, this can be a very dangerous technique. Be especially careful that there are no other traps in the area: The discharge of one trap may trigger others.

*When you return from dinner, the DM asks again, "So what exactly did you want to do?" You smile and start to describe, at length, your stealthy assault on the temple's crypt. After successfully jamming the trap, walking the walls, unlocking the gates, and retreating to a safe distance, you smile to yourself and wonder what else your rogue character may be capable of with a little planning.*

# THE BUSINESS OF THIEVERY

## INTRODUCTION

This section provides a wealth of information on the design, organization, activities, and business operations of thieves' guilds and other criminal organizations. All material in this section is closed content, unless it is wholly derived from the d20 System Reference Document or enclosed within a shaded box.

## THIEVES' GUILDS

A classic element of any fantasy roleplaying game, many players and DMs consider the thieves' guild as important as any orc, dragon, lost artifact, or holy temple in the campaign. A thieves' guild offers limitless potential for adventure and intrigue in the campaign setting, whether it is a ruthless guild guided by greedy and evil masters, or a band of benevolent outlaws who struggle against injustice as champions of the common folk. No matter what its nature and motives, a carefully drawn guild can mark the difference between a good campaign and a great one.

## THE BUSINESS

There are many different business ventures that a local guild might pursue to keep its coffers full. The first and most common is organized larceny. Whether it is a network of pickpockets who infest the markets, bazaars, and commercial districts of the city, or teams of highly trained burglars and second-story men who pillage the homes of unsuspecting nobles, thieving is the economic lifeblood of most guilds.

Like any enterprising merchant, however, most guilds desire not only wealth, but also growth and expansion. When these opportunities arise, guilds will often branch out into less common business activities, such as protection rackets and extortion, blackmail, and smuggling. The following section outlines these various business ventures and the ways many thieves' guilds conduct them. While these may be considered standard practices, guild operations



will vary widely between different cities and cultures. The most successful guildmasters are always on the lookout for new innovations and approaches to the old practices.

### EXTORTION

Extortion is the act of taking something—usually money—from another person by force or threat. For many guilds, it would take several volumes to describe each of the individual methods utilized to forcefully liberate coin from unsuspecting townsfolk. From street mugging to kidnapping, extortion is usually among the most dirty and violent of the guild's standard business activities.

On the other hand, extortion is in many cases the easiest of a guild's business activities. Street mugging, for instance, requires little training or equipment. A tough with a wooden club and a hard heart who learns to identify marks and strike quickly and ruthlessly can be a very good "earner." As a result, petty extortion is usually the first assignment of an apprentice guildsman.

The biggest challenges a thieves' guild faces with its extortion operations are recruitment and organization. Recruitment is really a more general problem, one not limited to extortion, but it is most relevant to these operations because it is crucial for keeping them manned with new recruits. The simple fact is, most fantasy campaign settings are based on a feudal or semi-feudal agrarian social, political, and economic order. While large cities certainly exist in such settings, they are typically *not* characterized by a large, urban underclass. Instead, the aristocrats, clergy, merchants, and artisans and craftsmen dominate the cities. In this kind of social order, the impoverished masses are still largely restricted to the fields and croplands of their lords.

The absence of large numbers of desperate urban poor in most cities complicates the job of recruitment for the guild. It must work to recruit the sons and daughters of the skilled lower classes, the children of cobblers, carpenters, and smiths. It must capture the imaginations of alienated, disgraced, or disenfranchised noble-born youth, or the disinherited offspring of the merchant class. It must also lure away the sons and daughters of the farmers and serfs when they arrive in the city to sell their goods or attend fairs and festivals. Finally,



it must welcome the nonhuman minorities who are often subject to prejudice and discrimination in the large, human-dominated cities. A young half-orc may turn to the thieves' guild because no one else will have anything to do with him. These, then, are the thugs and robbers who fill the ranks of the guild's extortion network.

The other major challenge posed by these operations is organization. A thieves' guild *must* organize the activities of its members if it is to continue operating smoothly and safely. A large guild may have a hundred or more petty thieves, muggers, and robbers operating in a city. To avoid inefficiency and conflict, each of these guildsmen must be assigned—and restricted—to a specific territory. Some neighborhoods are obviously more profitable than others, and this can either be used as motivation—the best thieves get the best territories—or assignments can be rotated so that all have a chance to prey on the city's most prosperous quarters. The thieves must also be accountable to someone, usually a guildsman one step up in the guild hierarchy. If there are disputes or infractions to report, the street thieves must have someone to report to. To maintain a steady flow of income to the guild, of course, these overseers are also responsible for monitoring the activities of their charges and collecting the guild's share of the action.

### PROTECTION RACKETS

In large cities with well-developed commercial sectors, protection rackets are a very common scourge of the merchant class. "Protection" is effectively a form of insurance: The merchant pays the guild a regular fee, with the implicit understanding that he and his business will be victimized by the guild if he does not. Payments are typically made on a weekly or monthly basis—a large guild with ample manpower will be able to conduct regular pickups more often than a smaller guild with only a handful of members.

Establishing and maintaining a protection racket can be a challenging undertaking. For many guilds, the first step is to gather information. Advance scouts, typically new recruits or low-ranking members, are sent out to assess a neighborhood or district and identify potential "clients." These bands of petty thugs will patrol the streets looking for shops that seem profitable and successful. If the guild is small

The hammers enter the business and intimidate any customers with threats and bravado, inevitably scaring them off. Once the shop is empty but for the thugs and the shopkeeper, the hammers vandalize and destroy most or all of the store's merchandise. Depending on the nature of the guild—and the thugs involved—many hammer teams will also physically assault the shopkeeper and his employees or family.

Before this violence gets out of control, the shields arrive on the scene. After a brief staged confrontation, the hammers leave—usually shouting rehearsed threats or profanity. The shields offer what assistance they can with any injuries and help the shopkeeper clean up his store, all the while discussing at length the travesty of allowing dangerous hooligans to walk the streets and cursing their lawless behavior. When the time is right, the leader of the shield team offers his protection to the shopkeeper in return for a regular fee or even a piece of his business. Whether they recognize the scam or not, most merchants willingly agree to the "protection" for fear of further attacks.

Inevitably, there are times when a shopkeeper refuses the offer, often going immediately to the city watch for assistance. Just as inevitably, law enforcement is unable to provide adequate protection for the beleaguered merchant. Whether in a matter of hours or days, both teams return to the shop and wreck it. The merchant and any present family members or employees are also given a severe beating, though most guilds direct their thugs not to kill anyone: A dead merchant can't pay protection money. This violence will typically continue until even the most stubborn shopkeeper is coerced into accepting the deal.

Once a business has been brought into the racket, a couple of enforcers or journeyman guildsmen visit it regularly to collect the guild's piece of the action. While the "hammer-and-shield job" is typically given to new recruits, these inexperienced apprentices never do collections. Only veteran guildsmen are allowed to handle



protection money. Those merchants who refuse or are unable to pay face further violence and sabotage. In chronic cases, ruthless guilds will eventually kill the "deadbeat" and torch his establishment as a lesson to others in the neighborhood.

This approach is a somewhat complicated charade for what is really a pretty simple scheme. Many guildmasters, however, feel the drama is justified because it makes the merchants feel safe and limits ill will towards the guild and its members. More aggressive and violent organizations, however, do not bother with the play-acting. They make it clear at the first meeting that the fee is buying protection from *them*. In old cities with established guilds, these operations are well known to merchants before they even set up business in a certain neighborhood. The attendant costs are simply factored into the merchant's budget as operating expenses from the very beginning.

### BLACKMAIL

Another time-tested criminal operation favored by many guilds is the art of blackmail. These activities are typically handled by upper-level guildsmen and often even the guildmaster himself. Blackmail is only truly effective and profitable when it targets the wealthy and powerful, and such victims must be handled with the utmost skill and delicacy. In general, a guild's blackmail operations are crafted to produce two vital resources: money and power. The objective is to coerce the victim into providing what the guild wants for fear of exposure or reprisal.

Targets of blackmail schemes typically come from the upper classes, particularly the merchant classes and aristocracy. The former are blackmailed for their wealth, while the latter are usually victimized for the influence they wield in government. In all cases, the guild must uncover some incriminating evidence that will damage the victim's reputation, or status if exposed.

These criminal operations are guided by a single principle: Everyone has secrets. The more important the person, it seems, the greater the secrets and the more damage that can be inflicted by revealing them. There are countless details of a person's past that could provide leverage for blackmail schemes. A few common ones include:

- **Violation of social taboos or customs:** This includes adultery or deviant sexual behavior (as defined and accepted by the culture).
- **Embarrassing or socially humiliating behavior:** These activities may not actually be taboo or explicitly prohibited, but nonetheless damaging to a person's reputation. Gambling and chemical addiction are common examples in many cultures, and are paralleled in others by similar "irresponsible" behaviors.
- **Illegal activity:** If exposed, these activities would be socially disgraceful, career-threatening, and might lead to criminal prosecution.

In many cases, a target is actually engaged in one or more of these activities, and the guild need only do some legwork and digging to gather sufficient evidence for a blackmail scheme. Again, this is typically handled by veteran guildsmen, who either shadow the target and monitor his actions, or use some ruse or other to "get close," perhaps even entering the mark's confidence. When these efforts are unsuccessful or impossible, the guild can also act indirectly through manipulation of family members, associates, and henchmen to gather the incriminating evidence.

In other cases, the guild may need to blackmail a person who *has* no incriminating secrets—at least none that the guild is able to uncover. The guildsmen must then fabricate suitable evidence themselves. Official documents and seals are stolen from city offices and used to forge incriminating papers that could end a career or endanger a life. Physical evidence is planted that links the mark to an unsolved crime. Elaborate social ambushes are manufactured and the innocent targets lured into humiliating situations. Trained and highly skilled confidence artists manipulate or tempt the mark into becoming involved in socially unacceptable activities.

Once the deed is done and the evidence gathered, the guildsmen must wait until the right moment to confront the mark. The best opportunity presents itself when the target has benefited from the illicit activity or its consequences are at their most dire. When the apprentice wizard who has cheated on his entrance tests has gained admission to the Arcanists' Guild, it is time to strike. When the serving girl has given birth to the ille-





gitimate child of a highborn noble, it is time to act. These events raise the emotional and social stakes to their highest level, and most marks are therefore actually *relieved* when they learn there is something they can do to simply make the whole mess go away. The skilled blackmailer gives the mark a taste of the consequences, then offers a slim thread of hope.

The blackmail scheme is also most effective if the blackmailer can offer the mark the *only* way out. Most importantly, the blackmailer has to convince the target that he *will* be exposed if he takes the matter to the authorities.

Fortunately for the blackmailer, most targets of blackmail don't want to reveal their secrets even to the authorities. This is often especially true of the aristocracy, since "the authorities" are usually their family and peers. In cases of particularly stubborn marks, true blackmail artists will manipulate the situation so that the target further implicates himself by lying and attempting to cover up his misdeeds. This further entangles the mark in the web of deceit and makes it even more difficult for him to get free without the blackmailer's "help."

Many blackmail schemes are extremely complex and very risky. Individuals might undertake such schemes driven by desperation or other motivations, but a wise guildmaster will always weigh the risk with the reward. When deciding whether to sanction a blackmail scheme, the guildmaster will evaluate the potential payoff and determine whether or not it can be obtained from another source more easily.

#### CORRUPTION

Many large thieves' guilds also profit from the systematic corruption of both public and private institutions. As always, the objectives of these activities are money, power, or both. Government officials are perhaps the most common targets of guild corruption. The guild pays the tax collector 100 gold to erase 1,000 gold in tax debt from the ledger of the guild's legitimate or semi-legitimate businesses. The guild bribes the town watch—or even the watch captain—to look the other way when a crime is being committed. Judges and magistrates are even on the payroll of some very influential guilds.

The trade guilds of large commercial centers are also ripe for corruption. With the treasurers and other officials of these organizations on the payroll, the thieves' guild can divert thousands of gold in dues money and profits to its own coffers. Guild officials who discover and threaten to expose this corruption are often found dead or never found at all.

### **BANDITRY**

Many large, well-established thieves' guilds operate outside the city limits as well. Banditry is an important part of these activities. Trade between cities and nations is pretty common in the civilized areas of most fantasy campaign settings, and thieves' guilds are in an excellent position to prey on this commerce. Merchant caravans traveling along public roads are the most common targets of bandit attacks.

Many bandit gangs are organized and funded by the thieves' guild in a nearby city, but operate semi-independently. The guild provides the bandit gang with recruits, weapons, supplies, and a market for the stolen merchandise; the gang plans and executes its attacks on its own. While banditry can be extremely profitable, especially in wealthy areas, it is not without its dangers. Armed soldiers typically patrol the most well-traveled roads. The further into the wilderness the gang moves, the less likely it is to enjoy a steady stream of affluent travelers and merchant caravans. And of course there are other things in the wilderness, things more dangerous than bandits.

Some thieves' guilds in coastal cities do not limit their bandit activity to the roads and highways. Some are also connected to pirate gangs. Typically, only the largest and most prosperous guilds are involved in piracy, however. Piracy requires investment in ships, which are expensive to build and maintain. The sailors who operate them also require considerably more training than a common street thug or highwayman, especially since the sailors aboard a pirate vessel must be trained to fight. In many cases, thieves' guilds and pirate gangs form loose alliances. The guild uses its dockside resources to gather information on merchant ship inventories and itineraries, and offers the pirates access to black markets for the sale of their goods, all in return for a share of the pirates' income.

### **SMUGGLING**

Smuggling is simply the secret and illegal transportation of people or merchandise. Large thieves' guilds can become involved in smuggling operations for a number of reasons. Smuggling can be very profitable. Laws that ban or impose heavy tariffs on certain goods create artificial market disparities that can be manipulated by shrewd smugglers. The smuggler buys a shipment of the angel-flower poppy from the Old Empire, where it is perfectly legal, for a few copper per dose. He then ships it to the Iron Kingdom where it is illegal, but still popular among the decadent aristocracy, and sells it through his guild contacts for a few gold pieces per dose. The Iron Kingdom's laws have given him a profit margin that he could never match with unregulated goods, and he is a prosperous smuggler indeed.

Smuggling can also be profitable for goods that are heavily taxed, rather than banned outright. If there is a high tariff on a particular import, the smuggler can bring it into the city illegally and sell it at a price much lower than its legitimate price—because the smuggler isn't paying the tax. These tariffs are very common for goods that are only available from—or offered more cheaply by—foreign sources. The guild might make a fortune smuggling elven wine or dwarven weapons into the city.

### **TAXES**

Many thieves' guilds collect taxes, only not the taxes that the commoners are accustomed to paying. While some guilds forbid independent thieves from operating in their cities, others allow them to ply their trade but impose a tax on their ill-gotten gains.

This practice is most common with relatively small guilds in large cities. Larger guilds, or those operating in smaller towns and cities, must exercise tighter control over the thieving activity in their territory. In large cities, however, independent thieves will often be allowed to operate indefinitely, though they will be regularly coerced into handing over a percentage of their take to the guild. In this respect, the independent thieves are little different from legitimate business owners forced to pay protection. These taxes can even be used as a recruitment tool. A particularly successful independent thief may opt for membership in the guild simply to escape the taxes that are claiming so much of his income.

**FENCING**

Much of a guild's income is composed of stolen merchandise, and it therefore requires effective means to convert that merchandise to coin. Many guilds maintain sophisticated fencing operations for this purpose. Some guilds also generate significant income by offering fencing services to independent thieves allowed to operate within their territories.

A fence is simply an individual who buys and sells stolen merchandise. In many cities, fences operate in backrooms scattered throughout the commercial and underclass districts. Many fences operate from legitimate businesses, using the stores and shops as fronts to disguise their illicit business dealings.

A typical fence will purchase stolen goods at about a third of the market price. If the fence is connected to the thieves' guild—which is very helpful in supplying working capital and protection—a percentage will go to the lieutenant who is responsible for supervising the fence's activities.

Many guild fences work hand-in-hand with smuggling operations. Some of the most valuable merchandise, such as artwork or magic items, can be dangerous to resell in the city where it was stolen. A smuggling operation allows the guild to transport fenced merchandise from one city to another, thereby avoiding unwanted entanglements with the law or legitimate owners.

**GUILD MEMBERSHIP**

The traditions and customs of thieves' guilds vary widely, and this is especially true with membership. In some cities, even a small-time pickpocket will be unable to ply his trade without receiving a visit from guild representatives. The thief will then be given a choice: Join the guild or stop plying his trade in the guild's territory. In other cities, the guild is almost invisible and a thief who *wants* to join the guild may have trouble finding it. Indeed, making the necessary contacts can be a dangerous undertaking for a newcomer to a guild city.

This danger has two main sources. First, in cities where the guild is extremely secretive, a newcomer may endanger himself if he overtly identifies and attempts to contact a guildsman.

The compromised guildsman may elect to silence the newcomer rather than risk expo-

sure. Second, in cities with a heavy law enforcement presence, efforts to make contact with the criminal underworld may draw unwanted attention from the city watch. The safest approach is usually for the newcomer to conduct his business as usual and allow the guild to make contact with him. The fledgling thief may have to be patient, as a particularly secretive guild may choose to observe him for months from afar before finally approaching him. In some cities with especially insular guilds, a newcomer or outsider may never be offered membership. In these guilds, the only way to become a member is to be born into the guild or grow up on the streets of its neighborhoods.

Different guilds follow a wide range of customs for the induction of a new member. In some guilds, there is an elaborate initiation ritual or ceremony. In others, the new guildsman doesn't even have any contact with the guild beyond one or two supervisors who oversee his activities. Once the new member has been inducted, he may begin a trial or probation period or immediately assume the full duties and obligations of a guildsman. Whether by a ritualistic oath or an implicit understanding, every new guildsman is expected to swear allegiance to the guild, and abide by its customs, laws, and traditions. Foremost among these, of course, is the prohibition against betraying the guild to outsiders.

**CLIMBING THE LADDER**

Guild organizations vary from one city and culture to the next, but most are built around variations of the same basic power structure. The names and titles may differ from guild to guild, but the hierarchy, ranks, and responsibilities usually remain the same. The following is a common guild hierarchy, listing the title of each position, its responsibilities within the guild, and the means by which a thief advances from one rank to the next.

**GUILDMASTER** (boss, grandfather)

The guildmaster oversees the daily operation of the guild and establishes its overall goals and objectives. He coordinates directly with the captains to set general policies, evaluate performance, and develop strategies for each of the guild's enterprises. The guildmaster is also responsible for making the big decisions that affect the entire organization's status and future. For example, only the guildmaster can





give the order to go to war with a rival guild. The guildmaster typically also reserves the right to “fire” and promote his own captains, and is responsible for mediating disputes and conflicts between them.

There is no higher position in the guild, and once he has taken the reins of power, the guildmaster has no further possibilities for promotion. To expand his power, the guildmaster must look outside the guild, to rival organizations, new enterprises, and neighboring cities. On the other hand, the guildmaster is often the envy of his captains, capable men and women who often naturally believe themselves better suited to leadership of the guild. The guildmaster must always stay alert for potential traitors and mutinies within his ranks. If the guildmaster dies or is otherwise removed from power, a new guildmaster is typically chosen by and from his inner circle of captains. In some cases, the outgoing guildmaster will name an heir; in others, the line of succession is much more uncertain and power struggles are often the result.

#### **CAPTAIN** (underboss)

Second only to the guildmaster, there are usually only a handful of captains active at any one time. The captains assist the guildmaster with the guild’s overall strategies and policy-making, and also supervise the operations of assigned enterprises or territories within the city. For example, a captain may be given charge of the guild’s smuggling operations, or he may be responsible for all activities in the Foreign Quarter.

The captains answer directly to the guildmaster and are responsible for the guildsmen under them. The captains set and enforce the rules the other guildsmen live and work by. They are also responsible for promoting their own lieutenants from among the ranks of the soldiers and specialists. When a position among the guild’s captains becomes available, it is typically the responsibility of the guildmaster to fill it.

#### **LIEUTENANT** (junior boss)

The lieutenants work directly below the captains and are responsible for organizing and running the individual thieves, thugs,

and gangs that constitute the guild's workforce. Lieutenants are typically assigned a specific territory within the guild's operating area, rather than a business or enterprise. The lieutenant is then responsible for all of the guild activity within that territory. The lieutenant must also recruit new members within his territory and promote journeymen and enforcers from among the ranks of apprentices and recruits. The lieutenants are also responsible for resolving disputes between the journeymen and enforcers who work under them.

#### **JOURNEYMAN** (specialist)

These are the veteran thieves who have been guildsmen for an extended period of time and have established a place for themselves in the organization. While they have not yet been promoted to a position of true authority, they are given additional responsibilities and more challenging assignments. For example, a journeyman guildsman is typically responsible for collecting payments from merchants under the guild's protection. Journeymen may also be tasked with running the guild's legitimate and illegitimate businesses, from gambling parlors to brothels. Highly skilled rogues, such as jewel thieves and catburglars, usually earn this rank as well. Terms of service vary widely among guilds, but a thief must usually be a guildsman for at least three years before becoming a journeyman.

#### **ENFORCER** (soldier)

These are the ranks of thugs and gangsters who provide muscle for the thieves' guild. Enforcers serve as guards at the guild headquarters, safehouses, and businesses. They protect the guild's treasuries and serve as street troops during times of war between rival organizations. They are also often responsible for carrying out guild-sanctioned violence, such as the beating of an interfering public official or the murder of a traitorous guildsman.

While enforcers are typically considered to be equal in rank to journeymen, they are often the victims of subtle prejudice within the guild. Soldiers are often considered "brainless muscle" by other guildsmen, even their own lieutenants. On the other hand, the lieutenants are often chosen from the most cunning, capable, and ruthless ranks of the guild's enforcers. A journeyman, no matter how skillful, is much less likely to rise in the guild than a successful soldier who has "gotten his hands dirty."

#### **APPRENTICE** (recruit)

Recruits are the newest members of the guild. While their responsibilities are typically confined to grunt work and petty larceny, this is often the bread and butter of the guild's operations. Apprentices start out learning their trades in the low-end rackets. They often work in gangs or teams with other recruits, and answer directly to the local lieutenant who runs the operations in their neighborhood. A recruit who proves himself worthy and capable is then promoted into the journeyman or enforcer ranks, depending on his particular talents and inclinations.

### THE GUILD'S ROLE

A thieves' guild will most often be used as an adversary for the PCs, perhaps a largely unseen one that works in the background and shadows. A powerful and influential thieves' guild can be a tremendous challenge to a lawful or good-aligned group of heroes, posing a constant threat through political subterfuge and intrigue or brutal street warfare. While a villain may be vanquished and soon forgotten, a thieves' guild can be an ongoing source of challenge and danger. The guild can be a persistent threat that grows and changes as the campaign develops, constantly raising the stakes and increasing the campaign's excitement and suspense.

If the guild is being used as an adversary, there are a number of ways to introduce it into the campaign. Perhaps the characters thwart one of the guild's schemes or expose an important enterprise. Maybe the guild retaliates by sending enforcers to exact the guild's vengeance on the meddling heroes. As the campaign progresses, the characters' activities might draw the attention of increasingly important members of the guild hierarchy, perhaps ultimately leading to a confrontation with the guildmaster himself.

Below are a few examples of ways to introduce a rivalry between a guild and the characters.

*The guild stages an attack on a member of the local government, then plants evidence that incriminates one or all of the characters. The heroes are just hapless marks who happen to be in the wrong place at the wrong time, but this conspiracy makes them fugitives and forces them to investigate their mysterious malefactors.*



*While the characters are out of town, the guild robs their home or base of operations, striking when the heroes can do nothing about it. Nothing can be so frustrating as to return home after a dangerous adventuring campaign to find all of one's hard-won possessions missing. Worse yet, the characters might find some of them for sale at the local bazaar a few days later.*

*A local lieutenant who has had several run-ins with the characters may decide to issue a warning by sending soldiers to harass or harm the heroes' loved ones. If the characters don't heed the warning, the lieutenant may send assassins to dispose of them permanently. When the conflict reaches this point, it becomes personal and raises the emotional stakes immensely.*

This kind of brutality and overt violence is unusual for many guilds, as the guildsmen tend to avoid public attention and scrutiny. With this sort of action, the guild sends a message that it is not to be crossed, and makes examples of the characters to discourage others from taking similar actions.

Of course, not all guilds are created equally, and some are not the greedy, backstabbing cabals that are usually the focus of traditional campaigns. In some game settings, tyrants who overtax the commoners and oppress the downtrodden may dominate the local government. In this case, a guild of gentleman thieves or band of outlaw champions who strike back at the unjust establishment and distribute their stolen wealth among the poor might be revered as heroes. Such a campaign can give the players an opportunity to assume the roles of fugitive heroes who fight an evil far more insidious than the necromancer in his tower or the dragon in its cave.

## DESIGNING A GUILD

Creating a guild is not a difficult task, but the following guidelines will structure the process and make it even easier. Before you set out to design a new thieves' guild, ask yourself the following questions:

*What is my guild's main purpose?*

What is the guild's primary overall goal or long-term objective? Is the accumulation of wealth the only motive that drives the guild's activities? Do its leaders want to gain a

foothold in the city's political structure? While dictated by the actions of its members, is the basic alignment of the guild good, neutral, or evil?

*What is the organization of the guild?*

Who runs the guild? Is it one person, a guildmaster? Or is it a council of high-ranking members? Is it possibly a freeform organization that resolves matters of interest to the general membership with a democratic vote? Or is the guild a chaotic, loosely organized group; if so, it might be one in which the members operate independently but help each other in time of need, or a cutthroat organization in which the guildsmen constantly scheme against and backstab one another for personal gain.

## NAME

Once you've established the guild's general characteristics, you should decide on a name. In many cases, there is no formal name for a thieves' guild because it never acts in any official capacity. Such organizations are often associated with the city in which they are established, such as the Old Haven Thieves' Guild. Other guilds are never given any proper name at all, but are referred to in customary terms by those familiar with them. Examples might include the "family," the "organization," or simply the "guild." Still other guilds adopt more dramatic names influenced by their origins, traditions, or the beliefs of their founders. Examples include the Black Brotherhood, the Faceless Men, or the Order of Shadow.

## BASE OF OPERATIONS

The DM should also consider the location and nature of the guild's headquarters. A small guild might operate from the backrooms of a single business or warehouse, while a large guild might have a central headquarters and safehouses and other assets scattered throughout the city. The headquarters of some guilds might be hidden, while others use legitimate businesses or residences as fronts. Some particularly secretive and loosely organized guilds may not even *have* a headquarters, preferring to meet in predetermined places and times when the need arises.

## CURRENT LEADER

This entry indicates who is presently in charge of the guild, as well as the guild's accustomed form of leadership. Common forms of leadership include guildmaster, coun-



cil, or freeform. It is also useful to include the name, gender, race, class, and level of the leadership for easy reference. For example, Guildmaster: Kirk Fairwind, Male Human Rog14.

### GUILD STRUCTURE

This entry lists the guild's organizational structure. Is the guild a democracy or a traditionally structured hierarchy with a defined chain of command? Are openings for positions of leadership typically filled from within the membership? What rules and customs does the guild follow? What are the usual punishments for violating these rules?

### BUSINESS OPERATIONS

These are the basic enterprises through which the guild makes its money. Examples include larceny, extortion, protection, corruption, and smuggling. To add further detail to the guild's operations, it is useful to indicate the relative importance of each enterprise by noting the percentage it represents of the guild's overall business. *Example:* Larceny (45%), extortion (25%), smuggling (20%), corruption (10%).

### RITUALS OR CUSTOMS

Some guilds will elect to follow certain customs or rituals, such as tests, initiations, or rights-of-passage to challenge guild members and demonstrate respect for the guild's traditions. Listing one or two examples will help the DM to communicate the "feel" of the organization and add the details that will make it seem like a real fixture of the campaign setting.

### BENEFITS

What benefits does a guildsman enjoy as a result of membership? These advantages could include weapons and equipment, training, or protection from the law. At the DM's discretion, a guild may even offer tangible benefits in the form of specific skill bonuses. For example, membership and training in the Rooftop Brotherhood, a guild of expert burglars, might afford a character two free skill ranks in Climb or Open Locks.

### ALLIES AND ENEMIES

This section lists the allies—whether individuals or organizations—that the guild enjoys. They may include prominent merchants, city watchmen, influential politicians, a religious



# SAMPLE GUILD

## ACQUISITIONER'S CONSORTIUM

**Base of Operations:** The Free City

**Current Leader:** Orbo Smalltoe, Male Halfling Rog16

**Guild Structure:** Guildmaster

**Business Operations:** Larceny (75%), Corruption (25%)

**Rituals or Customs:** None, other than proving one's ability to Orbo himself

**Benefits:** By joining the consortium, a halfling becomes part of an information network that grants him a +10 circumstance bonus on any Gather Information checks made while in the Free City. Also, the consortium is proficient at "finding" particular items at bargain prices. Any item a guild member purchases from the consortium comes at a 25% discount, and the discount is increased to 40% if he aids in the "acquisition."

**Allies and Enemies:** Since its beginnings, the consortium (primarily Orbo) has made several allies among the elite of the Free City, developing ties to numerous political figures and prominent merchants. On the other hand, the consortium has also made numerous enemies, many of which are individuals whose property the consortium has acquired. Among these enemies are the Free City's old and well-established thieves' guild and its vengeful guildmaster.

**Membership:** 15; halfling (100%). The Consortium has yet to offer membership to a rogue of any race other than halfling.

**Alignment:** Neutral good. Orbo Smalltoe isn't evil, and he makes sure his growing cadre isn't either.

cult, or an arcane cabal. Note specific NPCs who would have the most contact with the guild and the most influence on its operations. Likewise, few guilds can operate for long without making enemies. Common examples include the city watch, local government, and legitimate merchant and trade guilds. But these enemies may also include local heroes, influential temples, and other organizations opposed to the guild's activities.

### MEMBERSHIP

This section lists the number and racial makeup of the guild's membership.

### ALIGNMENT

This entry notes the overall alignment of the guild. This will typically match the alignment of the guildmaster or leadership, as they are responsible for setting the guild's policies and directing its activities. The alignments of individual members, of course, may vary widely.

### DESCRIPTION

In this section, the DM should include all the details he has developed for the guild. This includes its history, famous members, religious

affiliations, resources, and any other information that will help to make the guild a vital part of the campaign setting. When creating thieves' guilds, keep in mind that a little detail can go a long way. Don't worry if you can't spend hours describing the organization's entire history. The little things—like a code phrase the members use to identify each other or the name of the journeyman who runs the dockside tavern—are likely to be more accessible and memorable to the players, and therefore more effective in bringing the thieves' guild to life for their characters.

*Founded by Orbo Smalltoe many years ago, the Acquisitioner's Consortium is not really a thieves' guild—or so Orbo will tell you if you ask. "I'm not a thief, I'm a businessman," says the charismatic halfling. A one-time adventurer, Orbo has an eye for the finer things in life and has a knack for getting out of trouble in a hurry, either with words or by sheer cunning. With his age starting to show, Orbo as of late has given some thought to retiring. Though he is tight-lipped on the subject, rumors persist that he is searching for someone to hand the business over to.*



*And a lucrative business it is, too. With contacts all over the city, the Consortium works on a personal basis with individuals who wish to have an item "acquired." These items range from priceless works of art to lost tomes of forgotten knowledge. Enjoying an exclusive and prominent clientele within the city, Orbo has become a bit of a local celebrity, so much so that at one time he actually entered the political arena and made a run to become the mayor of the Free City.*

*The Consortium members are passionate about their work and love the challenges that the trade provides them, but it is this passion that has gotten them into trouble on more than one occasion with the Free City's thieves' guild. The guild contends that Orbo's Consortium is a rival thieves' guild and that the Consortium should pay a percentage of its earnings to the larger organization. Naturally, Orbo was offended and refused to pay the thieves a single coin. As such, tension has risen as of late and one member of the Consortium has even turned up dead. Some fear that an all-out guild war is brewing between the Consortium and the Free City Thieves' Guild.*

## PRESTIGE CLASSES

### INTRODUCTION

This section presents four new prestige classes for use in your d20 System campaigns. The names and game statistics of the prestige classes are designated as Open Content. The textual descriptions are designated as closed content.

### DISCREET COMPANION

The discreet companions exist, in an informal and unspoken way, throughout the civilized lands of most fantasy campaign settings. They are, nonetheless, strongest in decadent empires, high courts, wealthy city-states, and sprawling trading centers. The companions exist, as their name implies, discreetly, and few outsiders can distinguish them from the concubines, escorts, courtesans, and sacred prostitutes who populate the elegant houses of wealthy merchants and the palaces of great kings.

The discreet companions are traders in information and intrigue, and they acquire their merchandise through the oldest of means. Of all genders and races, discreet companions can be found in the courts of kings, the temples of high priests, and the back alleys of the seediest cities. They ply their trade with apparent disregard for the nature of their putative employer, though, in their own way, they are amazingly discriminating. Only those with knowledge to gain will find one of the companions entering their lives, though, of course, the true nature of the relationship remains well hidden from the individual in question.

There is no way to seek out the discreet companions. Those of intelligence, cunning, and charisma who are already engaging in their primary apparent occupation will be contacted. If it becomes evident that the contact was unwise, the prospective member will find his memory wiped and will return to his life unharmed and unaware that anything unusual occurred.

The discreet companions support themselves by selling the information they acquire to the highest bidder, with the bidder usually unaware he is dealing with an organization and not just an individual. The money itself is funneled deep into the order, to serve unknown purposes. (In other words, DMs should come up with a suitably complex and intricate long-term purpose that fuels the order. The "rank and file" of the order need not know this purpose; most join for their own reasons. It may be benign or evil, lawful or chaotic. Perhaps there are even conflicting factions within the order.)

As a general rule, this class is best suited for NPCs. Adventures in which characters of this class would have an opportunity to exercise their skills and gain experience in the class' specialty would be somewhat unorthodox.

**Special note on XP:** Killing orcs and looting dungeons is all well and good, but the skills of a discreet companion tend to be honed in different circumstances. Allow a companion to gain XP through successful "employment" by powerful or rich patrons, with the patron's level determining the Challenge Rating.



For example, Alayne is a 6th-level rogue/1st-level discreet companion. He has made his way to a dance hosted by one of the leading noble families of Delorais. During the dance, he dazzles and charms the daughter of an important Iron Baron, and manages to become her favored concubine. As she is a 5th-level aristocrat, she is considered to be CR 5, and Alayne (a 7th-level character) gains 1,050 XP for this encounter.

**Hit Die:** d4

### REQUIREMENTS

**Alignment:** Any non-lawful. The work of the discreet companions goes against the rules and mores of most societies, and to be a discreet companion is to live a deception, to pretend to be one thing while being another.

**Gather Information:** 10 ranks.

**Bluff:** 6 ranks.

**Diplomacy:** 8 ranks.

**Innuendo:** 4 ranks.

**Perform:** 4 ranks.

**Profession (escort):** 5 ranks (see below).

**Feats:** Alertness, Skill Focus: Gather Information.

**Special:** An established career, or at least a sideline, in some form of "companionship for pay" trade or profession, with the associated Profession skill. How sexual this profession is depends upon the culture of the character, but the nature of the discreet companions is such that anyone over-nice about such things is unlikely to be invited to join.

**Special Restriction:** Mentioning that the order exists is absolutely forbidden, as is allowing any genuine emotion to influence your relationship with your current "partner." Any member of the order who breaks these rules will be quickly and discreetly eliminated.

While great Charisma is not a requirement, it is unlikely that anyone of low or average Charisma will enter the companions, nor will they benefit much from such membership, as many of the powers and feats of the class rely on the Charisma ability.



## CLASS SKILLS

The discreet companion's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Mimic Voice (Cha), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Urban Lore (Wis).

Skill Points at Each Level: 6 + Int modifier

## CLASS FEATURES

All of the following are class features of the discreet companion prestige class.

**Secret:** At 1st level, and every three levels thereafter, the character learns one very important secret. The exact information gained depends on the character's circumstances and the DM's judgment, but it should be something known only to an elite few—one of whom, obviously, must be a patron of the companion.

**Resist Charm:** The character may apply his Charisma modifier (if positive) to any Will save versus an Enchantment or Charm effect.

**Charmtouch:** This ability grants the extraordinary ability to *charm* someone by touch alone. This ability may be used a number of times per day equal to the companion's Charisma bonus. It takes 10 minutes of reasonably close physical contact, usually accompanied by enthralling conversation. The DC to resist the *charm* is 10 + the companion's Charisma bonus.

**Bonus Class Abilities:** The character may select from one of the following special abilities. Members may also pick one of these abilities whenever they are entitled to select a feat, as long as they meet any prerequisites.

### TALKINGTOUCH

**Prerequisite:** Innuendo +4.

Talkingtouch is a special form of Innuendo. It allows two people with the skill to communicate through simple physical contact. This is not telepathy or psionics; it is the art of carefully orchestrated muscle motions and body language too subtle to be noticed by outsiders (DC 27 Spot check to notice; a character with the Talkingtouch ability receives a +2 synergy bonus).

### TRUTHTOUCH

**Prerequisite:** Sense Motive +4.

Truthtouch is distantly related to talkingtouch, in that it involves an intimate knowledge of small muscle movements. However, truthtouch is a means of gathering information, not communicating. A character using truthtouch can tell if the person he is touching is lying. Flesh-to-flesh contact is required. Using this ability on beings of races the character is unfamiliar with is difficult. The base DC for a familiar race (defined here as the standard PC races) is 10 + the target's Wisdom bonus, with the following modifiers:

Activity	DC Modifier
Casual contact (holding hands)	+2
Close contact (dancing, massage)	+0
Intimate or prolonged contact	-2 to -4
Unfamiliar humanoid (ogre, kobold)	+2
Non-humanoid (dragon)	+4
Undead	+4
Outsider	+6

These modifiers stack, so the DC of reading a non-humanoid, undead outsider would be +14, or DC 24 + the target's Wisdom modifier.

### PAINTOUCH

**Prerequisite:** Dex 15+.

The character's knowledge of muscles and nerves enables him to do an extra 1d6 points of subdual damage with a successful unarmed strike. This ability only works against humanoids.

### MAGEKISS [Metamagic Feat]

**Prerequisite:** None.

This feat makes any spell with a Will save significantly harder to resist, at a cost in casting time and combat utility. To successfully cast a spell prepared with magekiss, the caster must maintain flesh-to-flesh physical contact with an unresisting (willing or helpless) target for at least five combat rounds (30 seconds). The spell is cast without any additional verbal or somatic components required once this contact is completed. The DC of any Will save required by the spell is increased by the caster's Charisma bonus, with an additional +2 DC if the target is being touched willingly. This, of course, does not require that the target is the willing subject of a spell, or even aware that one is being cast. Only spells requiring a Will save can be prepared with Magekiss. The use of this feat has created legends of mortals so



## THE DISCREET COMPANION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+0	+1	+2	Secret, bonus class ability
2	0	+0	+1	+3	Resist charm
3	+1	+1	+2	+3	
4	+1	+1	+2	+4	Secret
5	+1	+1	+3	+4	Bonus class ability
6	+2	+2	+3	+5	
7	+2	+2	+4	+5	Secret
8	+2	+2	+4	+6	
9	+3	+3	+5	+6	
10	+3	+3	+5	+7	Charmtouch, secret, bonus class ability

alluring they can "enslave a man with a single kiss."

## SIREN'S SONG

**Prerequisite:** None.

This feat allows the companion to add his levels in the discreet companion prestige class to any bard levels he has for purposes of using the Perform skill. It is, obviously, of no use to a companion without any bardic training.

## CARESS OF THE LOST HOUR

**Prerequisite:** Dex 15+, Cha 15+, charmtouch. With a combination of extraordinary knowledge of anatomy and overwhelming personal magnetism, the companion can cause a victim to forget recent events that occurred while the individual was in the presence of the companion. At most, one hour of time spent with the companion can be erased, and the time must be continuous. The victim may make a Will save (DC 20 + the companion's Charisma bonus) to resist. The victim is not simply "blacked"—he or she will have a vague sense of a pleasant time, but exact details are blurred and indistinct. This ability, mastered only by the most skilled companions, is used when subtlety has failed and someone who has given up information involuntarily needs to forget about it. This is an extraordinary ability.

## GUILDMASTER

There's an old saying: There are no old thieves. As with much folk wisdom, it is based at least partially on truth—climbing walls, delving into lost tombs, and running from the law is definitely a young person's game. But, even so, there are a few individuals who survive the hazards of the occupation long enough to see a

gray hair or two, but who don't wish to resign just yet. Just as warriors aspire to lead a mercenary band, just as wizards dream of someday running an academy of magic, just as clerics yearn to found their own church—so, too, do some rogues envision themselves as masters of their own guild.

Not all guildmasters are old, and some are not even primarily rogues, though all must have spent some time in the shadows. Overall, though, it's a logical "next step" for rogues with a few levels under their belt, though not many have spent time laying the necessary groundwork to take on the position.

Guildmaster can be a PC class, with the DM's permission, but this will often mean that the campaign becomes centered around the guild itself. Such a campaign can certainly be rewarding, but the DM must insure that it is well suited for his players and their characters.

Since Guildmasters rarely get to bash kobolds or slay dragons, DMs with guildmaster PCs should make sure to use story awards or provide ample non-combat challenges with level-appropriate Challenge Ratings.

**Hit Die:** d6.

## REQUIREMENTS

**Alignment:** Any non-good, but usually lawful evil or neutral evil.

**Base Attack Bonus:** +3.

**Gather Information:** 10 ranks.

**Diplomacy:** 8 ranks.



**Intimidate:** 8 ranks.

**Disguise:** 4 ranks.

**Bluff:** 5 ranks.

**Feats:** Leadership, Skill Focus: Intimidate.

**Special:** Sneak attack or backstab.

### CLASS SKILLS

The guildmaster's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (home city, other guilds, local powerbases, *etc.*\*), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Urban Lore (Wis), and Use Rope (Dex).

\* The guildmaster may choose any two such appropriate knowledge skills as class skills.

Skill Points at Each Level: 8 + Int modifier.

### CLASS FEATURES

All of the following are class features of the guildmaster prestige class.

**Weapon and Armor Proficiency:** Guildmasters are proficient with crossbow (hand or light), dagger, dart, light mace, sap, and short sword. Medium-size guildmasters are also proficient with club, heavy mace, morningstar, quarterstaff, and rapier. They are proficient with light armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Guild Hall:** The guildmaster has ownership and/or control over a building or other location that serves as his headquarters. This may be an abandoned warehouse, a suite of rooms over a pawn shop, or the basement or backroom of an inn, a shop with shoddy goods and high prices (which, thus, has no customers, but which seems to never go out of business). The acquisition of the Guild Hall and its location and nature should be established as part of the process of gaining the first guildmaster level.



## THE GUILDMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Guild hall, favor
2	+1	+0	+0	+3	+1 reputation
3	+2	+1	+1	+3	Respectable citizen
4	+3	+1	+1	+4	+2 reputation, sneak attack +1d6
5	+3	+1	+1	+4	Just the man for the job, favor
6	+4	+2	+2	+5	+3 reputation
7	+5	+2	+2	+5	
8	+6	+2	+2	+6	+4 reputation, sneak attack +2d6
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	+5 reputation, favor

**Favor:** Someone owes the character something "big time." The exact details must be worked out with the DM. Each Favor can be used precisely once, but they do accumulate. Thus, a 10th-level guildmaster who has not used any of his favors can "call in" three of them all at once. The DM and the player should establish the circumstances of the favor and who owes it. Regardless of the number of Favors owed, no more than one per week can be used.

**Reputation:** This bonus is added to the character's Leadership score when he uses the Leadership feat (DMG 45).

**Respectable Citizen:** This allows the guildmaster to establish a cover identity, allowing him to move freely among different elements of society. It allows him to make two Gather Information checks per day, one as "himself," and one as his "cover," with appropriately different modifiers based on his perceived status.

**Just the Man for the Job:** A guildmaster sits in the center of a massive web of contacts, spies, rumormongers, and other henchmen and associates. As a consequence, he can sometimes find people to meet almost any description. Once per month, the guildmaster can recruit a specific hireling for a single task (at normal rates of compensation). The guildmaster can specify any ability or possession other than class, level, hit points, or base attack bonus. For example, he can say, "I need someone who can cast a maximized *fireball*," not "I need a 10th-level wizard." The DM may rule out any request he considers impossible (*e.g.*, if the world has no elves, asking for "an elvish wizard" won't make one appear), but he should be lenient as regards odd, but still possible,

characters (*e.g.*, "I need a half-orc spellcaster"). The maximum character level possible is the highest-level cohort the guildmaster could recruit using Leadership.

Note that this is not a summoning spell: The desired person does not magically appear in front of the guildmaster. Rather, the guildmaster's web of contacts and agents allows him to locate, and get a message to, a person meeting the desired criteria. This person generally cannot be a PC or specific NPC—it cannot be used to find a known individual, or to lure such a person into a trap. Nor does this ability compel obedience, though the found individual will be considered to be amenable to the offered job.

**Sneak Attack:** The guildmaster is much less active than he once was, but he does keep his hand in on occasion. To reflect this, the specified bonus is added to any sneak attack bonus damage from rogue character levels.

### SPECIAL RESTRICTIONS

The guildmaster must have a guild! If, at any time, he has fewer than five living followers (not counting any fellow PCs), he becomes an ex-guildmaster (see below) until he has re-established his guild.

The guildmaster is somewhat more settled than he used to be—he has to keep tabs on things, organize, oversee, work his networks, and so on. As a result, he must spend at least two full days a week doing administrative tasks, and, as a consequence, cannot be off adventuring. For each week he misses such work, he loses access to his class abilities for two weeks; if this happens more than six times in a

single year, or if the guildmaster is "out of town" for more than four weeks, he has let his affairs degenerate to such a point that his guild will be taken over by someone a bit more responsible, and he will be considered an ex-guildmaster. To regain any use of class skills, he must re-establish himself in a new city.

**Ex-Guildmasters:** A guildmaster without a guild is a boss without employees, a leader without followers. He cannot use any of his class abilities, or gain any levels as a guildmaster. Furthermore, each such failure to keep his guild together results in a permanent -1 to Reputation, even if he re-establishes himself later.

#### EXAMPLE

Jenna Redknife ran the Pinions gang in Verellia until she found herself on the losing end of a turf war. She was a 5th-level guildmaster at the time. She later re-established herself in Delorais. She has a +1 Reputation bonus: +2 for being a 5th-level guildmaster, -1 for losing one guild. If her Delorais guild also goes belly-up, she'll be at a -2 penalty (net Reputation bonus of 0) if she manages to put together a third gang somewhere else.

## ROOFRUNNER

It is wise for any rogue to know his territory well. For those who truly live in time to the heartbeat of the city, though, it is possible to become a roofrunner—a member of a rare breed who knows a single city so well that his abilities seem almost superhuman. A roofrunner, it is said, can vanish down a dead end, or appear inside a locked room, or cross a vast urban sprawl in a handful of minutes.

The roofrunner is an interesting class with some unique abilities, but the degree to which he is bound to a single city makes him an unusual choice for a PC, unless the campaign is centered almost entirely on his home city. The DM should carefully consider whether or not to permit a roofrunner PC—doing so means constraining the campaign or annoying a player.

**Hit Die:** d6

#### REQUIREMENTS

**Urban Lore:** 8 ranks.

**Climb:** 5 ranks.

**Balance:** 5 ranks.

**Jump:** 5 ranks.

**Move Silently:** 5 ranks.

**Knowledge (home city):** 10 ranks.

**Gather Information:** 5 ranks.

**Special:** The character must have lived in the same city for 80% of the past five years. This is the character's home city and is the only city in which he can use his class abilities.

**Alignment:** Any. The mental discipline required to keep track of so much information about the city and its structure appeals to those of lawful bent, while the freedom and mobility the class provides lure the chaotic.

**Special Restrictions:** A roofrunner is one with his city. He lives by knowing everything about it. Every time an old hole is sealed up or new construction is layered on old, he finds out quickly. If he is away from his city for more than one week, he cannot use any of his special class abilities for a number of days equal to 1/2 the time spent away, as he has to reacquaint himself with the city. If he is ever away from his home city for more than one week six times in a single year, he can no longer gain levels as a roofrunner until at least one year has passed.

#### CLASS SKILLS

The roofrunner's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Swim (Str), Tumble (Dex), Urban Lore (Wis), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier

#### CLASS FEATURES

All of the following are class features of the roofrunner prestige class.

**Weapon and Armor Proficiency:** Roofrunners are proficient in light armor and with bucklers. They are proficient in crossbow (hand or light), dagger, dart, light mace, sap, and short sword. Medium-size roofrunners are also proficient in club, heavy mace, morningstar, quarterstaff, and rapier.



**Roofrunning:** It is this ability that gives a roofrunner his name. He can move at full movement speed across the roofs of the city, leaping over alleys and crossing streets as if he could fly. He knows what will and will not hold his weight, where the streets narrow to allow an easy jump across, which tiles will be slick after a rainfall and which will not. This is an extraordinary ability. He cannot cross any gap of more than 10 feet without making a Jump check. However, his ability to move at full speed among the gables, spires, and slanting roofs of the city makes such checks easier.

**Neverlost:** An Intuit Direction check (DC 10) while inside the home city will tell a roofrunner exactly where he is, even if he was knocked unconscious and carried through a maze of streets. As long as he can hear or smell the outside world, the roofrunner knows his exact location. This is an extraordinary ability.

**Find the Way:** Cities can be likened to a living thing, which grows and changes over time. The roofrunner knows the city not just as it is now, but as it was. He knows where the old doorway was plastered over and where the cellar of a long-gone inn still exists beneath the street. Once per day, he can make a Knowledge (home city) check (DC 25), adding his levels of roofrunner to his Knowledge ranks. If it succeeds, he immediately finds a door, passage, or tunnel nearby—within 20 feet. This ability is used either to evade pursuit or to find a way into a well-guarded location. Of course, anyone who



## THE ROOFRUNNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Roofrunning, neverlost
2	+1	+0	+3	+0	Find the way 1/day, home turf +1
3	+2	+1	+3	+1	Sense the city's soul
4	+3	+1	+4	+1	Home turf +2
5	+3	+1	+4	+1	Safehouse
6	+4	+2	+5	+2	Find the way 2/day, home turf +3
7	+5	+2	+5	+2	Turn the tables
8	+6	+2	+6	+2	Home turf +4
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Find the way 3/day, home turf +5

watches the roofrunner will know where he went, and this ability can't create a magic portal into a bank vault at whim.

In the case of PC roofrunners, the DM should moderate use of this ability with common sense. For example, a roofrunner needs to get in to see a high-ranking official in the palace, but lacks the credentials and doesn't feel like fighting or sneaking his way past the entire Royal Guard. He uses Find the Way, and the DM informs him he knows of a long-abandoned tunnel built during a siege a century ago that leads into the palace only one floor below the suite belonging to the official he needs to see. The DM never placed this tunnel on any map prior to the roofrunner using Find the Way—it was "lost" but has now been "found." At higher levels, the roofrunner can use this power more times each day. This is an extraordinary ability.

**Home Turf:** The roofrunner knows his ground—every loose cobblestone, every wall, every well-balanced brick. This translates to a circumstance bonus to Armor Class so long as the roofrunner is within his home city. He simply knows how to take advantage of the area around him to provide incidental defense. This ability cannot be used if the roofrunner has more than light encumbrance. This is an extraordinary ability.

**Sense the City's Soul:** This ability reflects the roofrunner's affinity with the city. He can "listen" to it—absorb snatches of conversation, note odd changes in routine, see that things are different from the norm, and thus, clue in to major events that are not public knowledge. Once a week, the roofrunner with this abil-

ity may make an Urban Lore check (DC 25), adding his roofrunner levels. If he succeeds, the DM will inform him of any significant events occurring in the city, even those that the roofrunner could not have learned of directly—the arrival of an envoy from a distant kingdom, the local baron covertly mobilizing for war, a major territorial fight brewing among the local thieves' guilds, and so forth. The main advantage of this is that the roofrunner doesn't call attention to himself by asking questions: He intuits the events from watching the city. Doing so gives him a +2 synergy bonus to any Gather Information checks he might want to perform to get more details. This is an extraordinary ability.

As another aspect of this ability, the roofrunner can predict the following day's weather with 100% accuracy unless there is supernatural power involved. This accuracy drops 10% per additional day of the forecast.

**Safehouse:** The character has found a forgotten room, formerly sealed alcove, or other secure area where he can rest in perfect safety. The character cannot be found (except by magic or another roofrunner) while he is there, and can sleep, prepare spells, store treasure, or recover from wounds without needing to keep a watch. The safehouse is usually a fairly small area, less than 100 square feet. If the roofrunner is a PC, the player and the DM should work together to decide on its exact location in the city.

**Turn the Tables:** If the roofrunner is being pursued while in the streets, and can get out of sight of his pursuers for one round (ducking around a corner into an alley, running into a crowded inn, leaping over a wall while his pur-



suers need to use the gate, etc.), he can use his almost-supernatural knowledge of the city to find some way to sneak around behind them, surprising them. A surprise round ensues, and, since the roofrunner will be behind his foes, he has ample opportunity to use sneak attacks, if he has any. This is an extraordinary ability.

*Important:* While a roofrunner can lead another person through the back-alleys and lost doorways that only he knows, he cannot make maps or give directions. The roofrunner's knowledge of the city is based on intuition and continual reevaluation of his surroundings; it cannot be shared easily with others.

## TRAPMASTER

Trapmasters are obsessed with the art and beauty of a finely crafted ambush. They travel above and below ground to challenge themselves with legendary traps. They painstakingly document every original trap they encounter and pass the information along to other masters. Frequently found among adventuring groups, they have been known to bring ruin upon their comrades because of their unwillingness to leave a good trap alone. Fortunately, they train their bodies to overcome the hazards of their profession and are blessed with an uncanny ability to avoid danger.

Trapmasters enjoy using what they have learned to protect themselves and their dens. A trapmaster is said to be able to conceal a trap in shadow and wind. As time goes on, their lairs become more and more dangerous with every new trick they learn. This has earned many trapmasters nicknames like "the Black Widow" or "the Spider."

Trapmasters are highly sought after by thieves' guilds and are often employed to train elite footpads, delvers, and second-story men.

Rogues are best suited to become trapmasters because only they can disable complex mechanical and magic traps. However, wizards sometimes possess the same thirst for hidden knowledge, and clerics of deities of trickery and thievery sometimes pursue the trapmaster's path as well.

### REQUIREMENTS

To qualify to become a trapmaster, a character must fulfill all the following criteria.

**Alignment:** Any non-chaotic.

**Craft (trapmaking):** 6 ranks.

**Disable Device:** 10 ranks.

**Feats:** Mechanical Aptitude

**Special:** There can only be one trapmaster in a single thieves' guild.

### CLASS SKILLS

The trapmaster's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at each Level: 4 + Int modifier

### CLASS FEATURES

All the following are features of the trapmaster prestige class.

**Weapon and Armor Proficiency:** Trapmasters are proficient with all weapons normally allowed to the rogue class; the crossbow (hand, light), dagger (any type), dart, light mace, sap, shortbow (normal and composite), and short sword. Medium-size rogues are also proficient with certain weapons that are too big for small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Trapmasters are proficient with light armor but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Sneak Attack:** Trapmasters have concentrated their training on dealing with non-living hazards. While they continue to develop the art of the ambush as normal rogues, they progress more slowly with their sneak attack abilities. Sneak attacks gained from levels in the trapmaster prestige class do 1d6

points of bonus damage at 1st level, and this bonus damage increases by 1d6 every three levels thereafter. Should the trapmaster score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks only count as sneak attacks if the target is within 30 feet. The trapmaster can't strike with deadly accuracy from beyond that range.

**Trap Sense:** Starting at 3rd level, the trapmaster can sense the presence of mechanical and magic traps without actively searching for them. When the character approaches within 10 feet of a trap, the DM should make a Spot check for him with a DC equal to the trap's normal Search DC. If the check is successful, the trapmaster is aware of the trap just as if he had searched for and discovered it.



**Trapsmithing:** Starting at 1st level, the trapmaster may construct impromptu or improvised traps. The trapmaster can craft these improvised devices using whatever materials he has on his person or can scrounge from the surrounding area. For example, while the trapmaster would not have the time or materials to construct a true falling block trap, he could improvise one by loosening a ceiling stone and rigging it to a concealed tripwire.

The trapmaster must make a Craft (trapmaking) check, with a DC equal to 10 + the Challenge Rating of the trap. This construction takes 10 minutes multiplied by the Challenge Rating of the trap. If he fails the skill check, the trapmaster may try again. The character cannot craft an improvised trap with a CR greater than his number of class levels in trapmaster.

**Trap Resistance:** Trapmasters train their bodies relentlessly to avoid and resist the effects of traps of all types. This extraordinary ability develops as the character becomes more experienced. At 2nd level, the trapmaster receives a natural bonus on all saving throws to avoid or resist the effects of traps, and this bonus increases by +1 for every two levels the trapmaster gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on).



## THE TRAPMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6, trapsmithing
2	+1	+0	+3	+0	Trap resistance +1
3	+2	+1	+3	+1	Trap sense
4	+3	+1	+4	+1	Sneak attack +2d6, trap resistance +2
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Trap resistance +3
7	+5	+2	+5	+2	Sneak attack +3d6
8	+6	+2	+6	+2	Trap resistance +4
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Sneak attack +4d6, +5 trap resistance

3rd Level—*dispel magic, wind wall, fly, gaseous form, haste, water breathing.*

## NEW NPC CLASS

### INTRODUCTION

This section presents a new NPC class, the thug. The name and game statistics of the NPC class are designated as Open Content. The textual description is designated as closed content.

### THUG

Thugs are to rogues what warriors are to fighters—less skilled individuals who nonetheless can be effective in their own circles. They fill out the ranks of the local thieves' guilds, they work as mercenaries when need be, and they help keep the crews of pirate ships in line. Not as good a combatant as a warrior but nastier in a fight than an expert, the thug fills a necessary, albeit unsavory, role in society.

Most thugs are specialists—a pickpocket, a trap expert, or a con man, rather than the general-purpose knaves that rogues are.

While it is possible to play a PC thug, it's not recommended—a rogue is superior in nearly all respects. The only edge thugs have is their limited access to fighter feats, to reflect their rough and tumble lifestyle. However, a player desiring access to this

Level	Spells per Day		
	1st	2nd	3rd
1st	—	—	—
2nd	—	—	—
3rd	0	—	—
4th	1	—	—
5th	1	0	—
6th	1	1	—
7th	1	1	0
8th	1	1	1
9th	2	1	1
10th	2	2	1

**Spells:** Beginning at 1st level, a trapmaster gains the ability to cast a small number of arcane and divine spells. To cast a spell, the trapmaster must have an Intelligence score of 10 + the spell's level, so a trapmaster with an Intelligence of 10 or lower cannot cast these spells. Trapmaster bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the trapmaster's Intelligence modifier (if any). When the trapmaster gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the trapmaster gets only bonus spells. A trapmaster without a bonus spell for that level cannot yet cast a spell of that level. The trapmaster's spell list appears below. A trapmaster prepares and casts spells just as a wizard does.

1st level—*animate rope, detect secret doors, feather fall, invisible object, jump, spider climb.*

2nd Level—*cat's grace, darkvision, daylight, invisibility, knock, protection from arrows.*

advantage would be better served by taking a level or two of fighter.

**Hit Die:** 1d6

### CLASS SKILLS

The thug's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Wis), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), Urban Lore (Wis).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the thug NPC class.

**Weapon and Armor Proficiency:** Thugs are proficient with crossbow (hand or light),

dagger, dart, light mace, sap, shortbow, and short sword. Medium-size thugs are also proficient in club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Thugs are proficient with light armor, but not with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Backstab:** Thugs are not as subtle or skilled as rogues, but they still know that the fastest way to a man's heart is through his ribcage. A thug may perform a backstab against an opponent who does not get his Dex bonus to AC. This does not include flanked opponents and may not be performed at range. A backstab does an additional 1d4 points of damage, increasing with experience. All the limits of sneak attacks apply to the backstab ability.

**Combat Feat:** Thugs lead rough lives. At 10th level, a thug may pick one feat from the fighter's list of bonus feats, except for Weapon Specialization. A second feat may be chosen at 20th level.





## THE THUG

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Backstab +1d4
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Backstab +2d4
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	Backstab +3d4, combat feat
11	+8/+3	+3	+8	+3	
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+9	+4	
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+10	+5	Backstab +4d4, special ability
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+11	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+12	+6	
20	+15/+10/+5	+6	+12	+6	Backstab +5d4, combat feat

**Special Ability:** A thug may choose *crippling strike*, *defensive roll*, or *opportunist* from the rogue's list of special abilities.

## NEW SKILLS

### INTRODUCTION

This section presents two new skills, Mimic Voice and Urban Lore. This material is designated as Open Content.

### MIMIC VOICE [CHA]

Use this skill to repeat any phrase or short sentence in a spoken language you hear. You must have the proper vocal organs to make the required sounds.

**Check:** Your Mimic Voice check determines how well you reproduce the intonation, dialect, and general quality of any voice you hear. It is opposed by the targets' Listen check results. You only have to make one check, but each opponent makes a separate opposed Listen

check. The DM makes your Mimic Voice check so you're not sure how good it is. You do not have to speak the language of your target, but the following modifiers apply.

Voice Reproduced	Modifier
Unknown language	+4
Different gender	+2
Different race	+2
Different creature type	+4
Different age	-2*

\* This modifier is applied for each step of difference between your age category and the age category of the person you are trying to mimic (child, adult, middle age, old, and venerable).

These modifiers stack. So, if you are a male human and you attempt to mimic a non-humanoid female creature one category older than you, speaking in a language that is unknown to you, you suffer a -14 circumstance penalty on the skill check.

If you are attempting to reproduce the voice of a particular individual, those who know the person get the following circumstance bonuses on their Listen checks.

Familiarity	Modifier
Passing familiarity with voice	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an opponent makes a Listen check upon first hearing your character and every round thereafter as long as you continue speaking. If you are casually interacting with many different individuals, the DM should make a check once an hour or day, using an average Listen check for each group.

**Special:** If you have 5 or more ranks in Bluff, you receive a +2 synergy bonus on Mimic Voice checks. If you have 5 or more ranks in Disguise and have made a successful Disguise check, you also get a +2 synergy bonus. These bonuses stack. You cannot use this skill to reproduce verbal spell components or other magical vocal abilities, such as a siren's song or banshee's wail.

## URBAN LORE [Wis]

Use this skill to survive in the urban jungle. You are a skilled scavenger of the streets, capable of finding the essentials of life in any city or urban environment.

This skill is the urban counterpart to Wilderness Lore. Rogues, bards, and rangers may take it as a class skill. Rangers who take Urban Lore as a class skill must make Wilderness Lore a cross-class skill, and such rangers gain the Shadow feat (see page 37) in place of Track. You must make this decision when you take your first level of ranger.

**Check:** You can keep yourself safe in a city or town without relying on others to help you.

DC 10: Scrounge enough food and water to stay alive; find a reasonably safe place to sleep on the streets.

DC 15: Determine if an abandoned building is safe or is likely to collapse or to be inhabited by monsters.

DC 20: Recognize signs of underworld factions; know whose turf you're on. A successful check against this DC also grants you a +2 synergy bonus to Gather Information checks in this specific area or neighborhood.

**Retry:** You may try to find food and shelter once per day. You may attempt to gain the +2 synergy bonus on Gather Information checks only once per use of the Gather Information skill.

# NEW FEATS

## INTRODUCTION

This section presents several new feats of particular interest to rogue characters. This material is designated as Open Content.

## ACROBATIC [GENERAL]

You are exceptionally agile and flexible.

**Prerequisite:** Dex 15+.

**Benefit:** You gain a +2 bonus on Balance checks and Tumble checks.

## CASING SENSE [GENERAL]

Your eyes are automatically drawn to the most expensive items in a room. This feat is especially useful when time is of the essence.

**Benefit:** When moving into a room, you can make an Appraise check (DC 15) as a free action. With a successful check, you notice the three most expensive items in the room and know their approximate values (see Appraise, PHB 63). If you don't roll a high enough score to precisely identify any rare or exotic items, the DM may rule that these items merely "catch your eye," but that you don't know their exact worth. Because this feat is used quickly and on the move, special equipment such as magnifying glasses and merchant scales confer no bonuses on the Appraise check.

## CRAFT MAGIC TRAP [ITEM CREATION]

You can create magic traps, which have varied magical effects.

**Prerequisites:** Spellcaster level 10th+, Craft (trapmaking) skill.

**Benefit:** You can create a magic trap imbued





with any spell or spell-like effect you have access to. Crafting a magic trap requires one day for each 1,000 gp of the trap's cost.

Crafting a one-use magic trap costs 50 gp and 2 XP multiplied by the caster level. For example, a one-use *fireball* trap with a caster level of 5 would cost 250 gp and 10 XP to create.

Crafting a multiple-use magic trap costs 500 gp and 20 XP multiplied by the caster level. For example, a charged or continuous *fireball* trap with a caster level of 5 would cost 2,500 gp and 100 XP to create.

You can also repair a broken or inoperative magic trap if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft the trap in the first place.

Some magic traps incur extra costs in material components or XP, as determined by the DM.

### EMPATHY [GENERAL]

You are sensitive to the moods, attitudes, and feelings of others.

**Benefit:** You get a +2 bonus to Innuendo checks and Sense Motive checks.

### EYE FOR DETAIL [GENERAL]

You notice the subtlest details of items and objects you observe closely.

**Benefit:** You get a +2 bonus to Appraise checks and Search checks.

### FAST TALKER [GENERAL]

You have exceptional verbal skills and can more easily influence others through your powers of persuasion.

**Prerequisite:** Cha 15+.

**Benefit:** You gain a +2 bonus on Bluff checks and Diplomacy checks.

### IMPROVED KNOCKOUT ATTACK [GENERAL]

You can use a melee weapon, such as a sword, to make a sneak attack that

inflicts subdual damage with no penalty.

**Prerequisites:** Knockout Attack, ability to sneak attack.

**Benefit:** You can make a sneak attack that inflicts subdual damage using any melee weapon without suffering the usual -4 penalty.

### IMPROVED RANGED SNEAK ATTACK [GENERAL]

You can make a ranged sneak attack on a target more than 30 feet away.

**Prerequisites:** Point Blank Shot, Far Shot, ability to sneak attack.

**Benefit:** When you use a projectile weapon, such as a bow, to make a sneak attack, the maximum allowable range is increased from 30 feet to 45 feet. When you use a thrown weapon, the maximum range for a sneak attack is increased to 60 feet.

### IMPROVED SNEAK ATTACK [GENERAL]

You can make exceptionally precise and lethal sneak attacks.

**Prerequisites:** Base attack bonus +2 or higher, ability to sneak attack.

**Benefit:** Your bonus damage for sneak attacks is 1d8 at 1st level and an additional 1d8 every two levels thereafter. This extra damage is not multiplied if you score a critical hit with a sneak attack.

**Normal:** Rogues without this feat receive 1d6 bonus damage for sneak attacks at 1st level and an additional 1d6 every two levels thereafter.

**Special:** Thugs (see page 31) can take this feat to improve their backstab ability. However, in this case, the feat increases the thug's backstab damage die from d4 to d6.





## IMPROVISE THIEVES' TOOLS [GENERAL]

You are able to fashion impromptu thieves' tools out of whatever is at hand or can be scrounged from your surroundings.

**Benefit:** You are extremely resourceful. Even without formal thieves' tools, you do not suffer the -2 circumstance penalty to your Disable Device and Open Lock skill checks.

**Normal:** A rogue suffers a -2 circumstance penalty when attempting a Disable Device or Open Lock check without a set of thieves' tools, even if a simple tool is used.

## KEEN VISION [GENERAL]

Your eyes are so sharp you notice even the smallest details.

**Benefit:** You get a +2 bonus on all Search checks and Spot checks.

## KNOCKOUT ATTACK [GENERAL]

You can use a melee weapon to make a sneak attack that inflicts subdual damage.

**Prerequisite:** Ability to sneak attack.

**Benefit:** Normally, a rogue cannot use a melee weapon to inflict subdual damage with a sneak attack, not even by taking the usual -4 penalty. With this feat, you can use any sort of melee weapon to inflict subdual damage with a sneak attack, but the normal -4 penalty applies.

## MECHANICAL APTITUDE [GENERAL]

You have a natural affinity for working with mechanical devices and gadgets.

**Prerequisite:** Dex 15+.

**Benefit:** You get a +2 bonus on all Disable Device and Open Lock checks.

## PERFECT MEMORY [GENERAL]

You can instantly commit anything you see to memory.

**Prerequisite:** Int 14+.

**Benefit:** If you view a letter or a map for a few seconds you can reproduce it perfectly from memory. You can memorize a number of pages equal to your Intelligence modifier x3. Memorizing additional pages will cause those memorized earlier to be lost. You cannot memorize spells from tomes or scrolls with this feat.

## POISON IMMUNITY [GENERAL]

You have trained your body to resist the effects of poisons.

**Prerequisite:** Con 12+, 5 ranks in Knowledge (poison).

**Benefit:** You have spent many years ingesting small doses of poison to develop a powerful immunity. You receive a +4 fortitude bonus to resist the effects of all mundane (non-magical and non-supernatural) poisons.

## QUICKSTRIKE [GENERAL]

You can make a rapid, additional attack as a follow up to a successful sneak attack.

**Prerequisites:** Base attack bonus +2 or higher, ability to sneak attack.

**Benefit:** If you deal damage to a creature with a sneak attack, you get an immediate extra melee attack against that same creature. The extra attack is at the same bonus and with the same weapon as the sneak attack. The damage bonus for the sneak attack does not apply to the extra attack. You can use this ability once per round.

## SHADOW [GENERAL]

Shadow is to Track what Urban Lore is to Wilderness Lore. It is the ability to follow someone through the twisting alleys of a city, ideally without the subject knowing he is being followed. It allows you to find someone and keep him in sight as he goes about his business.

<b>Population Density</b>	<b>DC</b>
Abandoned area (a ruined or deserted section of a city)	5
Lightly populated area (upper-class neighborhoods, parks)	10
Normal population density (most middle-class and commercial districts)	15
Crowded (a slum or refugee camp)	20
Very crowded (a mass celebration or street festival)	25

These base DCs reflect the ease with which the subject can hide or be lost in a crowd.

<b>General Conditions</b>	<b>DC Modifier</b>
Very clean	+5
Average	+0
Cluttered	-5

These modifiers to the base DC reflect the physical trail the subject will leave behind.

<b>Other Modifiers</b>	<b>DC Modifier</b>
Every three subjects in the group being shadowed	
Each hour of shadowing	+2
Subject is of a different race than most of the inhabitants	-2 to -5
Poor visibility*	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Shadowed individual hides trail (and moves at half speed)	+5
Size of creature or creatures being tracked**	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	
Huge	
Gargantuan	-4
Colossal	-8

\* Apply only the largest modifier from this category. Good illumination in the city (e.g., street-lamps) will reduce visibility penalties.

\*\* For a group of mixed sizes, apply only the modifier for the largest size category

A character with this feat can make an Urban Lore check when following some quarry. If the check is successful, the character may follow the subject at a distance up to 60 feet. An additional check must be made each hour to keep the quarry in sight.

The DC of the Urban Lore check depends on the surrounding conditions and population density. If you have 5 or more ranks in the Gather Information skill, you gain a +2 synergy bonus on Urban Lore checks. If you fail an Urban Lore check by more than 10 while shadow-

ing a subject, he knows he is being followed and will take action as appropriate.

If you fail an Urban Lore check, you can retry after 10 minutes.

## SIGNATURE SKILL [GENERAL]

A skill outside your normal area of expertise comes naturally to you.

**Benefit:** One of your signature skills is now considered a class skill.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

## STEALTH [GENERAL]

You have a natural talent for lurking and avoiding observation.

**Benefit:** You get a +2 bonus to all Hide checks and Move Silently checks.

# NEW EQUIPMENT

## INTRODUCTION

This section presents new equipment of particular interest to rogue characters. The names and game statistics of entries in this section are designated as Open Content. The text descriptions are designated as closed content.

## ACID DROPS

This concentrated acid will burn through 1/2 inch (or 2d8 hp) of nonmagical metal per round. Many alchemists have exclusive contracts with the thieves' guilds of their areas to concoct this product, as its ability to efficiently burn away locks limits the need for thieves skilled in lock picking. This acid is specially formulated to burn through metal. It is functionally harmless to wood and stone and will only cause minor irritation to humanoid skin. If the drops are being used on a magical metal surface, the DM should assign an appropriate save (PHB 136). A standard vial of acid drops contains three applications of the substance. *Cost:* 25 gp; *Weight:* —

## HONEY PAPER

These sheets of heavy cloth are covered with an amber-colored adhesive. When placed against a window or other breakable surface, they will adhere and prevent small shards or fragments from falling to the ground. The cloth can then be removed and rolled up for surreptitious disposal. The adhesive is flammable, so caution is advised. *Cost:* 2 gp; *Weight:* —

## IRON BACKBONE

This is a short metal rod with wide clawed ends. It is designed to block open windows and other openings. *Cost:* 8 gp; *Weight:* 4 lbs.

## LADDER BOX

Originally designed by frustrated gnomish librarians, these boxes have found their way into the hands of many of the roguish small folk. The ladder box is stored as an 8" x 6" x 6" block. To deploy it, the rogue starts at one end of the block and carefully unravels it in layers. It slowly expands into a light ladder of up to 10 feet in length, but it takes a full round per foot to set up or collapse. If the user tries to rush the process, there is a 10% cumulative chance, per round, of fouling the precise levers and latches. The ladder will hold up to 75 pounds of weight. *Cost:* 150 gp; *Weight:* 10 lbs.

## LADDER STAFF

At first glance, this quarterstaff looks to be heavily painted or enameled. When necessary, the user can peel away the paint or crack the enamel to reveal six, evenly spaced, hinged arms. These serve a dual purpose. All the arms can be brought down and locked into perpendicular positions on either side of the staff. The staff can then be used as a short ladder. This is primarily used for quick entrances and escapes or when free climbing a surface is impossible.

The rungs can be individually locked into position and the ladder staff used for a wide variety of applications. If only one of the end hooks is locked in place, it can be used as shepherd's crook to snag the top of a high wall. If a few of the rungs are locked out to either side, it can be put on its side and used as a stable platform on which to work.

Because the coating is destroyed to reveal the rungs, the staff must be re-enameled or painted after each use. There are masterwork versions of these staves. They are exquisitely constructed and use no veneer, but they are rare and highly valued. *Cost:* 75 gp; *Weight:* 10 lbs.

## NIGHT DROPS

This alchemical distillation dilates the pupils and grants darkvision for 1d4



hours. Darkvision operates like normal vision, but in shades of black and white. If exposed to bright light, the user is blinded until the night drops wear off or the user is able to return to relative darkness. See DMG 83 for explanation of blindness. *Cost:* 40 gp; *Weight:* —

## ONE-HANDED DRILL

This complex tool allows the user to drill into any surface with a Hardness of less than 7 with a single hand. While a novelty for most woodworkers and masons, this device has distinct advantages for rogues. The drills can be outfitted with regular drill bits or climbing bits.

Armed with two of these devices and a surplus of hand strength, a rogue can ascend any palisade or other non-stone surface with relative ease. When using a pair of drills, the rogue gains a +10 circumstance bonus to his Climb checks. Because of the strong grip required to use the drills while climbing, rogues with less than Strength 12 are unable to use them in this fashion. If only one drill is used, it confers a +2 circumstance bonus to Climb checks. *Cost:* 75 gp; *Weight:* 3 lbs.

## ONE-HANDED DRILL, MASTERWORK

This drill is like the standard tool, but more finely crafted. The biggest differences are the types of bits it accepts and the durability of the mechanisms. This drill can be used against stone with a Hardness of up to 9. *Cost:* 200 gp; *Weight:* 3 lbs.

## SHINGLE PICK

This slim, iron tool is designed to smoothly slip under clay, slate, or wooden shingles. Once in place, the handle is rotated a quarter turn and a small claw at the tip snags itself on the support rafters below the layered shingles. Rogues can then tie a rope or line to the handle and lower themselves safely from the roof. This tool has no legal uses and possession of one is illegal in many areas. Due to its restricted legality, the shingle pick is very expensive in most areas. *Cost:* 75 gp; *Weight:* —

# POISONS

## INTRODUCTION

This section provides a wealth of information on poisons and how to use them in your campaign. Complete descriptions of several new poisons are provided, along with rules and guidelines covering the creation and use of toxins. Poison names and game statistics, as well as material enclosed in a shaded box, are designated as Open Content. All other material in this section is designated as closed content.

## OVERVIEW

Any substance that causes injury, illness, or death when introduced to the body of a living thing is technically defined as a poison. This encompasses an enormous number of substances, including many which are not harmful in reasonable doses, such as alcohol or certain medicines like opium.

Poisons do not affect all living things equally. The victim's species, age, health, length of exposure, and other factors influence a poison's effectiveness. A dwarf fighter with an 18 Constitution is much more likely to resist a giant scorpion's sting than an elf wizard with an 8 Constitution who is also recovering from a bad cold. A poison's particular delivery method may also work against the toxin's ultimate potency. This is especially true of injected poisons. For example, a giant scorpion's sting might not pierce flesh long enough or deeply enough for venom to flow into the wound.

## TYPES AND EFFECTS

Poisons come from three sources: animals, plants (including fungi and molds), or chemicals. Animal and plant poisons are fairly common, whereas chemical toxins, such as chlorine, are more rare. Animals use natural toxins as either weapons or defenses. Some animals, such as vipers, rely on poison to kill their prey. For a viper, poison is an offensive weapon. The poison arrow tree frog, in contrast, poses a serious health risk whenever it comes into contact with exposed flesh. Its poison is defensive in nature, designed to kill, incapacitate, or drive



off hungry predators. Almost all plant toxins are defensive in nature.

There are seven broad types of poisons: irritants, nerve poisons, allergens, asphyxiants, psychotropics, narcotics, and stimulants. Poisons may be delivered either by injury, contact, inhalation, or ingestion.

**Irritants** are usually contact or inhaled poisons. They burn or inflame tissues, especially in the sinuses, throat, and eyes. Irritants cause Dexterity loss, penalties to attack rolls and skill checks, coughing and sneezing, and blindness. Some types may also cause hit point damage in the form of burns or blisters. Irritants are seldom fatal.

**Nerve poisons**, on the other hand, are deadly. Exposure to a nerve poison usually results from injury or inhalation. These poisons act on the central nervous system, causing convulsions, delirium, paralysis, and stupor. Ability score

damage from nerve poisons can affect any ability except Charisma. Unconsciousness often results as well.

**Allergens** usually pose either minimal threat or no threat at all except to certain living things with a special vulnerability to the substance. Allergens, such as ragweed, often are no worse than an irritant, but severe allergies cause symptoms as deadly as nerve poison. Allergens can be delivered to a victim by any means.

**Asphyxiants** affect the cardiovascular system, interfering with breathing, heart function, and the oxygenation of blood. An asphyxiant typically causes Constitution damage. Unconsciousness commonly results from exposure to an asphyxiant. Most of these sorts of poisons are inhaled.

**Psychotropic poisons** alter the mind or mental state. They are usually ingested, and effects include such things as nausea,



delirium, hallucinations, and even psychotic episodes. Obviously, a psychotropic poison can do damage to Intelligence, Wisdom, and Charisma. Other effects may appear very similar to magical spells such as *confusion*, *cause fear*, or *emotion*. Even though the effects are mental, the causation is physical.

A **narcotic**, such as opium, dulls the central nervous system to produce nausea, drowsiness, sleep, dullness, insensitivity to pain, and stupor. Narcotics can be injected, ingested, or inhaled. They affect Dexterity, Intelligence, Wisdom, and Charisma. Unconsciousness is common. High doses cause Constitution drain and possibly death, working much like an asphyxiant. Narcotics can also cause an increase in Strength and the addition of extra hit points. Hit points gained this way are not lost first the way temporary hit points are.

In contrast, a **stimulant** excites the central nervous system, increasing the activity of the body or a part of the body. Stimulants may be injected, inhaled, or ingested. In controlled doses, stimulants increase alertness, energy, and resistance to pain. In larger doses, the effects lead to disorientation, convulsions, difficulty breathing, and death. A controlled dose grants a +1 circumstance bonus to Spot and Listen checks and a +1 resistance bonus to Reflex and Fortitude saves. When these effects wear off, the user is fatigued or exhausted. Harmful levels of stimulants cause damage to Constitution, Dexterity, Intelligence, and Wisdom.

Frequent use of psychotropics, narcotics, and stimulants wreaks havoc with the mind and body. Effects of addiction are beyond the scope of these rules. A DM who wishes to implement such considerations is encouraged to be strict. Drug abuse causes permanent brain damage and detrimentally affects various internal organs such as the liver, stomach, and kidneys.

### FIRST AID FOR POISONS

A healer's kit prepared to treat poisoning includes several common items. None of these items offer any additional game-related bonus, but serve merely to fill out the details behind the mechanics of a character's Heal skill.

The goal of first aid for poison is usually to dilute or extract the toxin. For dilution, water or milk are most commonly used. These substances coat the stomach and intestines to pro-



bonus to Alchemy checks. A character with five or more ranks in Profession (herbalist) gains a +2 synergy bonus with plant poisons.

The procedure for preparing any poison listed in the core rules is as follows:

- Convert the poison's price into silver pieces. There are 10 silver pieces in one gold piece. For example, small centipede poison costs 900 silver pieces.
- The DC is equal to the poison's DC plus 9. Thus, correctly preparing small centipede poison has a DC of 20.
- Pay one-third the poison's price to purchase the necessary raw materials. To continue with the example, small centipede poison's raw materials cost 300 silver pieces.
- Make an Alchemy check representing one week's work, as described under the Craft skill (PHB 65–66).

Success prepares a single dose of poison. A failed check means no progress was made during the week. If the Alchemy check fails by five or more, half of the raw materials are ruined and must be replaced. Furthermore, the poisoner has accidentally poisoned himself and must make the appropriate Fortitude save.

## NEW POISONS

A poisoner can also create new toxins in his laboratory. This sort of work cannot be done without the appropriate equipment. Alchemy is still the skill to be checked. Before success or failure is resolved, the new poison's characteristics must be determined. The base DC for the Alchemy check is 15. The new poison's characteristics affect the check's DC and the cost for raw materials. Thus, the poisoner must make several important decisions.

### TYPE OF POISON

The new toxin's delivery method must be injected, ingested, inhaled, or contact. It must be animal, plant, or chemical. None of these considerations affect the Alchemy check's DC.

### FORTITUDE SAVE DC

The poisoner gets to decide how lethal his product is. The base Fortitude save DC is 10. For each +1 added to this DC, the Alchemy check's DC also increases by +1. Thus, a new toxin with a Fortitude save of DC 18 increases the poisoner's Alchemy check DC by +8.

### INITIAL AND SECONDARY DAMAGE

Poisons typically cause ability score damage. The poisoner decides how much damage to which ability score occurs as both initial and secondary damage. Consult the following table to determine the adjustment to the Alchemy check's DC.

Damage	Initial	Secondary
1 point	+1	+0
1d2	+2	+1
1d3	+3	+2
1d4	+4	+3
1d6	+5	+4
1d8	+6	+5
2d4	+6	+5
2d6	+7	+6
3d6	+8	+7

The ability score damage considered here is temporary. Permanent ability score damage increases the DC modifier another +1. If the damage applies directly to hit points, reduce the DC adjustment by -1 (but not less than zero). The DC adjustment is made per ability score affected by the toxin. For example, a poison that initially causes 1d3 points of ability damage to both Strength and Constitution imposes a +6 DC modifier. A poison need not cause either initial or secondary damage.

### SPECIAL EFFECTS

Many poisons have effects other than ability score damage. Some cause unconsciousness or paralysis, for example. While none of these characteristics are magical, some duplicate spell effects. A poison's special effects (if any) are assigned as either initial or secondary damage. Any special effect that is initial damage has its DC modifier increased by +1. The game mechanics for most special effects are found in the core rules (DMG 83–85).

Special Effect	DC Modifier
Blinded	+2
Confused	+2
Cowering	+4
Dazed	+2
Deafened	+1
Exhausted	+2
Fatigued	+1
Frightened	+2
Nauseated	+2
Panicked	+3
Paralyzed	+4
Shaken	+1
Spell-like Effect	Spell level +1*
Stunned	+3
Unconscious	+4

\* Exercise great caution allowing spell-like effects. Those that cause damage should be ruled out entirely. Appropriate choices could be those that alter mental states, such as *confusion* or *cause fear*. DC modifiers may vary, and the DM should use discretion when assigning them.

### MAKING THE NEW POISON

Before any work can commence, the poisoner must purchase the necessary raw materials. The cost in silver pieces is equal to the Alchemy check's DC multiplied by 500. This entire cost must be paid. After raw materials are bought, the procedure to determine success or failure proceeds as described above under Standard Poisons.

Once a new poison has been created, the cost for raw materials is one-third the original amount. The Alchemy check's DC becomes equal to the poison's Fortitude save DC + 9. Additional doses are manufactured as described above under Standard Poisons.

### THE ADVANTAGES OF NEW POISONS

Since a new poison is a unique creation, healers and alchemists are less able to work their skills. Synergy bonuses enjoyed by the healer do not apply until he has had time and opportunity to make a study of the new poison. Alchemists attempting to determine the nature of the poison suffer a -2 circumstance penalty. Antitoxins (PHB 113) confer no bonus to Fortitude saves made against new poisons unless the alchemist who produced the antitoxin has studied the new poison.

## BREW POISON

Brew Poison is an item creation feat. Unlike the other item creation feats, a character need not be a spellcaster to brew poisons, but a spellcaster does have the additional ability to brew magical toxins.

**Prerequisite:** 4 or more ranks in Alchemy

**Benefit:** You can manufacture poisons. The procedure for doing so is described under Standard Poisons and New Poisons in this section. The creation of magical toxins is discussed under The Brew Poison Feat and Magical Toxins.

**Special:** DMs are encouraged to make learning this feat a difficult and possibly dangerous undertaking. To understate the situation, professional poisoners are not often greatly admired members of the community. How-to training in the manufacture of poisons probably involves associating with the criminal underbelly of a campaign world.

### A NEW POISON

Black Jack, an assassin, has created a new blade venom called *final touch*. It has the following statistics:

**Final Touch:** chemical nerve; injected DC 15; unconsciousness; 3d6 Con.

The Alchemy check's DC for first making final touch was 32 (15 base DC, +5 for Fortitude save DC, +5 for unconsciousness as initial damage, +7 for 3d6 ability damage to Constitution as secondary damage). The cost for raw materials was 15,500 sp. Black Jack can make additional doses using Alchemy, facing a DC of 25 and a raw material's cost of 5,167 sp.

### THE BREW POISON FEAT AND MAGICAL TOXINS

A spellcaster with the Brew Poison feat can create magical toxins. There are two types of magical toxins, but creation works basically the same way for both. Magical

toxins include supernatural poisons and enchanted poisons.

A **supernatural poison** is a substance that enters the victim's body like a poison, but its effects are entirely magical. To create a supernatural poison, the spellcaster works with any spell he can normally cast. The base price of a supernatural poison is its spell level multiplied by caster level multiplied by 50 gp. For example, a 6th-level sorcerer creates a supernatural poison based on *scare*, a 2nd-level spell. The price is 6 times 2 times 50, or 600 gp.

As with magic item creation feats, a supernatural poison requires the expenditure of 1/25 the base price in XP and uses up raw materials equal to half the base price. To continue the example, the *scare* poison requires the expenditure of 24 XP and 300 gp in raw materials.

An **enchanted poison**, in contrast, is a natural poison that has been given magical properties. The spell brewed into the poison takes the place of the poison's normal secondary damage. The base price for an enchanted poison is equal to the poison's cost plus spell level multiplied by caster level multiplied by 50 gp. For example, the 6th-level sorcerer above wants to add *scare* to greenblood oil. Greenblood oil adds another 100 gp to the poison's base price, increasing it to 700 gp. The XP expenditure and cost of raw materials expended are based on the adjusted base price. Thus, the enchanted poison would require 28 XP and 350 gp.

Any supernatural poison or enchanted poison based on a spell with costly material components or an XP cost also carries a commensurate cost.

## POISONS, SUPERNATURAL AND ENCHANTED

### DRAUGHT OF WOUNDING

The *draught of wounding* is an enchanted variant of arsenic. When ingested, the victim must make a Fortitude save (DC 13) to avoid 1 point of temporary Constitution ability score damage. The secondary damage is equal to *inflict critical wounds*, causing 4d8+7 points of damage. A Will save (DC 16) halves this damage.

*Caster Level:* 7th; *Prerequisites:* Brew

*Poison, inflict critical wounds; Market Price:* 1,520 gp.

### ENFEEBLING STING

This enchanted wyvern poison is used as a blade venom. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the poisoned weapon must make a Fortitude save (DC 17) to avoid 2d6 points of temporary Constitution ability score damage. Secondary damage is equal to a *ray of enfeeblement* as cast by a 6th-level caster (-1d6+3 enhancement penalty to Strength lasting for six minutes). A Fortitude save (DC 14) avoids the enfeeblement.

*Caster Level:* 6th; *Prerequisites:* Brew Poison, *ray of enfeeblement; Market Price:* 3,300 gp.

### GHASTLY MIST

A single dose of *ghastly mist*, a supernatural poison, fills a cubic foot of space when exposed to air. Any humanoid creature who inhales the mist must make a Fortitude save (DC 13) to avoid the effects of *ghoul touch*. When found as treasure, the mist is usually sealed in airtight glass vials.

*Caster Level:* 3rd; *Prerequisites:* Brew Poison, *ghoul touch; Market Price:* 300 gp.

### PASTE OF PESTILENCE

This supernatural poison appears to be a thick paste of unpleasant color and odor. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the coated weapon must make a Fortitude save (DC 16) or be affected by *contagion*.

*Caster Level:* 7th; *Prerequisites:* Brew Poison, *contagion; Market Price:* 1,400 gp.

### POWDER OF PARALYSIS

An enchanted form of insanity mist, the *powder of paralysis* works when inhaled by any living creature. Initial exposure forces a Fortitude save (DC 15) to avoid 1d4 temporary Wisdom ability score damage. Secondary damage is equal to a *hold monster* spell. A Will save (DC 17) avoids being held for nine rounds.



*Caster Level: 9th; Prerequisites: Brew Poison, hold monster; Market Price: 3,750 gp.*

### SEASONING OF SHRINKING

This supernatural poison appears to be some sort of normal seasoning such as pepper. When consumed, its magical properties come into effect. A victim who fails a Fortitude save (DC 14) is affected as if by a *reduce* spell as cast by a 6th-level caster. The *seasoning* does not affect the victim's equipment.

*Caster Level: 6th; Prerequisites: Brew Poison, reduce; Market Price: 300 gp.*

### TASHA'S HIDEOUS LAUGHING VENOM

This substance is created by enchanting the venom of a Medium-size spider. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the coated weapon must make a Fortitude save (DC 14) or suffer 1d4 points of temporary Strength ability score damage. Avoiding secondary damage requires a Will save (DC 13). If the Will save fails, the victim is affected as if by *Tasha's hideous laughter*.

*Caster Level: 3rd; Prerequisites: Brew Poison, Tasha's hideous laughter; Market Price: 450 gp.*

### TOUCH OF THE UNHOLY

This substance is a supernatural contact poison of dire potency. It appears as a thin, clear, slightly oily liquid that can be painted on an area no larger than one square foot. When it dries, it is nearly impossible to detect (treat as a magical trap with Search DC 29). In contact with exposed flesh, the dried oil releases a dark, greasy cloud in a 20-foot radius. All caught within the cloud suffer the effects of *unholy blight*. A Fortitude save (DC 16) partially negates the effects. Remember that activation requires exposure to flesh. A character handling the coated object with gauntlets will not trigger the oil, but will pick up the evil substance on his covered hand. Later, should he rub an eye or scratch a cheek, he will suffer the effects of the toxin.

*Caster Level: 7th; Prerequisites: Brew Poison, unholy blight; Market Price: 1,400 gp.*



## WILL-BREAKER

*Will-breaker* is a type of enchanted purple worm poison of exceptional potency. A single dose can coat the striking portion of any two small or any one medium or large slashing or piercing weapons. Any living creature injured by the coated weapon must make a Fortitude save (DC 24) to avoid 1d6 points of temporary Strength damage. Secondary damage is equivalent to *suggestion* as cast by a 6th-level wizard. A Will save (DC 14) negates the magical effects. Otherwise, the victim becomes suggestible for up to 6 hours.

*Caster Level:* 6th; *Prerequisites:* Brew Poison, *suggestion*; *Market Price:* 1,600 gp.

# NEW MAGIC ITEMS

## INTRODUCTION

This section presents a number of new magic items of particular interest to rogue characters. Names and game statistics are designated as Open Content. Text descriptions are designated as closed content.

## ALRIC'S TINY GOLEM

An elder burglar who tired of his somewhat battered apprentices running off designed this jade key fob. It is a small figurine in the shape of a humanoid with a lock pick slung over its shoulder.

When the command word is uttered, the tiny golem comes to life. It can be commanded to climb into a lock or trap and move the tumblers or other small mechanisms. It cannot exert more than 20 lbs. of pressure in any direction. It can use the skills Open Lock and Disable Device at the owner's skill bonus -2 and can set off any traps that might be waiting. The user can mentally command the golem up to 40 feet away.

If the living golem (HD 2d8, hp 10, AC 15) is destroyed, it magically returns to its key fob and cannot be recalled for 24 hours.

*Caster Level:* 3rd; *Prerequisite:* Craft Wondrous Item, *unseen servant*; *Market Price:* 12,000 gp.

## BAG OF TRASH

This filthy, moth-eaten sack is actually a cut-purse's best friend. When anyone other than the owner looks into the bag, it appears to be full of worthless junk. Rusted weapons, tarnished jewelry, bent coppers, and half-rotten foods are just a few of the things that might be found in this magical bag. When an item is placed into the bag, its appearance is immediately transformed into a similar worthless item. For example, a crystal goblet might appear as a chipped clay cup, and a magic wand might look like a rusty fireplace poker.

Only the owner of the bag can immediately discern the true appearance of the items inside it. An observer using the *true seeing* spell, a *gem of seeing*, or similar magic, will also see the bag and items as they actually are.

It takes a week for a new owner to become attuned to a *bag of trash*. Items removed from the bag revert back to their true appearance in 1d10 rounds. This item comes in three sizes: belt pouch, bag, and large sack.

Size	Capacity
Belt Pouch	3 lbs.
Bag	20 lbs.
Large Sack	50 lbs.

*Caster Level:* 1st; *Prerequisites:* Craft Wondrous Item, *silent image*; *Market Price:* Belt pouch—2,500 gp; bag—5,000 gp, large sack—10,000 gp.

## BOOTS OF GRACE

These finely crafted, high boots emanate a faint aura of enchantment magic. When a character puts them on, he will feel light-footed, agile, and graceful. Only when the character attempts a Move Silently or Dexterity check, or is required to make a Reflex save, will the true nature of these cursed items be known. Following such a check, the boots will start to make a *very* loud squeaking sound. In addition, the wearer will suffer a -10 circumstance penalty on all Dexterity-based skills. The boots can only be removed by a *remove curse*, *miracle*, *limited wish*, *wish*, or amputation.





*Caster Level:* 17th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *ghost sound*; *Market Value:* 4,000 gp.

## BOOTS OF MISDIRECTION

These boots are quite helpful to the rogue or ranger trying to evade pursuers. Once a day, the boots will allow the shadow of the wearer to become semi-sentient and distract any pursuers. The shadow is three-dimensional and is the same size and basic shape as the owner. The shadow can be commanded to move in any direction along a straight line. It moves at the same base speed as the owner. It will avoid or bypass any obstacles, always taking the easiest path. The shadow is semi-material and leaves footprints and other obvious signs of passage.

The shadow will magically return to the owner after one hour or if it sustains any damage. It has no hit points, and its AC is the same as the owner's, counting only non-magical bonuses (natural, armor, and Dex modifier). The shadow can be captured by magical means, so the owner should be mindful of other beings with access to the Plane of Shadow.

*Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item, *shadow conjuration*; *Market Price:* 52,000 gp.

## BRACERS OF FAÇADE

These hammered bronze bracers are adorned with ancient cityscapes. Twice a day, when the wearer activates the bracers, a 180° illusionary barrier forms in front of the character. The barrier changes to match the terrain behind the wearer and will change smoothly as he moves. The illusion grants a +20 circumstance bonus to the wearer's Hide skill checks.

The illusion does not mask sound, and if the wearer moves in front of a light source brighter than a candle, he will cast a shadow through the illusion. If the wearer moves more than five feet from the surface against which he is hiding, there is a 25% chance for every five feet moved that an active observer will notice him.

If the ruse is discovered, the façade still offers nine-tenths concealment and a 40% miss chance (PHB 133) due to the shifting illusion. The effect lasts for 10 minutes.



*Caster Level* 7th, *Prerequisites:* Craft Wondrous Item, *illusory wall*; *Market Price:* 60,000gp.

## BRIDLE OF INVISIBILITY

Weary of hiding his mount in the nearby woods, a bandit prince had this magical tack made for his favorite steed. When activated, the mount and everything on it disappears, as the *invisibility* spell. A centaur cannot use this magic item, but a paladin's summoned mount could activate it.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *invisibility*; *Market price:* 15,000 gp.

## COMPASS OF PASSAGE

These small metal devices are normally used to measure distances on maps. This one is slightly different. It allows the user to draw a circle on a surface, such as a tunnel wall, and then pass his hand through that magical circle to the other side of the wall.

The compass can be opened to a maximum width of three inches. The user places the sharp, pointed end onto the object through which they would like to pass. The other end must have some sort of writing instrument attached, such as a pen, or a piece of chalk or charcoal. The holder rotates the device, drawing a circle up to six inches in diameter on the surface.

As soon as the encircled surface is touched, the ink or chalk flares and the user's extremity passes into the wall. The magical tunnel extends up to 10 feet. The hole does not allow for viewing and nothing on the other side can pass through without first being grasped by the user. The hole disappears when the user's appendage is withdrawn from the circle. The device can be used up to three times per day.

*Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item, *passwall*; *Market Price:* 37,800 gp.

## RING OF MAGIC DETECTION

magical aura, one or more of the gems will glow, depending on the school of magic involved. If there are multiple auras involving multiple schools of magic, many of the jewels will glow. The ring can only detect magical auras; it is up to the wearer to determine if the ring is glowing because of magic items, traps, or lingering spell effects. Otherwise, the ring functions as the spell *detect magic*.

## RING OF TRAP DETECTION

A small scorpion trapped in amber is set into this finely crafted platinum ring. When the wearer comes within 30 feet of a trapped item or area, the insect appears to come to life, moving within the amber. The scorpion will orient itself toward the trap's trigger when it is within 10 feet, using its tail to point out the mechanism.

This ring will automatically detect any non-magic trap, whether simple or complex. In addition, it will alert the wearer to the presence of a magic trap, allowing him to make a Search check as a rogue of equal level. If there is more than one trap in the area, the scorpion will orient itself to the closest. After the trap has been disabled or the wearer moves away from the area, the scorpion will settle back to its original position. The ring is created with 50 charges. It expends one charge when detecting a mechanical trap and two charges when detecting a magic trap—whether the wearer discovers it or not.

*Caster Level:* 5th; *Prerequisites:* Forge Ring, *divination*, *detect snares and pits*, *find traps*; *Market Price:* 20,000 gp.

## SCARAB AGENT

## TOLARET'S STAFF

Roll Metal	Enhancement Bonus	Special Ability
1-3 Bronze	+1	+5 circumstance bonus on Balance checks
4-6 Silver	+2	As above, plus <i>spider climb</i> 1/day
7-10 Gold	+3	As above, plus <i>feather fall</i> 1/day

orphan tugging at your doublet—these are just a few ways to attach one of the spy's favorite magic items. Once the command word is given, these tiny (quarter-inch long) insect-shaped pins allow the owner to see and hear as if they stood right beside the target. Merely listening requires no special actions on the part of the owner. If the spy wants to observe the target and his surroundings, the scarab's multifaceted eyes will open and the spy will see everything in the area not blocked by the target's body. In the case of both listening and viewing, the scarab channels only the owner's natural senses—magical enhancements are not effective.

The owner must be within a half-mile of the pin and fully concentrating to receive both auditory and visual feedback. If the owner takes any move-equivalent actions, he may only listen through the scarab. The user cannot cast spells or use psionic abilities while operating a scarab.

If the scarab travels more than a half-mile away or is blocked by magical means, the connection is lost and cannot be re-established until the scarab is retrieved.

**Caster Level:** 4th; **Prerequisites:** Craft Wondrous Item, *clairaudience*, *clairvoyance*; **Market Price:** 22,000 gp.

## SWORD OF SILENCE

This ordinary looking +2 short sword generates a field of silence in a 5-ft. radius around the wielder. This effect functions as a silence spell and is usable up to three times per day. The wielder must touch the weapon to activate it. Even when inactive or sheathed, the sword continues to slightly disrupt the air pressure around the user, causing all sounds to be slightly muffled. This grants the wielder a +2 circumstance bonus to Move Silently checks.

**Caster Level:** 7th; **Prerequisites:** Craft Magic Arms and Armor, *silence*; **Market Price:** 10,310 gp.

## TOLARET'S STAFF

Tolare was a very successful arcane thief who had a penchant for second-story work. After nearly falling to her death from an ice-covered tightrope, she had a number of these magical staves made to assist her in her nighttime work.

In its conventional form, the device is a rod two feet long constructed of lightweight, burnished metal. Upon magical examination, it radiates a slight *dweomer* of alteration magic. With a sharp flick of the wrist, the device extends to a quarterstaff six feet long. If the rod is grasped in both hands and the proper command word is given, it will further expand into a 10-foot staff.

As her experience with using the device developed, Tolaret was able to commission more and more powerful versions of this staff.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *cat's grace*, caster must be of a level three times that of the combat bonus, silver—*spider climb*, gold—*feather fall*; **Market Price:** Bronze—3,000 gp, silver—10,000 gp, gold—24,000 gp.

## URCHIN RING

Once a day, this unassuming brass ring allows the wearer to attract the attention of 1d6 children under the age of 12. Under the enchantment of the ring, the children will be compelled to find the largest concentration of people within a half-mile radius, begin systematically picking their pockets, and bring the stolen purses to the ring wearer. The compulsion acts on the children subconsciously; They will simply drop whatever they are doing, wandering away from games, friends, and parents as children are wont to do. The ensorcelled children will think of it as a game and will do their best not to be caught.

While under the influence of the ring's magic, the children have Pick Pocket +3,



Hide +3, and Move Silently +3. If a child is caught in the act, the compulsion is dispelled immediately, and the child will not be able to explain why he acted as he did—not that children ever can. The effects of the enchantment last one hour or until all the children have been caught. The children will stealthily bring their loot to the wearer every time they collect something valuable. The ring wearer may have to take his own precautions to avoid being observed.

*Caster Level 11th. Prerequisites: Forge Ring, mass suggestion; Market Price: 30,000 gp.*

## NEW MAGIC

### INTRODUCTION

This section presents a new clerical domain and several new arcane and divine spells. The spell names and game statistics are designated as Open Content. Text descriptions are designated as closed content.

### THIEVERY DOMAIN

This domain is not assigned to any deity in the core rulebooks. It can be added to the portfolio of whatever gods the DM thinks should grant it, or be used by new gods of the DM's design. It differs from trickery in that it is unconcerned with influencing individuals and much more concerned with the redistribution of wealth and the avoidance of impediments to that end. Some of the new spells are also arcane spells; see the spell descriptions for details.

**Granted Power:** Pick Pocket, Open Lock, and Move Silently are class skills.

- 1 **Knock.** Opens locked or magically sealed door.
- 2 **True Filch\*.** Grants a +20 bonus to one Pick Pocket check.
- 3 **Perfect Crime\*.** Improves the chances of successfully committing a crime.
- 4 **Detect Traps\*.** Reveals all traps in an area.
- 5 **Dimension Door.** Teleports you and up to 500 lbs.
- 6 **Greater Knock\*.** Opens doors and disarms traps in an area.
- 7 **Discern Location.** Exact location of creature or object.



**8 Lair\***. Creates a permanent, extradimensional hideaway.

**9 Steal Body\***. Swaps your mind and the mind of a target being.

Spells marked with an asterisk (\*) are new spells, detailed below.

## NEW DIVINE SPELLS

### TRUE FILCH

Divination

**Level:** Thievery 2, Sor/Wiz 2

**Components:** S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** You plus one victim

**Duration:** 1 minute/level, or until used; see text

**Saving Throw:** None

**Spell Resistance:** No

You immediately know the exact moment when it is optimal to use the Pick Pocket skill on a single victim selected when the spell is cast. This victim must be in range of the spell at casting, but can then move further away without affecting the spell. At any time while the spell remains in effect, a Pick Pocket check against that victim receives a +20 insight bonus. Only one attempt can be made per casting of the spell. The spell has only somatic components, so it is not obvious to most bystanders that it is being used.

### PERFECT CRIME

Divination

**Level:** Thievery 3

**Components:** V, S, M

**Casting Time:** 5 minutes

**Range:** Touch

**Target:** You plus one associate per 4 levels

**Duration:** 1 day

**Saving Throw:** None

**Spell Resistance:** No

This unusual spell enhances a specific criminal act, which must be specified in detail as the spell is cast. "I want to steal a big jewel!" is not adequate. "I plan to enter the estate of Lord Jason Andrommi and steal the ruby from the top of the family crest in his sitting room," is.

Furthermore, the crime being committed must

somehow advance the aims or principles of the cleric's deity. Thus, the above example is valid if Lord Andrommi is commander of the City Watch, and stealing from him would be a major blow to his prestige and a morale boost for the town's thieves. Robbing the temples of enemy gods or retrieving artifacts of value to thieves are also good examples.

The caster can cast this spell on one associate for every four of his class levels, in addition to himself. (So a 5th-level cleric with the thievery domain can cast this spell on himself and two associates.)

From the point the spell is cast to the completion of the crime or the end of one day—whichever comes first—the following effects apply:

- All saving throws, skill checks, and attack rolls receive a +2 competence bonus.
- The DC of saving throws against all spells cast by the caster or his associates is increased by 2.
- All participants in the crime gain a +2 competence bonus to AC while they are engaging in activities that further the crime.

It is up to the DM to decide if a specific action is taken in the furtherance of the specified crime. (Attacking a guard outside the room where the jewel is kept is a valid action; attacking a random servant who has failed to spot the thieves and is thus unlikely to hinder their plans is not.)

### DETECT TRAPS

Divination

**Level:** Thievery 4, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to 1 minute per level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell reveals all artificial traps within its area of effect, causing them to appear as if outlined by a pale nimbus. This effect is only visible to the caster. It detects all

artificial constructions designed or intended to cause harm, from simple pit traps to the most complex creations of mad trappers. What it does not do is reveal any incidental environmental hazards—a natural pit covered over by fallen brush is not a “trap” to this spell, though a natural pit hidden by intentional act is.

The spell reveals all aspects of a trap within range, including remote triggers, even if the trap the trigger activates is not within range.

The initial casting of the spell only reveals the fact that there is a trap in the area; it conveys no other information. For each round the caster remains still, he can concentrate on a single revealed trap. This reveals the following information:

*First Round:* Basic nature of the trap (pit, swinging pendulum, magic).

*Second Round:* The general effectiveness of the trap (how deep is the pit, how many dice of damage does the scything blade do).

*Third Round:* An intuitive understanding of the mechanism of the trap, enough to grant a +4 insight bonus to the caster’s Disable Device check if he disarms it himself, or a +2 insight bonus to anyone the caster is directly advising.

As the caster concentrates, the faint glow indicating the presence of a trap becomes sharper and more distinct, outlining the mechanism until it almost seems the caster is studying a glowing, three-dimensional blueprint of the device.

### GREATER KNOCK

Transmutation

**Level:** Thievery 6, Sor/Wiz 6

**Components:** V, M

**Casting Time:** 1 action

**Range:** 25 feet

**Area:** Cone

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** None

This spell, feared by anyone who constructs secure locations, is sometimes called “The Golden Key” or “Waymaker.” It allows the caster to walk effectively unhindered through traps, locked doors, portcullises,

and the like. The spell’s area of effect is a cone extending from the front of the caster (it turns with the caster). Locked doors within the cone fly open. Doors spiked shut simply burst inwards. Traps in the cone misfire or deactivate harmlessly. Portcullises slide out of the way. Ropes uncoil, deadbolts slide back, chains snap. Unlike most of the spells in this domain, *greater knock* is not subtle. Traditionally, the caster casts it and begins moving forward at full speed, followed by associates who can deal with the non-trap or lock related dangers of the area, as *greater knock* requires full concentration to maintain.

This spell will dispell a *guards and wards* spell.

*Greater knock* has no effect on natural hazards or blockages—it will not clear a collapsed tunnel, for example. It also does not provide any means of motion—it may reveal a pit trap, but the pit must still be crossed by normal means.

The material component for this spell is a masterwork jeweled platinum key ring, containing on it four decorative keys, one of gold, one of silver, one of copper, and one of iron. The cost of this item is at least 1,000 gp, and it is destroyed in the casting.

### LAIR

Conjuration (Creation)

**Level:** Thievery 8

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One doorframe, arch, or portal

**Effect:** Extradimensional hideaway, up to one 10-ft. cube per 2 levels

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** None

To cast this spell, the cleric must be touching an arch, portal, doorframe, or other opening. After the spell is cast, the target of the spell appears normal, but, if anyone passes through it while speaking a command word specified by the caster, they will enter a small pocket dimension created by the spell. The caster determines the exact appearance of the Lair at the time of casting, but it is always an interior room or small suite of rooms with no windows or outgoing doors, other than the one the spell targeted. The walls and floor may be of any substance, from rough-hewn wood to polished

gold, although any such substance dissolves instantly if it is brought back through the portal. The Lair has no furnishings, but such can be brought in through the door. The Lair can be brightly lit or shrouded in darkness at the will of the creator, and its temperature is likewise subject to the creator's whims (from roughly 20° to 110°F).

The Lair can be a place to store treasure, to recuperate, to sleep, to hold kidnap victims, or to shelter those sought by the law (or by evil, for that matter). The only way to enter or leave is to know the pass phrase, but, if it is known, it will work for anyone. Thus, using the Lair as a prison is feasible only if you can be sure the prisoner cannot learn the pass phrase or cannot reach the door.

An unconscious person can be brought into the Lair if carried by someone who speaks the pass phrase as they enter.

Anyone passing through the portal and *not* speaking the command phrase will feel nothing unusual. There is no way, short of *true seeing*, *wish*, or *miracle*, to detect a Lair.

If the door to the Lair is destroyed, the Lair itself is likewise destroyed, and all materials placed within it (including people) are expelled into the open space nearest the now-destroyed entrance. Any entry to a Lair has its Hardness and hit points doubled.

Creating a Lair costs 1,000 experience points.

Only one Lair per caster can exist at any one time. A caster can destroy a Lair at will (any contents will be ejected as noted above), but recreating it requires another expenditure of experience points.

### STEAL BODY

Transmutation

**Level:** Thievery 9

**Components:** V, M

**Casting Time:** 1 action

**Range:** Short (25 ft. + 2 ft./level)

**Target:** One being

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Why bother stealing a person's gold, weapons, or land, when you can just steal that person's



self—or, at the least, the container the self resides in. *Steal body* allows the caster to transpose his mind and the mind of his target. Once this is done, the effect is permanent until and unless *steal body* is cast again. The effects are as follows.

The caster's mind enters the body of the target, and vice versa. The bodies remain where they were. The physical abilities (Strength, Dexterity, and Constitution) remain as they were; the mental abilities (Intelligence, Wisdom, and Charisma) are transposed. All skills, feats, and levels remain with each being's consciousness. Any innate powers of the body (flight, elemental resistance, darkvision, *etc.*) remain with the body, except for class abilities (such as a barbarian's rage). All equipment (including spell components, holy symbols, and so on) remains with the body. Each mind is instantly capable of using the body and moving, talking, *etc.*, normally.

The victim of the spell, unless he is consenting or has been forewarned, will be stunned for 2d4 rounds. A Will save (DC 28) halves this duration.



What happens next is highly variable. If the caster doesn't want his old body anymore (it was ill, old, or just less useful than his new body), he may well attack, hoping to kill the former inhabitant of his new body before the victim can raise an alarm or strike back. He may arrange for the old body to be taken prisoner—this works well if the caster just cast this spell on a king who had him (the caster) in chains. Or he may do nothing, allowing the inhabitant of his old body to go free. A lot depends on why the spell was cast.

If the original body is still alive and intact, a *dispel magic*, *limited wish*, *wish*, or *miracle* will undo the spell.

There are no limits on what body can be stolen—if the innate spell resistance and high Will saves of an Elder Wurm or powerful Outsider can be overcome, even those bodies can be seized.

The XP cost for this spell is equal to the XP that would be received for defeating the target of the spell, based on its CR (DMG 166).

## NEW ARCANES SPELLS

These are arcane spells, useful to rogues who multiclass to wizard or sorcerer.

### DISTRACTION

Enchantment (Compulsion)  
**Level:** Wiz/Sor 0, Brd 0  
**Components:** S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 2 ft./level)  
**Target:** One person  
**Duration:** 1 round  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell is very common among rogues who dabble a bit in magecraft. It causes the target of the spell, if he has not yet spotted the caster, to look away for a single round, allowing the caster to move quickly by. The victim of a *distract* spell also has a -10 penalty to his Listen checks with regards to the caster for a single round—long enough to run past, if the caster is quick and daring.

The material component is a small pebble, which is tossed behind the target of the spell.

### INVISIBLE OBJECT

Illusion (Glamer)  
**Level:** Sor/Wiz 1  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** 1 object of less than 10 lbs./level  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** No

Oftentimes, getting into the king's bedchamber and stealing the diamond scepter isn't nearly as hard as getting it back out again. *Invisible object* was devised to deal with this problem. (Alternatively, sages at the Karrakesh Academy claim to have traced it to an apprentice who disagreed with certain policies regarding food brought into the student's quarters.) Regardless of its origin, the spell's effect is straightforward: A single object is made invisible. Attempts to circumvent this limitation by loading a chest with purloined goods and then casting the spell on the chest leaves the caster with an invisible chest, the contents of which are quite plain to see.

If someone suspects a person is carrying an *invisible object* and succeeds at a Search check (DC equal to 15 + caster's level), he may then make a Will save to break the illusion. Note that the object will not be visible to casual inspection: Only a Search that reveals something out of the ordinary will earn a Will save.

The object remains invisible for the full duration of the spell, even if the caster is no longer carrying or holding it. This can be useful for everything from practical jokes to complex frame-ups, if an invisible object is passed to an unsuspecting patsy.